

Agency: Commerce, Community and Economic Development**Grants to Named Recipients (AS 37.05.316)****Grant Recipient: Association of Alaska School Boards****Federal Tax ID: 92-0098760****Project Title:****Project Type: Information Systems and Technology**

Association of Alaska School Boards - Digital Learning

State Funding Requested: \$250,000**House District: Statewide (1-40)**

Future Funding May Be Requested

Brief Project Description:

This funding will be used to provide digital technical support, infrastructure, and training to school districts through assistance provided by the Association of Alaska School Boards.

Funding Plan:

Total Project Cost:	\$250,000
Funding Already Secured:	(\$0)
FY2013 State Funding Request:	<u>(\$250,000)</u>
Project Deficit:	\$0

*Funding Details:**Two past appropriations totaling \$7.75 million.***Detailed Project Description and Justification:**

This funding will be used to provide digital technical support and training to school districts through assistance provided by the Association of Alaska School Boards through the Consortium for Digital Learning (CDL). The CDL has already implemented digital learning environments in 32 school districts with over 12,000 users now participating. CDL proposes a statewide system of support for digital learning that would provide wrap around services. CDL helps the school districts with planning, technical assistance, content and curriculum and professional development so that the use of digital learning is maximized in the school system. Both research and experience proves that digital learning is successful. Rural school are challenged in their ability to provide the same quality of education as their urban counterparts. Digital learning is the tool that can help bridge the gap and help engage the students. Our future is one of unprecedented change with cultural, social and economic challenges we have never witnessed before. Information flows around the world in seconds with the touch of a sent button. Our children will need to be able to navigate and work in the new digital age in order to be successful. The CDL will help them bridge the gap to the digital age and increase school performance by engaging students at a new level of interest.

Project Timeline:

The money will be expended over the course of the year as needed.

Entity Responsible for the Ongoing Operation and Maintenance of this Project:

Association of Alaska School Boards

Grant Recipient Contact Information:

Name:	Bob Whicker
Title:	Director
Address:	1111 W. 9th Street Juneau, Alaska 99801
Phone Number:	586-2995
Email:	aasb@aasb.org

Has this project been through a public review process at the local level and is it a community priority? Yes No

<i>For use by Co-chair Staff Only:</i>
3:15 PM 5/2/2012



The Need for Change

Overview

Unprecedented exponential change is upon us with cultural, social and economic challenges we have never witnessed before in human history. Information flows around the world in seconds empowering the individual more than ever before. Our children will need to be able to navigate within, solve problems we have not yet understood, and work within this environment. The best way to help them navigate this uncertain future and thrive within it is through a relevant education to ready them for challenges we cannot anticipate. In Alaska, we have all of these challenges plus geographical and infrastructural challenges as well. Technology is our only viable option.

We know student achievement is more than test scores. High levels of communication, creativity, ingenuity, and collaboration are pillars of our new economy. Our students need to locate, access and validate information and use it to create new understanding; all which technology enables. Given access, technology opens a world full of resources to every Alaskan child.

The Consortium for Digital Learning

The Association of Alaska School Board's Consortium for Digital Learning (CDL) is a state wide opportunity to change the learning environment. Since 2006, it has designed and delivered digital learning environments in 28 school districts serving over 12,000 end users. It has encountered challenges that could not be anticipated. That experience is part of our intellectual capital we bring to the table.

The Consortium for Digital Learning . A new reality. What could be.



Consortium of Digital Learning: A Statewide System of Support for Digital Learning

Overview:

Providing a relevant and high quality education within a huge geographic expanse, wide cultural diversity and remote Arctic conditions are all challenges that Alaska education faces. From our experience and from research, we know that successful digital learning enables students to find relevance to the educational experience and engages them in learning. Digital learning must be for all kids.

The AASB mission to advocate for children and youth by assisting school boards in providing quality public education, focused on student achievement, through effective local governance drives us to the responsibility to get the best there is to offer. Its Consortium for Digital Learning (CDL) has implemented digital learning environments in 28 school districts since 2006 and has experience to make it happen throughout the state.

Proposal:

The Consortium for Digital Learning proposes a statewide system of support for digital learning that would provide a portal for wrap-around services and enhancements through enabling legislation that designates all legislative technology funding pass through the CDL. Through this system, we would assist policy makers understand the scope of their district's initiative, and then work with school administration to provide support for implementation at the classroom level. Money allocated by legislators for technology would flow through the CDL to the school districts for which appropriations are designated. From a 10% pass-through from this money going to CDL, wrap around services would be provided to all recipients to help ensure success of their projects.

Why CDL

- AASB is an association with a proven track record and brings the power of its membership to the effort.
- Our experience and current research indicates these services are critical to the success of digital learning projects.
- Services through a systemic approach to digital learning to ensure that all kids in Alaska will benefit from digital learning.
- CDL can provide these services at a fraction of the costs of the state without growing government.

The CDL will:

- Provide planning services
- Pool resources
- Provide and arrange technical assistance and professional development for educators and IT professionals:
- Professional development:
- Provide ongoing services for sustainability



CDL Menu of Services

Overview:

The Consortium for Digital Learning proposes a statewide system of support for digital learning through enabling legislation that designates all legislative technology funding pass through the CDL. From a 10% allocation from this money, CDL will provide a portal of services. Services critical to the success of digital learning projects, borne out from our experience and research around the country. These services ensure first functionality getting the right tools into people's hands in a manner that works, and then instructionally, ensuring teachers and school personnel know how to use the equipment to make a difference for all children.

Planning Services

- Pre-assessment of readiness
- Plan for implementation of all phases of project
- Alignment of project components with approved vendors
- Sustainability planning for continued financial support, evaluation strategies, and stakeholder communication models

Pooling of Resources

- Aggregation of school orders to create opportunities for bulk ordering of equipment and software
- Negotiation with vendors on hardware, software, and professional services for special pricing
- Negotiate with special pricing on professional development with vendors and independent contractors for Consortia members.
- Monitor and negotiate in-state equipment repair.

Professional development:

- Provide leadership training at the implementation level
- Arrange teacher and technical training for different entities to raise levels of awareness and provide initiatives district can pursue such as vendor training and independent contractors.
- Arrange University credit and distance delivery options for professional development
- Assemble online digital repository for content relevant for Alaska

Ongoing Support for Sustainability

- Arrange ongoing project management with vendor teams
- Provide annual legislative progress reports
- Assist in development of project evaluations

As our state and districts mature in digital learning projects, more in-depth enhancement to these services may be needed.



Leveling the Playing Field for Rural Schools: Technology is the Game Changer

The Challenge:

The issue we're facing is the performance of rural students. When the performance of rural schools is compared to rail belt schools, we find a stark difference. There are five intervention schools, as well as 12-15 school districts that are mere percentage points away from identified as needing intervention. It's clear that our rural schools are challenged.

Reasons for that Challenge:

1. The idea behind the creation of Molly Hootch came at a time when we had tremendous resources and we thought we could make a difference by educating kids in their home communities. What we're finding now is that small rural high schools are really challenged in regards to providing a quality education for all kids.
2. The Regional Educational Attendance Areas (REAA) created geographically-challenged organizations tasked with operating schools scattered across large land masses not connected by roads in rural remote conditions, which presents a host of communication, transportation and general oversight issues of these schools.

After 35 years of Molly Hootch we've found very little we can do to overcome these challenges. In the last five years, with the advent of digital learning, we have a "game changer" in our midst that we're not taking full advantage of.

Solution: The only thing we have identified to change the game is technology. Digital learning offers a real opportunity to make a difference in student learning and deal with the issue of the performance imbalance between urban and rural students. Through digital learning, we have the rigor and relevance needed to accelerate student learning through active engagement in a rich learning environment.

Consortium for Digital Learning: The Consortium for Digital Learning (CDL) has implemented digital learning environments leveraging two past appropriations totaling \$7.5 million by issuing grants requiring a 33% match from the local school district to 28 school districts and over 12,000 users now participating. We know from our experience and from research that the services provided from the Consortium for Digital Learning are crucial to success. The areas of planning, technical assistance, content and curriculum, and professional development are critical components. When critical components are delivered, success is possible.

Proposal: We need a consistent level of funding over time that builds capacity for all schools to have digital learning environments.

