



Driving K12 Innovation

FCIS CONVENTION 2019

What is innovation?




Innovation [in-uh-**vey**-shuh n]

noun

1. something new or different introduced:
numerous innovations in the high school curriculum
2. *the act of innovating; introduction of new things or methods.*

EdTech BUZZWORD BINGO!



1:1 Program	Makerspace	Authentic Learning	Differentiation	BYOD
iPad	Gamification	Innovation	<u>Edupreneur</u>	Personalized Learning
21 st Century	Distance Learning		Mobile Learning	Flipped Classroom
Lifelong Learning	Big Data	Blended Learning	Adaptive	Disruptive
"Open" Anything	Paradigm Shift	Sage on the Stage	Guide on the Side	Digital Storytelling







@langwitches
www.langwitches.com

WOW!



Remember the iMac G3?



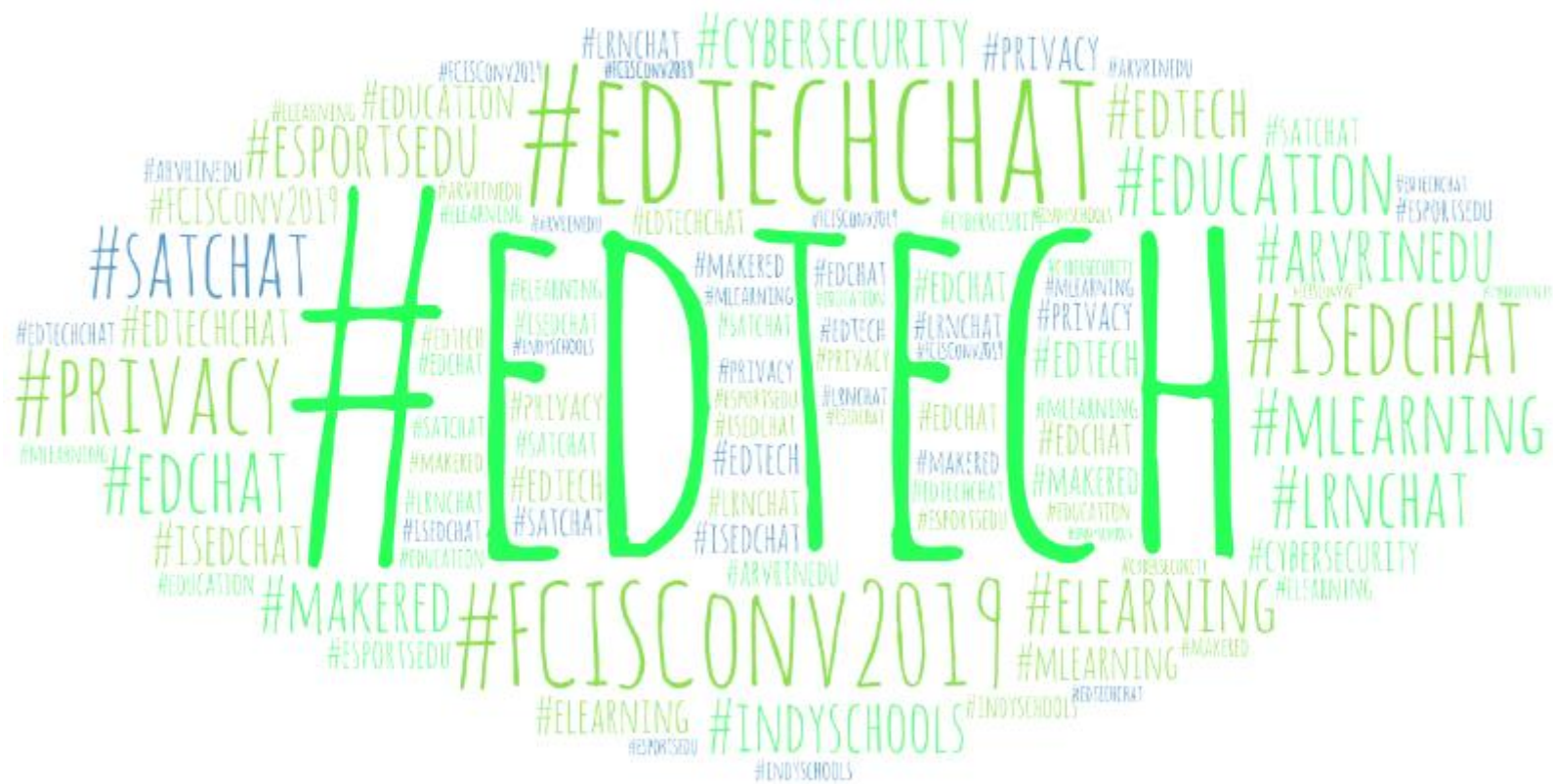




Twitter



#Edtechchat



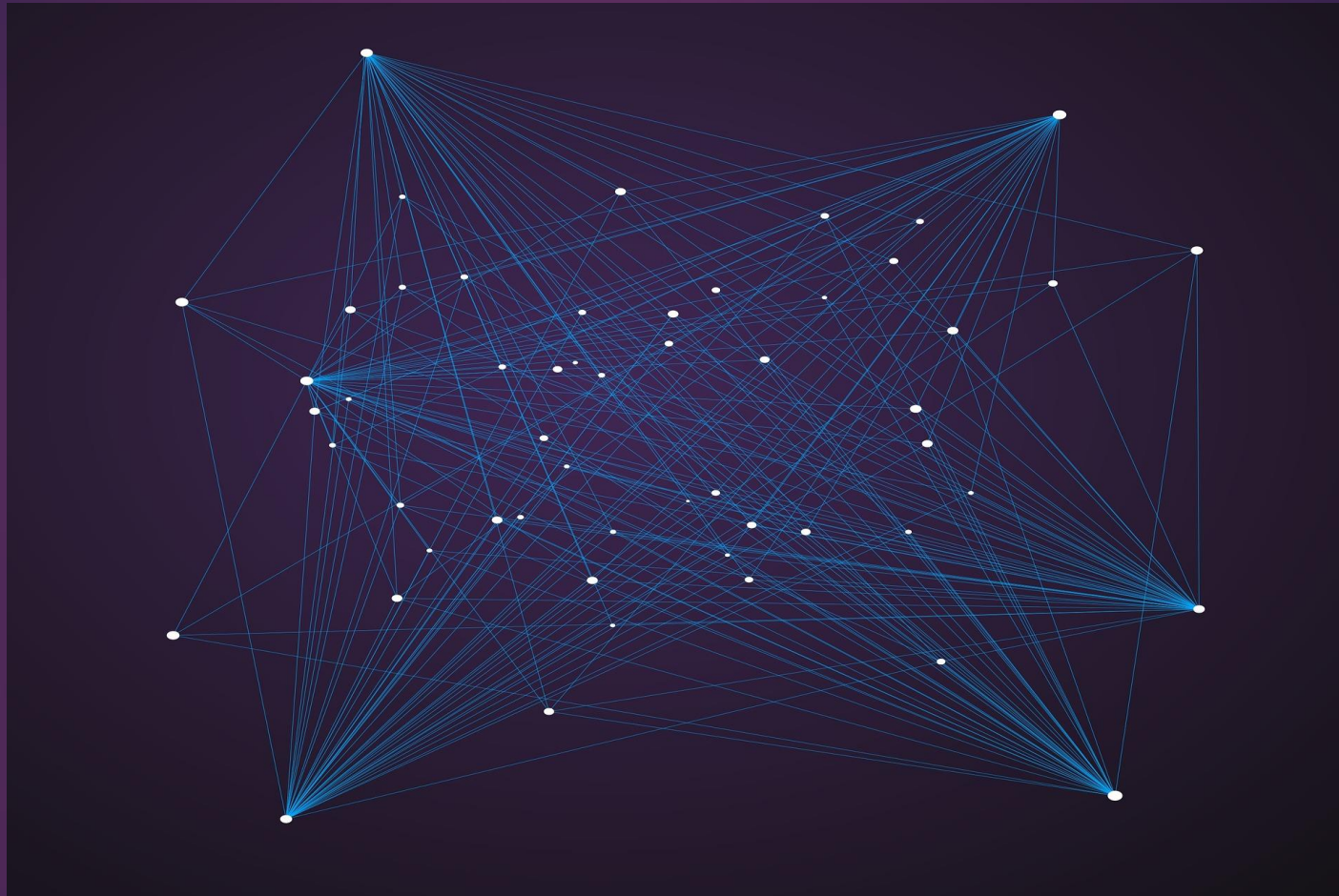


Image by [user1518572209](#) from [Pixabay](#)



Make a connection!

