

From Dream to Reality: Implementing a Personalized Learning Program



What is blended learning?

Quick definition for the purposes of this discussion

“A formal education program in which a student learns at least in part through online delivery of content and instruction with some element of student control over time, place, path, and/or pace and at least in part at a supervised brick-and-mortar location away from home”

Clay Christensen Institute for Disruptive Innovation
(*emphasis not part of original quote*)

But how do you ensure you are equipped to make this type of next generation learning a physical reality?

Strategic **vision** for technology

Critical to know what success will look like

Start by spending time in the classroom and/or with educators

- What is your philosophy on how students learn that is better achieved with technology?
- What problem are they/you trying to solve with technology?
- How will outcomes improve by introducing technology into the curriculum?

Develop a vision for what your classrooms, and school, will look like with your blended learning program

- Get feedback from teachers and school leaders
- Break it down so you understand what you are trying to achieve
 - What outcomes do you want to see?
 - Based on your desired outcome, what type of work will be done using technology?
 - How often, where, and by whom?

Use your vision to inform your logistics – invest your time and money in what matters for your program!

A note about E-Rate

Determine if it's right for you before taking the dive

What is E-Rate and how does it work?

- Provides discounts on Internet access and internal networks to eligible schools
- First: School identifies services and providers through competitive bidding
- Then: School applies for discounts/funding for those services

Not a simple process! Will take time significant time and resources

- Do “back-of-the-envelope” calculation on potential savings (cost-benefit analysis)
- Be careful not to be drawn into large but *unnecessary* tech buildout just because of e-rate
- If significant, consider a consultant (and ask them for savings estimate!)

Although may be most valuable as a new school, hard to do given timeline

- Summer: Identify service needs
- Fall: Bidding and vendor selection process
- Winter/Spring: Apply for funding – this year, application closes in April

Key source of information: <http://www.usac.org/sl>

A note about depreciation

You don't have to "pay" for it all at once

Cost of a large tech purchase can be spread over multiple years

- Dependent on school's depreciation policy (often a part of the financial policies)
- Purchases typically need to be substantial (e.g., >\$5,000)
- Option to spread cost (not cash outlay!) over a period of time (e.g., 3 years)

Example: 4 Chromebook carts purchased for a new school that is building a 1:1 program for their first class of 9th graders

- Purchase cost: \$300/machine, 30 machines per cart plus \$2,500 cart = \$11,500 total per cart, \$46,000 for 4 carts
- Life expectancy of machines: 3 years (also, board depreciation policy)
- Annual depreciation cost to budget: Divide by 3 years = \$15,333 per year
- Cash requirement: \$46,000

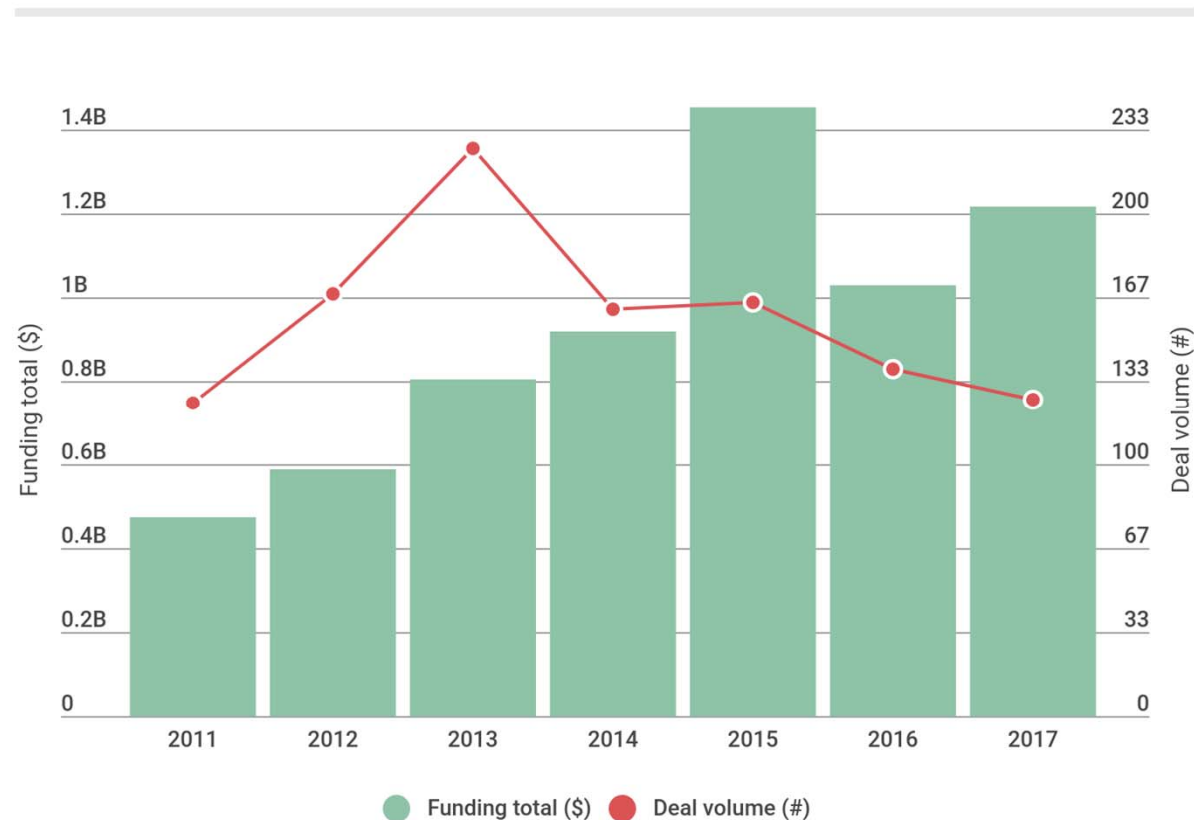
Note: repairs and replacement for individual machines not typically depreciated given small dollar expenditure

