

Digital Curriculum **Strategy Discussion 2.0**

Workbook 2015

Table of Contents

Welcome Page 3 **Definitions of Terms**

Page 5

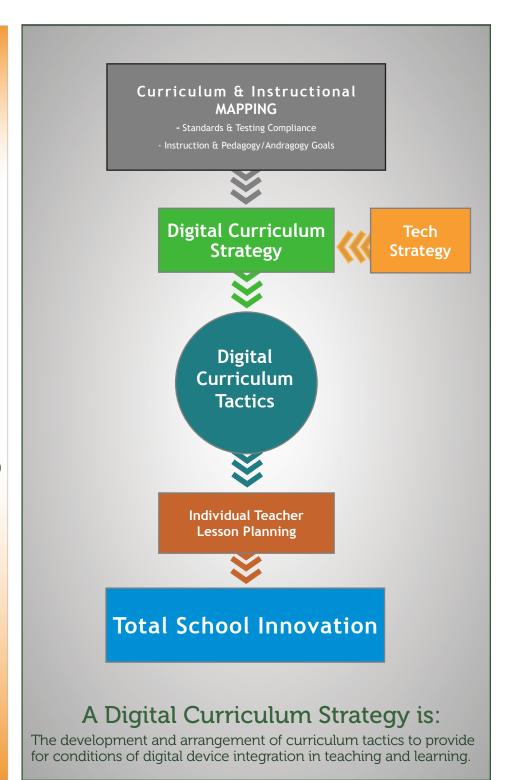
Program Ideas Page 5

Administrative Scale Page 6

Exercise 1 – Strategy Page 8

Exercise 2 – Program Execution Page 9

Planning Grid Page 10



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WELCOME!

Where is education headed?

This is the question we must answer if we are to lead in this age of transformation.

We will answer that question today and we will discuss and develop, with you, an approach for effective implementation of strategies for a digital curriculum. Because, whether we like it or not, it is happening!

It's a daunting task and a bold statement to say that one can make the transition. The Learning Counsel staff and executives have worked within the education infrastructure for over twenty years, side by side with educators. We know what it is like at school level and in district offices. We also know the publishers and the hardware manufacturers. We have traversed this labyrinth so you don't have to do it on your own.

You don't want to miss the great gift that advanced technologies can be to education and your students. We stand ready to make that transformation an actuality in your system or district.

Let today be the beginning of a very bright future.



LeiLani Cauthen
CEO & Publisher



David Kafitz, Ed. D. VP School Relationships & Consulting

p 2 of 12

Notes	
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KnowledgePoint is Baker & Taylor's K-12 educational suite of solutions, KnowledgePoint providing schools with the core tools necessary to seamlessly manage and develop their digital collections. KnowledgePoint opens the portal for schools to help children improve literacy.

For more information, see knowledgepoint.baker-taylor.com

As America's Un-carrier, T-Mobile is your partner in bringing mobile learning initiatives to life in the classroom, across campus and in remote learning situations. T-Mobile offers simple, predictable plans and a line-up of Wi-Fi capable phones, tablets, netbooks and laptops built for education. T-Mobile has the fastest 4G LTE network in the nation (based on download speeds) and delivers outstanding wireless experiences for customers unwilling to compromise on quality and value. For more, visit www.t-mobile.com/government.

Definitions

Goals: A goal is a known objective toward which actions are directed with the purpose of achieving that end.

Purposes: A *purpose* is a lesser goal applying to specific activities or subjects. It often expresses future intentions.

Policy: Policy consists of the operational rules or guides for the organizations which are not subject to change.

Plans: A *plan* is a short-range broad intention thought up for the handling of a broad area to remedy it or expand it, or to obstruct or impede an opposition to expansion.

Programs: A *program* is a series of steps in sequence to carry out a plan.

Projects: A project is a sequence of steps written to carry out one step of a program.

Orders: An *order* is a verbal or written direction to carry out a program step or apply general policy.

Ideal Scenes: An ideal scene expresses what a scene or area ought to be. If one has not envisioned an ideal scene with which to compare the existing scene, he will not be able to recognize departures from it.

Statistics: A *statistic* is a number or amount compared to an earlier number or amount of the same thing. Statistics refer to the quantity of work done or the value of it.

Valuable Final Product: A valuable final product is a product that can be exchanged for the services or goods of the society.

> The Learning Counsel, all rights reserved 2014; "Target & Goals," LRH, Bridge Publications, 1994.

