Notes from March 1st Policy Review Committee Meeting:

Policy work focus- Updating the Acceptable use Policy and policies related to digital resources and their use.

Policy related to above focus - 2022 Instructional use of tech (CIPA), 2022P Electronic Resources 2022F Staff & Employee Use, 3207 Harassment, intimidation "cyberbullying", 3245 student telecommunication- BYOT, 2024 on-line learning.

Discussion- Vision and scope of an in-district, on-line course access for recovery, creation and acceleration.

Work toward creating a Learning Vision to serve as the center of policies

From Jennifer James Wilson's notes:

Student agency is bolstered when they own their performance, history and interests... Revisit characteristics of the learner, and the desired profile of our graduates.

A Learning VISION
Learning will be transformed in schools when technology and other tools serve the individual learner in their everyday learning experience. All learners (students and teachers) will have the tools, experience and creative frameworks necessary for authentic learning with a community context.

Core principles:

1. The individual learner is at the center of learning.

2. Learners use critical thinking to plan, research, manage projects, solve problems and make decisions using a variety of technologies

3. Learners participate in the ethical use of the digital environment and advocate for safe, legal and responsible use.

4. Learners thrive when consequential connected learning plans and tasks lead the use of technology.

5. Learners design an individualized plan informed by data, personal interests and aspirations.

6. Learners have access to robust and high-utility digital tools.

7. Learners inquire, simulate, model, design, experiment and predict using technologies.

8. In order to support the first 7 principles, learners require the organizational structures, policies, and resources that enable a learner-centered environment.

Success Criteria:
1. Each learner is engaged in challenging and relevant learning projects which are evident and supported by various technologies.

2. A full-spectrum of learning or pedagogical strategies and practices are visible and inform the use of technology.

3. Learning is multi-leveled: from learner to learner, across the community and global in reach.

4. Learners will utilize technology in order to engage in real-time learning.

5. Successful academic outcomes, expressive and useful project artifacts and sustained community activity will reflect the creative and powerful use of technology.

Plans for collaborative meeting between the District Technology Committee and the Board Policy Review Committee Thursday March 12th, 3:30 in Board Room:

Celebrate and Reset

Outcome-

- Move the work of the technology committee from deployment to instructional focus

  o Celebration and reset

  o SAMR

- Change policies from responsible use from acceptable use

  o Bring sample RUP policies

- Digital policy pieces to holistic policy and approach