I'm sharing with you the focus for Clayton Ridge technology for this year and a few additional tech trends I've been seeing:

**Coding:** we consider coding to be similar to learning a 2nd language and believe that it will be a needed future skill (blockly coding anyway!). So we are moving to integrate it into the classroom and offering as an option for students to use to "show what you know" on a topic.

**Digital Citizenship:** more important than ever! We are focusing on helping students to be "Digital Awesome" (we are considering using Google's Be Internet Awesome curriculum, just trying to determine the right level and time) through their footprint, posts, creations, and shares. We struggling to find the right fit for teaching digital authenticity because of the perceived connections made to political correctness.

Clayton Ridge has been a 1:1 school for eight years and will refresh the devices next year. We are in the process this year of considering what that will look like and are having discussions about *What does good technology integration look like?* and what will we need to make that vision happen for our students.

Part of the discussion involves reflection on what is currently happening in the classroom, how the current devices we have are being used. We've offered a challenge to teacher and students (which prizes!). All teachers are challenged to create and share some digital presentation showing the technology they use in the classroom.

Which also leads to our discussion on *Passive vs Active Learning* both with technology and with regular classroom practice. We're discussing what that looks like. Our teachers are pretty good with passive learning. In terms of technology, they've found great tech tools that further drill and practice for their students, which are great. BUT....we want to keep that needed learning and move to the next step to allow students to become leaders and creators with their learning.

**MakerSpace** continues to be really a hot topic right now, as well as creating classroom spaces that reflect the needs of the learning. We are adding a few small changes in that area such as markerboard painted walls in some classrooms that have requested it.

We also have an augmented reality project in the works - we have a high school student group who would like to create and publish a Pokemon style app for the school and the local
communities. We've written several grants we're waiting on to purchase what we need to move forward with this activity.

And as I'm sure you know Growth Mindset is a pretty big trend in many schools and classrooms in this area!

As a P.S. I would just add that Clayton Ridge is also making an effort to include families and the community in sharing the technology learning. The most recent example, the elementary and middle schools are having "Grandparent Days" (as many schools do!). The focus is to show grandparents what education looks like now and how technology has changed schools. We are highlighting various educational practices and each group of students is showing grandparents what "a day in the life of a tech student" looks like. Students are responsible for teaching their grandparents different types of technology ranging from how to take a Kahoot quiz, to checking their grades online, to creating a video reflection/exit ticket, to teaching their grandparents basic coding. It's been a ton of fun and we've gotten really good feedback!

This week I'll be working with 1st graders creating green screen video 'Memories' to share with their grandparents!