Some Programs to Run **Under a Strategy**

- Policies
- Pedagogy & Instructional Theory
- Implementation Timeline
- Inventory Assessments
- Teacher Training
- Student Training
- Standards Coverage
- Digital Testing
- Instructional Design Issues
- Reducing Costs
- Gap Analysis
- Security & Access Issues
- Inventory & Renewals Management
- Resource Acquisition & Negotiation
- Professional Development
- Loss Planning
- Mobilization or Digitization
- Portfolios
- Annual Monitoring & Reassessment

Notes

Digital Curriculum Strategy Notes Notes Accomplishing goals set by formulating a plan. Implementing the plans through individual programs that themselves have separate projects which **IDEAL SCENE STATISTICS** get completed through the use of personal plans. All should align up and down the scale. Teaching and Learning confidently conducted with maximum utilization Orders of digital content/ Get a survey created curriculum. and executed across **GOAL** all schools, all **Equitable Access** teachers, all resource for All Students organizations. Strategic Plan to Quality Digital Project 1 Daily Action Plan: Program 1 Materials in Core Internal survey of 1. Write Survey Subjects. Inventory all digital materials, In one year, to 2. Get it vetted and and subscriptions, apps, approved. assess and 3. Assign a timeline for Assessment systems, etc. inventory of Pedagogy compliance. resources, and 4. Call into outside **PURPOSE** lay the ground organizations to get their Project 2 work to convert Learned and inventories Internal teacher away, by 50%, prepared students 5. etc. Program 2 survey of pedagogy from paper texts for a digital and and preparedness for long-term Digital design-oriented Orders cost-savings, Testing economy. Find out what enriched student teachers have what engagement, and level of willingness personalization. for what percentage of teaching with all **POLICY** digital tools VALUABLE FINAL PRODUCT Adhere to State and what kind. and adopted Daily Action Plan: Standards. 1. Formulate interviewing Students who have learned Provide AUP. All plan by grade by teacher. materials vetted 2. Write Survey for some. and can apply by curriculum 3. Plan interviews for leadership. their knowledge. 4. Set timeline for data gathering and reporting back to project leader.

Exercise 1 – Strategy	

Exercise 2 – Program Execution	

Planning Grid

Tactics Language/Literacy Language/Literacy Math Supplemental Core

				Corc					опрри	<u> </u>	Crita			2012				
SIS	LMS	Tools	Grade	Name	Т	LTU	CPU	٧	Name	Т	LTU	СРИ	٧	Name	Т	LTU	СРИ	٧
			Pre-K-3															
			4															
			5															
			6															
			7															
			8															
			9															
			10															
			11															
			12															
			16															

Types

Apps Games Content Curriculum Website eTextbook eBook Project Video Lesson Plan other

Platform

Android Apple iOS Kindle Android 2.3.3 Gingerbread OS Kindle Android 4.0.3 Ice Cream Sandwich OS HTM1. Linux Microsoft Nintendo 3DS Nintendo Wii PS3 Sony PSP Web-based Xbox 360 Other

File Type

DOC Common Cartridge Common Cartridge Thin DOCX **JPEG** Kindle Format 8(KF8) GIF Kindle Mobi(.azw) TXT **PNG** PDF **BMP** unrestricted MOBI MP3 MP4 PRC Natively Audible (Audible MIDI Enhanced AA, AAX) OGG non-DRM AAC WAV VP8

Character

Core - What Standard

Supplemental — What Goal

Tech Skills

Math

Supplemental

T LTU CPU V Name

Special Needs

Protocols

LTI

Science

T LTU CPU V Name

Supplemental

Science

Core

T = Type LTU = Lesson Time Used CPU = Cost per Unit V= Vetted

T LTU CPU V Name

Social Studies

Supplemental

T LTU CPU V Name

Elective

Extracurricular

Social Studies

Core

T LTU CPU V Name

Enhancements

Audio Graphics/Visuals Interactive Graphics Formative Assessments Summative Assessments Chunking Labeled per Standard Video Gaming Feedback Metrics Terminology

See more at http://theleamingcounsel.com/ archives/35-New-Capabilities-of-Digital-Curriculum-that-left-Textbooks-in-the-Dust

Pricing Model

Free (yes/no) Freemium (yes/no) Paid (If paid what is the model?)

Evaluation

Easy Fit

Worked

Research

Proofs and references.

See a demo of the **NEW ICUTIO**. at www.icurio.com



The Right Digital Content: A Strong Foundation for Your Digital Conversion

"If you're working on a digital conversion, I strongly encourage you to look at Knovation. It's a home run package—a **cost-efficient** way to provide a huge level of **digital resources**, an application that **teachers use and love**, and a way to reach our goal of **every child**, **every day**."

Dr. Mark EdwardsSuperintendent
Mooresville Graded School District, NC



Hear more from Dr. Edwards at www.vimeo.com/knovation/mooresville

For 15+ years, Knovation has helped districts meet instructional objectives by connecting teachers and students to the best digital resources to make learning more engaging, more personal and more successful.

- 360,000+ educator-curated, K-12 standards-aligned Open Educational Resources (OER)
- Delivered through classroom solutions: netTrekker & icurio
- Integrated with your existing systems
- Aligned to your district's curriculum
- Supported by professional learning services







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