Education Technology Investments in 2016

\$1.2B invested in US-based edtech startups last year!

Deal volume and funding total, 2011-2017

U.S. education technology companies

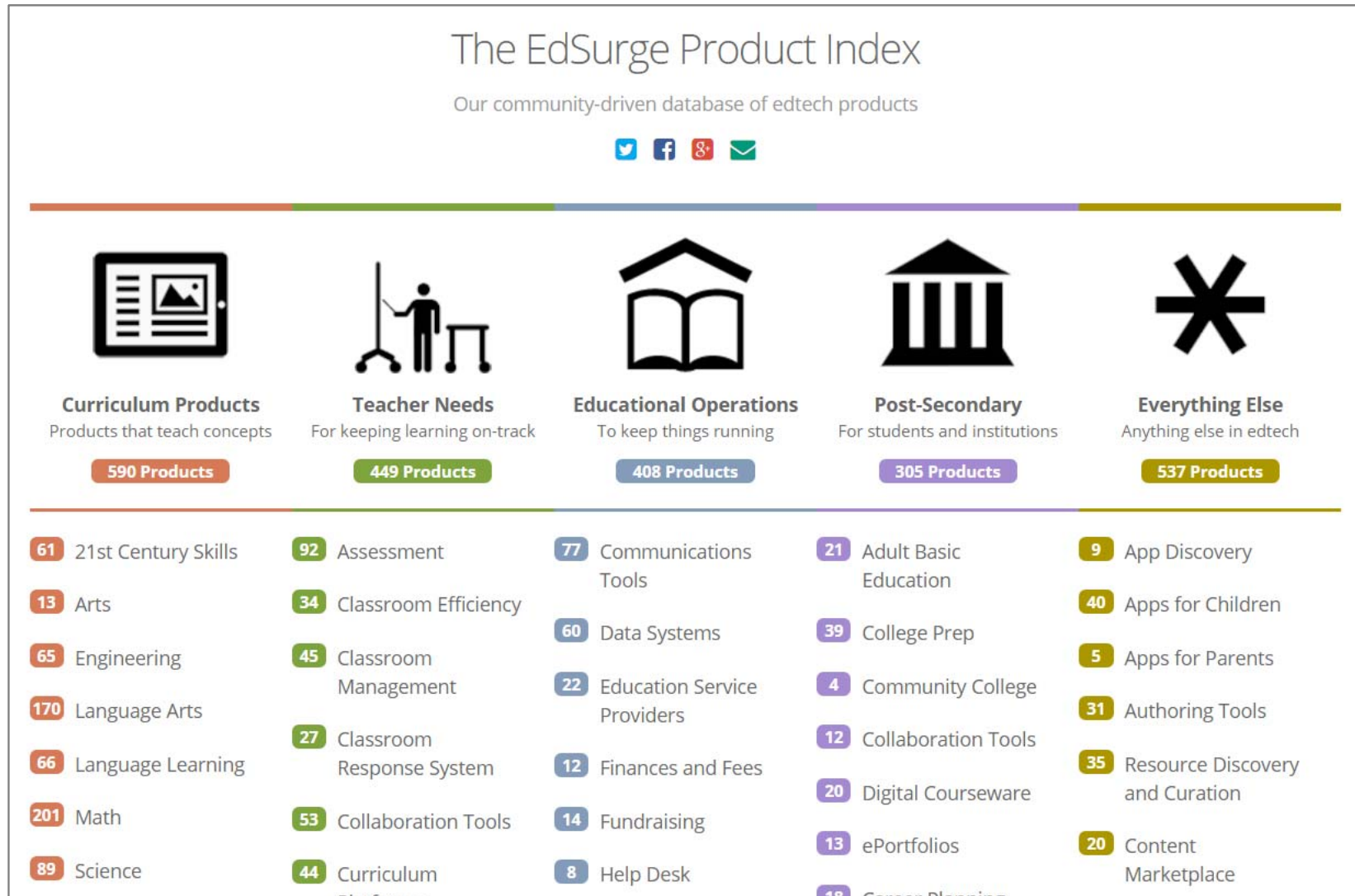


Source: Wan, Tony. "Fewer Deals, More Money: US Edtech Funding Rebounds..." Dec 20, 2017.

<https://www.edsurge.com/news/2017-12-19-fewer-deals-more-money-u-s-edtech-funding-rebounds-with-1-2-billion-in-2017>

More Research on Your Product Choices

The EdSurge Product Index: www.edsurge.com/product-reviews

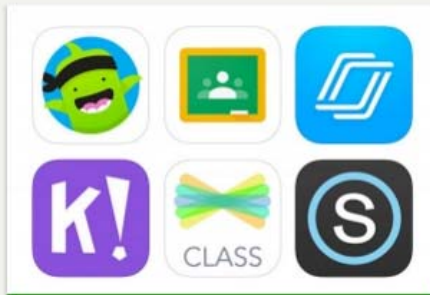


More Research on Your Product Choices

Common Sense Education (formerly Graphite.org):
www.commonsense.org/education/



What Are You Looking For?



Reviews & Ratings

In-depth and trusted reviews by our experts help you find the right app, game, or website for your classroom.



Teaching Strategies

Practical tips and useful resources help you match the latest tech tools with effective teaching techniques.



Digital Citizenship & Literacy for Students

Interactive educational games and activities empower students to use technology responsibly, safely, and ...

Tech support: Design for success, not failure

Think strategic and integrative

Stop firefighting

- Empower users
- Self-directed tech support

Know how to use data

- Preventative versus reactive work
- Dynamic team schedule

Be a technology team

- Meaningful projects such as cyber safety education for all learners
- External knowledge sharing

Value your team

- Growth mindset for all
- Work/life balance

More about depreciation

