

# VIRTUAL LEARNING ADVISORY COMMITTEE (VLAC) MEETING

**Tuesday, April 30, 2024**

**10:30AM-12:00PM**

**Department of Aging &  
Rehabilitative Services  
Building**

*Pursuant to the 2021 Appropriation Act language – SB7001 and meeting by electronic means set forth in subsection C of § 2.2-3708.2 of the Code of Virginia.*



# WELCOME



Welcome

Dr. Mervin B. Daugherty, Region I, Chesterfield County



Opening Remarks

Dr. Raymond L. Haynes, Region II, Hampton City Schools



Educational Technology Plan

Dr. Bernard Trey Davis, Region III, Richmond County Public Schools

Dr. Kevin Newman, Region IV, Manassas City Public Schools



Virtual Learning

Dr. Garrett Smith, Region V, Staunton Public Schools (Mr. Tom Lundquist\*)

Mr. C. Dwayne Huff, Region VI, Craig County Schools



Virtual Virginia

Mr. Robert Graham, Region VII, Pulaski County Public Schools (Mr. Lincoln Whitaker\*)

Mr. Robbie W. Mason, Region VIII, Charlotte County Public Schools (Ms. Karen Osborne\*)



Computer Science

Mr. Rodney Jordan, Past President, Virginia School Boards Association

Ms. Amy Griffin, Executive Director, Virginia Association of School Superintendents



Instructional Technology

Dr. Mitzi Fehl-Seward, Vice President of Digital Learning, WHRO

Dr. Brian Mott, Executive Director, Virtual VA (*Non-voting ex officio member*)

# OPENING REMARKS

Dr. Michelle Wallace,  
Assistant Superintendent of Instruction



VIRGINIA DEPARTMENT OF  
EDUCATION



### 1: Access:

Strengthen schools and communities with a safe, secure, and robust technology infrastructure to support access to all educators, students, leaders, and families.



### 2. Use:

Promote leadership that supports learning experiences for all students that integrate innovative instructional practices by educators using technology and accessible instructional materials.



### 3. Design

Implement high expectations for every learner using educational technologies explicitly designed into rigorous, best-in-class standards of learning.



Virginia Educational Technology Plan

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## 1.2. EXTEND BROADBAND SERVICES TO UNSERVED AND UNDERSERVED AREAS.

### Commonwealth Connection

- [Commonwealth Connection](#) is a powerful tool developed by Department of Housing and Community Development (DHCD) and Virginia Tech that allows Virginians to discover broadband in their neighborhood and filter specific details.
- Residents, government representatives, and internet service providers, can use this tool to explore broadband throughout Virginia. This tool can help broadband providers and government representatives expand broadband for all Virginians.
- All broadband information on Commonwealth Connection was provided by broadband providers in Virginia to help in the effort to get every Virginian fast and reliable access to the internet.

### Programs to Expand Access

- The **Virginia Telecommunication Initiative (VATI)** extends broadband service to currently unserved areas. VATI prepares communities to build, utilize, and capitalize on telecommunications infrastructure with the goal of creating strong, competitive communities.
- **Community Anchor Institutions (CAI)** consists of schools, government buildings, libraries, hospitals, colleges/universities, public safety, and other community organizations that assist vulnerable populations such as low-income, unemployed, and the elderly to get broadband access. One example is a library with free to use computers with broadband access.



<https://commonwealth-connection.com/>

# ACCESS DISCUSSION

When we think about tenets of ACCESS, what are some opportunities that may be included in school division technology plans?

What action steps will you take to use the Commonwealth Connection?

