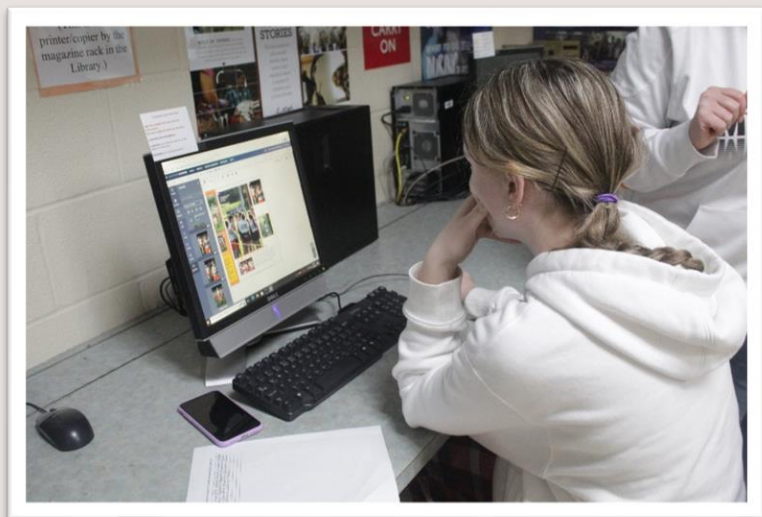# Claymont City
School District

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www.claymontschools.org

Technology Plan

2023-2026

School Spending Investment Plan

A SNAPSHOT OF OUR SCHOOLS

Claymont School District is a public school located in Tuscarawas county, Ohio. The cities of Uhrichsville and Dennison support a population of approximately 8,000 people with a heavy economic base focused on manufacturing. Claymont School District is categorized as a city/town district, encompasses 72 square miles, and serves a population of approximately 5,000 students and parents. The district consists of more than 1,700 students in grades Pre-K through 12. The local community has several local museums focusing on Dennison's history as a notable WWII canteen and Uhrichsville's industrious clay industry.

The cities of Uhrichsville and Dennison came together in 1965 to form the Claymont School District, consolidating four separate community schools. "Claymont" was chosen as the new district's name while some of the other choices were "Lakeview," "Twin City," "Richen," and "Waterford." The school name was indicative of the local clay industry. The district has five school buildings. The schools are High, Middle, Intermediate, Elementary and Primary.

Enrollment (as of March 28, 2023)

School	Total Active Students
District	1,747
High School	491
Middle School	393
Intermediate School	364
Elementary School	269
Primary School	230

TECHNOLOGY AND THE CURRICULUM

Long-term Goals

1. Maintain continuous and reliable access to the internet and educational tools while retaining a 1:1 device ratio for staff and students
2. Provide an environment that facilitates the use of digital tools to increase student and faculty efficiency, decreases the use of consumable resources, and improves overall communication and collaboration
3. Ensure a safe learning environment for students and faculty
4. Develop and maintain technology learning objectives that meet national standards while providing digital tools that support academic growth

Highlights of our Long-term Goals

Goal #1

- Continue working with our internet provider, OME-RESA, to provide a reliable and safe internet connection to the wider internet
- Ensure our internal networking equipment, critical servers, and storage devices are in good working order and supported by their manufacturers
- Capture and retain backups of critical user and server data
- Purchase, set up, and support student and staff devices at a 1:1 ratio
- Provide same-day help desk support for user and device issues
- Continue to administer cloud systems to support district strategic goals

Goal #2

- Configure and maintain digital tools that students and staff need to succeed
- Provide regular formal and informal professional development trainings to staff to keep them up-to-date with best practices and new technologies
- Maintain a knowledge base for students and staff with up-to-date solutions to common, everyday issues that they may face
- Promote good digital habits to students and staff in an effort to decrease the number of paper copies printed

Goal #3

- Ensure all student internet browsing remain Children's Internet Protection Act (CIPA) compliant
- Ensure all systems that utilize and collect student information remain compliant with Children's Online Privacy Protection Rule (COPPA)
- Collect student and staff Responsible Use Policy (RUP) agreements to ensure users are aware of safe and responsible network usage
- Monitor student device usage and email for self-harm, bullying, violence, profanity, and inappropriate network usage
- Manage centrally located door-access system to control entry access to all six district locations
- Manage centrally located camera system and distribute access to key personnel in each building
- Manage centrally located public address/radio/phone systems in each building and ensure staff are prepared to operate it in case of an emergency

Goal #4

- Provide teachers with a digital curriculum matrix with up-to-date standards to assess student growth with technology
- Provide trainings to our computer teachers regarding our digital curriculum matrix
- Configure and administer learning systems purchased by our curriculum department that can track student participation and growth

THE ISTE STANDARDS

What is ISTE?

The ISTE Standards are the most widely referenced benchmarks for best practices for integration of technology in schools (previously the National Educational Technology Standards (NETS). They are published by the International Society for Technology in Education.

