

Florida 2.0 Digital Learning Group

Infrastructure

Overview: Infrastructure

- Vision
- Background
- Florida Status
- Next Steps
 - Examples from other states and school districts
- Discussion

2.0 Digital Infrastructure

What is the role of the state and what policies should be advanced?

- Policy
 - Devices: Desktops, Laptops, Tablets, Other
 - Internet Service: Wired, Wireless, Cloud
 - Digital Content: Quality, Variety, Accessibility
- Funding
 - Transition / Permanent
 - Internet , Devices and/or Content

Vision

*Harness the power of technology
to prepare all students to succeed
in college and 21st century careers*

Background: Uses - Assessment

- Partnership for Assessing Readiness of College and Careers (PARCC) and Smarter Balanced Assessment Consortia (SBAC)
- Implementation of Common Core assessments digitally in school year 2014-2015
- Requirements for Internet Service and Access Devices

Background: Uses - Instruction

Digital Learning: learning facilitated by technology that gives students some element of control over time, place, path and/or pace.

- Anywhere
- Anytime
- Interactive
- Adaptive
- Data-Rich

Florida: Devices

Teacher Devices	Desktops	Laptops	Total
Meet Specifications	103,055	103,262	206,317
Don't Meet Specifications	5,114	8,370	13,484

Student Devices	Desktops	Laptops	Total
Meet Specifications	675,438	247,708	923,146
Don't Meet Specifications	80,033	34,025	114,058

Florida: Devices - Operating System

Operating Systems	Desktop	Mobile	Total
Windows - PC	821,324	281,988	1,103,312
Mac	82,278	125,017	207,295

- Includes devices for teachers and students
- Include 54,486 devices for administrators

Florida: Devices - Approaches

Mobile Devices	Percent
Mobile cart	53%
Restricted for specific classes or grades	36%
24/7 for specific classes or grades	4%
24/7 for all students	2%
BYOD	3%
No mobile devices	27%

- Schools may use multiple approaches.

Florida: Devices -Instructional Uses

Uses	Several Times a Week	Every Day
Integrated Learning System	35%	36%
Drill and Practice Software	38%	31%
Research	31%	35%
Tool-based (word processing)	26%	26%
Video Streaming	27%	17%
Content Specific	28%	16%
Credit Recovery	6%	16%
Communication (email)	9%	13%
Creativity (presentation)	19%	12%
Technology Tutorials	11%	6%
Web 2.0 (wikis, blogs)	8%	4%
Open Source	5%	4%
Simulation	7%	2%

Policy: Access Devices

- Bring Your Own Device Policy (BYOD)
- State Funded One-to-One Program – Maine
- School District Funded One-to-One Program – Mooresville, North Carolina
- Public-Parent Partnership – Portugal
- Public-Private Partnership

Florida: Internet Service

Student Connectivity	Desktop	Laptop	Total
High Speed Wired	736,296	28,669	751,794
High Speed Wireless	15,498	251,166	279,835

Connected Devices	Desktops	Laptops	Total
Used Primarily for Online Testing	146,730	47,730	194,460

Policy: Internet Service

- Level of Service:
 - School-Based
 - Cloud Computing - Arizona
 - 24/7 Internet Service for Teachers
 - 24/7 Internet Service for Students
- Funding E-Rate – Miami

Florida: Digital Content

- Instructional Materials Approval Process
 - State approves content for each subject area every five years.
 - School districts must purchase 50% of their instructional materials from the approved list.
- Starting in 2015-2016, 50% of the budget for instructional materials must be spent on digital content.
 - Half of the content will be digital within five years.
- Florida Curriculum Marketplace
 - www.learning.com/floridavcm

Policy: Digital Content

- Quality of Digital Content
 - Aligned to State Academic Standards
- Variety of Digital Content
 - Lessons from iTunes and Amazon.com
- Accessibility for students with disabilities and students learning English as a second language

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