**What can the agency do to support virtual learning programs around ACCESS?**



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Virginia Educational Technology Plan

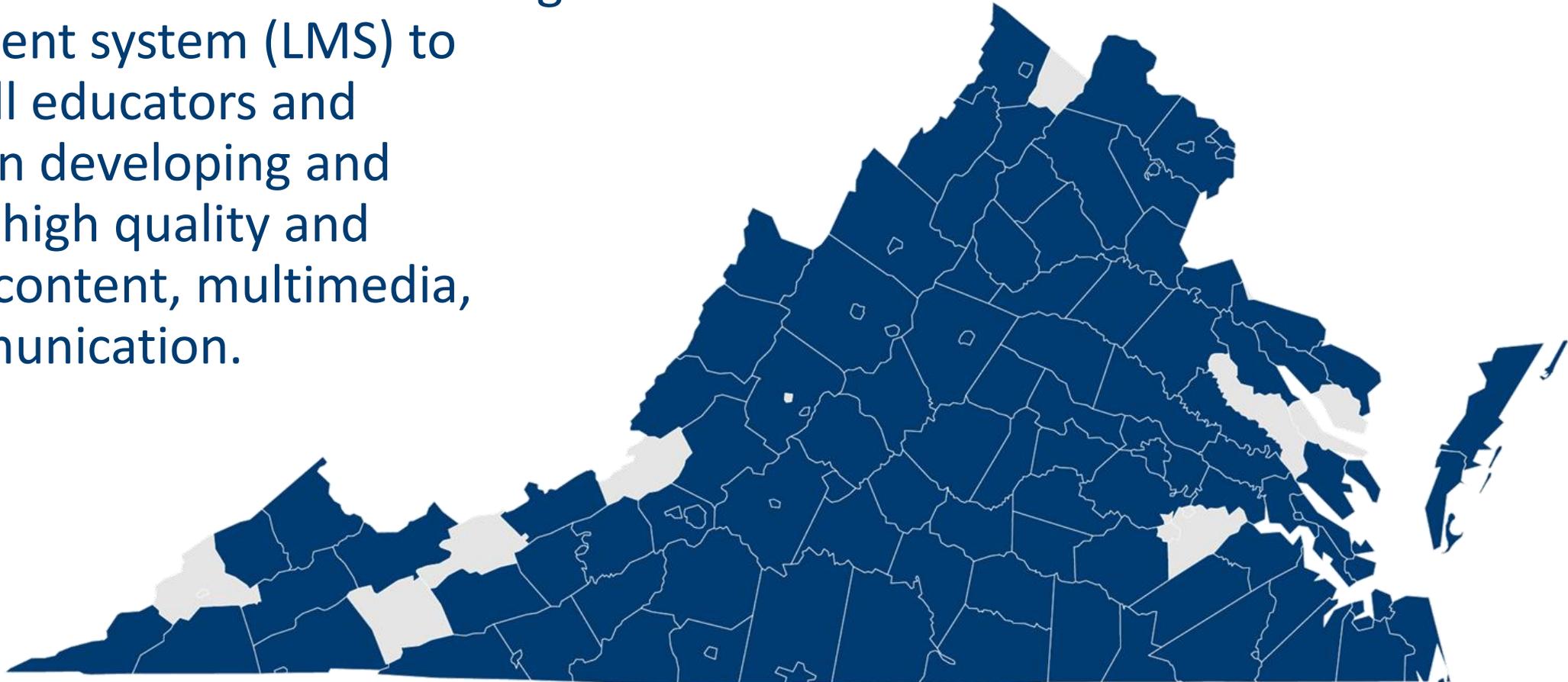