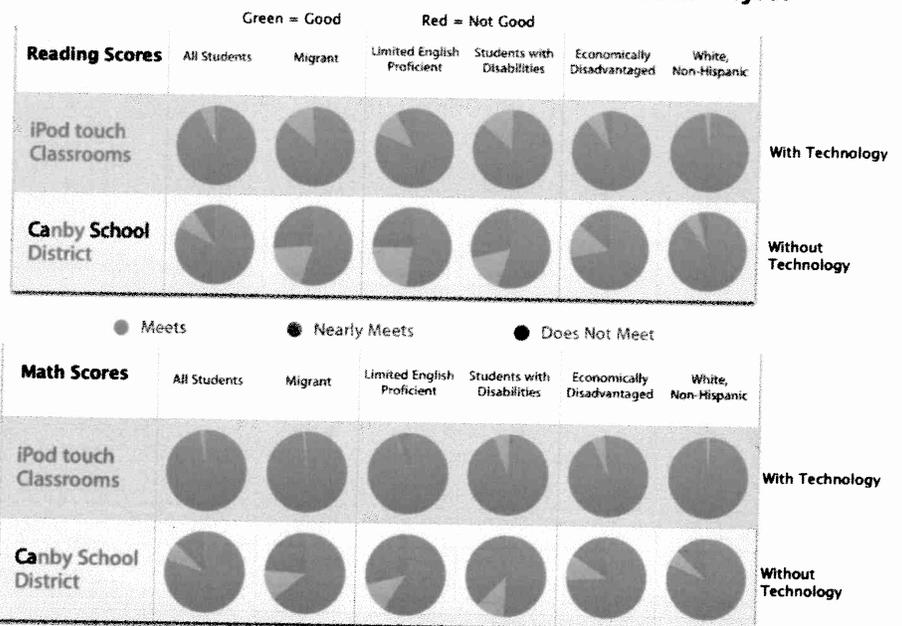
We think a 50/50 match between public funding is feasible. The scenario that would make the difference could be \$5 million a year for four years, leveraging a \$20 million effort to \$40 million through the match.

CDL will provide the support services needed for success through funding which could come in one of two ways:

- 1) 10% of whatever is appropriated or
- 2) a hard number of at least \$250,000 per year.

The name of the game is getting technology into the hands of students to level the playing field.

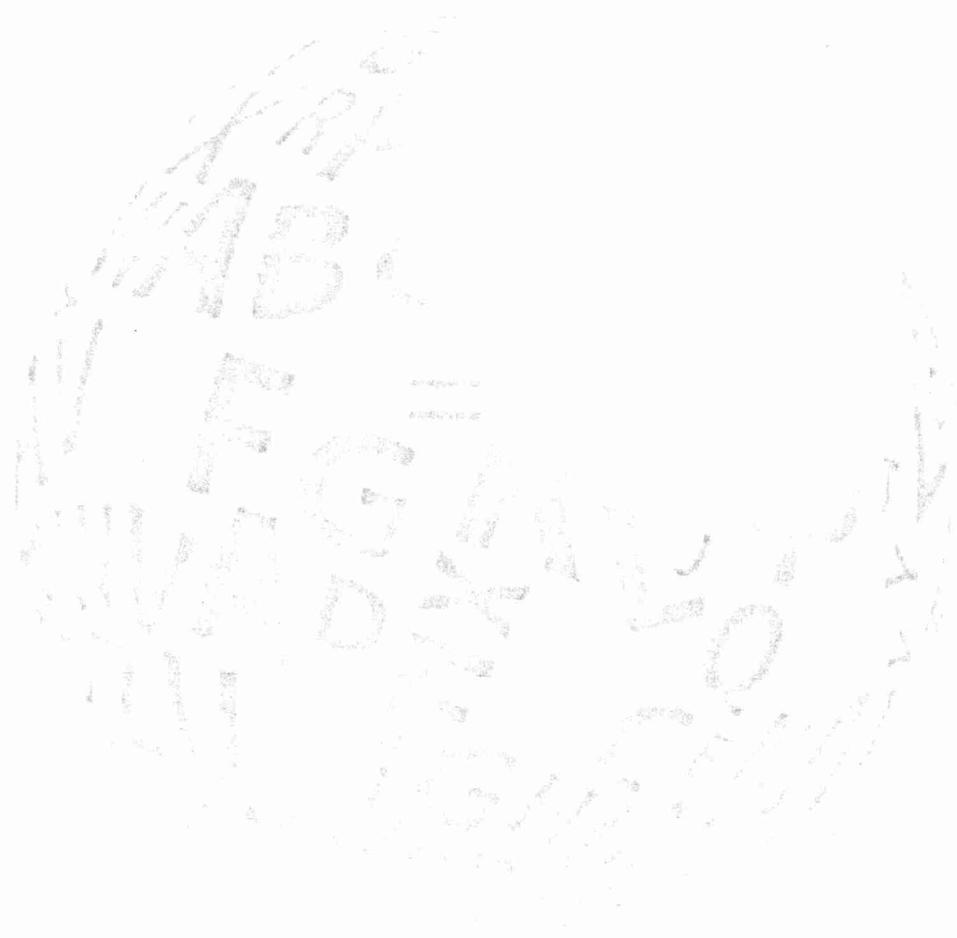
Dramatic Improvement in Canby School District, OR Reading and Math Scores: Grade 3, 4 and 5 iPod Touch Project



1111 West 9th Street, Juneau, AK 99801



DIGITAL LEARNING NOW!



December 1, 2010





DIGITAL LEARNING NOW!

December 1, 2010

We share a vision for education in America.

Our vision is an education that maximizes every child's potential for learning, prepares every child with the knowledge and skills to succeed in college and careers, and launches every child into the world with the ability to pursue his or her dreams.

By unleashing the power of digital learning, America has the ability to realize that vision today.

Digital learning can customize and personalize education so all students learn in their own style at their own pace, which maximizes their chances for success in school and beyond. With digital learning, every student - from rural communities to inner cities - can access high quality and rigorous courses in every subject, including foreign languages, math and science.

Digital learning can also be the catalyst for transformational change in education. It is a tool that can address a myriad of challenges faced by schools, community leaders, and policymakers. Digital learning can connect students in the most remote areas with high quality college- and career-prep courses taught by a highly qualified teacher who does not work inside their school building. It can be a powerful tool for teachers who are struggling to meet a variety of student needs. And it can connect communities to a vast network of resources that will help their students compete and succeed in the global economy.

As Governors, we learned that a comprehensive roadmap to reform yields success. That's why we convened the Digital Learning Council with leaders in education, government, philanthropy, business, technology and think tanks to define the actions that lawmakers and policymakers must take to spark a revolution in digital learning. More than 100 people from across the nation invested countless hours and energy in this rapid virtual policy development. We are grateful to the council members for forging a path for education's historic shift from print to digital, from age groups to individuals and from seat time to competency.

The 10 Elements of High Quality Digital Learning is just the beginning. During the next year, we will work to turn proposals into policy and arguments into action to transform education for today's students. We hope you join us.

Jeb Bush

Bob Wise



Table of Contents

Introduction	4
10 Elements of High Quality Digital Learning	7
Next Steps & Implementation Issues	14
Resources	15
Glossary of Terms	16
Acknowledgements	17
Sponsors	19
Endnotes	20



Introduction

The Challenge

Preparing more than 50 million students with the knowledge and skills to succeed in college and careers is the greatest moral and economic challenge of our era.

The stakes are high. A high quality education will narrow the achievement gap and subsequent income divide within our country. Producing more graduates with a mastery of math and science will ensure America maintains its lead in the global innovation economy.

The Status Quo

Technology has transformed the way we live, work and play. We can communicate across oceans and continents within seconds. We can bank, shop, and donate securely from the convenience of our homes or offices. We can work remotely, even in planes, without losing productivity and often increasing it. We can entertain ourselves with a plethora of books, videos and games – accessible at a moment's notice through the Internet.

Yet, our school system remains, by and large, the same as it was fifty years ago. The overwhelming majority of students attend a brick and mortar school for a set number of hours on a set number of days based primarily on an agrarian calendar. Students sit at desks and consume content in textbooks that may already be outdated.

The Results

The results of the status quo are dismal.

One-third of fourth graders and one-quarter of eighth graders are functionally illiterate, according to the National Assessment of Educational Progress.ⁱ

Nearly one-third of students don't earn a high school diploma. Last year, 1.3 million U.S. students failed to graduate from high school. This year, an average of 7,200 students - every day - will drop out of school.ⁱⁱ

An estimated \$1 billion is spent each year on college remediation – knowledge students were supposed to obtain in high school.ⁱⁱⁱ

Among the top 30 industrialized countries, U.S. high school students rank 21st in science and 25th in math.^{iv}

The Catalyst for Transforming Education

Digital learning can transform education.

Technology has the power and scalability to customize education so each and every student learns in his or her own style at his or her own pace, which maximizes the chances

for success in school. It offers teachers an effective way to overcome challenges and better educate students of all learning needs.