What is your name?

Where are you from?

What interesting thing are you doing with technology in your school?

What about your school are you the most proud of?



SHARE OUT!

Who did you meet?

Where are they from?

What interesting thing are you doing with technology at your school?

What about your school are you the most proud of?

*How to Win
Friends &
Influence
People*

OVER 70
YEARS IN
PRINT!

THE ORIGINAL IS STILL THE BEST! THE ONLY
BOOK YOU NEED TO LEAD YOU TO SUCCESS

**DALE
CARNEGIE**

YES, I AM AN INTROVERT.

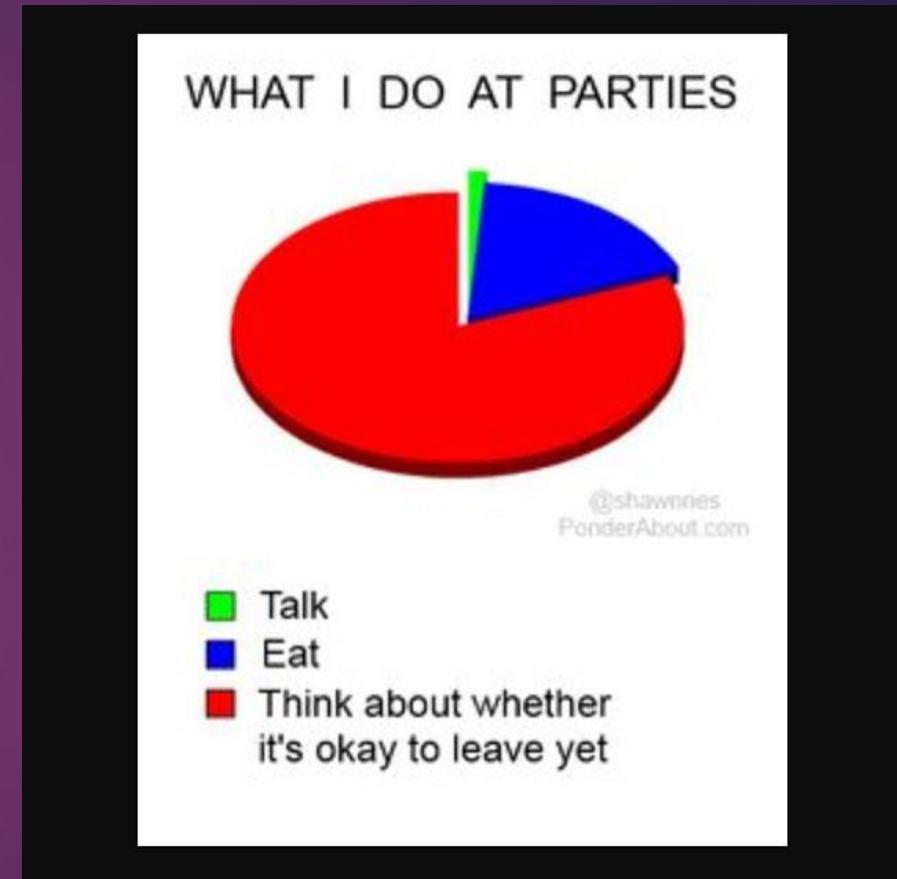
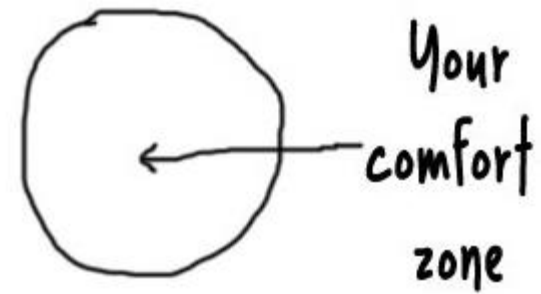


Image credit: Tamara Evans

<https://www.flickr.com/photos/bamalibrarylady/19794518543>





#1 BESTSELLER

An A-Mazing Way to Deal with Change
in Your Work and in Your Life

Who Moved My Cheese?

Spencer Johnson, M.D.

