ANOKA-HENNEPIN
SCHOOLS
A future without limit

Anoka-Hennepin Learning and Technology Plan
August 24, 2015

Vision

Every Student, a Successful Digital Learner

Areas of Focus

Learners, Educators and Systems

Digital Learners
- Literate with Information, Media and Technology
- Life, Career and Learning Skills
- Digital Citizenship

Digital Educators
- Effectively Leverage Technology for Learning
- Facilitate and Lead the Shift to Digital Learning
- Utilize High-Impact Instructional Strategies with Technology

Digital-Ready School System
- Alignment of Systems and Resources
- Equity in Access
- Supportive Technology Systems
- Innovative Design / Redesign / Transformation

Goals and Action Plans

Goal 1: Investigate, develop and implement a set of standards and experiences for students that place emphasis on the **21st Century Skills** Framework of Life and Career Skills, Learning and Innovation Skills, and Information, Media and Technology Skills.

Goal 2: Implement a district vision of an effective **digital learning environment** (DLE) that generates and replicates best practice ideas and scaffolds the skills of students to both learn about technology and to use technology to learn.
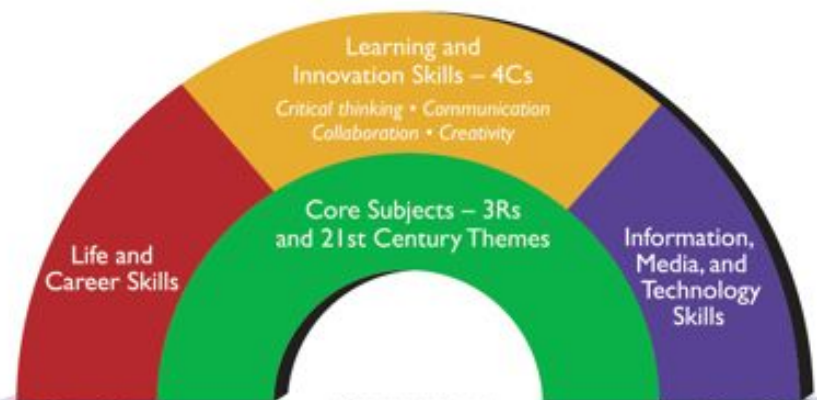
Goal 3: Realign or redesign district structures and **resources** so that they are **aligned** to effectively support the digital learning environment.

Goal 4: Provide an improved **capacity building** system for educators and leaders to better support a shift to digital learning.

Goal 5: Create **efficiencies** in **operational** areas of the school district to better support the work of educating students.

Goal 6: Improve our level **of stakeholder involvement** for the purposes of engagement, collaboration and support.

Goal 1: 21st Century Skills

1.1 Develop an attainable set of priorities and outcomes related to the 21st Century Skills Framework to provide priority and focus for technology use	Reviewing By June 30th, 2016, we will have identified priority skills and have documented strengths and gaps in our current offerings in relation to a subset of these skills
1.2 Improve the offerings at elementary level related to digital citizenship	Implementing By June 30th, 2016, all elementary students will participate in learning opportunities designed to improve practices on digital citizenship

Life and Career Skills
- Flexibility and Adaptability
- Initiative and Self-Direction
- Social and Cross-Cultural Skills
- Productivity and Accountability
- Leadership and Responsibility

Learning and Innovation Skills
- Creativity and Innovation
- Critical Thinking and Problem Solving
- Collaboration and Communication

Information, Media and Technology Literacies
- Information Literacy
- Media Literacy
- Digital Citizenship
- Information and Communications Technology (ICT) Literacy