Digital learning is the great equalizer. It holds the promise of extending access to rigorous high quality instruction to every student across America, regardless of language, zip code, income levels, or special needs. New tools and improved services will help schools diagnosis and address special learning needs more effectively and efficiently.

Digital learning is a proven method. For more than a decade, corporations^v, the military and higher education^{vi} have used multiple modes of instruction to create a rapid and efficient path to mastery. In some countries, digital learning is already an integral part of the education system. In the United States, an increasing number of K-12 school models are utilizing the best of online and blended learning. The fact is digital interaction and learning through social media, the Internet, and mobile devices are a way of life for most teens everywhere except in education.

With digital learning, students will learn more, teachers will be provided new tools and skills, and schools will be more productive.

Turning Obstacles into Opportunities

Growing budget deficits and shrinking tax revenue present a tremendous challenge for the nation's Governors and lawmakers, especially when education sometimes consumes up to half of a state's budget. However, what might appear to be an obstacle to reform can also present a great opportunity for innovation.

Building a high quality education system is an investment in the future economy. Producing a knowledgeable and skilled workforce will give states a competitive edge in the global race for capital and the high-wage jobs that investment creates. It is a long-term strategy with huge returns, which often materialize after the Governors and lawmakers who championed reform have left political office.

However, spending more money without changing the system or adding a layer of digital learning over the current system is not the answer. Instead, education needs to transition into the digital age, which means adopting a new way of operating.

For example, blended learning incorporates an intentional shift of instruction to an online or technology-based environment. Students spend a portion of the day learning on a computer and a portion in a more traditional classroom setting. This innovative approach effectively incorporates engaging lessons, adaptive curriculum, virtual environments, and learning games on Web 2.0 platforms, which boost learning. At the same time, this model allows differentiated and distributed staffing (i.e. different levels and locations), which saves money and extends the reach of effective teachers by allowing them to teach more students in smaller, more personalized settings.

Meeting the Challenge

Jeb Bush, Governor of Florida 1998 – 2007, and Bob Wise, Governor of West Virginia 2001 – 2005, launched the Digital Learning Council to identify policies that will integrate current and future technological innovations into public education. The Digital Learning Council united a diverse group of more than 100 leaders from education, government, philanthropy, business, technology, and think tanks to develop the roadmap of reform for state lawmakers and policymakers.

The Digital Learning Council was commissioned with a set of guiding principles:

- **Aspirational:** The elements are bold. When achieved, the elements will transform education for the digital age.
- **Comprehensive:** The elements encompass technology-enhanced learning in traditional schools, online and virtual learning, and blended learning models that combine online and onsite learning.
- **State-focused:** The elements are directed toward state laws and policies with the recognition that federal and local governments also play a role in providing a high quality education.
- **Measurable:** The elements can be measured.
- **Long-term:** The elements create a roadmap for states to achieve a high performing education system for the long-term. States should be measured based on their progress toward achieving the elements.

The Digital Learning Council defined the elements and identified the actions that need to be taken by lawmakers and policymakers to foster a high quality, customized education for all students. This includes technology-enhanced learning in traditional schools, online and virtual learning, and blended learning that combines online and onsite learning. The elements, policies, and recommendations were based on input and feedback from members expressed during individual interviews, more than 40 web conferences and via email.

10 Elements of High Quality Digital Learning

1. **Student Eligibility:** All students are digital learners.
2. **Student Access:** All students have access to high quality digital content and online courses.
3. **Personalized Learning:** All students can customize their education using digital content through an approved provider.
4. **Advancement:** Students progress based on demonstrated competency.
5. **Content:** Digital content, instructional materials, and online and blended learning courses are high quality.
6. **Instruction:** Digital instruction and teachers are high quality.
7. **Providers:** All students have access to multiple high quality providers.
8. **Assessment and Accountability:** Student learning is the metric for evaluating the quality of content and instruction.
9. **Funding:** Funding creates incentives for performance, options and innovation.
10. **Delivery:** Infrastructure supports digital learning.



10 Elements of High Quality Digital Learning

1. Student Eligibility: All students are digital learners.

Actions for lawmakers and policymakers:

- State ensures access to high quality digital content and online courses to all students.
- State ensures access to high quality digital content and online courses to students in K-12 at any time in their academic career.

All students have a right to a high quality education. In the 21st century, a high quality education must include digital learning.

Students who are eligible for public school should be eligible for publicly funded digital learning. Establishing criteria for eligibility, such as previous attendance in a public school, only limits, delays and diminishes opportunities for learning.

Small increases in public school enrollment may be offset by lower cost virtual courses and savings gained by early graduation.

2. Student Access: All students have access to high quality digital content and online courses.

Actions for lawmakers and policymakers:

- State does not restrict access to high quality digital content and online courses with policies such as class size ratios and caps on enrollment or budget.
- State does not restrict access to high quality digital content and online courses based on geography, such as school district, county, or state.
- State requires students take high quality online college-or career-prep courses to earn a high school diploma.

Digital learning opens the virtual door to a high quality education. Where technology has created unprecedented access to a high quality education, policies that limit or control access threaten to build virtual barriers where the walls have already come down. Moreover, restricting access based on geography, such as where a student lives, is illogical in the digital world where learning can occur anywhere and everywhere.

Capacity – not arbitrary caps on enrollment or budget – should be the only factor in limiting access to digital learning. A number in state statute should not deny a student access to digital learning where space is available.

With digital learning, teachers can provide one-on-one instruction and mentoring to many students across the nation. Artificially limiting class size, prescribing teacher-student ratios

or restricting a teacher's ability to serve students at multiple schools ignores the freedom and flexibility that comes with digital learning.

Requiring students to take a high quality college prep online course ensures students are better prepared to succeed in life after graduation in the digital age. A robust offering of digital content and online courses expands options and ensures students acquire knowledge and gain skills from the experience of digital learning.

3. Personalized Learning: All students can customize their education using digital content through an approved provider.

Actions for lawmakers and policymakers:

- State allows students to take online classes full-time, part-time or by individual course.
- State allows students to enroll with multiple providers and blend online courses with onsite learning.
- State allows rolling enrollment year round.
- State does not limit the number credits earned online.
- State does not limit provider options for delivering instruction.

Digital learning allows an individualized educational experience.

In today's world, learning doesn't have to start when a student enters the classroom and end when the school bell rings. Students can access digital learning virtually whenever and wherever they are – both physically and figuratively.

Access to a comprehensive catalog of online courses means a student in rural Indiana or inner city Detroit can learn Mandarin Chinese, forensic science or college-level calculus – regardless of whether their school offers these courses in a classroom.

With personalized learning, students can spend as little or as much time as they need to master the material. Self-paced programs mean high achieving students won't get bored and can accelerate academically, while struggling students can get additional time and tutoring to gain competency and the confidence that comes with it.

Digital learning can extend the school day or school year and connect students with community resources with little or no additional cost. Flexible scheduling allows students to take full advantage of their peak learning times to complete lessons. To mitigate the cost of extending the school year, states could provide digital content 365 days a year but limit instructional support to shorter timeframes.

Best of all, students can experience blended learning. Students can learn in an online or computer-based environment part of the day and in traditional classroom, even one-on-one tutoring, for part of the day – essentially the best of both worlds combined into one education.

4. *Advancement: Students progress based on demonstrated competency.*

Actions for lawmakers and policymakers:

- State requires matriculation based on demonstrated competency.
- State does not have a seat-time requirement for matriculation.
- State provides assessments when students are ready to complete the course or unit.

Grade level promotion has historically been dictated by birthdays, attendance and minimum achievement. Instructional pacing, aimed at the middle of the class, may be too fast or too slow for some students who become frustrated, disengaged and unmotivated.

Digital learning offers the potential for students to study at their own pace and advance based upon competency and mastery of the material — it is student-centered, not school-centered. In this environment, seat time requirements and the all-too-common practice of social promotion become obsolete. A student will spend as much time as necessary to gain competency. Additionally, digital learning adapts to situations where a student is ahead in one subject and behind in another.

Making high stakes assessments, which are used to trigger progression, available when students are ready will accelerate student learning.

5. *Content: Digital content, instructional materials, and online and blended learning courses are high quality.*

Actions for lawmakers and policymakers:

- State requires digital content and online and blended learning courses to be aligned with state standards or common core standards where applicable.

The dynamic nature of digital content and its varied uses requires a fresh and innovative approach to ensuring high quality content. Like print content, digital content should be aligned to state academic standards or common core standards for what students are expected to learn. However, digital content should not be held to higher standard than print content. Freedom for interactive engagement that results in higher student retention and achievement should be encouraged.

