

# **FWSU ACTION PLAN**

# **SUPPORTING ALL LEARNERS: HIGH PERFORMANCE and EQUITY in a DIGITAL LEARNING CULTURE**

#### **Target 1 - Proficiency-Based Personalized Learning**

FWSU students and staff design and engage in proficiency-based personalized learning that integrates collaborative inquiry, problem solving, and creativity.

## **Indicators of Success for this Target:**

- Students and staff create original works as a means of personal or group expression.
- Students and staff create personalized learning networks to communicate and collaborate with others.
- Students and staff collaborate to design authentic questions and solve problems.
- Students join with staff in directing their educational experiences as independent, goal-oriented, and reflective learners.
- Students make decisions about personalizing their learning to facilitate the demonstration of proficiency.
- Teachers customize their instructional strategies using a range of information about individual learners so that learning opportunities are matched to learner needs, strengths, and interests.
- Teachers provide learners with multiple pathways for meeting standards so that students achieve proficiency in essential areas of learning.
- Teachers build relationships and offer relevant learning opportunities that incorporate multiple perspectives.

ACTION STEP	DESCRIPTION	INFRASTRUCTURE	PROFESSIONAL LEARNING CONTENT AND SKILLS	DATA COLLECTION/ EVALUATION
1.	Design, model, and highlight innovative, personalized social and academic proficiency-based learning opportunities that promote collaborative inquiry, problem solving, and creativity for students and staff	Scheduled time to collaborate with colleagues  Platforms for sharing and modeling innovative practices  Reallocate funds for resources needed  Platforms for data collection	Student-centered curriculum, instruction, and assessment Universal Design for Learning guidelines Cross disciplinary and integrated curriculum Differentiation and personalization Authentic, performance-based assessment Expanding PLNs (embedded PL) Resources to support teacher learning for multiple pathways (i.e. internships, work-based learning, place-based learning, problem-based learning, early college)	Professional learning agendas reflect inquiry, creativity, and expectation of digital and face-to-face collaboration  PLP evidence  Blog data
2.	Support proficiency for all learners in student-centered, collaborative, digitally -rich learning environments	Digitally-rich learning culture  Proficiency maps for content and transferable skills  Learning scales  Robust, balanced assessment system	Student-centered learning, collaboration, and change strategies for high-performance  Mapping curriculum and assessment for proficiency  Designing learning scales Universal Design for Learning guidelines MTSS	Staff surveys  Performance data (state, local, classroom)  Evidence of student-centered learning opportunities in classrooms documented through observational data collection
3.	Ensure that all learners are digitally proficient, as defined by ISTE Standards	1:1 embedded  Tech Integration Specialists	Understanding and implementation of ISTE Standards  Frameworks/models that intersect technology, content, and pedagogy	Classroom walk-through data collection on integration of digital tools and collaboration  Surveys

		Time for consultation and coaching with Tech Integration Specialists		
4.	Engage all staff and students in creating	Wi-Fi and devices	Personal Learning Networks	Staff Twitter analytics
	personalized learning networks (PLN) that	Differentiated professional learning opportunities	Curation	Schoology analytics
	contribute to continuous learning and improved instructional practice	Local, face-to-face and online offerings	PLN sources: e.g. Twitter, blogs, webinars, Schoology (connected communities)	Survey data: engagement in students and staff in actively using PLNs

## Target 2 - Leadership

FWSU students and staff lead innovative, personalized learning opportunities, both locally and globally.

## **Indicators of Success for this Target:**

- Students and staff act as coaches, facilitators, collaborators, and co-learners in a personalized learning environment.
- Student and staff leaders innovate and take risks when faced with new challenges.
- Students and staff design and implement plans together.
- Students and staff monitor their initiatives and reflect together.
- Students and staff lead as engaged and responsible citizens.
- Students explore greater understanding of community, social issues, and the self in community.
- Student voice has the power to impact the perceptions of others.

ACTION STEP	DESCRIPTION	INFRASTRUCTURE	PROFESSIONAL LEARNING CONTENT AND SKILLS	DATA COLLECTION/ EVALUATION
1.	Design multiple avenues for	Opportunities for authentic	Leadership/advocacy development for	Portfolio artifacts
	students and staff to lead,	problem-solving with the	students and staff	
	advocate, and serve within	community		Student surveys
	the school and community		Community-based learning	
		After school/summer learning		
		opportunities	Models of authentic learning	