When a nonprofit buys a piece of equipment (e.g., copy machine, computers), large piece of furniture (e.g., cafeteria tables), or a building, these items have lasting value and usefulness. Instead of immediately recording the entire purchase price as an expense, the item is booked as an asset. An asset is a resource that is available for use now and into the future.

The nature of most “fixed” assets, like equipment or furniture, is that their value will diminish over time. In order to account for the declining value of fixed assets, we use an accounting practice called depreciation expense. For each year of the life of a fixed asset, we record a portion of the original value of the purchase as depreciation expense.

A note about depreciation

You don't have to “pay” for it all at once

Cost of a large tech purchase can be spread over multiple years

- Dependent on school's depreciation policy (often a part of the financial policies)
- Purchases typically need to be substantial (e.g., >\$5,000)
- Option to spread cost (not cash outlay) over a period of time (e.g., 3 years)

Example: 4 Chromebook carts purchased for a new school that is building a 1:1 program for their first class of 9th graders

- Purchase cost: \$300/machine, 30 machines per cart plus \$2,500 cart = \$11,500 total per cart, \$46,000 for 4 carts
- Life expectancy of machines: 3 years (also, board depreciation policy)
- Annual depreciation cost to budget: Divide by 3 years = \$15,333 per year
- Cash requirement: \$46,000

Note: repairs and replacement for individual machines not typically depreciated given small dollar expenditure