States should abandon the lengthy textbook adoption process and embrace the flexibility offered by digital content. Digital content can be updated in real time without a costly reprint. The ongoing shift from online textbooks to engaging and personalized content, including learning games, simulations, and virtual environments, makes the traditional review process even less relevant.

Transitioning to digital content will improve the quality of content, while likely saving money in production that can be dedicated to providing the infrastructure for digital learning.

6. *Instruction: Digital instruction and teachers are high quality.*

Actions for lawmakers and policymakers:

- State provides alternative certification routes, including online instruction and performance-based certification.
- State provides certification reciprocity for online instructors certified by another state.
- State creates the opportunity for multi-location instruction.
- State encourages post-secondary institutions with teacher preparation programs to offer targeted digital instruction training.
- State ensures that teachers have professional development or training to better utilize technology and before teaching an online or blended learning course.

Great teachers produce great students – wherever they live or learn. Digital learning erases physical barriers that have prevented the widespread connection between effective teachers and eager students. Statutory and administrative practices that stop instruction – at the classroom door, school campus, state border or even the nation’s border – limit access to quality educators.

A retired NASA scientist in Cape Canaveral who is qualified to teach physics in the Sunshine State should be able to teach students in any state in the country. A digital educator in one school should be able to teach students in multiple schools in-state or out-of-state.

Preparation and professional development programs should educate teachers and administrators on how to engage students, personalize learning, teach online and manage learning environments. Educators should be prepared for specific roles – traditional, blended or online – and then certified based on demonstrated performance. Performance-based certification will become increasingly important as the number and type of roles for learning professionals expands.

Breaking down the barriers to digital instruction can improve the quality of education, while at the same time reduce costs. Teachers can serve students across the state or nation from one location. Digital learning lends itself to innovative staffing plans and formation of an opportunity culture that is appealing enough to attract and retain top teaching talent, and to maximize impact and minimize cost.

7. Providers: All students have access to multiple high quality providers.

Actions for lawmakers and policymakers:

- State has an open, transparent, expeditious approval process for digital learning providers.
- State provides students with access to multiple approved providers including public, private and nonprofit.
- State treats all approved education providers- public, chartered, not-for-profit, and private – equally.
- State provides all students with access to all approved providers.
- State has no administrative requirements that would unnecessarily limit

- participation of high quality providers (e.g. office location).
- State provides easy-to-understand information about digital learning, including programs, content, courses, tutors, and other digital resources, to students.

In the digital age, innovative learning programs are rapidly evolving and providers can be located anywhere. Regulations should reflect this new paradigm.

To maximize the potential of digital learning, states must provide a rich offering of providers that can cater to the diverse and distinctly unique needs of different students. States should set common-sense standards for entry, have a strong system of oversight and quality control, and foster a robust competitive environment where students can choose the provider who best meets their learning needs. Unnecessary administrative requirements, such as having a brick and mortar office in the district or state, create obstacles that prevent high quality providers from participating.

Public, not-for-profit and private for-profit organizations provide different benefits to the education consumers – both the students and the taxpayers. Public providers were pioneers in digital learning and provide a record of proven success in providing supplemental education in partnership with school districts. Not-for-profits extend access and often make contributions to open education resources. Private providers have the capital to invest in development of high quality content, can administer comprehensive school management services and offer collaboration opportunities with their national network of students.

Consumers of education – both students and parents – often provide the best feedback on the quality of providers. A publicly available database that fosters a feedback loop, similar to tools used by Amazon or eBay, would help parents and students make informed decisions about digital learning.

8. *Assessment and Accountability: Student learning is the metric for evaluating the quality of content and instruction.*

Actions for lawmakers and policymakers:

- State administers assessments digitally.
- State ensures a digital formative assessment system.
- State evaluates the quality of content and courses predominately based on student learning data.
- State evaluates the effectiveness of teachers based, in part, on student learning data.
- State holds schools and providers accountable for achievement and growth.

Administering tests digitally has multiple benefits. Tests can be administered and scored quickly and efficiently. Computerized scoring provides the opportunity for a cost effective method to create better tests beyond multiple choice, including simulations and constructed responses. Getting the result of tests faster can improve instruction as well as expedite rewards and consequences, which can strengthen accountability for learning.

Learning management systems, digital curriculum, and online summative and formative assessments have the distinctive capability of collecting real-time data on the progress of each student against learning objectives. Instant feedback for students and personalized analytics for teachers provide the support for continuous improvement and competency-based progress.

Outcomes matter. States should hold schools and online providers accountable using student learning to evaluate the quality of content or instruction. Providers and programs that are poor performing should have their contracts terminated.

History has proven that inputs, such as teacher certification, programmatic budgets and textbook reviews, do not guarantee a quality education. In fact, these regulatory processes often stifle innovation and diminish quality. Policymakers should resist attempts to create a checklist of inputs and, instead, focus on developing an accountability framework that is based on outcomes.

While conversion to digital assessments requires an initial investment, transitioning to a digital system can save money in the long run.

9. Funding: Funding creates incentives for performance, options and innovation.

Actions for lawmakers and policymakers:

- State funding model pays providers in installments that incentivize completion and achievement.
- State allows for digital content to be acquired through instructional material budgets and does not discourage digital content with print adoption practices.
- State funding allows customization of education including choice of providers.

How money is spent is as important as *how much* money is spent on education. Funding should fuel achievement and innovation, not reward complacency and bureaucracy.

Paying for success will yield success. Right now, the majority of education funding rewards attendance. Schools get paid when students show up, regardless of what or how much students learn or achieve. Under that framework, it's no wonder achievement is stagnant. Moreover, digital learning can actually save money in the long run. Full-time virtual schools can save money on facilities or transportation compared to traditional schools. Supplemental programs offering individual course enrollments can offer even bigger savings to states and districts. As digital learning grows, economies of scale will drive costs down. Partners within states or across state lines can further increase the purchasing power.

Given fiscal challenges faced by governments across the country, states need to be innovative to meet the challenge of providing access to digital content. To build a quality digital learning environment, states will have to spend smarter – not necessarily more. Geographically unbounded digital learning provides incentive for states to develop an equalized and weighted funding formula that better matches resources with individual

student needs regardless of zip code.

10. Delivery: Infrastructure supports digital learning.

Actions for lawmakers and policymakers:

- State is replacing textbooks with digital content, including interactive and adaptive multimedia.
- State ensures high-speed broadband Internet access for public school teachers and students.
- State ensures all public school students and teachers have Internet access devices.
- State uses purchasing power to negotiate lower cost licenses and contracts for digital content and online courses.
- State ensures local and state data systems and related applications are updated and robust to inform longitudinal management decisions, accountability and instruction.

The proliferation of mobile phones and access devices suggests the potential of mobile learning. Students are already using mobile devices to communicate, access and share information, conduct research, and analyze data. These devices are the gateway to digital learning.

Digital learning will also support educators in better identifying and meeting student needs by providing them real-time data on student performance, expanded access to resources to individualize instruction, and online learning communities to gain professional development support.

States can adopt a variety of approaches to accelerate the shift to digital content, online assessment, and high access environments including learning environments that take advantage of student owned devices. While local choice and options should be empowered, states can use purchasing power to negotiate lower cost licenses and contracts for everything from digital content to access devices to mobile Internet services. Equipment and services can be provided based on financial need. Public-private partnerships can also become a tool to build and sustain the infrastructure for digital learning.



Next Steps & Implementation Issues

Advocacy. With the release of this report, the co-chairs launch Digital Learning Now, a national initiative to advance policies that accelerate the shift to digital learning.

Progress Report. A Report Card on Digital Learning, detailing state-by-state progress, will be released in October 2011.

Support. The Foundation for Excellence in Education, the Alliance for Excellent Education, The International Association of K-12 Online Learning (iNACOL), Innosight Institute, State Educational Technology Directors Association (SETDA), Software and Information Industry Association (SIIA), and Vander Ark/Ratcliff are prepared to offer strategic and technical assistance to state leaders.

Things State Leaders Can Do.

1. Review resource materials starting with Keeping Pace 2010
2. Update surveys of student access to technology.
3. Hold a digital learning summit (like the one held recently in Virginia)
4. Hold a blended learning conference with districts that have schools in transformation
5. Issue an RFP for statewide online learning services
6. Revise statewide technology plans to advance digital learning in your state. Then measure and report on your progress annually.
7. Build a three-year budget that outlines estimated costs and savings from the shift to digital learning.
8. Sponsor or support legislation to adopt the 10 Elements of High Quality Digital Learning.
9. Adopt or support administrative rules that adopt the 10 Elements of High Quality Digital Learning.
10. Explore regional collaboration and reciprocity opportunities.



