

# Resources and Ideas

## One to Many Resources

| Research and Planning  | Votes |
|--|-------|
| Team 4<br>Baltimore Report about research to help justify 1:1<br><br>Time to collaborate and plan out how to ensure tech is used for innovation/creation not just replace pen and paper tasks... | 3     |
| Team 1: Be ready to adjust your plan as needed.  | 0     |
| Team 2 - Need to find a good way to ask the right questions to get the answers needed, so we know what is needed   | 0     |
| Team 1: Even with all the planning, seeing it in action is different. How many techs will we need? How many repairs will need to be made?  | 0     |
| Team 3 - Digital divide created by 1 to 1 programs<br>- Internet speed differences at home and their impact<br>-   | 0     |

| Digital Learning Environments   | Votes |
|---|-------|
| Team 4: Liked the idea of using digital learning with kidney table and rotation of stations in Math and Science in HS | 0     |
| Team 3: Digital learning environment amplify teaching, both the good and the bad                                      | 0     |
| Team 2 Easy access is the key, otherwise providing the digital tools is useful.                                       | 0     |
| Team 1: You have to think about all stakeholders; the student, teacher, and parent.                                   | 0     |

| Professional Development  | Votes |
|---|-------|
| Team 4- Build a School "Tech Team"  | 0     |
| Team 3:<br>- Planning<br>- Don't try to reinvent the wheel use existing tools/resources<br>- Building Capacity<br>- Inclusivity | 0     |
| Team 2-4 - Make sure you use resources that are already out there and build a sustainable model!!!!                             | 0     |
| Team 1 - Use consistent language, plan for sustainability   | 0     |