

**ISSAQUAH SCHOOL DISTRICT**  
**ENDS 4: TECHNOLOGY**  
**MONITORING REPORT**  
**April 27, 2016**

***Students will understand and apply current and emerging technologies to extend their personal abilities and productivity.***

**Interpretation:**

- We interpret **students** to mean all students in our K-12 educational system and students who have recently graduated.
- We interpret **understand and apply** to mean that students use technology appropriately throughout their K-12 school experience.
- We interpret **current and emerging technologies** to include the wide array of technology from personal cell phones to highly specialized software and hardware that is being continually created, upgraded, extended, and implemented throughout our society.
- We interpret **to extend their personal abilities and productivity** to mean that our students at every level are using technology to collaborate, innovate, communicate, investigate and solve problems in a safe, legal, and ethical manner.

**Reasonable progress:**

We have confidence that our students are meeting the target of Ends 4 as they use technology appropriately embedded in classroom instruction. Learning activities are aligned with Washington Educational Technology Standards and Common Core Standards in Educational Technology when appropriate. Students have opportunities to learn, and to demonstrate these skills and proficiencies at school as they progress through the elementary grades and the variety of content areas in their middle and high school years.

**Evidence:**

Technology in the context of the classroom is not unlike technology in a career or daily life. In school the focus is on learning and instruction using whatever tools are most appropriate and best serve the learning needs of each student whether a tablet, laptop, graphing calculator, pencil, or ruler. At work or in daily life, the choices are the same – which tool works best for an activity. In our classrooms different tools including a variety of technology choices are provided

for students and teachers along with access to curriculum and to Internet resources. The impact of technology is difficult to measure as it is challenging to separate from student learning activities or teacher instruction. Instead we build the capacity for students to reach E-4 by providing appropriately integrated opportunities within instruction and learning experiences across all content areas. Students use various tools including technology of their choice in collaborating, innovating, problem solving, and creation of projects and publications that are meaningful and enhance what they know and can do. These opportunities start in Kindergarten and build every year throughout a student's educational life and experiences in the Issaquah School District.

Our target which is included in the current ISD-IEA contract is for all classroom teachers in the Issaquah School District to provide an OSPI Tier 3 classroom. ***“ISD Technology Training: Each Fall, the District will publish a menu of paid technology training options to support staff in reaching Tier 3 classroom integration.”***

[OSPI created the Tiers of Technology Integration into the Classroom Indicators to help teachers determine the kind of classroom they were providing for their students and provide growth examples.](#) In a Tier 1 classroom technology is used by the teacher for their job. In a Tier 2 classroom the teacher facilitates student group activities and student use of technology. A Tier 3 classroom provides a powerful, student-centered 21<sup>st</sup> century learning environment in which students are actively engaged in using technology in individual and collaborative learning activities. In Tier 3 classrooms students demonstrate E-4.

[The Washington State Educational Technology Standards](#) combine with the integrated technology Common Core State Standards to provide a framework for a Tier 3 learning environment. Particularly in Issaquah with the phenomenal support of our community, we have the classroom technology to implement the standards within the district's curriculum. .

### **Special Services**

Currently Special Services is using technology in a variety of ways. We have two part-time Assistive Technology specialists who help to support student/classroom needs. Hardware consists of the following: 14 RedCat Soundfield audio systems and 16 FM Systems for students with hearing impairments ; 91 classroom-use iPads; 26 student-use laptops; and 3 student-use iPod touch devices. Software for individual student use consists of: 40 Co-Writer for elementary, and a site license for secondary, 30 Draft-Builder for elementary and a site license for secondary, 6 Snap & Read for elementary and a site license for secondary, and 11 Classroom Suites. In the coming year we will be expanding the use of each of these software systems as well as adding to our bank of laptops for student use.

## **Graduation Requirement**

The TechSmart class is required at sixth grade at BLMS, IMS, MMS, PLMS, and in seventh grade at PCMS. TechSmart meets the high school requirement for technology. [The curriculum is attached.](#)

School	# of students who took Tech Smart 2014-15	# of students who passed	Passage Rate
Issaquah MS	231	231	100.0%
Maywood MS	359	352	98.1%
Pine Lake MS	289	287	99.3%
Beaver Lake MS	278	278	100.0%
Pacific Cascade MS	298	293	98.3%

Students who enter the Issaquah School District after middle school have several options by which they can meet the technology graduation requirement, including but not limited to taking the Introduction to Computer Science class or the Technology Challenge Test. Students can check the [Course Guide](#) each year for other classes that meet the high school graduation requirement.