Resources

Keeping Pace 2010. This annual report is the best source of information about online and blended learning.

The Online Learning Imperative: A Solution to Three Looming Crises in Education.

This report from the Alliance for Excellent Education points to digital learning as a solution for three significant challenges: (1) increased global demands for skilled workers, (2) significant financial shortfalls, and (3) a looming teacher shortage. Embracing online-learning opportunities for students and teachers will strengthen the supply and quality of teachers, improve efficiency, and increase students' college and career readiness.

Project RED. Studies indicate that properly implemented technology can provide immediate savings at all levels. The report cites 13 different factors in which online and digital learning can decrease costs for states including econometric estimates of savings from improved outcomes (some quite tangible and direct, some speculative and long term).

Innovate to Educate: System [Re]Design for Personalized Learning. This report by the Software & Information Industry Association (SIIA) – in collaboration with ASCD and the Council of Chief State School Officers (CCSSO) – provides a primer on the reengineering of our industrial-age, assembly-line educational model – based on fixed time, place, curriculum and pace. It includes practice and policy recommendations, as well as identifies the critical role of technology and digital learning.

Organizations

Alliance for Excellence in Education

Anywhere Anytime Learning Foundation

Consortium for School Networking (COSN)

Foundation for Excellence in Education

Innosight Institute

International Association of K-12 Online Learning (iNACOL)

International Society for Technology in Education (ISTE)

Internet Keep Safe Coalition

State Educational Technology Directors Association (SETDA)

Software and Information Industry Association (SIIA)



Glossary of Terms

Adaptive content – digital instructional materials that adjust difficulty based on user responses.

Asynchronous - communication that is separated by time such as email or online discussion forums; it may be accessed from multiple settings (in school and/or out of school buildings).

Blended learning - combines online learning with other modes of instructional delivery including onsite instruction; it involves a shift in delivery to an online or computer-based environment for at least a portion of the day with the goal of improving learning, staffing, and/or facilities productivity.

Digital learning – any type of learning that is facilitated by technology.

Full-time online schools - also called cyber or virtual schools, work with students who are enrolled primarily (often only) in the online school. Online schools typically are responsible for their students' scores on state assessments. In some states most full-time online schools are charter schools.

Hybrid Learning - often used synonymously with blended learning; typically refers to blending multiple modes of learning – combining online and on-site pedagogies and materials within the same classroom.

Learning Management System (LMS) - includes content management, communication tools, instructional tools, gradebook and assessment features.

Online learning - instruction via a web-based educational delivery system that includes software to provide a structured learning environment. It can be a teacher-led education that takes place over the Internet, with the teacher and student separated geographically (also cyber learning, e-learning, distance learning).

Open education resources (OER) – freely available instructional materials that can be redistributed.

Social learning – like Facebook for schools, social learning platforms provide a messaging and content sharing among groups. Leading platforms manage privacy issues.

State-led online initiatives - are different from state virtual schools in that these initiatives typically offer online tools and resources for schools across the state but do not have a centralized student enrollment or registration system for students in online courses.

State virtual schools - are created by legislation or by a state-level agency, and/or administered by a state education agency, and/or funded by a state appropriation or grant for the purpose of providing online learning opportunities across the state.

Supplemental online programs - provide a small number of courses to students who are enrolled in a school separate from the online program.

Synchronous - communication in which participants interact in real time such as videoconferencing.

Virtual Classroom – place for instructors and students to interact and collaborate in real time (synchronously). Using webcams, chat boxes and class discussion features, it resembles the traditional classroom, except all participants are accessing it remotely over the Internet.

(adapted from Keeping Pace 2010)



Acknowledgments

Executive Team

Governor Jeb Bush, Co-Chair

Governor Bob Wise, Co-Chair

Kevin Chavous, Black Alliance for Educational Options

Joel Klein, New York City Public Schools

Patricia Levesque, Foundation for Excellence in Education

Douglas Levin, State Educational Technology Directors Association

Dane Linn, National Governors Association

Gregory McGinity, The Eli and Edythe Broad Foundation

Gisele Huff, Jaquelin Hume Foundation

Susan Patrick, International Association for K-12 Online Learning (iNACOL)

Secretary Gerard Robinson, Virginia Department of Education

We'd like to thank the following individuals and companies for their input and participation during this process:

Curt Allen, Agilix Labs, Inc

Jeanne Allen, Center for Education Reform

David Armstrong, Broward College

Sally Bachofer, New York State Education Department

Robyn Bagley, Open High School of Utah

John Bailey, Dutko Worldwide

Bruno Behrend, The Heartland Institute

Linda Burch, Common Sense Media

Greg Butler, Microsoft

David Byer, Apple

Idit Harel Caperton, World Wide Workshop

Jaime Casap, Google

Karen Cator, US Department of Education*

Shafeen Charania, 21k12

Teresa C. Chasteen, Worldwide Interactive Network

Milton Chen, George Lucas Educational Foundation & Edutopia

Stacey Childress, Bill & Melinda Gates Foundation

Barbara Chow, The William and Flora Hewlett Foundation

Susan Colby, The Bridgespan Group

Bill Coley, Ohio State House

Andrew Coulson, Center for Educational Freedom

Senator Rich Crandall, Arizona Senate

Diana Daggett, Intel

John Danner, Rocketship

Randy DeHoff, Colorado State Board of Education

Steve Dowling, Pearson Education

Barbara Dreyer, Connections Academy

Rose Fernandez, National Coalition for Public School Options

Mike Feuling, Internet Academy

Senator Anitere Flores, Florida Senate

Myk Garn, Southern Regional Education Board

Thomas Greaves, The Greaves Group, LLC

David Greenberg, Denver School of Science and Technology

Russell D. Greiff, Grockit, Inc.

Aimee Rogstad Guidera, Data Quality Campaign

Kevin Hall, Charter Growth Fund

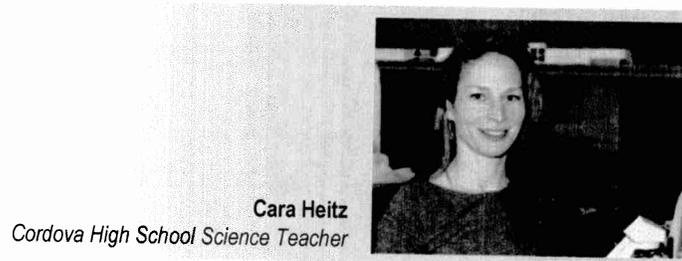
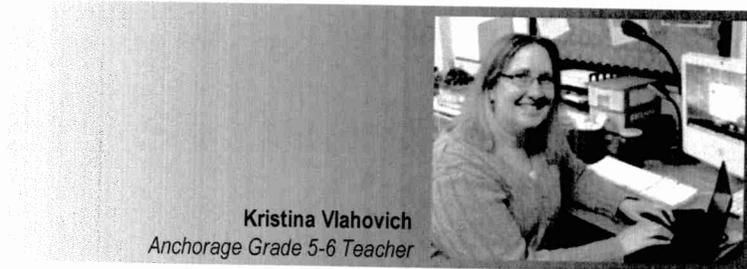
Leah Hamilton, Carnegie Corporation

Jonathan Harber, Schoolnet

Bryan Hassel, Public Impact
Nelson Heller, EdNet/Heller Report
Rick Hess, American Enterprise Institute
Collin Hitt, Illinois Policy Institute
Michael Horn, Innosight Institute
Kathy Hurley, Pearson Foundation
Senator Michael Johnston, Colorado State Senate
Dr. Chip Kimball, Lake Washington School District
Keith Krueger, Consortium of School Networking
Bill Lager, IQity
Kurt Landgraf, ETS
Bette Manchester, Maine International Center for Digital Learning
Margery Mayer, Scholastic
Deborah McGriff, New Schools Venture Fund
Doug Mesecar, Sylvan Learning
Michael Moe, Next Advisors
Bob Moore, Dell
Lt. Governor Barbara O'Brien, Colorado
Fiona O'Carroll, Houghton Mifflin
Ron Packard, K12 Inc.
Trevor Packer, College Board
Sol Pelavin, American Institutes for Research
Michael J. Petrilli, Thomas B. Fordham Institute
Deborah Quazzo, Next Advisors
Rae Raffin, SMART Technologies
Greg Richmond, National Association of Charter School Authorizers
Senator Chip Rogers, Georgia State Senate
Senator Gloria Romero, California State Senate
Joel Rose, School of One
Andy Rotherham, Bellwether
Marguerite Roza, Bill & Melinda Gates Foundation
Ron Scheberle, American Legislative Exchange Council
John Schilling, American Federation for Children
Cyndie Schmeiser, ACT
Mark Schneiderman, Software & Information Industry Association
Bryan Setser, NC Virtual Public School
Kathleen Shanahan, WRSCompass
James H. Shelton, III, US Department of Education*
Representative Jabar Shumate, Oklahoma State House
Chip Slaven, Alliance for Excellent Education
Greg Smith, Archipelago Learning
Michael J. Stanton, Blackboard Inc.
Ana Thompson, Charles and Helen Schwab Foundation
Thomas Toch, Independent Education
Tom Vander Ark, Vander Ark/Ratcliff
Cheryl Vedoe, Apex Learning
Jeffrey S. Wahl, Edison Learning
John Watson, Evergreen Education Group
John White, New York City Department of Education
Gene Wilhoit, Council of Chief State School Officers
Tae Yoo, Cisco Systems
Julie Young, Florida Virtual School

