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DIGITAL LEARNING in CHATHAM COUNTY SCHOOLS

30,000 FOOT VIEW



Ignite Chatham
EMPOWERING LEARNERS

CCS VISION STATEMENT

The mission of Chatham County Schools is to graduate **globally competitive** and confident students by providing a **rigorous and relevant curriculum** in a supportive, safe and nurturing learning environment.



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EMPOWERING LEARNERS

STUDENT Learning & Innovation

1. Embed tech throughout the curriculum
2. Ensure high-quality ed experiences for all
3. Explore innovative curriculum, instruction & assessments.





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TECH INFRASTRUCTURE

WIFI



K-12

Strong wireless network in each school allowing access in all classrooms and common spaces.



1:1 DISTRICT one DEVICE FOR EACH CHILD



K-5

touchscreen
Chromebooks

Macbook Airs

iPads



1:1 DISTRICT one DEVICE FOR EACH CHILD



GRADES 6-12

touchscreen
Chromebooks



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VIRTUAL REALITY GOOGLE EXPEDITIONS



ONE CLASSROOM KIT
PER SCHOOL
20 devices
&
sets of googles



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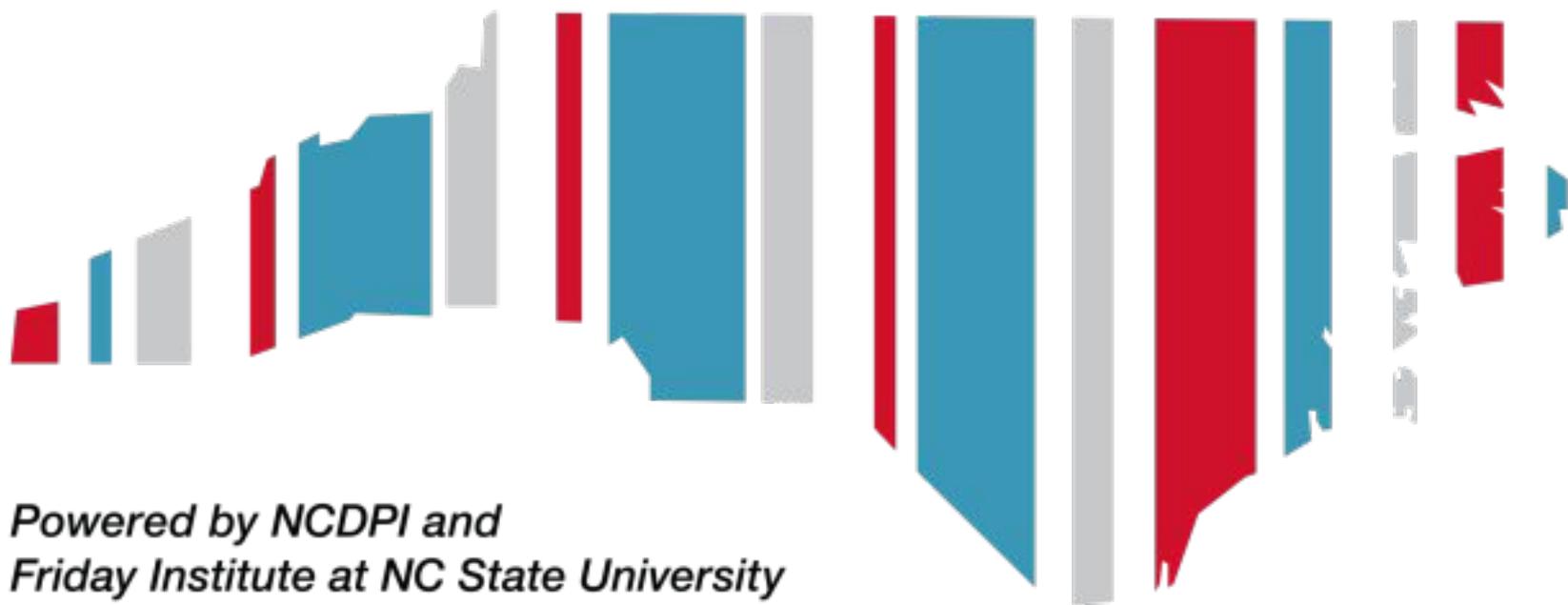
**But it's about a lot more than
the hardware....**



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NORTH CAROLINA DIGITAL LEARNING INITIATIVE



*Powered by NCDPI and
Friday Institute at NC State University*

TEACHING & LEARNING BELIEFS

AND CLASSROOM INDICATORS



Teaching & Learning Beliefs & Indicators

In an effective learning environment, students are learning leaders and teachers are facilitators of learning.

Indicators

1. Students leverage technology for content consumption and creation, collaboration, formative assessment, and personalized learning.
2. The teacher and student are engaged in a daily formative feedback loop.
3. Students are collaborators and creators rather than being passive participants and notetakers.

Student-centered teaching provides significant student choice and opportunities for global connectedness.

Indicators

1. Students engage in blended learning opportunities in which the time, path, place, and pace of learning is flexible.
2. Students have opportunities to engage with differentiated pathways and personalized opportunities that provide choice and self-direction.
3. Students engage in authentic, real world, and problem-based learning scenarios and assessment opportunities.
4. Students give and receive feedback to and from peers locally, regionally, and globally.



BELIEF #1

In an effective learning environment, students are learning leaders and teachers are facilitators of learning.

Indicators

1. Students leverage technology for content consumption and creation, collaboration, formative assessment, and personalized learning.
2. The teacher and student are engaged in a daily formative feedback loop.
3. Students are collaborators and creators rather than being passive participants and notetakers.