In 2001, a collaborative including the National Association of Secondary School Principals, the National Association of Elementary School Principals, the National School Boards Association, the North Central Regional Education Laboratory, the International Society for Technology in Education, two state departments of education and two universities recognized and promoted the idea that there were technology-related skills, knowledge, and practices that were essential to good educational leadership. This collaborative developed the National Educational Technology Standards for Students (NETS-S). In 2009, these standards were further refined and developed. They are now referred to as the ISTE•S Standards.

The ISTE•S standards are complemented by a similar set of standards for teachers (ISTE•T), administrators (ISTE•A), instructional technology coaches (ISTE•C), and computer science educators (ISTE•CSE). The ISTE standards have been adopted by 29 states. They are broadly accepted as the best current attempt at defining the technology-related skills, knowledge and practices that are important in the K-12 environment.

ISTE Standards for Students

1. Empowered Learner
Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:

- Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.
- Build networks and customize their learning environments in ways that support the learning process.
- Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
- Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

2. Digital Citizen
Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical. Students:

- Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- Manage their personal data to maintain digital privacy and security and are aware of data collection technology used to track their navigation online

3. Knowledge Constructor
Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others. Students:

- Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.
- Evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.
- Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.
- Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

4. Innovative Designer
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. Students:

- Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
- Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
- Develop, test and refine prototypes as part of a cyclical design process.

Exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

5. Computational Thinker

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:

- Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.
- Collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.
- Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem solving.
- Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

6. Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. Students:

- Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.
- Create original works or responsibly repurpose or remix digital resources into new creations.
- Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.

Publish or present content that customizes the message and medium for their intended audiences.

7. Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. Students:

- Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.
- Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.
- Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.
- Explore local and global issues and use collaborative technologies to work with others to investigate solutions.

CURRENT STATE OF TECHNOLOGY

Technology Timeline

2020/2021

- Replaced teacher Chromebooks for all staff to support remote learning
- Implemented 1:1 Chromebooks for K-12 students to support remote learning
- Replaced camera systems in all schools (except High School)
- Expanded Wi-Fi to include outside areas of the buildings.

2021/2022

- Connected Bus Garage and Fieldhouse to district network via fiber line, allowing network access for all connected devices
- Installed networking equipment, cameras, access control, etc. for Bus Garage and Fieldhouse

- Installed new teacher computers for Prek-3
- Implemented new off-site backup system
- Replaced Chromebooks for grades 2 and 7

2022/2023

- Configure new digital curriculum for teachers in Math, Language Arts and Science (K-12)
- Replace camera system in High School
- Install new teacher computers for High School
- Replace Chromebooks for grades 2 and 7
- Implement multi-factored authentication for staff accounts to protect student data
- Replace desktops for district administrators and secretaries
- Replace PLTW lab at Middle School

2023/2024

- Replace Chromebooks for grades 2 and 7
- Install new servers to maintain our internal infrastructure
- Configure new digital curriculum for teachers in Social Studies (K-12}
- Replace on-line learning system for credit recovery
- Upgrade all public announcement and bell systems in buildings
- Implement new radios capable of working district wide for communication and safety
- Install digital whiteboards in classrooms as money is available

2024/2025

- Update phone system/phones from unsupported system
- Install new teacher computers for Intermediate School and Middle School
- Replace computer lab at Middle School
- Replace Chromebooks for grades 2 and 7
- Implement digital whiteboards in classrooms as money is available
- Focus on aligning technology curriculum with ISTE standards

2025/2026

- Replace Wi-Fi system district-wide
- Re-run High School Wi-Fi cable drops with newer cabling
- Replace Chromebooks for grades 2 and 7
- Implement digital whiteboards in classrooms as money is available

Technology Inventory

Type of Equipment	Current Devices	Number of devices that need replaced within three years
Windows Desktop Machines	320	129
Smartboards	2	50
Physical Servers	3	2
Virtual Servers	7	N/A
Backup Appliances	3	1
Door Access Control	8	0
Camera Servers	3	0
Cameras	140	0
Chromebooks	2,061	900
iPads	43	0
Network Switches	46	0
Projectors	150	N/A
Access Points	193	193
Xerox Printers	24	0
Phones	255 phones/7 controllers	255 phones*

our next solution will not include controllers, it will be a subscription model

STAFFING AND SUPPORT

Current Staffing

- **Director of Operations** – Beth Lint (20% of time dedicated to tech)
- **Assistant Technology Coordinators (2)** – Bill Bonanno and Chris Calderon
- **Student Worker** – provided by OhioMeansJobs.com YSEP program during summer break

Needs

Current staffing levels are adequate to meet the needs of the district. It is necessary to have the correct staffing levels to ensure the district is successful in meeting its technology goals throughout the next three years.

Network Uptime (August 18th 2022 - March 28th, 2023)

Internal District Connections	Ping to OME-RESA	Ping to Google
99.9999%	99.413%	99.41%

Ticketing Statistics (August 18th 2022 - March 28th, 2023)

Tickets Created 3220 Tickets Closed 3217	Average Response Time < 10 minutes	Repaired Chromebooks 312