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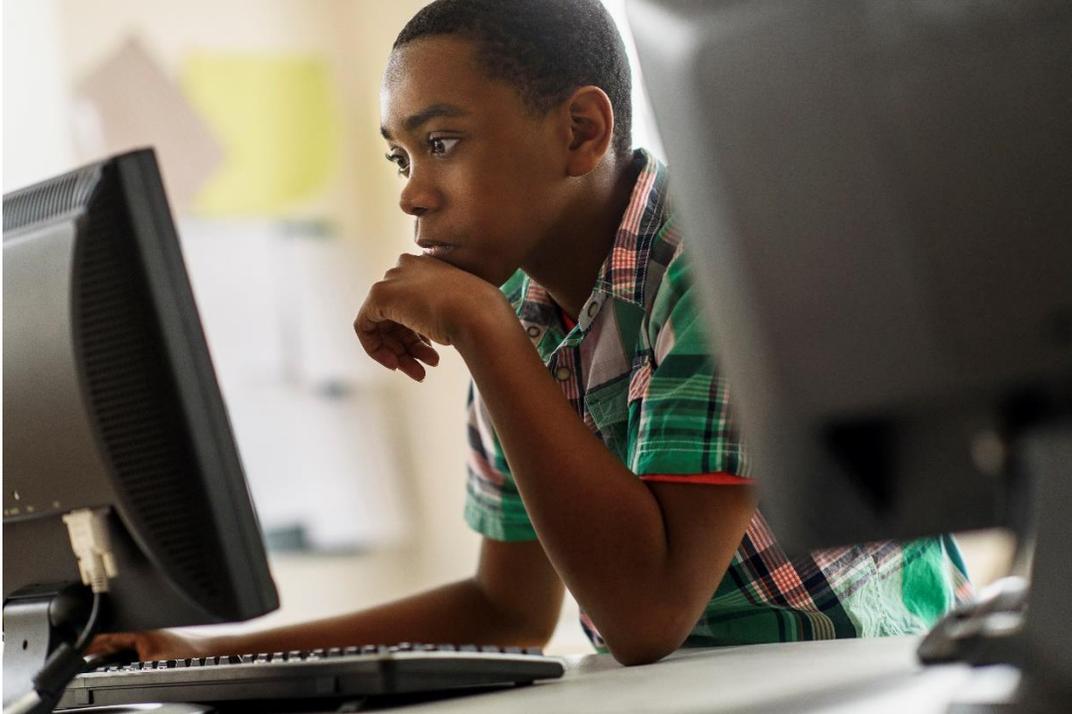
**2.4. LEVERAGE THE POWER OF VIRTUAL LEARNING TO ENHANCE THE AVAILABILITY, ACCESSIBILITY, AND QUALITY OF ONLINE LEARNING OPPORTUNITIES FOR STUDENTS, EDUCATORS, AND OTHER STAKEHOLDERS.**