		Service learning curriculum Transportation  Data-base of community resources and projects  Community-based learning opportunities  Community-based Learning	Strategies for developing student agency and independence	
		Coordinator		
2.	Ensure students take a leadership role in their	Flexible scheduling resources	Proficiency-based learning	S and E data collection
	learning using rich, authentic questions,	Flexibly scheduled blocks of time within a master schedule	Design flexible schedules	PLP data collection
	problems they identify, and		Shift to Personalized Learning	Survey data
	diverse resources to formulate solutions	Community partnerships	(information, implications, communication)	Curriculum maps audit
		Proficiency-based curriculum	·	-
	Shift teacher roles from director of teaching to facilitator of learning	maps	Define, explore, and experiment with problem -based learning (PBL)	Data on flexible pathways
	S S S S S S S S S S S S S S S S S S S	PLPs	Explore and install innovative models of learning	
			Curriculum mapping	
3.	Demonstrate learning habits, communication, and	Transferable Skills	" based" Learning: e.g. problem-based, project-based,	Students surveys
	problem-solving skills	SU-wide Common Core emphasis	place-based	PLP evidence
	necessary for collaborative learning and leadership	Speaking and Listening Standards, Mathematical Practices, and		Performance data
		Science Practices	Strategies to promote collaboration	
		DIN	(inclusive of behavioral and	
		PLN	social-emotional)	

		PLCs/data teams	Strategies to integrate and assess	
			standards	
		Curriculum leadership		
4.	Revise policies and practices	Policy and Procedures Manual	Training for staff, students, and	Revised policies and procedures
	to reflect responsible use of		community in compliance with CIPA	manuals
	all electronic devices in	Digital Citizenship integrated into		
	compliance with CIPA	core curriculum		Revised curriculum that includes
	Educating Minor Rules			documentation of implementation

**Target 3 – Flexible Learning Environments** FWSU maximizes flexible learning environments by redefining the school day, promoting learning experiences that extend beyond the classroom, and fostering creativity, innovation, and personalized learning opportunities for all.

### **Indicators of Success for this Goal:**

- Staff, students, and community embrace digital, social, mobile learning styles.
- The school calendar and definition of school day is flexible and responsive to the needs of students.
- Students engage in answering authentic questions and solving problems in collaborative settings.
- Flexible learning environments are the context for collaboration and extend beyond the classroom.
- Students and staff integrate technology to redefine educational experiences.

ACTION STEP	DESCRIPTION	INFRASTRUCTURE	PROFESSIONAL LEARNING CONTENT AND SKILLS	DATA COLLECTION/EVALUATION
1.	Increase access to resources for all students	Contemporary digital tools  1:1 devices  Assistive technology  Community-wide wifi  LMS	Universal Design for Learning  Assistive technology implementation  Use of digital tools to differentiate, personalize, and individualize learning	Classroom observation data indicate teaching and learning that incorporates personal devices and assistive technology to address the upper levels of SAMR  PLPs indicate evidence of solutions stemming from diverse resources  LMS analytics
2.	Provide students with access to content, resources, and methods for	Course content/resources available through virtual and blended/hybrid	User groups, work sessions, and embedded PD focused on virtual and	Data from parents/ students surveys

	learning beyond the school day and beyond the school	learning environments and opportunities	blended/hybrid learning environments	
	walls	Community-based learning options	Strategies that facilitate flexible learning	
		Transportation	Community-based learning/service learning	
		Community Liaison (regional)	networks	
		Tri C	Universal Design for	
		Time for personalized learning plan engagement and reflection	Learning	
3.	Develop opportunities for	Flexible classroom settings,schedules, and	Transferable skills	Evidence of proficiency in transferable skills in PLPs
	students to demonstrate	groupings	Frameworks that intersect technology, content, and	Data collected from Learning Targets
	transferable skills	Access to mobile learning	pedagogy	Performance assessments
	in authentic	devices	(e.g. TPK, TRUDACOT,	
	settings	LMS	Grappling's Tool)	Student PLPs indicate evidence of authentic problem solving, data collection, and collaboration in
		Lino	"Based" Learning:	teams/cohorts
		Work-based learning	problem-based,	
		and internship structure in schools	project-based, place-based, work-based	
			Planning for proficiency in transferable skills	

# **Target 4 - Engaged Community Partners**

FWSU staff and students engage in authentic learning opportunities with local, regional, state, and global partners to make a difference in their community, state, and world.

### **Indicators of Success for this Goal:**

- Learning opportunities are designed to build proficiency in transferable skills.
- Students pursue interests and opportunities, challenge convention, and make positive contributions in their community, state, and world.
- Collaborative projects and partnerships are part of the fabric of the broader community.
- Students and staff participate in a global dialogue with partners located outside of their school community and engage in authentic investigation and problem solving.