When classes were selected to meet the technology graduation requirement the criteria was to examine what skills were missing in a typical classroom so what class(es) could fill in the 'holes' in the Educational Technology Standards to support creating a technologically adept student. For example most classes use a word processor within their learning activities so teaching word processing skills would not be required in a class to meet high school technology proficiency as students would have that skill. However creating original works or functions to perform tasks would be skills that would contribute to that development. [The standards document that was used at the time the selections were made is attached.](#)

Going forward, examination of new technology courses will be completed yearly, through the new course proposal process, to determine if they meet the criteria for the technology graduation requirement.

School	# of students who took Tech Challenge Test 2014-15	# of students who passed	Passage Rate
Issaquah High School	222	183	82.4%
Liberty High School	3	3	100.0%
Skyline High School	115	105	91.3%
Tiger Mountain High School	7	7	100.0%

*This chart represents a point-in-time. Students may retake the test as many times as needed.*

## **Technology Classes**

A variety of technology classes are offered from grades six through twelve.

### **Middle School**

<b>School</b>	<b># of students who took class in 2014-15</b>	<b># of students who passed</b>	<b>Passage Rate</b>
<b>Issaquah Middle School</b>			
Digital Photograph (KDP078)	48	48	100.0%
TV Production (KTP678)	22	22	100.0%
Video Media (KVI678)	44	44	100.0%
<b>Maywood Middle School</b>			
Digital Photograph (KDP078)	51	50	98.0%
Automation & Robotics (KRA078)	46	46	100.0%
<b>Pine Lake Middle School</b>			
Digital Photograph 6 (KDP060)	79	79	100.0%
Electronics (KEL678)	36	36	100.0%
Video Production 7 8 (KVP078)	88	88	100.0%
<b>Beaver Lake Middle School</b>			
Digital Photograph (KDP078)	61	61	100.0%
Visual Arts (KVA678)	17	17	100.0%
Video Production 7 8 (KVP078)	46	46	100.0%
Web Design (KWD678)	14	14	100.0%
<b>Pacific Cascade Middle School</b>			
Digital Photograph 6 (KDP060)	79	79	100.0%
Digital Photograph (KDP078)	19	19	100.0%
ILYNX (KIL078)	2	2	100.0%
Video Production 6 (KVP060)	78	78	100.0%
Video Production 7 8 (KVP078)	12	12	100.0%

### High School

For the purposes of the tables and charts below, STEM classes are defined as classes with a strong focus in *two or more* areas from the fields of Science, Technology, Engineering and Mathematics.

School		# of students who took class in 2014-15	# of students who Passed	Passage Rate
<b>Issaquah High</b>				
STEM	* Intro to Computer Science (INT245)	58	55	94.8%
	* AP Computer Science A (COM600)	83	76	91.6%
	* Advance Computer Science Topics/Projects (COM335)	17	17	100.0%
	Intro to Engineering Design (INT435)	54	52	96.3%
	Engineering Robotics (INT442)	26	26	100.0%
	Robotics (7TEC02) 7th period	13	13	100.0%
	* Web Site Design (COM330)	27	20	74.1%
	Journalism 1 (ENG350)	16	14	87.5%
	Journalism 2 (ENG351)	2	2	100.0%
	Interactive Media 1 (INT140)	29	25	86.2%
	Graphic Design 1 (INT240)	59	57	96.6%
	Graphic Design 2 (INT241)	12	12	100.0%
	Graphic Design 3 (TEC101)	1	1	100.0%
	Photography 1 (ART125)	214	205	95.8%
	Photography 2 (ART225)	80	79	98.8%
	I-Vision TV/Video Production 1 (INT251)	57	55	96.5%
	I-Vision T/Video Production 2 (INT351)	9	9	100.0%
	Yearbook 1 (INT160)	17	17	100.0%
	Yearbook 2 (INT161)	3	3	100.0%
	Yearbook 4 (TEC100)	1	1	100.0%
	<i>Online: Computer Foundation P1 (TEC711)</i>	1	1	100.0%

