

# Basic Training: Developing Innovative PD Opportunities to Boost Urban Student

October 26, 2024



# Empowering Educators: Cultivating Learner Agency and Collaboration



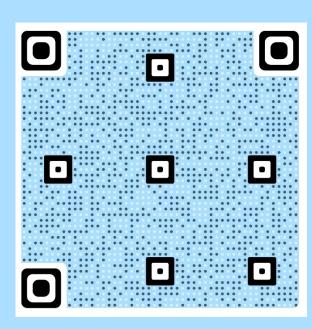
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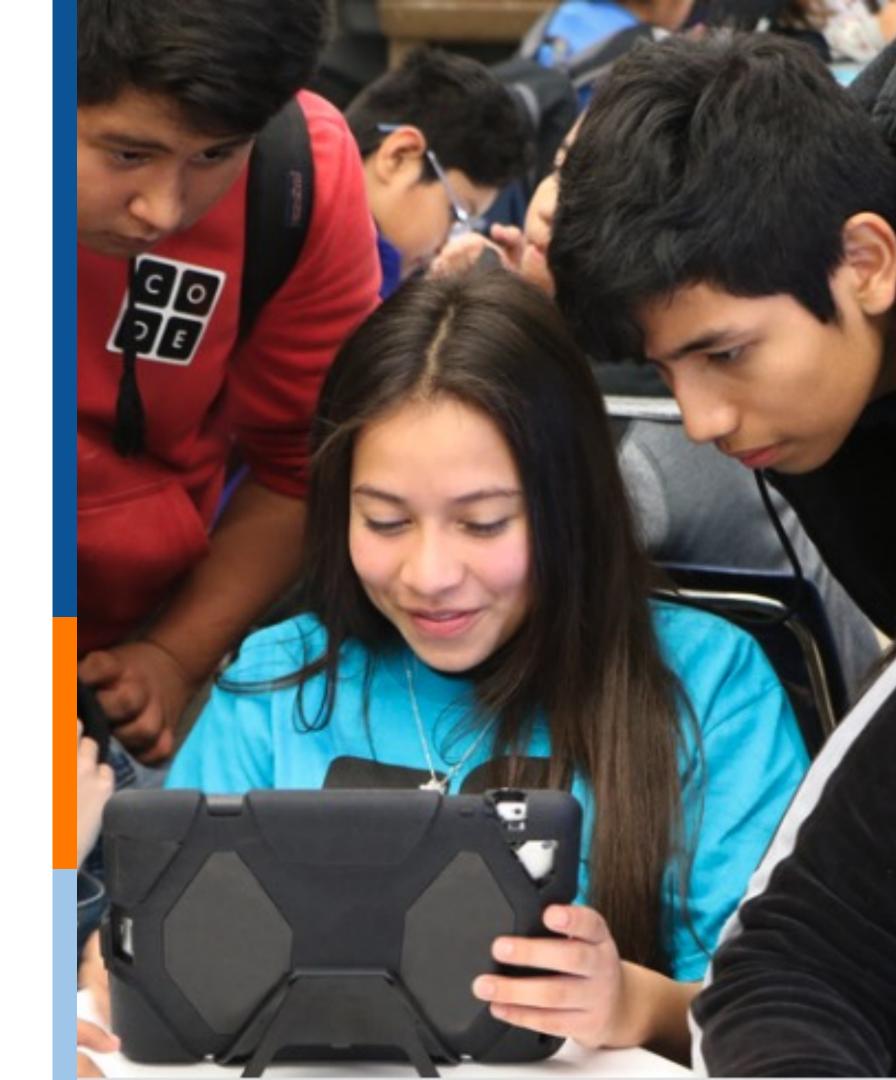
### Practitioner School Program Overview

- Goals
- LAUSD Strategic Plan
- Coherence Framework
- CS & STEAM Focus
- Essential Components
- Call To Action