**Denotes special liaison*

**“We’ve made the shift.
There’s no going back.”**



**An Inside Look at AASB’s
Consortium for Digital Learning
1-to-1 Initiative**

Project Summary Report

Prepared for the Association of Alaskan School Boards

by Dr. Jason Ohler

Spring, 2011

Report II

A Follow-up Report on AASB's Consortium for Digital Learning 1-to-1 Initiative

EXECUTIVE SUMMARY

“We’ve made the shift. There’s no going back.”

Background

In 2006, the Alaska Association of School Boards (AASB) launched the Consortium for Digital Learning (CDL) as a means of helping school districts transition into the new era of digital age teaching and learning. The 24th and 25th Alaska legislatures supported this vision by granting CDL a total of \$7.5 million. The funding supported a “1-to-1 program,” in which students and teachers were provided laptop computers, wireless Internet access and software to be used for teaching and learning. In addition, teachers also received on-going professional development in the areas of software and hardware training, and in developing learning activities and pedagogy that took advantage of the new technology.

As of this writing, CDL initiatives have been established in 28 of 53 school districts statewide. Today over 12,000 students in nearly 100 schools are experiencing education with a laptop computer and Internet access at their fingertips.

In an attempt to learn about the benefits and challenges of the 1-to-1 Initiative, in summer, 2009, AASB commissioned Dr. Jason Ohler to help develop a series of questions to ask participants in phone interviews. The researcher conducted interviews with key program participants. These consisted of teachers, administrators and project managers who were actively involved in the initiative. Questions were designed to help paint a detailed picture of the impact of AASB's 1-to-1 program on those who incorporated it into their districts, schools and classrooms. Ten interviewees were chosen due to the depth and breadth of their deployment of 1-to-1 technologies. A report that synthesized interviewee responses was issued in fall, 2009. That report and the questionnaire upon which it is based appear in the appendix.

In late Fall 2010, with the 1-to-1 program in its final phase, AASB contracted for similar research to be conducted to produce a summary perspective of the program's successes, challenges and legacy. For the most part, the same interviewees were asked the same questions that they had been asked in the previous interviews, with some minor additions. These responses were synthesized and are presented in this report. This synthesis is set within the context of the responses received a year and a half earlier for the first report. The primary findings for this report are presented below in this executive summary, and are explored to a greater extent later on in this document. Given the consistency of responses, it was not difficult to paint a cohesive picture of interviewee sentiment.

For the most part, responses supported all of the findings of the first report. Thus finding #1 is as follows:

Finding #1

As previously reported, test scores are mixed, while student engagement, digital expression and preparation for the digital culture beyond school continues to be very successful.

Respondents continued to report that students' use of Internet resources and laptops across the curriculum resulted in engaged learning, particularly as teachers continued to adapt to pedagogies required for digital age education.

However, the rest of the findings are indicative of a change in focus on the part of participants. Whereas earlier they reported about the success they were experiencing with CDL's 1-to-1 program, they now worried about how to continue that success and sustain the new digital status quo that had emerged in an era of declining funding for such projects. The rest of the findings address this change in focus.

Finding #2

"We've made the shift. There's no going back."

Every respondent reported that there was no way to return to the technology and pedagogy prior to having a 1-to-1 laptop program. They reported that not only teachers and students, but also parents, community members and school board members felt that returning to pre-laptop times would be very harmful to students' prospects for being prepared for the world beyond school.

Finding #3

Linking the continued use of laptop computers solely to an increase in state test scores ignores the larger reality that life beyond school requires students to have skills required in the digital economy.

Solely focusing on test scores ignores the fact that the students need to be able to use personal computing technology that now permeates higher education, the workplace and life in general beyond school.

Finding #4

CDL has been critical to our success.

Every interviewee noted that CDL played a critical role in terms of helping their school transition to a digital learning environment. Without CDL, making the shift would have been very unlikely.

Finding #5

CDL's professional development program played a crucial role in participants' success.

Interviewees universally identified professional development as a highly effective component of CDL projects. This suggests that CDL might consider offering just professional development (separate from hardware and connectivity) to school districts that have invested in technology but not invested in the training to use it effectively.

Finding #6

Most participants report that their schools or districts had found ways to incrementally expand their programs.

CDL funding has inspired a number of schools and districts to incrementally expand the 1-to-1 initiatives to other schools and grades, through the use of grants and district funds.

Finding #7

How are we going to sustain this?

Despite the efforts on the part of individual schools and districts to expand what they had started with CDL funding, every respondent worried about finding funding to keep the shift alive. A few noted that they were bracing for a “triple whammy” in that funding was about to cease from three sources: CDL, E2T2 grants and stimulus funds.

Finding #8

Many communities in Alaska do not have 1-to-1 programs and may need seed money and guidance to start them.

Given that interviewees credited CDL funding with allowing participating districts to successfully make a shift to digital age learning that they considered critical to student success, policy makers need to consider the following question: What are the impacts on the 91% of Alaskan students who were not served by CDL? Thus, two potential funding needs emerge, namely, continued support for existing digital education programs, and for schools and districts that did not benefit from CDL’s previous funding efforts.

In summary, respondents collectively noted the following:

Our schools and communities have embraced the shift to digital age teaching and learning. We have done so in order to reinvigorate K-12 education and better prepare our students for the world they encounter beyond high school, regardless of whether they go to college or enter the work force. However, what we have not developed, and what we desperately need to develop, are effective business and funding models to sustain this shift to digital age, and the new status quo it represents, on an on-going basis. While there is no going back, we are unsure about how to fund our efforts going forward.

Project Background, Overview and Findings

Study Overview

As mentioned earlier, AASB has commissioned two reports about the CDL program. This second report is a summary report about the CDL program, and builds upon the efforts of the previous report.

For this report, the same interviewees were asked the same questions, with some minor additions. For the most part, interviewees had not changed their minds about any of the key issues they discussed during the first round of interviews in 2009. That is, they noted continued improvement in terms of a number of aspects of the educational experience such as student engagement, teachers' opportunities to diversify, personalize and differentiate instruction, and continued community involvement in the schools because of the program. And they continued to note the same challenges, such as acculturating new teachers to a digital learning environment and guiding on-line behavior. Rather than restate these findings in detail, they are summarized and appear here as Finding #1. For more information about these aspects of CDL, the reader is directed to the first report, which is attached as an appendix.

Instead, this report focuses on the one primary change discerned in the interview: a shift in focus on the part of respondents from reflecting on the past to projecting concern about the future. Respondents were, for the most part, pleased with the status quo. However, as CDL and other funding sources were coming to an end, they focused on their concern about how to maintain their programs, as well as modify and expand them in order to remain responsive to the evolving needs of education in the digital age.

Results Overview

Each of the primary findings identified in the Executive Summary is addressed in detail.

Finding #1

As previously reported, test scores are mixed, while student engagement, digital expression and preparation for the digital culture beyond school continues to be very successful.

Test scores continue to be mixed, while interviewees continued to report on-going enthusiasm for and progress in the area of writing, researching, and classroom engagement in general. The discrepancy between these findings might be viewed in terms of the instruments used to ascertain standardized improvement. What is difficult to reveal on a grade by grade basis, might emerge on a class by class basis, allowing test scores to be tied to differences in classroom cultures, teaching styles and adaptation to new technology.