Foreword by Kenneth Blanchard, Ph.D.

coauthors of **The One Minute Manager**

The World's Most Popular Management Method

Read by Tony Roberts and Karen Ziemba

Unabridged



UPDATED EDITION

CAROL S. DWECK, Ph.D.

mindset

THE NEW PSYCHOLOGY OF SUCCESS

HOW WE CAN
LEARN TO FULFILL
OUR POTENTIAL

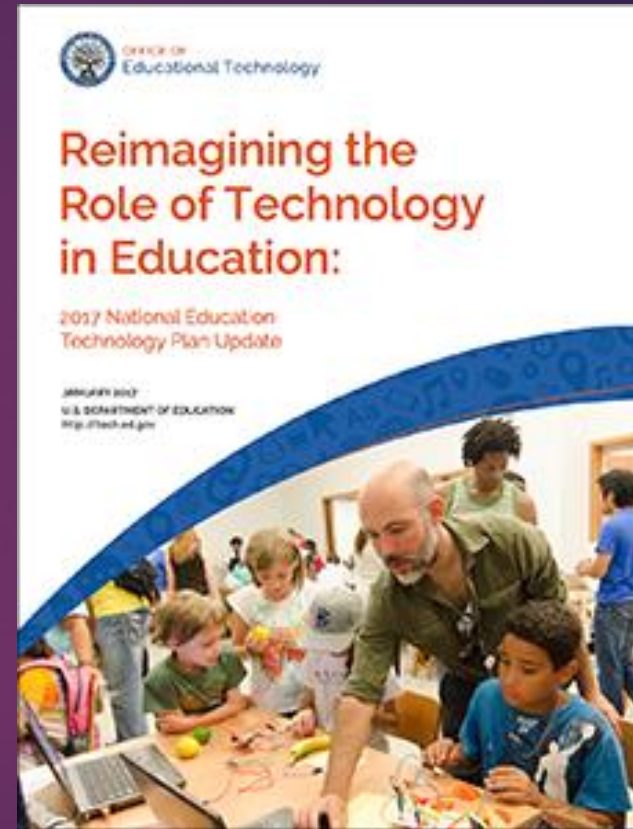
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MILLION
COPIES
IN PRINT

- *parenting
- *business
- *school
- *relationships

"Through clever research studies and engaging writing,
Dweck illuminates how our beliefs about our capabilities exert tremendous
influence on how we learn and which paths we take in life."
—BILL GATES, *GatesNotes*

National Education Technology Plan

<https://tech.ed.gov/netp>



DIGITAL USE DIVIDE

While essential, closing the digital divide alone will not transform learning. We must also close the digital **use** divide by ensuring all students understand how to use technology as a tool to engage in creative, productive, life-long learning rather than simply consuming passive content.

Simply consuming media or completing digitized worksheets falls short.



PASSIVE USE



ACTIVE USE

DRIVING K-12 INNOVATION

CoSN series informs smart technology strategies for schools, with teaching + learning at the center



cosn.org/k12innovation

HURDLES

Roadblocks that force schools to slow down, prepare themselves + make the leap.