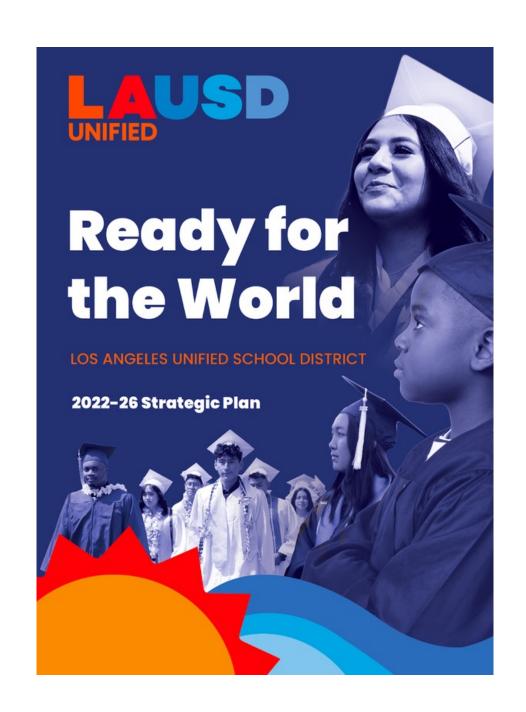


- Integration of Technology
- Foster Collaboration
- Capacity Building
- Personalized Learning
   Experiences



# Connections to the Strategic Plan

**Practitioner Schools** 





# Alignment to the Strategic Plan



Leverage a
framework for
innovation to
help educators
and education
leaders in
preparing
learners to
thrive in work
and life.



Advancement of Digital Citizenship

Cultivate a
culture of
digital
citizenship that
promotes a
positive,
authentic
digital footprint
that can be
leveraged for
college and
career success.



Expansion of Computer Science

Provide computer science education for all students by 2025, ensuring every student receives authentic, rigorous, and interdisciplinary learning opportunities in computational thinking and computer science.



Future Ready Leading, Teaching, and Learning

- Visionary Leaders
- Innovative Educators
- Empowered Learners

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### SCHOOL BASED SUPPORTS

TIER 3
TO & REGION SUPPORT
High Intensity

Examples: Mandatory intensive PD, curriculum, Priority staffing, Instructional support teams, Weekly School Visits, and school reviews

Examples: Regions differentiate support in the implementation of instructional practice such as coaching PD with ILT, Instructional rounds, modeling of practice, data reviews, school visits by Director

\*Central Office role is to provide additional support with tools and PD support as needed

TIER 2
REGION & CENTRAL SUPPORT
Differentiated

TIER 1
CENTRAL & REGION SUPPORT
Available to Everyone

Examples: Districtwide PD, toolkits for PD and additional resources, districtwide policy and communication
\*Regional teams are informing and following up with schools

# Teaching and Learning Framework



### Student and Family Agency

- 1b1: Awareness of Students' Skills, Knowledge, and Language Proficiency
- 2a3: Academic Climate

### Culturally and Linguistically Responsive Pedagogy

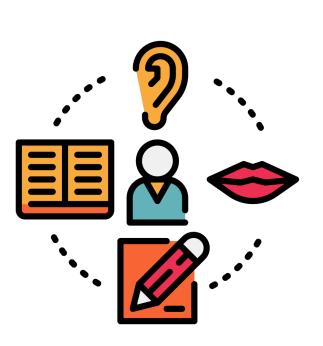
- 3a4: Use of Academic Language
- 3b2: Discussion Techniques and Student Participation
- 3cl: Standards-Based Projects, Activities, and Assignments

### Multi-Tiered System of Support

- 3c2: Purposeful and Productive Instructional Groups
- 3d3. Feedback to Students

# English Language Arts Foci

- Students write and defend their argument using multiple sources
- Students listen to peers verbally defend their argument and provide a response/feedback
- Universal Design for Learning (UDL)
  - Multiple ways to engage
  - Multiple ways to learn content
  - Multiple ways for students to show their learning
- Multi Tiered Systems of Support (MTSS)



### **Math Foci**

- Engage students in solving real world problems in a Math task
- Universal Design for Learning (UDL)
  - Multiple ways to engage
  - Multiple ways to learn content
  - Multiple ways for students to show their learning
- Multi Tiered Systems of Support (MTSS)



# Program Goal and History

### **Practitioner Schools**

The PS model of support was designed to reimagine and exemplify how schools can leverage digital tools to create rigorous and personalized learning environments for all learners.