The difference might also be viewed as a difference in learning cultures, from the perspective that while standardized tests reveal some of what changes in a student's life, it by no mean reveals all of it, including the new literacies that emerge as the result of the use of new tools. Along these lines, interviewees continued to report that students and teachers were for the most part adapting successfully to new kinds of expression, such as the use of new media to explain content area material. They continued to note that in so doing, students were adapting more completely to the media environment that now permeates mainstream culture and the world beyond school.

In addition, those interviewees who reported an improvement in student behavior and attendance during the first round of interviews continued to do so. Note that behavior and attendance are not issues in all schools represented by the respondent base, thus, changes in all schools would not be expected. However, all respondents continued to report great engagement in school activities in general. Through the shifts in teaching and learning that the 1-to-1 program facilitated, such as differentiated instruction and personalized learning, schools continued to serve students well in their quest to provide quality education adapted to the realities of working, learning and living in the digital age.

Finding #2

“We’ve made the shift. There’s no going back.”

There was a notable shift in focus in the second set of interviews. While the first round tended to focus on what had already happened, the second round tended to focus on the future. Interviewees were clear about their belief that what had once perhaps seemed like an experiment – using laptops, the Internet, and learning approaches that adapted to the new digital reality in their classrooms – was now the new status quo. The shift to digital age learning had created a new kind of education that everyone had adapted to and that allowed students to transition to the real world beyond school. There was no going back.

Not only had teachers and students made the shift so had the community and, in some cases, the district administration and staff, some of whom had received laptops through the CDL program. After hearing repeatedly the theme “there is no returning to pre-laptop times,” I re-interviewed participants and asked them this very simple question: “How would parents, students, administrators and the community respond if the CDL 1-to-1 program were suspended?” Every interviewee was emphatic that reactions would be negative, spanning from distress to outrage. In each case, interviewees were clear that such a move would be considered irresponsible with regard to preparing students for the future that awaited them.

Finding #3

Linking the continued use of laptop computers solely to an increase in state test scores ignores the larger reality that life beyond school requires students to have skills required in the digital economy.

Everyone interviewed felt that digital skills were destined to be an important part of students’ lives, regardless of what they elected to do after high school. Therefore, they considered it the school’s responsibility to make sure students had digital skills that transferred to the world of work, individual innovation and higher education. As proof, some of the interviewees spoke about testimonials from graduates and parents of graduates. As one interviewee put it: *“Parents of graduated students are our greatest cheerleaders. They thank us for preparing their kids for college. You don’t realize the benefits of this program until your kids have been out (of school) for a few years.”* This suggests that perhaps a fertile area of research about the effectiveness of 1-to-1 programs may lie in longitudinal studies that track students after graduation, with the hope of discerning correlations between the digital preparedness they received and the degree of success they experienced beyond high school.

Despite these benefits, those involved in 1-to-1 programs – from funders to teachers to policy makers – often struggle to justify digital education programs primarily in terms of one metric: test scores. It is the researcher’s opinion that this is a very limited perspective. To my knowledge, there is no research that supports the notion that students became smarter when they stopped using slate tablets in favor of paper and pencil as their primary media source in school so many years ago. Yet, society made the shift anyway, presumably because not doing so was considered irresponsible. Students needed to emerge from school capable of being useful in whatever mediascape that business, higher education and society had adopted. In the “real world” no one was using slate tablets.

There are a number of parallels here. A primary consideration of today’s employers is a digitally skilled labor pool. For that reason alone, school districts are justifiably interested in having students graduate with digital skills beyond those they might develop on their own. That is, if society is concerned about students using computers primarily for entertainment and gaming purposes, then it needs to charge schools with the responsibility of integrating computer use into the tasks of research, reflection and expression that translates into the skills and perspectives needed in higher education and the workplace.

Finding #4

CDL has been critical to our success.

All interviewees viewed CDL as an important part of their success in terms of helping their schools “make the shift” to digital age learning. Toward that end, CDL had assumed many roles. First and foremost, it was an incubator, much like incubators in the private sector. CDL provided seed money (and guidance) for the purpose of purchasing technology and training, which in turn allowed innovative schools to begin their transition to digital age education. CDL was also seen as an equalizer, allowing remote schools to have access to many of the technologies and online resources once reserved only for larger communities with more robust resource bases. In addition, CDL allowed students from financially challenged households to make the shift to digital age learning along with their more fortunate classmates.

Above all, interviewees appreciated the leadership role that CDL assumed in approaching support from a comprehensive perspective. Rather than simply providing funding for technology, it provided funding for technology, Internet connectivity and professional development. All three elements were viewed as important. Having all three delivered in an integrated fashion was seen as critical to their success.

Finding #5

CDL’s professional development program played a crucial role in participants’ success.

The professional development CDL provided was viewed so enthusiastically by interviewees that it deserves to be highlighted as a separate finding. As one interviewee put it, “*it (professional development) cannot be oversold.*” It was professional development that helped teachers make the shift in educational perspective that made the technology truly useful for instructional purposes. Professional development was a part of every CDL installation, and consisted of training teachers not only in software and hardware use, but also in the use of new pedagogies that are more responsive to today’s

digital students. Thus, CDL received high marks from interviewees not only as a funder, but also as a resource provider who understood the total package required by schools in practical terms.

As CDL continues its support of teachers and students throughout the state, it might consider focusing on providing professional development - separate from hardware and connectivity - for those schools and districts that have an installed technology and connectivity base, but have not invested in the necessary training to use it effectively.

Finding #6

Many participants report that their schools or districts had found ways to incrementally expand their programs.

Inspired by the results of CDL initiatives, individual schools and districts had managed to expand those initiatives to unserved schools within and grades using alternate funding sources. A number of important points can be derived from this. First, CDL was effective in recognizing real demand. The annals of educational technology are replete with stories of expensive technology ventures that went nowhere. However, in this case, the programs funded by CDL not only survived but also were adopted and expanded.

Second, CDL supported efforts that were scalable, a very important aspect of rebuilding infrastructure. Sometimes new technology ventures end up being more of an anomaly than part of sustainable change. Computer labs are a good example. Even when they are successful, future expansion is prevented by the physical space needed to house them. In contrast, incremental expansion of a laptop program is less constrained because the laptops are often taken home by students. In the event that they are housed at school, they can be stored in a cart. Thus, it scales much more easily.

Third, the successes of the 1-to-1 programs were apparent enough to administrators and school boards, who ultimately decide how to spend school district money, that they began to rethink their own budgets, finding pockets of money to prolong and expand programs begun by CDL. This was probably the greatest signifier of its success. Communities saw CDL's success and supported it in real terms.

Finding #7

How are we going to sustain this?

However, interviewees shared a widespread concern about securing sustainable funding going forward. Some interviewees noted that they were going to lose three funding sources at once in the near future: CDL, E2T2 grants and stimulus funds. While interviewees reported that their organization could fund some of the shortfall, they noted that they simply could not fund all of it.

One interviewee, a district technology director, noted that his goal during the last year of CDL was to determine the true costs of maintaining any kind of personal computer program, whether it involved laptops, the newer touch technology, or technology we cannot conceive of yet because it defies current imagination. No doubt this goal is on many participants' minds. Funding "the shift" begins with understanding, as much as is possible, what learning with digital technology costs.

Finding #8

Many communities in Alaska do not have programs that support personal technology programs and need seed money to start them.

Interviewees were asked to provide a local perspective of their local situations. After all, this is their sphere of expertise. Alaskan's are left to infer the "bigger picture" of Alaska's situation as it struggles to make the shift to digital learning. A number of questions inform this. First, given that CDL funding allowed participating districts to make a shift to digital age learning that interviewees deemed critical to student success, how are Alaska schools faring that have not had support like that provided by CDL? Second, how many Alaska communities have not made this shift due to a lack of funding? Lastly, and above all, how great is the digital divide in Alaska, what kind of educational inequities exist because of it, and how can they be addressed?

Rough numbers can paint a rough picture of the challenge that faces Alaska. Currently, 12,000 students in over 100 schools statewide are currently participating in CDL digital learning projects. In contrast, Alaska has approximately 130,000 students attending about 500 schools. Therefore the CDL project now involves approximately only 9% of Alaska's total population of students and has a presence in only about 20% of schools. Thus, 91% of Alaska of students and 80% of Alaska schools have not been served by CDL.

Conclusions

Without conducting a full inventory of CDL-like programs, and directly asking districts for details about their current efforts in the area of networking, technology deployment and professional development, there is no way to know what percentage of the 80% of the schools mentioned above are truly unserved. Perhaps they have obtained grants, or found other means of support for the shift to digital education. However, it is instructive to note that in all the schools represented by the interviewees, only one had begun efforts to begin a 1-to-1 program on its own prior to CDL. The rest were eager to begin a program, but could not have done so without CDL support.