1



2



3



4

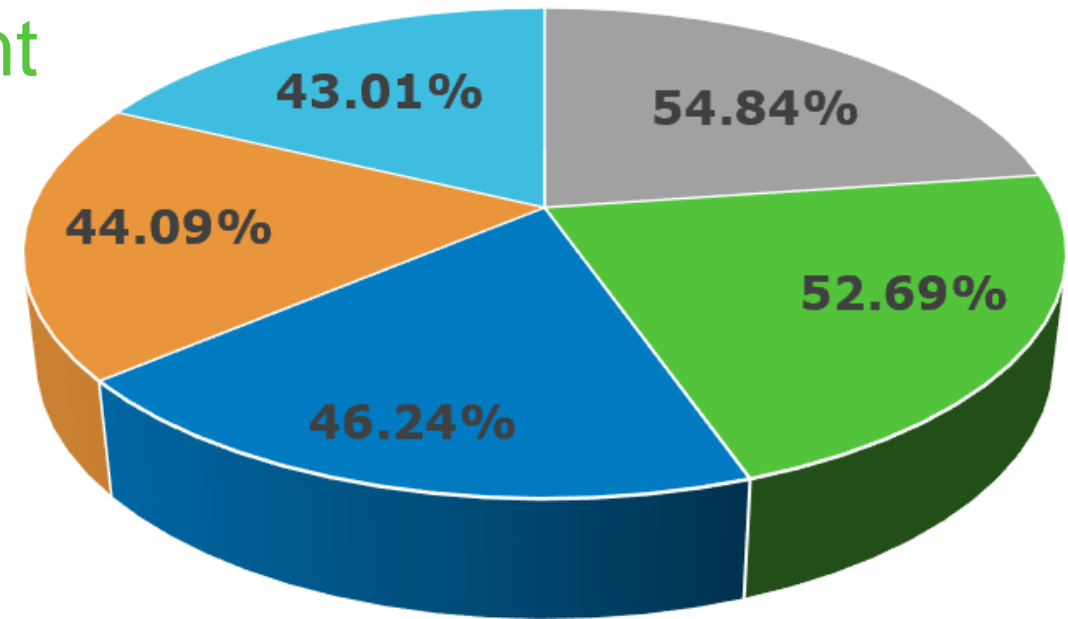


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HURDLES SURVEY RESULTS

Top 5 Hurdles currently and directly experienced by the advisory board in their schools and districts (93 respondents):

1. Pedagogy vs. Technology Gap
2. Ongoing Professional Development
3. Scaling and Sustaining Innovation
4. Evolution of Teaching
5. Data Standards and Sharing



ACCELERATORS



Real-world
megatrends that drive
the needs + skills
expected of learners +
practitioners

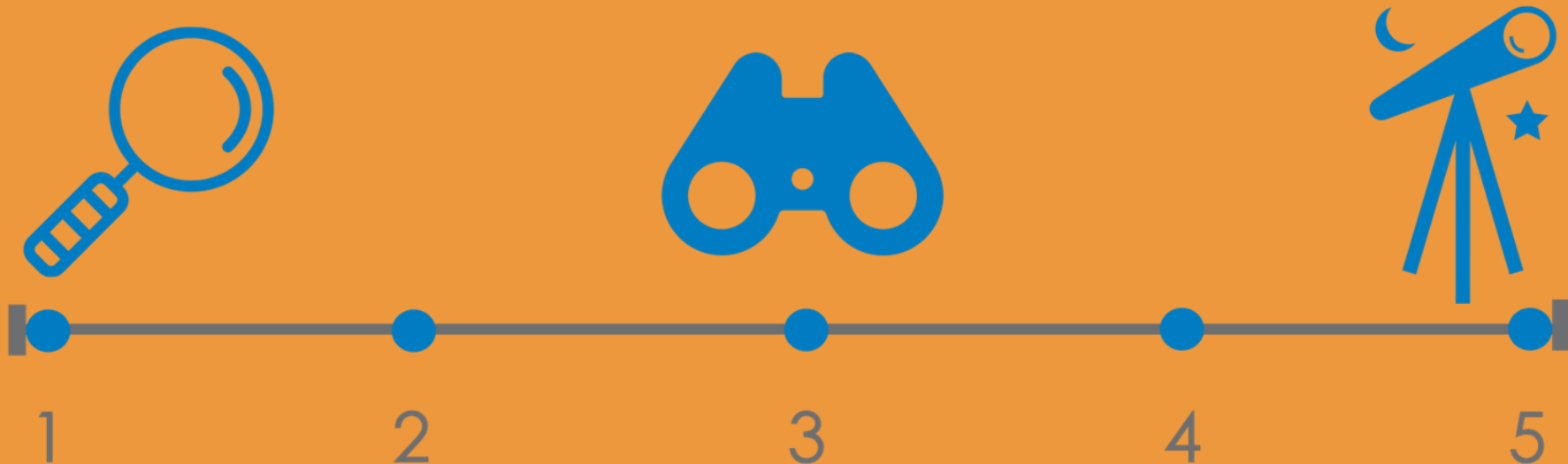
ACCELERATORS

Automation in Teaching
Building the Human Capacity of Leaders
Changing Attitudes Toward Degree Goals
Collaborative Learning
Computational Thinking
Data-Driven Practices
Design Thinking
Education-Industry Partnerships
Exemplary User Experiences
Expanding Educational Networks
Immersive Learning

Learner Autonomy
Learners as Creators
Multi- and Interdisciplinary Learning
OER Adoption
Reimagining Physical Spaces
Research-Practitioner Partnerships
Personalization
“Plus One” Technologies
School Choice
Social and Emotional Learning
Sustainable Development
The World as Habitual Learning Environment

TECH ENABLERS

The tools that grease the wheels for schools to surmount Hurdles and take advantage of Accelerators in the near to distant future