Personalized Learning

**PS 1.0** 



Computational Thinker

**PS 2.0** 



Innovative Designer

PS 3.0



Global Collaborator

**PS 4.0** 



Digital Citizen

**PS 5.0** 



Creative Communicator

PS6.0



Empowered Learner

**PS7.0** 

## Practitioner Schools Pathway

Level 1, Level 2, Level 3

### LEVEL 1 NEXTGEN SITES

This level will entail completing an instructional technology cohort, where the sites will determine their respective requirements and develop a plan for introducing new technology to enhance student learning and engagement.

- Cohort style
- Engage in observations
- Quarterly Professional learning
- Develop a roadmap

### LEVEL 2 FUTURE READY SITES

This level will focus on using technology to equip students with the necessary skills for the future, facilitated by an Instructional Technology Facilitator.

- Share best practices, exchange ideas, and learn from each other's experiences.
- Showcase
- School site observations

### LEVEL3 DEMONSTRATION SITES

This level will feature District Models that exhibit future-ready teaching and learning practices, serving as an example for other schools to follow.

- Demonstrate promising practices, exchange ideas, and inspire others
- Exhibitions
- Lesson Studies

### **LAUSD Coherence**

**Practitioner Schools** 

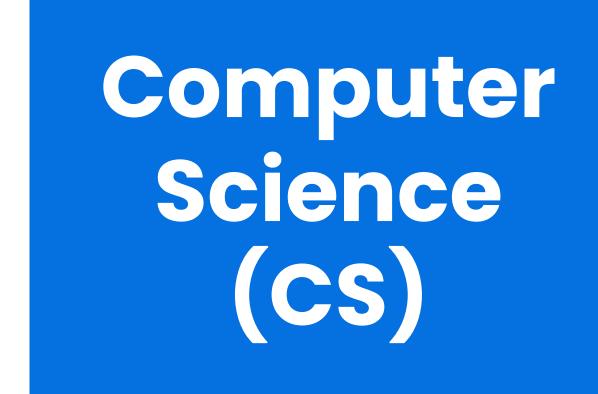
### **Cultivating Focusing Direction Collaborative Cultures** What might collaboration and How might leveraging technology capacity building look like at enhance and transform Practitioner Schools to scale instructional and equity-driven strategies to increase multi-year innovative teaching, learning, and student achievement at leadership practices with Practitioner Schools? techrology? Practitioner **Schools** Securing Accountability Deepening Learning How might hands-on, immersive, What might it take to engage & gamified learning with CS, individual educators, grade STEAM and Maker Education & departmental levels, & ILTs promote deeper learning so that from Practitioner Schools to students at Practitioner Schools own this work to meet the build their confidence in literacy, needs of all students? numeracy, and social-emotional well- being while engaging in relevant and meaningful real-life experiences?

Focusing Direction: How might leveraging technology enhance and transform instructional and equity-driven strategies to increase multi-year student achievement at Practitioner

Schools?

### Instructional Focus

**Practitioner Schools** 





STEAM

- Interdisciplinary Computer Science Education,
   Cybersecurity Education, STEAM, and Maker Education
- Creative, Immersive, and Emergent Technologies

### Standards Addressed

### **Practitioner Schools**

- California Common Core State Standards: ELA and Math
- •Computer Science Standards for California Public Schools: PDF, XLSX
- K12 Computer Science Framework
- •ISTE Standards: for <u>Students</u>, <u>Educators</u>, <u>Coaches</u>, <u>Education Leaders</u>
- <u>UN Sustainable Development Goals or #SDGs</u>
- Next Generation Science Standards
- K12 Cybersecurity Learning Standards