BELIEF #2

Student-centered teaching provides significant student choice and opportunities for global connectedness.

Indicators

1. Students engage in blended learning opportunities in which the time, path, place, and pace of learning is flexible.
2. Students have opportunities to engage with differentiated pathways and personalized opportunities that provide choice and self-direction.
3. Students engage in authentic, real world, and problem-based learning scenarios and assessment opportunities.
4. Students give and receive feedback to and from peers locally, regionally, globally.



BELIEF #3

Engaging curriculum is differentiated and contains rigorous content and learning activities.

Indicators

1. All instructional activities and materials are targeted and aligned with the North Carolina Standard Course of Study.
2. Students have opportunities to engage with differentiated pathways and personalized opportunities that provide choice, self-direction, and self-reflection.
3. Students spend more time learning at Depth of Knowledge Levels 3 & 4 (strategic thinking, extended thinking) than Levels 1 & 2 (recall, skill/concept).



BELIEF #4

Collaboration and discourse opportunities are critical to student skill development.

Indicators

1. Student to student collaboration and discussion opportunities are abundant in both face-to-face and online contexts.
2. Teachers provide scaffolding to build student discussion skills including sentence starters, modeling, and formative feedback.





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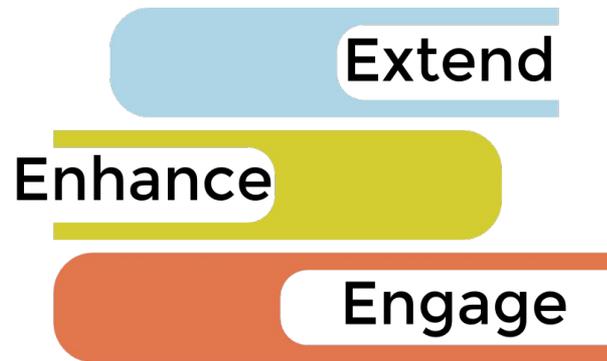
INSTRUCTIONAL & PROFESSIONAL DEVELOPMENT

FOCI:

**DIFFERENTIATION
DIGITAL LEARNING**



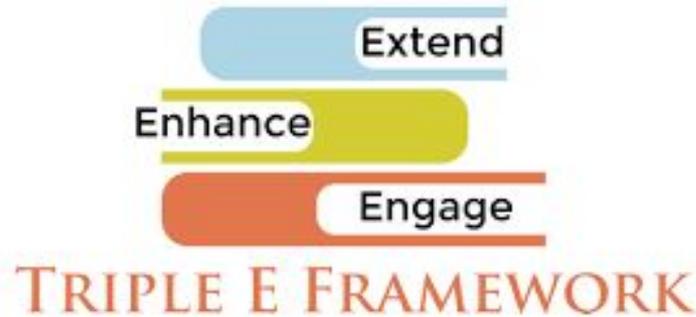
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TRIPLE E FRAMEWORK

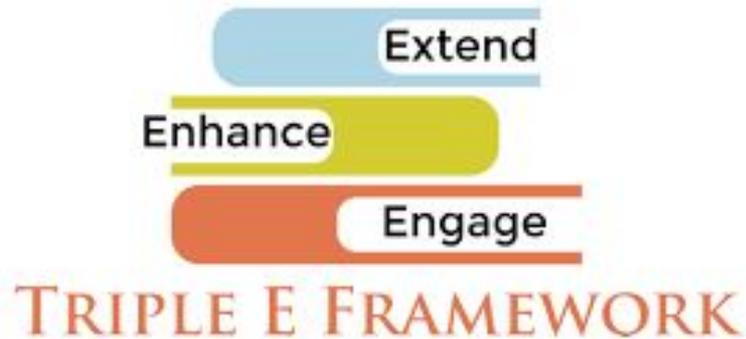
WHAT IS THE TRIPLE E?

- Research-based framework that measures the degree to which the technology in a lesson helps students meet the learning goals.



WHAT IS THE TRIPLE E?

- The Triple E Framework focuses on the learning goals -- not specific technology tools.



TRIPLE E - ENGAGE

How does the technology ENGAGE the learning goals?

1. Does the technology allow students to **focus on the task** of the assignment or activity with less distraction **(Time on Task)**?
2. Does the technology **motivate** students to start the learning process?
3. Does the technology cause a shift in the behavior of the students, where they move from passive to **active social learners (co-use or co-engagement)**?



TRIPLE E - ENHANCE

How does the technology ENHANCE the learning goals?

1. How does the tech allows students to develop or demonstrate a more **sophisticated understanding** of the learning goals or content (**using higher-order thinking skills**).
2. How does the tech create supports (scaffolds) to make it easier to understand concepts or ideas (e.g. **differentiate, personalize or scaffold learning**).
3. How does the tech create paths for to **demonstrate understanding of the learning goals** in a way that isn't possible with traditional tools.



TRIPLE E - EXTEND

How does the technology **EXTEND** the learning goals?

1. The technology creates opportunities for students to **learn outside of their typical school day.**
2. The technology creates a bridge between students school learning and their everyday life experiences (**connects learning goals with real life experiences**).
3. The technology allows students to **build authentic life**





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**Common language &
priorities for tech integration**

Teacher lesson planning

School Walkthroughs



G Suite For Education



Google Expeditions

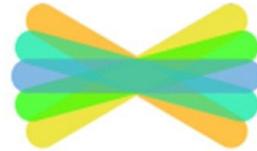
Over a million students,
on trips to virtually anywhere.



Freckle



myChoice, myBooks, myGrowth[®]



Seesaw