TECH ENABLERS

3D Printing and Digital Fabrication

Analytics and Adaptive Technologies

Artificial Intelligence

Blended Learning

Blockchain

Broadband and Wireless Power

Cloud Infrastructure

Crowdsourcing Technologies

Data and Information Visualization

Digital Badges

Digital Environments

Digital Portfolios

Embedded Accessibility Technologies

Extended Reality (VR, AR, MR)

Flexible Displays

Gamification (digital)

Haptic Interfaces

The Internet of Things

Location Intelligence

Mobile Devices

Open Hardware and Software

Real-Time Communication Tools

Robots and Drones

Social Media

Virtual Assistants

Advisory Board Advice

- Evaluate how technology can contribute to your vision, mission & goals
- Develop strategic plan that aligns technology with learning expectations & pedagogy
- Avoid the “shiny object syndrome”
- Budget for PD with every technology purchase

Advisory Board Advice

- Strong leadership essential
- Encourage PLCs
- Monitor effectiveness and make mid-course corrections
- Scale & sustain effective technology with intentional connections to curriculum, PD, leadership, assessment and parental engagement

SETDA Education Forum



The Future of Work Equity, Access and Opportunity

Leadership Summit • November 3-6, 2019 • Arlington, VA

SETDA LEADERSHIP • TECHNOLOGY • INNOVATION • LEARNING

Mineola School District Student Voice Award Winners

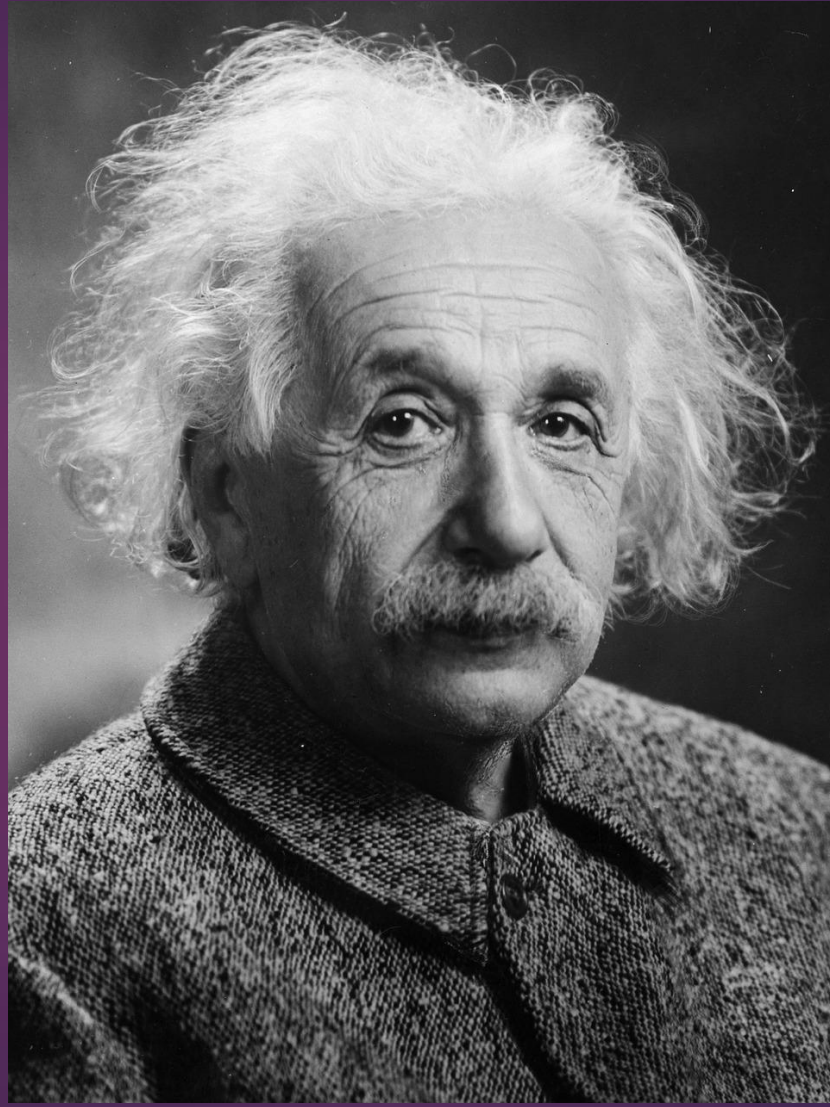


SETDA Education Forum





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Let's stay connected!

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