Goal 2: Digital Learning Environment

2.1 Create a partnership between instructional technology and the various early childhood programs to investigate and implement a variety of sound practices in using technology to support assessment strategies at the early learning level	Implementing By June 30th, 2016, this committee will have met twice and have developed goals and workplans
2.2 Create an aligned team between technology and various special populations (EL, SpEd, TD) that reviews, informs and recommends technology practices to enhance each area	Implementing By June 30th, 2016, this committee will have met twice and have developed goals and workplans
2.3 Pilot and expand the use of tablet-based computing to support learning strategies in the K-2 classrooms	Reviewing By June 30th, 2016, best practice ideas will be documented with teachers and plans will be developed for replicating this model and practices in other schools
2.4 Provide technology to support the 4th and 5th grade research curriculum and expand to additional focus areas	Implementing By June 30th, 2016, all 4th and 5th grade students will have used technology to support the research and writing process as well as one additional area of focus
2.5 Shift portions of middle school teaching and learning into a consistent digital learning environment based upon content area or specific project or skill-based outcomes	Reviewing By June 30th, 2016, the areas of additional focus with technology will be identified for 2016-2017 implementation
2.6 Create an effective digital learning environment at the high school level that leverages the full potential of a 1:1 level of technology access	Reviewing By June 30th, 2016, data from pilot processes will be presented to the School Board / Superintendent with recommendations for next steps

Tablet Computing	Chromebooks (Targeted)		Chromebooks 1:1
Assessment / Support for Literacy and Math	Keyboarding / Research	Research / Writing / Targeted Uses	Organizing Work / Portfolios / Collaboration /

			Flipped and Online Learning
Reviewing (Pilot)	Implementing	Reviewing	Reviewing (Pilot)

Goal 3: Aligned Resources

3.1 Conduct a study and recommend changes to both instructional and operational technology support personnel	Reviewing By June 30, 2016, a study of technology support personnel will be completed and presented to cabinet / superintendent for next steps
3.2 Conduct an analysis of approximately 3 major technology-based systems (ie Synergy, Moodle, Viewpoint, …) per year with recommendations for changes if necessary to increase usability or efficiencies	Implementing By June 30, 2016, a review of 3 major technology systems will be completed and presented to cabinet / superintendent for review and next steps
3.3 Consolidate the collaborative and email platforms into a single system	Reviewing / Implementing By October 15, 2016, all email for staff will be unified in Google Apps for Education along with existing student accounts
3.4 Redesign the committee structures involved with technology to better support the work of Goal 1	Implementing By June 30th, 2016, a new technology standards and innovation committee, and a technology oversight committee will have met for at least 3 meetings with participants grounded in the role of the committees
3.5 Examine and update procedures and policies related to technology use (acceptable use policies and guidelines, archiving / retention, data privacy practices, …)	Reviewing By June 30th, 2016, a policies and procedures committee will have reviewed and recommended changes to our acceptable use policies as well as data retention

Goal 4: Capacity Building

4.1 Establish a set of competencies for educators to most effectively leverage technology for personal proficiency and in support of an improved teaching and learning environment	Implementing By June 30th, 2016, all educators will be aware of and will have offerings provided targeting specific knowledge, skills and dispositions in relation to teaching with technology
4.2 Establish a set of competencies for system leaders (principals, instructional leaders, teaching and learning specialists) to support the rationale and practices needed to shift to an increasingly digital learning environment	Reviewing By June 30th, 2016, a set of system leader competencies will be developed to guide future professional development offerings
4.3 Design and implement a variety of new strategies targeted to improve the competencies of our teachers and systems leaders	Reviewing By June 30th, 2016, specific recommendations will be made to work around the challenge of limited time

Goal 5: Operational Efficiencies

5.1 Create a digital efficiency team that would meet with and review / improve technology inter-related issues (integrations between products, recommendations for improvements, professional development, …) between operational departments	Implementing By June 30th, 2016, four operational departments will have been met with at least twice and will have goals of action items designed to improve efficiencies with technology

Goal 6: Stakeholder Involvement

6.1 Create business partnerships to allow better idea generation, efficiencies and commitment to this plan	Implementing By June 30th, 2016, a minimum of two business / industry representatives will be involved with the technology oversight committee
6.2 Conduct a series of events designed to generate awareness, engagement, and excitement related to digital learning	Implementing By June 30th, 2016, five technology open house nights will have been conducted offering teachers an opportunity to share with parents and community some of the interesting and exciting ways we use technology with all of our students