Thus two funding needs emerge:

1. Continued support for existing programs
2. Support for schools and districts that did not benefit from CDL's previous funding efforts, or similar efforts, in order to help close the digital divide that exists in Alaska.

There is no question that interviewees considered CDL efforts a critical component in the inevitable evolution of their schools and districts toward an integrated approach to digital education that prepared students for the realities of higher education and the workplace beyond school. The primary issues that await Alaska policy makers are: 1) How does the state help maintain the forward momentum already in place in some districts in an era of decreased funding, and 2) How does it offer those districts who have been excluded from "making the shift" the opportunity to do so?

CDL PROFILE: Kristina Vlahovich

Kristina is a grade 5/6 teacher at Chinook Elementary, a Title I school in Anchorage.



Before the shift to digital learning

Before her school joined the Consortium for Digital Learning program, her school was, in her own words, *“one of the worst equipped schools in the district.”* Her 30 students had access to two computers in her classroom, and sporadic access to a computer lab on a scheduled basis. *“The disconnect of working only once a week on a project made it hard to keep enthusiasm for the project...by the time the project was finished, the class would often have moved to another unit of study.”* Prior to CDL, she used a traditional “stand and deliver” approach to content delivery. Assignments were “one size fits all” with little differentiation to accommodate individual learning styles.

After the shift

After Kristina became involved in the Anchorage School District’s Digital Citizen program in 2008, she transformed her classroom into a student-centered learning environment. Funded in part by CDL, the program put Netbooks (Dell Latitude 2100 Netbooks) in the hands of each of her students. Suddenly, students had affordable access to the Internet all day, allowing them to research topics immediately, whenever they needed to, rather than waiting for the lab to come open or for a turn at the two computers in her classroom. Kristina shifted her classroom management approach to self-directed learning. Students could stay on task and follow through on projects in a timely way, and pursue the material in ways that maximized their learning. Her students welcomed the shift: *“My students have learned to be independent, responsible workers who need very little policing... I seldom have behavior problems because students are engaged.”*

***“The Netbooks gave us affordable access all day, everyday.”
The result was self-directed, engaged learning.***

Literacy improves

Part of her CDL project involved students using specialty literacy software. Ms. Vlahovich used Achieve 3000, which provides non-fiction news articles written at twelve different reading levels. This allowed multi-age classroom students to read and discuss the same article. MyAccess software provided students writing opportunities through the use of writing prompts and immediate feedback that helped them revise their work. Ms. Vlahovich was very pleased at the results. *“MyAccess is a great tool for getting kids to write, expand their writing, and actually revise!”*

Differentiated instruction enhanced – even during free time

Differentiation allows teachers to help students work at their own rates according to their own needs. The Netbooks and the software that CDL provided took differentiation to a new level. Not only could students pursue their academic work more successful through a personalized approach to the material, but they could also structure their “free time” to better suit their academic needs. The Netbooks came packed with educational software in the areas of math, literacy, and content. Students used these after they finished their class work. The result: no wasted moments in class. Learning happened all the time.

***“My students enjoyed working on group projects the most.”
They researched, wrote and presented their findings to the class using digital tools.***

CDL PROFILE: James Barthelman

James teaches elementary school in Quinhagak.



Before the shift to Digital Learning

We look at the impacts of CDL on James' classroom through the lens of a particular project: a science fair presentation about the Pebble Mine. His goal was to help students develop a balanced view of the mine's impacts from a scientific perspective. He began by using conventional learning materials, but student interest waned quickly. *"This project started as many do, as a paper-pencil-book lesson. A Foss Kit from the district had some worksheets that explained different elements of a river system. The worksheets proved to be pretty mundane, boring stuff."*

After the shift – a change in learning

The shift began with how the students approached learning. Using newly acquired Internet connectivity, laptops and other technology, Mr. Barthelman's students explored the geography and science associated with the Pebble Mine through Internet science sites. They used Google Earth to research the Pebble Mine site and form a list of concerns related to placing a copper mine in that location. They used YouTube to visit and view mines throughout the world, in order to better understand many topographical concerns, like earthquake faults and watersheds. Based on this new approach to learning, James commented: *"I find the computers critical to learning, creating and presenting the information we are finding."*

"As we brainstorm ideas for the science fair, technology has become an important part of the presentation."

The shift continues – a change in presentation

How students demonstrate academic understanding shifted greatly as well. First, for the science fair they will forgo a cardboard project in favor of a Smart Board presentation. Second, they will recreate an earthquake in the earthen dam situation by creating a movie using iMovie software. Trying to use a model eventually fails because the sand becomes saturated. However, the movie can be shown over and over. Third, the students will mix elements of their class experiments and website information to create podcasts about their findings.

Literacy is up, behavior issues are down

His project-based learning style is supported by the new ways his students learn math and reading literacy. Both of these are now digital and individualized. In the meantime they are developing the digital literacy skills the workplace demands. Because much of his curriculum has shifted to the use of empowering digital tools, motivation is up, and behavior issues are down. *"When students are asked to use CDL computers to complete assignments or projects there is a rush to the computer cart. Their excitement is a thing to see."*

"I wish I could make my whole day, month, year, full of these projects. They are so much fun to teach, the students are always engaged, and I believe they truly learn material and processes they will always remember."

CDL PROFILE: Cara Heitz

Cara teaches high school health and science in Cordova.



Before the shift to Digital Learning, 2.0

Before her school joined the Consortium for Digital Learning program, Cara was already committed to using technology fully and effectively. *“Prior to the (CDL 1-to-1) rollout...I would post a word document on the website to show assignments, class lessons and test dates for parents and students to view.”* However, without laptops and connectivity, her students could not access these resources individually. Due to these limitations, Cara was more a traditional lecturer who walked students through assignments. Students used traditional means to access and complete work.

After the shift

When Cordova joined the CDL 1-to-1 laptop program, the change to real digital learning became possible. She transitioned from lecturer to guide and facilitator; *“Students spend a lot of time on their own or with partners or teams exploring content via the laptops... and discuss with each other via blogs...what they have learned.”* Given her comfort level with using technology in the classroom, Cara was an ideal candidate for a 1-to-1 environment. What had been missing were laptops and connectivity for her students in order to bring her teaching methods fully to life. We are left to wonder how many other Alaskan teachers would “make the shift” if they simply had the tools to do so.

“The students were very excited in all classes to edit the wiki and add content so gracefully.” Students used their laptops to research science material and publish their discoveries.

Digital learning takes off

She created wikis for each of her classes, and provided access to these through a class website. Wikis are an excellent example of free “Web 2.0” software that adapts well to education, providing an electronic space that combines bulletin boards, public forums and work spaces for individuals and teams. Ms. Heitz trained her students how to use the tools, which she employed to teach biology, anatomy, life science, marine biology and health. All wiki sites are rich media sites, with class information, web resources, video and other material. Students used wiki team pages to post digital artifacts they created to demonstrate their understanding of science concepts.

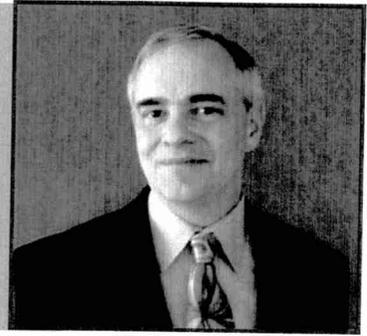
The public is invited

Cara began using CDL resources by incorporating a digital component into a traditional high school science fair. Students used laptops to create a movie about the History of Science, which was *“...a highlight of the community science fair that year.”* Because she used wikis and other public tools, everything she and her students did was open to the public. Parents and community members could see what students were studying, when they were taking tests, and follow the development of their digital work portfolios. The shift to CDL’s 1-to-1 program and “anytime, anywhere learning” was an accountable, community event. See for yourself at: www.cordovasd.org/~cheitz.

“I gradually became comfortable converting lessons from paper to digital form, often using a new Web 2.0 tool. The students responded very positively.”

Dr. Jason Ohler

Professor Emeritus at the University of Alaska Southeast, Juneau, AK, served as the evaluator for the CDL Mid-Project Summary Report. Dr. Ohler has an extensive background in educational technology and conducts presentations and workshops internationally on the topic.



In 1986, he created the Educational Technology Program at the University of Alaska, one of the early teacher education programs in the United States that was created in response to the personal computer revolution in the classroom. He directed this program until 2003, at which time he was appointed President's Professor of Educational Technology and Distance Learning at the University of Alaska, overseeing a number of projects exploring the area of digital literacy. He has won several awards for his work with teachers and is author of many books and articles.