California
Common Core
State Standards
Mathematics

Computer Science Standards for California Public Schools











# Role of the Instructional Technology Facilitator (ITF)

**Practitioner Schools** 

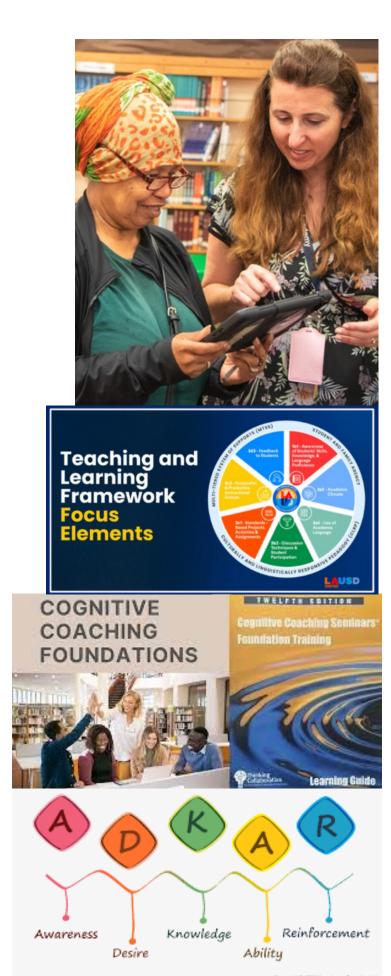
ITFs will facilitate and model best practices through:

### **Direct Student Supports**

- Demo and model lessons
- Collaboratively teach CS & STEAM lessons with the PS Champion
- Differentiating supports based on data
- Facilitation/Co-Facilitation of an After School Club and Level Up Los Angeles Student Build Coding Challenge

# **Coaching Supports**

- Coaching cycles: co-planning, coteaching, feedback and reflection
- Lesson studies, instructional rounds, data chats
- Professional learning facilitation
- Co-leading family workshops
- Curation of cross-curricular PBL lessons
- Capacity-building supports to localize and adapt their CS & STEAM Lab



# Instructional Leadership Team

**Practitioner Schools** 

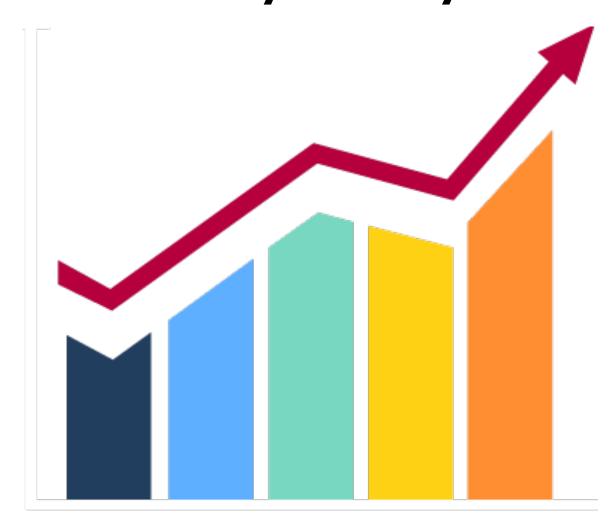
- Principal/Administrator
- Champion
- Teacher



# Practitioner School (PS) Champion

**Practitioner Schools** 

Each Practitioner School will identify a PS Champion who is a register-carrying classroom teacher and will work directly with the ITF throughout the year to engage in data-driven instruction with technology, aligning with the District goals in numeracy, literacy, social emotional well-being, and postsecondary success.



The PS Champion will work with the ITF to:

- set baseline goals based on beginning of year data,
- adjust and inform instruction based on ongoing ELA and Math diagnostic or interim assessments, and
- share with others how they have worked in partnership to empower students to use learning data to set their own goals and measure their progress.

### CS & STEAM Lab

### **Practitioner Schools**

Practitioner Schools will provide a classroom or space that will be set up as a CS & STEAM Lab.

