What is Digital Transformation?

A Platform for Continual Evolution

How do you know you have achieved transformation?

- When teachers, students, and parents say they could never go back to the old way
- But this is only the beginning: transformation happens over and over as technology and practice evolve
- Digital transformation is a platform, the human and technological infrastructure that supports this ongoing evolution



In a transformed environment... goals evolve!

- For instance, a goal to increase 21st century workplace preparation may be replaced by a goal to increase student-directed learning and a goal to increase personalization may be enhanced by a goal to drive deeper learning
- Goals drive experiments and the evolution of teacher practice
- Goals shape the collective definition of "better" outcomes
- Goals emerge from and inform practice

What does digital transformation look like?



STUDENT OUTCOMES

- Students continually demonstrate goals in ever richer and surprising ways
- Students become increasingly self-directed and take ownership of their learning
- Students learn by doing and creating
- Students experience school as engaging, challenging, and authentic
- Students connect to their learning communities and resources any time, any place
- Academic achievement continually improves



EDUCATOR OUTCOMES

- Teachers experiment with instructional approaches, evolving their practice
- Teachers model self-directed learning in their professional development
- Teachers model 21st century work environments by developing rich PL
- outside their building and improving their practice together



CULTURE

- The district has clear, shared goals but schools have autonomy in evolving towards them
- Goal setting is largely grass roots and collaborative with leadership guidance
- Goals reflect the values of the community
- Innovation in instruction is encouraged, even when (well conceived) experiments fail
- The measure of school success is individual to a student and is based in the judgement of teachers, student and parents



INFRASTRUCTURE

- are the limiting factor

 The district network is scalable to meet non-linear demand growth in capacity, reliability, and
- mobility (including any time, anywhere access for all)
- over multiple years and prevent underbulliding or overbuilding of infrastructure



ROLE OF INFORMATION TECHNOLOGY (IT)

- IT becomes a service organization not a compliance organization
 IT works with leadership to make cost/capability/quality tradeoffs clear
- IT plans for infrastructure investments that make technology "invisible" to teachers and learners
- experimentation

 IT continually seeks opportunities to evolve towards digital equity

IT seamlessly and immediately supports tech requirements for instructional evolution and





