An Alaska Personalized Learning Framework

Bob Whicker
Director, Consortium for Digital Learning
State Board
Personal Learning Criteria

- Real-world learning
- Anytime, anywhere instruction
- Real-time information
- Students advance when ready
Increase and incentivize options and flexibility to personalize the educational experience for students.

Promote innovative use of technology in order to increase access to high quality coursework, improve efficiency, and amplify learning.

Encourage and support innovative approaches to expand opportunity to overcome Alaska’s educational challenges.
Curtis Thayer
President and CEO

ALASKA STATE CHAMBER OF COMMERCE
Defining Personalized Learning

1. Anytime, anywhere instruction
2. Competency-based learning
3. Pacing to Mastery
4. Real-time information
5. Real-world learning
6. Intentional Work/Life/Social Skills
7. Community/Business Partnerships
1. Anytime, anywhere instruction
1. Anytime, anywhere instruction

- Use of curriculum and lessons accessed outside of classroom. Use of online platforms.

- Flexible school environment: address issues of time, pacing, scheduling, student groupings, student-teacher ratios, etc.

- Involve community-based partners and include students as “co-workers” in accomplishing projects to create powerful student motivation.

- Provide student access to “take-home” computer devices.
2. Competency-based Learning
2. Competency-based Learning

- Driven by personalized learning activities: online and blended modalities.

- Teachers have access to real time student data. Learning gaps are quickly identified and addressed to build skills mastery before advancement.

- Curriculum addresses a wide variety of student needs: Remedial/Intervention, Credit Recovery, Core, Honors, AP, Dual Credit & CTE course levels.
3. Pacing to Mastery
3. Pacing to Mastery

- Course content tailored to instructional needs and ability levels of each student, to facilitate their academic success.

- Individual learning styles are supported: visual, auditory, read/write, kinesthetic. Responsive to regional cultures & languages.

- Randomized course content allows students to achieve mastery, rather than taking the same course repeatedly.

- Deadlines for learning make sense in term of student, not school schedule or calendar.
4. Real-time information
4. Real-time information

- Pre-assessment profile determines each student’s learning style to help teacher and student select personalized course content to fit learning style.

- Teacher has access to continuous assessment data on how students are interacting with each lesson (completion times, time on task, etc.).

- Each student’s learning gaps are quickly identified and addressed to build skills mastery before advancement.
5. Real-world Learning
5. Real-world Learning

- Personalized learning systems provide opportunities for deeper understanding and real outcomes:
  - Project-based learning
  - Experiential learning
  - Real-life practicums and internships in the world of work
  - Service learning in the community at large
6. Intentional Work/Life/Social Skills
6. Intentional Work/Life/Social Skills

- Addresses Career/College outcomes for success:
  - Healthy Living
  - Citizenship
  - Productivity
  - Work Ethic
  - Service
7. Community/Business Partnerships
7. Community/Business Partnerships

• Active engagement of strategic partnerships with local, state and national businesses in delivering education program.

• Assistance with equipment, training and support.

• Partnerships are driven by the needs and requirements of each district.

• Student experiences based on “employee/employer” standards.

• Based on intentional development and maintenance of partnerships: communication and coordination.
<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>9:30 - 10:30</td>
<td>Keynote Speaker - Fred Bramante</td>
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<td>Former NH School Board Chair,</td>
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<td>National Center for Competency-Based Learning, President</td>
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<td>10:30 - 10:45</td>
<td>BREAK + VISIT EXHIBITORS</td>
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<tr>
<td>10:45 - Noon</td>
<td>Hands-on Online Systems Demonstrations</td>
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<td></td>
<td>Participate and experience digital learning platforms &amp; opportunities</td>
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<tr>
<td></td>
<td>(online and self-contained). Devices provided by Apple, Inc.</td>
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<td>Bob Whicker, Moderator</td>
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<td>Noon - 1:30</td>
<td>LUNCH ON YOUR OWN</td>
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<td>1:30 - 3:30</td>
<td>Introduction of Afternoon Session</td>
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<td>Commissioner Michael Johnson, DEED</td>
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<td>Building a Systemic Personalized Learning System in Alaska</td>
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<td>Alaska Digital Teaching Initiative Grantees</td>
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<td>3:30 - 3:45</td>
<td>BREAK + VISIT EXHIBITORS</td>
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<td>3:45 - 4:15</td>
<td>Work / Life / Social Skills - Heather Coulehan</td>
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<td>4:15 - 4:45</td>
<td>Next Steps - Bob Whicker</td>
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Hands-on Demonstrations

Personalized Learning System Snapshots
Personalized Learning System Components
Hands-on Demonstrations

**Apple**
- **Product:** Classroom
  - **Type:** Classroom Management System (CMS)

**Instructure**
- **Product:** Canvas
  - **Type:** Learning Management System (LMS)

**Accelerate Education**
- **Product:** Blended Learning Solutions
  - **Type:** K–12 Curriculum

**Waterford**
- **Product:** Personalized Early Learning
  - **Type:** K–2 Curriculum (3rd Grade Remediation)
Personalized Learning System Components
Hands-on Demonstrations

- Apple
- Instructure
- Accelerate Education
- Waterford

Demonstration Locations

Hallway