## Liberty High

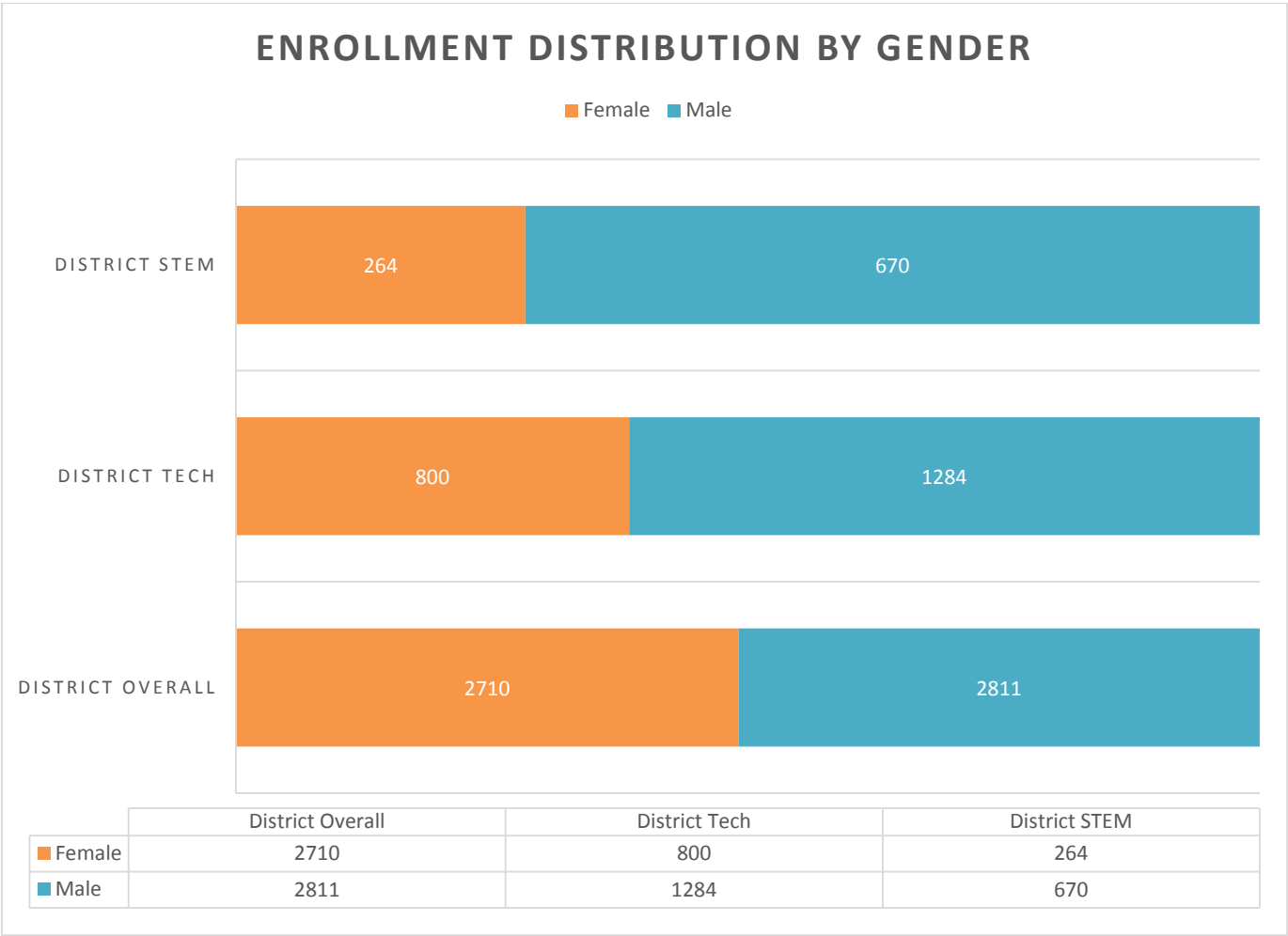
STEM	* Intro Computer Science (INT245)	108	106	98%
	* AP Computer Science (COM600)	30	27	90.0%
	Intro to Engineering Design (INT435)	52	47	90.4%
	* Web Site Design (COM330)	170	161	94.7%
	Journalism (ENG350)	44	44	100.0%
	Journalistic Writing (ENG354)	31	29	93.5%
	Graphic Design 1 (INT240)	112	105	93.8%
	TV/Video Production 1 (INT250)	15	14	93.3%
	TV/Video Production 2 (INT350)	8	6	75.0%
	TV/Video Production 3 (INT450)	1	1	100.0%
	Yearbook (INT160)	35	35	100.0%
	Editor Yearbook (ENG536)	3	3	100.0%
	<i>Online: Dgtl Photograph (ART751)</i>	1	1	100.0%

