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| **Goal*: Skilled Teachers***  *For the 2016-2017 school year, teachers will learn to utilize their classroom technologies for interactive, student-use and not limit their use for only projection purposes.* | | | |
| Evaluation Method:   * Unit plan submission * Administrative walkthroughs and observations * Documentation of use through pictures or examples of student products | | Success Indicator:  At least 75% of teachers will begin using their classroom technologies for interactive, student-use, as opposed to projection-only purposes, at least one time for each unit taught. | |
| Strategies | Timeline | Budget/Funding Source | Person(s) Responsible |
| Teachers will attend professional learning opportunities that will teach teachers how to use their classroom technologies for purposes other than projection. | This will be completed throughout before teachers and students get out for Christmas break. | If the STEAM Team members are able to provide PD, these activities will be free. If not, the cost of the instructor will be determined when the PD is planned more specifically. | Technology Specialist  STEAM Team Members |
| Free webinars will be available for teachers to watch to learn more about instructional-technology strategies for their classroom technologies; teachers will need to watch at least two webinars that applies to their teaching content or specialty. | Teachers will need to watch the free webinars during their planning times at their leisure; however, all webinars pertinent to their subject areas should be completed by December. | The webinars are either free or created by STEAM Team members at no cost; therefore, there will be no cost for this activity. | Technology Specialist  STEAM Team Members |
| Professional learning from the interactive software used with the short-throw projectors will be provided to teachers; a videoed version of the PD will be available to teachers who were not able to attend. | The time of the professional learning will depend on when the consultant will be available; however, we are hoping to do this sometime in February in order for this type of PD to be ongoing. | There should not be a cost for an interactive software specialist to come from the company; the price of buying the software included free professional learning (hasn’t been utilized yet). | Interactive Software Consultant  Technology Specialist and/or an administrator (for scheduling purposes) |
| **Goal: *Instructional Change***  *For the 2016-2017 school year, teachers at Wayne County High School will learn how to embed a variety of technologies as assessment tools for students to prove their learning.* | | | |
| Evaluation Method:   * Lesson plan or unit submission * Administrative walkthroughs and observations * Student products | | Success Indicator:  At least 75% of teachers will create and implement lesson plans that use student-produced technologies as assessment pieces to foster a more student-interactive environment. | |
| Strategies | Timeline | Budget/Funding Source | Person(s) Responsible |
| Teachers will learn ways to embed student-produced technologies for assessment purposes in a professional learning seminar. | This professional learning will be completed once a month, through a fifteen-minute max, web-based video for teachers to view. Teachers will log-in to view, so administrators can view who hasn’t viewed the PD yet. | All materials used for this professional learning experience are free. | Each STEAM Team member will submit one video of a tool (either made or found) to demonstrate the use of a student assessment of learning. |
| There will be a Technology Tips webpage on the school website for teachers to view different resources to use for student-produced assessments. | The Technology Tips website will be available all year and used at the teachers’ discretion. | There will be no cost for the Technology Tips page. | Technology Specialist will update the webpage.  Teachers will submit tools when found for other teachers to use. |
| **Goal: *Student Focused***  *For the 2016-2017 school year, a technology club will be offered for students after school in order to gain awareness and knowledge in the different categories of the State Technology Fair.* | | | |
| Evaluation Method:   * Technology club documentation * Agendas and sign-in sheets * Student products and testimonials * Student showcase of technologies learned | | Success Indicator:  At least 20 students will be active participants in an after-school technology club; if the technology fair is debuted this school year, at least 20 high school students will participate in the District Technology Fair. | |
| Strategies | Timeline | Budget/Funding Source | Person(s) Responsible |
| The technology club will meet once a week after school for an hour to discover new types of technologies. Students will manipulate and create with the tools taught to them. | The technology club will meet once a week; however, new technologies will be introduced at least once a month. | Depending on the technologies introduced, we may need to purchase technologies that we do not currently have. An assessment of tools will need to be made prior to budgeting for this area. Most of the resources should be available and free of charge. | Sheri Bashlor,  Technology Club Leader  Other teachers who are interested in helping |
| A technology showcase day and/or parent night will occur once products are created to show an audience of people. | The technology showcase will occur in March, at the end of the school year. | The technology showcase night will be free of charge. | Sheri Bashlor, Technology Club Leader and other teachers who have helped throughout the school year |
| **Goal: *Diversity Considerations***  *For the 2016-2017 school year, Wayne County High School will have students complete a digital inventory to learn more about the deficits and strengths within the community and devise a plan that will help identify specific needs for subgroups, females, special education, and gifted students.* | | | |
| Evaluation Method:   * Digital Inventory results * Data Overview of the results * Documentation of sharing methods * Used in the creation of the school-wide technology plan to include subgroup information and goals specific to the needs found | | Success Indicator:  At least 80% of Wayne County High School students will complete a digital inventory, in order for the school to gain more information about digital equity within the school and community. | |
| Strategies | Timeline | Budget/Funding Source | Person(s) Responsible |
| A digital inventory will be created in order to identify needs for students in subgroups and to gain more information about digital equity. | The digital inventory will be given at the beginning of the year in August. | If the inventory is given on paper, there will be the cost of printing; however, there will not be a cost if students complete the inventory through a digital resource such as Google Forms. | STEAM Team members will create. |
| A data analysis will be completed of the findings from the digital inventory. | The data analysis will be completed by the end of September. | There will not be a cost for the data analysis. | The Technology Specialist and/or students in a mathematics class (with guidance from the teacher) will analyze results from the inventory. |
| A plan will be written for subgroups affected by the inequities of digital tools within their home. | The plan will be included in the technology plan, which will be written in completion by April. | There will not be a cost for the plan; however, the plan may include technologies that will cost something. This will be determined once the plan is written, approved, and finalized. | STEAM Team Members (will split up responsibilities for writing the technology plan, and this will be once section for a few teachers) |
| **Goal: *School Related***  *During the 2016-2017 school year, Wayne County High School will create a technology plan in order to create a shared vision that will be specific for high-school education.* | | | |
| Evaluation Method:   * Technology plan submission, that incorporates a plan for diverse subgroups * STEAM Team agendas and sign-in sheets from meetings held * Submission of documentation that provides proof that different parts of the plan are taking place (product documentation will depend on the plan) | | Success Indicator:  A school technology plan will be created by a newfound STEAM Team of teachers at WCHS, who are dedicated to instructional technology within the school; the team of teachers will be comprised of representation from all grade levels, content-areas, and subjects taught as well as administrators. | |
| Strategies | Timeline | Budget/Funding Source | Person(s) Responsible |
| A school STEAM Team will be put together and include a representation of teachers and staff from a variety of background and content areas/levels. | The STEAM Team will be created during pre-planning this school year. | A budget will be determined if needed; at this time, there aren’t any costs projected. | Administration and Technology Specialist |
| The STEAM Team will meet and create an outline of what needs to be included in the technology plan. | The complete technology plan will be completed by April. | The cost of creating the technology plan should be free. | Different members of the STEAM Team will be responsible for different sections of the plan, in order to promote work distribution. |
| The STEAM Team will create professional learning opportunities for instructional technologies throughout the school year. | This will be completed throughout the school year; see professional learning goal for more specifics on months of implementation. | The cost of professional learning should be free, especially if found or created by school teachers within the school building. | STEAM Team Members  Technology Specialist  Administrators |