

QUINCY PUBLIC SCHOOLS DIGITAL LEARNING

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PURPOSE

Purpose:

- To support the development and expansion of digital learning and literacy to reach all students in all content areas throughout the district. Digital Learning emphasizes high-quality instruction and provides access to challenging content, feedback through formative assessment, opportunities for learning anytime and anywhere, and individualized instruction to ensure all students reach their full potential to succeed in college and a career.
- This team works closely with the Technology Planning and Training Team to provide training, guidance, information, and services to school administrators and personnel that support state and local learning standards that contribute to the academic performance and development of all students.



ELEMENTARY GOALS

Goals:

- ◉ During the 2015-2016 school year, the Elementary Digital Learning Team will work with the elementary teachers and principals to maximize their use of Aspen as a communication and collaboration tool with parents, teachers and students regarding grading and curriculum.
- ◉ During the 2015-2016 school year, the Elementary Digital Learning Team will work with elementary teachers and principals to increase their use of digital learning tools within the classrooms. The team will do this by assessing the use of tools already in place and recommending professional development to support the increased use of digital learning tools to enhance the curriculum.



ELEMENTARY TEAM

Co-Chairs: Nicholas Ahearn, Steve Sylvia, Erin Perkins

Members:

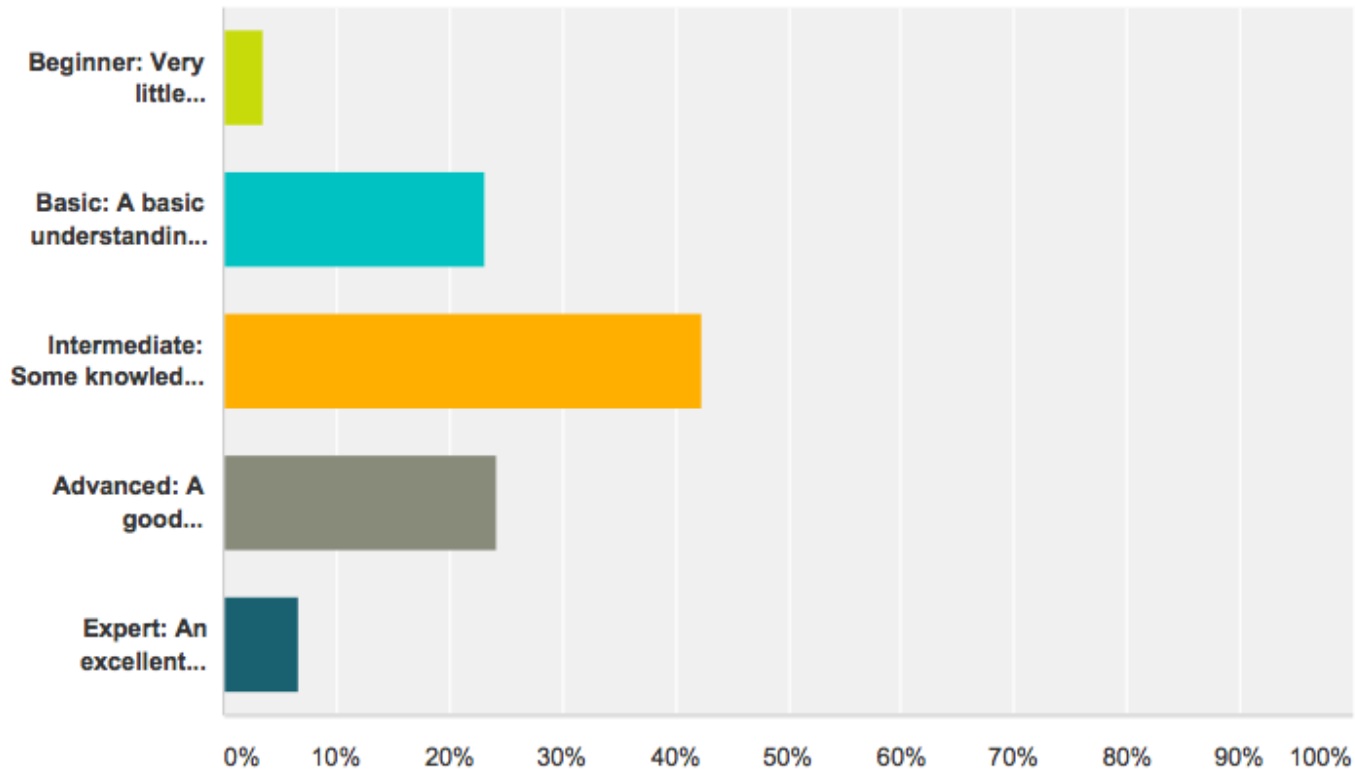
Rachel Matzdorff	Grade 3 Teacher
Tara MacLeod	Occupational Therapist
Rebecca Cordero	Grade 1 Teacher
Casey Deaguero	Grade 4 Teacher
Renee Malvesti	Principal
Michelle Capone	Grade 3 Teacher
Dawn Ciardi	Grade 4 Teacher
Laura Latini	Grade 5 Teacher
Mike Marani	Assistant Principal
Laura Owens	Assistant to the Superintendent
Katie Carey	Team Administrator
Jennifer Russell	Literacy Specialist



ELEMENTARY DIGITAL LEARNING SURVEY

Q3 How would you rate your comfort level with technology skills?