## Skyline High

STEM	* Intro Computer Science (INT245)	108	107	99.1%
	* IB Computer Science SL (COM650)	57	55	96.5%
	* IB Computer Science HL (COM651)	7	7	100.0%
	Robotics Lab (7TEC01) 7th period	20	20	100.0%
	* Web Site Design (COM330)	104	101	97.1%
	Journalistic Writing (ENG354)	33	33	100.0%
	Adv Journalistic Writing (ENG355)	3	3	100.0%
	Graphic Design I (INT240)	135	133	98.5%
	Graphic Design II (INT241)	76	73	96.1%
	Television Production (INT250)	99	94	94.9%
	Television Production 2 (INT350)	11	11	100.0%
	TV Production 3 (INT451)	4	4	100.0%
	Yearbook 1 (INT160)	32	32	100.0%
	Yearbook 2 (INT161)	2	2	100.0%
	<i>Online: Journalism P2 (ENG741)</i>	1	1	100.0%
	<i>Online: Computer Foundation P1 (TEC711)</i>	1	1	100.0%
	<i>Online: Comp Lit P1 (TEC720)</i>	1	1	100.0%
	<i>Online: Digital Photo (ART751)</i>	1	1	100.0%

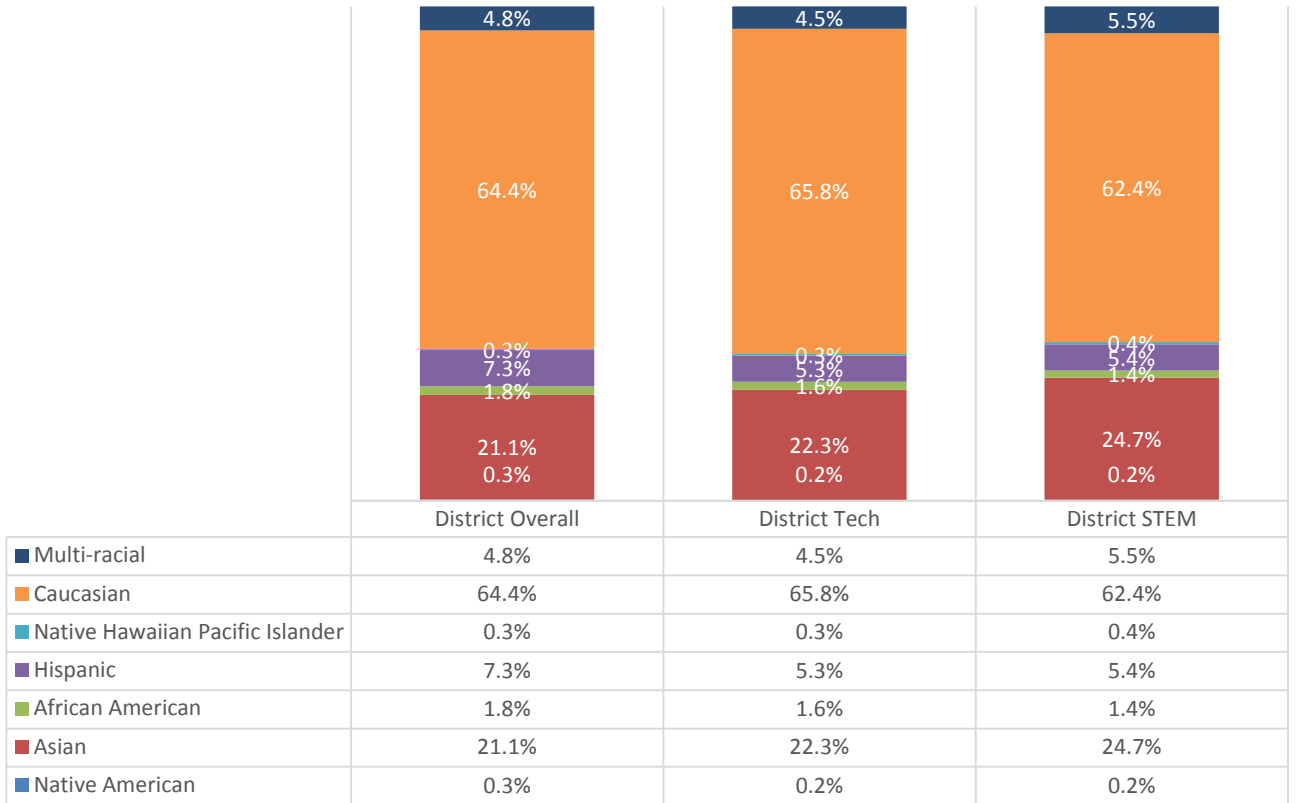
\* meets the technology graduation requirement