# STATEWIDE LMS

2.4.a. Provide a statewide learning management system (LMS) to support all educators and students in developing and accessing high quality and engaging content, multimedia, and communication.



# VIRTUAL LEARNING PROGRAMS

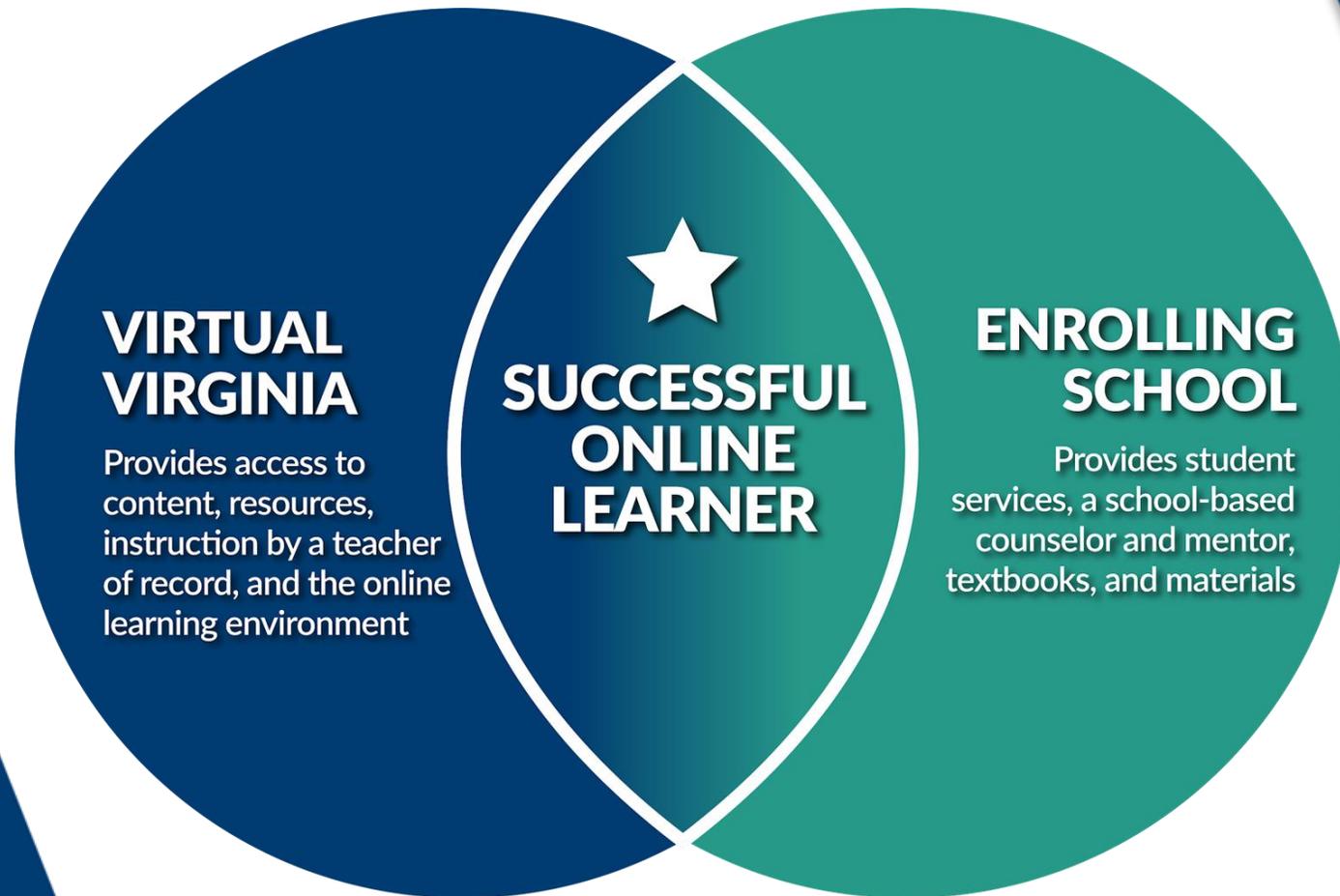


2.4. b. Expand the use of effective virtual learning programs (Virtual Virginia, multidivision online provider program, division-based virtual programs) to offer increased access to specialized curriculum and personalized, flexible instruction options to all students, regardless of geography or school division.

**MULTIDIVISION  
ONLINE  
PROVIDERS  
(MOP)**

- 2024 MOP Submission Window (Jan. 1-Feb. 1)
- 24 Total MOP
- One new MOP – Virtual Learning Academy (VLA)
- 68 Standards-based courses – new or revised
- 52 Elective courses
- 3 CTE courses