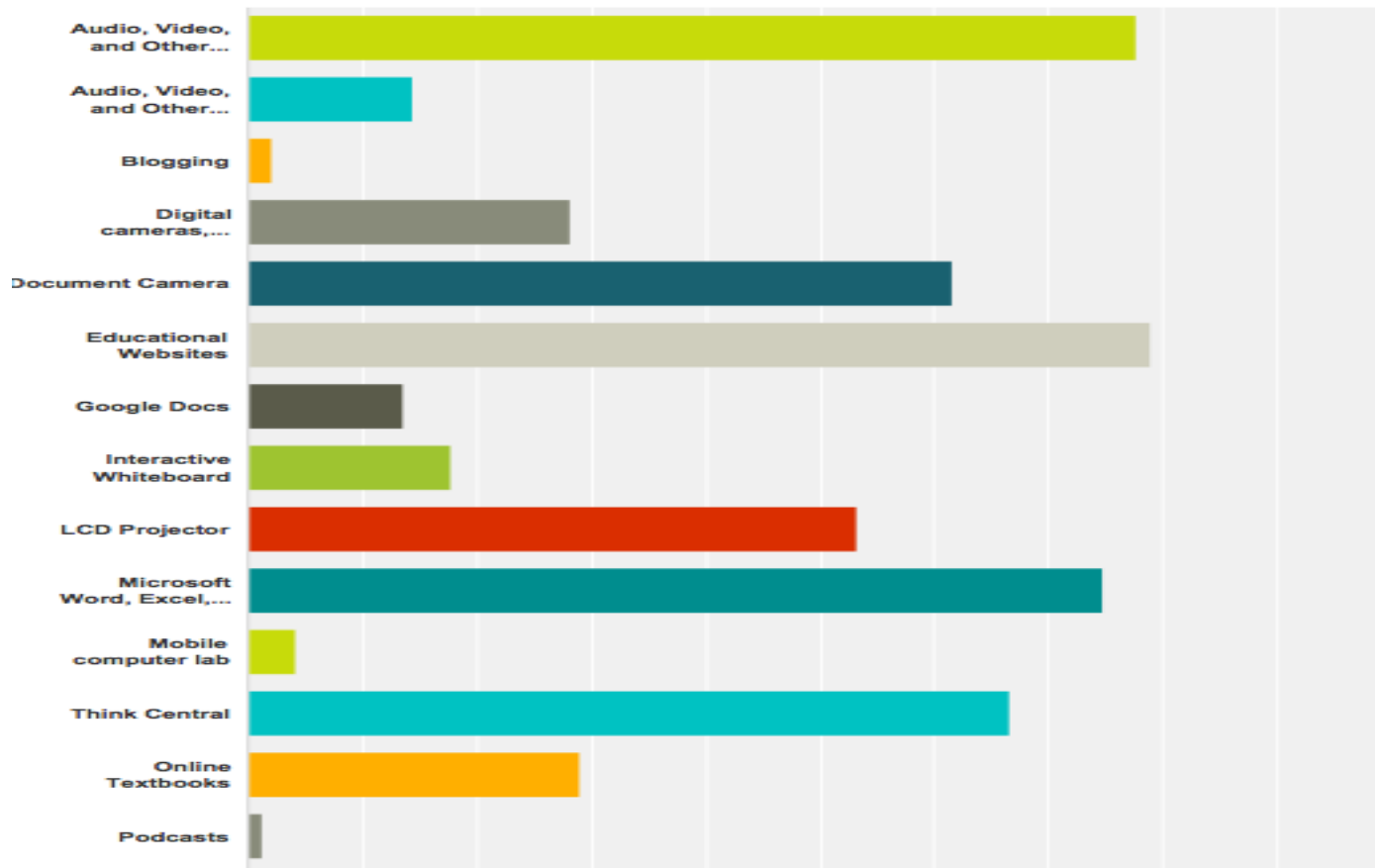
Answered: 255 Skipped: 0



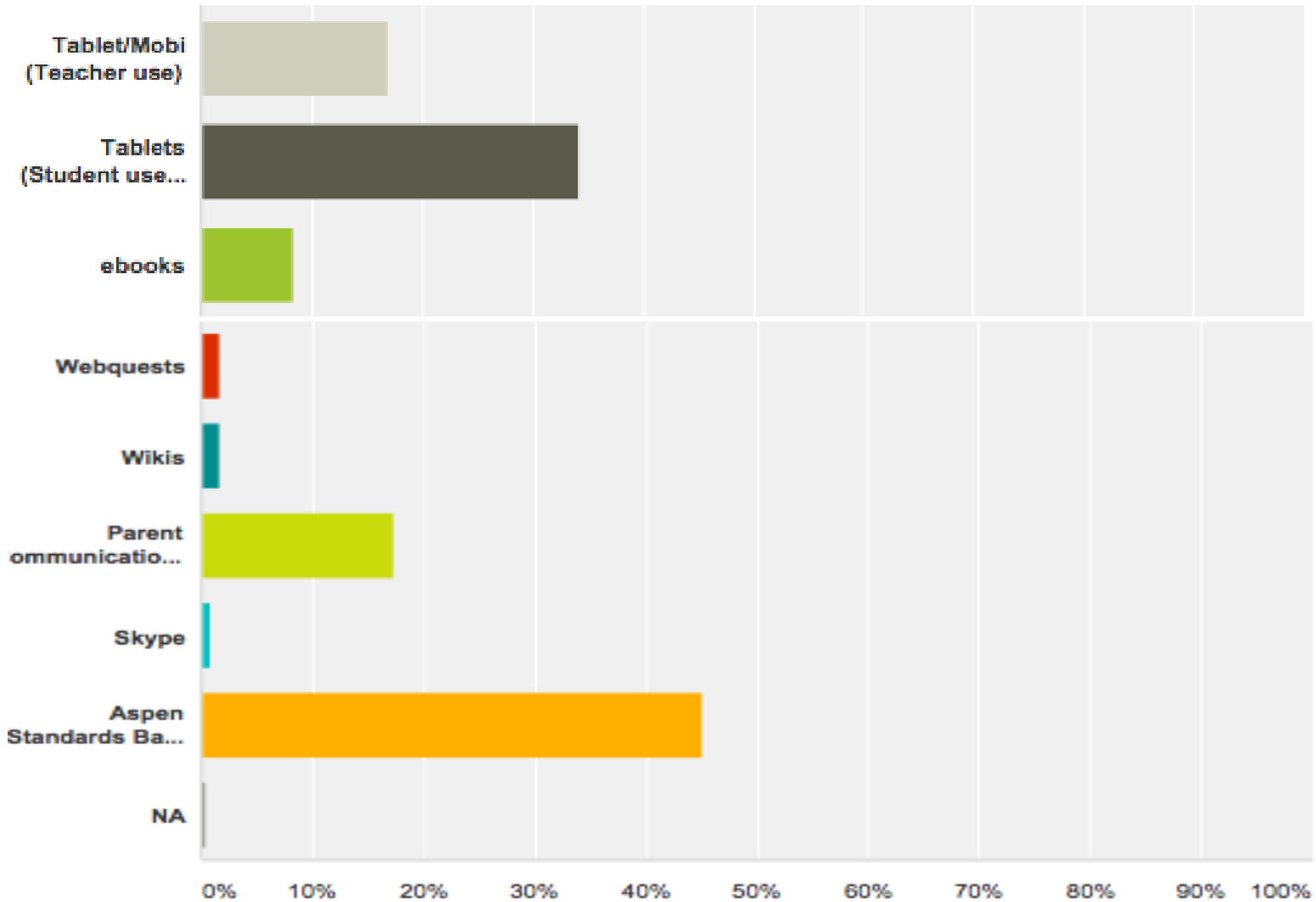
ELEMENTARY DIGITAL LEARNING SURVEY RESULTS

Q4 Please identify which of the following educational technologies you CURRENTLY USE in your classroom. Mark all that apply.

Answered: 237 Skipped: 18



SURVEY RESULTS CONTINUED



RESOURCES

New **Draft** Digital Literacy and Computer Science Standards

- ◉ Grades Kindergarten to Grade 12
- ◉ Broken into 4 strands
 - Computing and Society
 - Digital Tools and Collaboration
 - Computing Systems and Computational Thinking
- ◉ Standards emphasize a focused and coherent progression of knowledge and skills



EXAMPLES OF STANDARDS

Kindergarten to Grade 2 Computing and Society

- ◉ K-2.CAS.a.1 Demonstrate proper ergonomics (e.g., body position) when using devices

Grades 3 to Grade 5 Computing and Society

- ◉ 3-5.CAS.a.3 Identify appropriate and inappropriate uses of technology when posting to social media, sending e-mail, and browsing the Internet

Grades 6 to Grade 8 Computing and Society

- ◉ 6-8.CAS.b.3 Apply fair use for using copyrighted materials (e.g., images, music, video, text)

Grades 9 to Grade 12 Computing and Society

- ◉ 9-12.CAS.a.2 Use safe and appropriate practices when creating digital artifacts.

EXAMPLES OF DIGITAL LEARNING FROM ACROSS THE DISTRICT

- Video will go here



MIDDLE/HIGH SCHOOL GOALS

LEARN



MIDDLE HIGH SCHOOL TEAM



MIDDLE/HIGH SCHOOL SURVEY RESULTS



RESOURCES



PROFESSIONAL DEVELOPMENT

- Elementary

- Middle/High



CELEBRATION OF DIGITAL LEARNING

LEARN

The word "LEARN" is rendered in large, bold, red 3D block letters. A black mouse cursor is positioned at the end of a thin black line that extends from the right side of the word, suggesting a digital or interactive theme. The letters and the mouse are set against a white background with a subtle reflection effect.

Thank you

QUESTIONS?