High School Technology Class Enrollment



## ENROLLMENT DISTRIBUTION BY ETHNICITY

■ Native American ■ Asian ■ African American ■ Hispanic ■ Native Hawaiian Pacific Islander ■ Caucasian ■ Multi-racial





## **Technology Options Outside School Hours**

Many schools have classes outside the school day that are provided by staff, PTA, and some outside vendors. On the next page is a listing.

School	Outside School Day Technology Classes (2014-15)
Apollo	Scratch Club, Lego Robotics
Briarwood	Scratch
Maple Hills	Scratch Club
Newcastle	Scratch
MMS	Robotics
Liberty	Robotics, Physettes
Clark	Scratch; Lego Engineering
Cougar	Scratch, Lego Jr. Engineer, Techno Club
IVE	Scratch, Lego Engineering, Design with Technology
Grand Ridge	Techno Club
Sunset	TechSmart Kids: Intro to Coding Course, Scratch
IMS	Robotics Club, Scratch Club, Programing Club
PCMS	Robotics Class, Video Game Club, Techsmart Kids Python coding 1 and 2 classes, Robotics club both competitive and recreational, MakerSpace activities
IHS	Robotics, Rocketry, Theater Tech, Videogame Club, Anime, Fantasy Gaming
Tiger	None
Cascade	TechVenture, Lego Jr. LEAP4kidz, Scratch
Challenger	Scratch; Techno Club (Eastside Enrichment)
Creekside	Engineering for Kids, Bricks4Kidz, Techno Club
Discovery	TechVentures Kids (coding), Bricks4Kids, Techno Smart Kids
Endeavour	Robotics, Hour of Code
Sunny Hills	Scratch
BLMS	Robotics, Scratch, Gaming Club, Broadcast, Newspaper Club, Yearbook Club, Hour of Code
PLMS	TechSmart Kids Python coding, Robotics
Skyline	Technology Club, Robotics, Video & Anime Club, Engineering Club, Rocketry Club
Summer School	Robotics \$250 (two weeks, offered twice) video editing

## **Digital Citizenship**

The Children's Internet Protection Act (CIPA) requires schools to provide Internet Safety training every year to all students. There is no provision from CIPA for what curriculum is used so each school makes its own choices of Internet Safety Curriculum. In Issaquah all schools are required to complete Internet Safety Training and [submit a completed form](#) certifying that they have done so. The completed certifications are sent to the Executive Director of Educational Technology.

### **Capacity Building:**

- Data from eighth grade records will be pulled from Skyward to determine how many incoming freshmen have not met the Tech Proficiency Requirement.
- As we reflect on opportunities for students in the future we will strive for equal access to STEM based technology courses through an annual review of offerings by site.
- Identify additional courses that meet the technology requirement.

*Board Approval:*