# K-12 Instruction

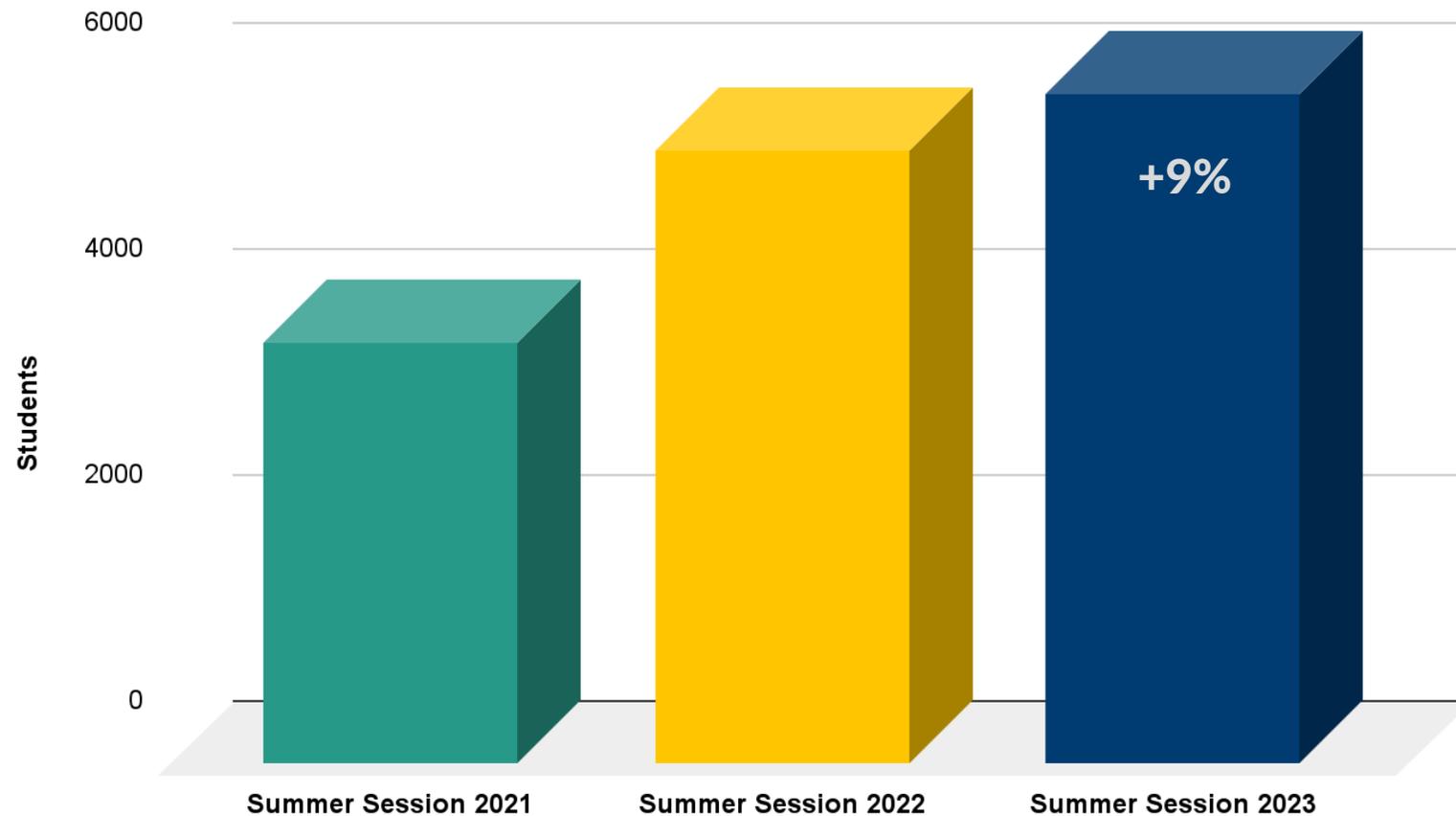


# Student Enrollment: Full-Time/Part-Time

Enrollment Table					
Academic Year	Total Students	FT Online Students	%FT	PT Online Students	%PT
2023-2024*	13,790	2,465	18%	11,325	82%
2022-2023	14,162	1,866	13%	12,296	87%
2021-2022	29,710	8,788	30%	20,922	70%

\*As of April 3, 2024

# Summer Session Enrollment Summary



# PROFESSIONAL LEARNING



2.4.c. Design effective, flexible virtual learning professional development on data-focused instructional strategies and resources maximizing every student's learning experience and improving educational outcomes (attendance, testing, grades, AP scores).