ACTION STEP	DESCRIPTION	INFRASTRUCTURE	PROFESSIONAL LEARNING CONTENT AND SKILLS	DATA COLLECTION/ EVALUATION
1.	Plan and manage instruction to address problems relevant to students and their community; design and present solutions to authentic audiences	Provide flexible transportation  Video-conferencing	Problem-based learning  Accessing community information and resources	Blog analytics for Target 4  School log of field work/community partnerships
2.	Engage community partners in a focused, collaborative inquiry process to address community needs	Community Liaison: -Communication model to solicit community partners -Develop and maintain community partners to guide school-based inquiry	Integration of planning and assessment of transferable skills in flexible learning environments  Business/Community partnership models	Surveys  Feedback from regular Partners' Meetings  Monitor growth of community involvement in student learning in school through surveys
3.	Develop global partnerships for innovative learning opportunities	Digital tools  Exchange partners and projects  Video-conferencing  Curated list of global collaboration opportunities available for all teachers	Global education  Intercultural competency  Train-the-trainer model for technology components	Monitor growth of global student/classroom partnerships in accomplishing academic goals through surveys  Curated list of global collaboration opportunities available for all teachers  Curriculum maps reflect integration of global perspective, resources, and collaboration

	Model global collaboration and include global perspectives, resources, collaboration in PD	Increased number of global exchanges in FWSU
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#### Glossary

**Assistive Technology**: Any item, piece of equipment, or product system whether acquired commercially off the shelf, modified, or customized, that is used to increase, maintain, or improve functional capabilities of individuals with disabilities.

**CIPA**: The Children's Internet Protection Act (CIPA) is a federal law enacted by Congress to address concerns about access to offensive content over the Internet on school and library computers.

**Common Core:** The Common Core State Standards Initiative (CCSS) is a U.S. education initiative that seeks to bring diverse state standards into alignment. There are Common Core Standards for English Language Arts (ELA-Literacy) and math.

**Guaranteed Viable Curriculum:** The Guaranteed Viable Curriculum (GVC) is the definition of what we want students to know and be able to do in FWSU at each grade level. It is based on key Power Standards and Indicators developed by teachers in FWSU. The GVC is non-negotiable; it is the learning that all teaches commit to addressing for each child even though they use a variety of learning environments, structures and approaches.

**IEP:** An Individualized Education Plan (IEP) describes the educational program that has been designed to meet that child's unique needs. Each child who receives special education and related services must have an IEP.

**PBL:** Problem-based learning (PBL) is a student-centered pedagogy in which students learn about a subject in the context of complex, multifaceted, and realistic problems; Place-based learning (PBL) immerses students in local heritage, cultures, landscapes, opportunities and experiences, using these as a foundation for the study of language arts, mathematics, social studies, science and other subjects across the curriculum. PBE emphasizes learning through participation in service projects for the local school and/or community; Project-based learning (PBL) is a methodology in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an engaging and complex question, problem, or challenge.

**PLC:** A professional learning community is an extended learning opportunity to foster collaborative learning among colleagues within a particular work environment or field. It is often used in schools as a way to organize teachers into working groups to examine student work for evidence of learning.

**PLN:** A personal learning network is an informal learning network that consists of the people a learner interacts with and derives knowledge from in a personal learning environment. In a PLN, a person makes a connection with another person with the specific intent that some type of learning will occur because of that connection. PLNs can be face-to-face, digital, or a combination of both.

**STEM:** STEM has become a common acronym, particularly among policy advocates and government officials, for the fields of Science, Technology, Engineering, and Mathematics. In recent years some schools have expanded STEM to **STEAM** (add the arts) and to **STREAM** (adding a focus on reading).

**UDL:** Universal Design for Learning is an educational framework based on research in the learning sciences, including cognitive neuroscience, which guides the development of flexible learning environments that can accommodate individual learning differences through allowing for multiple means of representation, expression, and engagement.

**MTSS:** Multi-tiered Systems of Support is a systemic, continuous- improvement framework in which data-based problem-solving and decision making is practiced across all levels of the educational system for supporting students academically, behaviorally, and socially-emotionally.

**PLP:** Personalized Learning Plans are plans developed by students—typically in collaboration with teachers, counselors, and parents—as a way to help them achieve short-and long-term learning goals, most commonly at the middle school and high school levels. Personal learning plans are generally based on the belief that students will be more motivated to learn, will achieve more in school, and will feel a stronger sense of ownership over their education if they decide what they want to learn, how they are going to learn it, and why they need learn it to achieve their personal goals.

**PBGR:** Proficiency-based graduation requirements are the locally-delineated set of content knowledge and skills, as well as content-neutral transferable skills that have been determined to qualify a student for earning a high school diploma.

**NGSS:** The Next Generation Science Standards are a multi-state effort to create new education standards that are "rich in content and practice, arranged in a coherent manner across disciplines and grades to provide all students an internationally benchmarked science education."