- Serve as a model for LAUSD to replicate and scale
- ITF and PS Champion will establish the learning environment to provide direct instruction in interdisciplinary Computer Science Education, STEAM, and Maker Education
- Site for demo teaching, co- or team-teaching, lesson studies, workshops, and showcases.
- Host showcases throughout the year for LAUSD leaders, educators, and teams to learn from, particularly during Digital Citizenship Week and Computer Science Education Week





### CS & STEAM Lessons

### **Practitioner Schools**

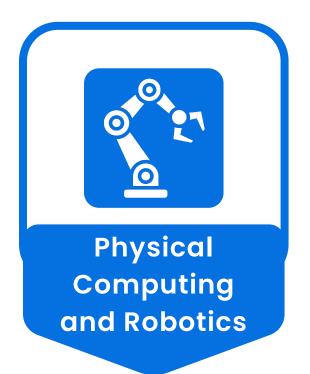
The ITF will create CS, STEAM, and Maker Education lessons, including game-based learning, Esports, and Cybersecurity Education, leveraging creative, immersive and emergent technologies that enhance standards-based classroom lessons to provide students multiple ways to engage in and learn literacy and math content, and multiple ways for students to demonstrate their academic learning.



The PS Champion and the ITF will teach the CS & STEAM lessons following a data-based "Plan, Teach, Reflect" cycle.

### Platforms & Tools for CS & STEAM Labs

### **Practitioner Schools**

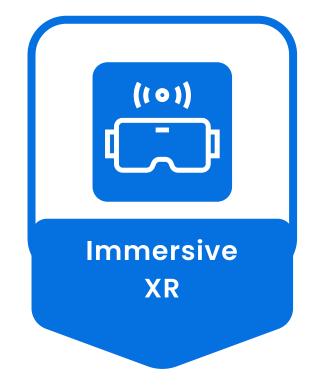


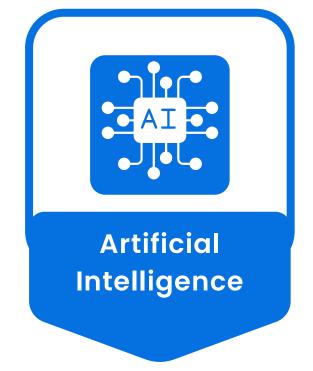
















## **Extended Learning Opportunities**

### **Practitioner Schools**

# ACADEMIC SYSTEMS Tier 3: Intensive Interventions Individual and very small groups of students who need intensive individualized interventions. Most frequent assessment and narrowest focus of curriculum—unless alternate core protocol is used. Tier 2: Strategic/Supplemental Interventions Small groups of students who need more support in addition to the core curriculum. More frequent

Tier 1: Core Curriculum All students, including students who require curricular enhancements for acceleration. Least frequent data collection. Broadest curriculum coverage. Fewest number of minutes of instruction.

assessment, narrower range of curriculum

and more minutes than Tier 1.

### Few BEHAVIOR SYSTEMS Tier 3: Intensive Interventions ≈15% Individual and very small groups of Some students who need intensive individualized intervention. Most frequent assessment and most focused curriculum. Tier 2: Strategic Small groups of students who need more support in addition to school-wide positive behavior program. More frequent data collection, more focused curriculum and more minutes than core. Tier 1 Core Curriculum All students in all settings. Least Frequent data collection. Broadest curriculum coverage with the fewest number of minutes of exposure. ≈80% **Academics and/or Behavior**

#### ATTENDANCE SYSTEMS

Coming to school is a behavior and the foundation for academic and behavioral success. Systems to support students attending school on-time and ready to learn everyday include: clear expectations, recognition, incentives, and systems.

After-school clubs can effectively support the Multi-Tiered Systems of Support (MTSS) by offering targeted academic interventions, enrichment activities, and social-emotional learning programs to students. They can provide a flexible and individualized environment, catering to diverse learning styles and interests.

Each PS Team will work with their ITF to establish an After School Club 1-2 times a week, establishing a school focus for Fall Semester and a focus on Level Up Los Angeles in the Spring Semester.

# Impact on Student Achievement

**Practitioner Schools** 



### Increased:

- Attendance
- Reclassification Rates
- Numeracy
- Literacy
- SEL
- Student Voice
- Engagement



### Call To Action

- Create Opportunities to Foster
   Collaboration to Build Agency
- Differentiate Instruction with Computer Science & Digital Citizenship Competencies
- Design Extended Learning
   Opportunities that Build Student
   Confidence

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