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RE: Technology Vision Process  
DATE: December 10, 2014  
CC: Board of Education

The Technology Vision development process will be presented at the December 15 Board meeting.

### **Overview**

In 2009-2010, a vision was developed around the concept of “Innovation without Restriction”. While the concept of innovation remains at our core, it is time to progress our vision by way of a new roadmap. This builds off our past vision that moved from desktop to mobile to a continued focus on amplifying anywhere, anytime learning via Internet and cloud-based experiences. It also aligns to current technology trends: ubiquitous access to information via the Internet, mobile devices, global connectivity, and cloud-based computing.

For the purpose of this presentation, we will share an overview of how the vision will be developed. Please see the attached summary document for details. In addition, we will present a recommendation to adopt a research-based tool known as Clarity from Bright Bytes that provides an additional mechanism for data collection regarding the progress of our vision. This survey of staff and students would be used to gather baseline data and gap analysis prior to the implementation of the vision. In addition, this tool would then be used throughout the life of the implementation to gauge progress on the vision, to garner insights for potential adjustments, and to provide analytics for comparisons nationally.

# Vision Development Summary

## Historical Overview

The following timeline represents the progression of District 225's learning ecosystem.

2008-2011 Innovation without Restriction: Google, Mobile, Teacher Experience, and Infrastructure

2011-2014 Innovation without Restriction: Student Access

As part of the District 225's learning ecosystem, the following descriptors were adopted in 2009-2010 and expanded as we evolved our vision of teaching, learning, and technology:

<i>Accessible</i>	<i>Agency (2014)</i>	<i>Agility (2014)</i>
<i>Collaborative</i>	<i>Customizable</i>	<i>Empowerment (2011)</i>
<i>Engagement</i>	<i>Fiscally Responsible</i>	<i>Global</i>
<i>Innovation</i>	<i>Integrative</i>	<i>Interactive</i>
<i>Literacy-Based</i>	<i>Mobile</i>	<i>Participatory</i>
<i>Reliable</i>	<i>Seamless (2011)</i>	<i>Secure</i>
<i>Streamlined (2011)</i>		

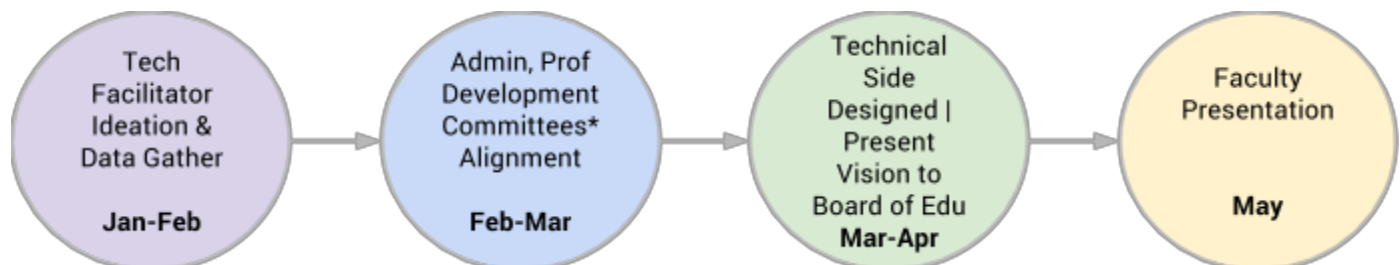
These descriptors along with the theme of Engagement and the mindset of “never landing” form the foundation of decision-making, growth, and resource allotment in the area of technology for shaping our learning ecosystem.

## Themes

To continue growing our learning ecosystem as defined by the aforementioned descriptors, innovation and growth in the emerging themes will shape our roadmap development. Each category has specific areas of focus plus items that emerge during ideation and data collection:

1. Cloud-Based Environment: software, practices, experiences, hardware, and storage
2. Active Learning Spaces: physical, digital, blended, and room technology
3. Digital Resource Expansion: digital textbooks, create your own texts
4. Learning Analytics and Dashboard Development
5. Google Ecosystem Growth: platform, device, software, and professional development
6. System Integration and Efficiency
7. Data Archiving and Securing
8. Professional Development and Learner Experience: alignment of technology vision and learning vision

## Timeline



## Process Flow

The process is based upon flows. In other words, these are sequential only for understanding. In practice, they are ongoing and fluid. This includes a constant check on whether we need additional data and perspectives.

### Flow One: Confirmation of Themes with Facilitators

- Despite the emergence of these themes based upon department focus groups (IS and facilitators), formal and informal conversations, and needs determined last year, the language is new. Ensure that these capture what was discussed
- Utilize IS, Facilitator, and Inst Tech Goal Meeting to again check if these themes are indeed areas of focus
- Time: October/early November

### Flow Two: Ideation Session

- Team: Facilitators, Associate Principals of Curriculum, Asst Supt of Ed Services, and Instructional Technology
- Focus: Each theme is explored around core questions with the starting point conversations being a review of our District Learning Outcomes and vision of learner centered, engaged environments: does this remain our vision of learning and teaching district-wide? does our current technology align?
- Outcome: Prototype One of Core Ideas that Drive a Learning, Teaching, and Technology Plan
- Time: 1-2 full day workshop
- Data Collection: Bright Bytes will serve as our core data collection tool for students and teachers. However, there will be a need to collect additional data via interviews and focus groups from department members, students, and other groups/committees. Tech facilitators will serve in this data collection capacity.

### Flow Three: Administrative, Professional Development, and Technical Review of Prototype One

- Team: District Admin, IS Council, ILT, Staff Development, and Professional Learning Committee
- Focus: Review and Discuss Prototype One presented by Tech Facilitators
- Outcome: Prototype Two
- Time: ½ to 1 day experience
- Questions: The mix of administrative and professional development committees will review the recommendations from Flow Two with the following lens: Should we do this?, Can we do it?, How do we do it?. This goal is alignment of technology vision with the learning and teaching vision. The technical team will review the recommendations from the lens of feasibility and planning.

### Flow Four: Horizon Placement

- Team: District recommendations and then building-based layouts
- Focus: Explicit efforts to bring the final prototype to life
- Outcome: Learning and Teaching Technology Plan Roadmap

### Vision Development via Horizons

The roadmap development focuses on three horizons of innovation: enhancements to current practices (0-24 months), growth of new practices (12-36 months), and focus on reimagining possibilities (24+ months). With each horizon, the focus is on both vertical and horizontal growth with moonshot thinking at the core. This builds off our past roadmap that moved from desktop to mobile under “Innovation without Restriction” to a continued focus on amplifying anywhere, anytime learning via Internet and cloud-based experiences. It also aligns to the technology trends: ubiquitous access to information via the Internet, mobile devices, global connectivity, and cloud-based computing. The focus of each includes the key question, “How and when do we get there?”. This work is done by a larger group once ideation and consensus within each theme concludes. Building autonomy is expected.