# PROFESSIONAL LEARNING: *SPRING ASYNCHRONOUS OPPORTUNITY*

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- Offered to all Virginia educators – 18 hours
- Completers earn Certification Points and a Badge
- Engaging and interactive content
  - What is Virtual Learning?
  - Engaging Successfully in a Virtual Environment
  - Communication, Collaboration, and Community
  - Online Engagement: Students, Families, and Community Stakeholders
  - Assessing Students
  - Digital Citizenship



# Virtual Virginia Professional Learning Enrollment

FY24 YTD

11,298 Enrollments as of April 2, 2024



Top 5 Opportunities	
1.	Blended Learning Conference (2024)
2.	Statewide LMS Educator Credentials (Fall 2023)
3.	Statewide LMS Educator Credentials (Spring 2024)
4.	VDOE Teachers in Action (2024)
5.	Statewide LMS Technology Credentials (Spring 2024)
VVAAS	
<b>Total number of educators enrolled</b>	795
<b><i>New Educators in FY24</i></b>	97

# USE DISCUSSION

In the USE section of the Ed Tech Plan, we leverage the power of Virtual Learning to provide online experiences for students and educators.

1. What are ways that divisions are implementing virtual learning in instructional programs?
2. How would you compare the quality of professional learning for educators in virtual learning settings to those in traditional settings?
3. What improvements should be made to our Virtual Learning experiences for students and educators?

**Discuss any potential supports that VDOE may offer to enhance virtual learning USE throughout the Commonwealth.**



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### 3. Design

Implement high expectations for every learner using educational technologies explicitly designed into rigorous, best-in-class standards of learning.

3. Design  
Implement  
techno  
learn

Virginia Educational Technology Plan

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### 3. DESIGN

IMPLEMENT HIGH EXPECTATIONS FOR EVERY LEARNER USING EDUCATIONAL TECHNOLOGIES EXPLICITLY DESIGNED INTO RIGOROUS, BEST-IN-CLASS STANDARDS OF LEARNING.



3.3 Leverage technology for students to take an active role in demonstrating competency in their learning goals, building networks to personalize education, and progress towards workplace readiness.

3.4 Support for division leaders for resources to sustain technology initiatives and goals including those designed to support personalized learning environments.

# 2024 COMPUTER SCIENCE REVISIONS

- The Board of Education shall establish a regular schedule, in a manner it deems appropriate, for the review, and revision as may be necessary, of the Standards of Learning in all subject areas. **Such review of each subject area shall occur at least once every seven years.** *Code of Virginia § 22.1-253.13:1.*
- The 2024 Computer Science Revisions will allow students to take an active role in demonstrating competency, personalize their education, and progress towards workplace readiness.

# PROPOSED DRAFT OF THE 2024 COMPUTER SCIENCE STANDARDS OF LEARNING?

Parents & Students

Teaching, Learning & Assessment

Programs & Services

State Board, Data & Funding

About VDOE

+ TEACHING IN VIRGINIA

PROFESSIONAL LEARNING & DEVELOPMENT

TEACHERDIRECT

+ ALL IN VA

+ EARLY CHILDHOOD CARE & EDUCATION

+ INSTRUCTIONAL RESOURCES & SUPPORT

- K-12 STANDARDS & INSTRUCTION

+ Career and Technical Education (CTE)

- Computer Science

Review & Revision of the 2017 Computer Science SOL

+ Digital Learning Integration

Driver Education

Economics & Personal Finance

+ English, Reading, & Literacy

[Teaching, Learning & Assessment](#) » [K-12 Standards & Instruction](#) » [Computer Science](#) »

## Review & Revision of the 2017 Computer Science Standards of Learning

 [Print](#)  [Share & Bookmark](#) Font Size:  

### News & Announcements

#### UPDATE: Public Hearings for the Proposed DRAFT 2024 Computer Science Standards of Learning

The Virginia Board of Education will hold public hearings regarding the revisions to the [2017 Computer Science Standards of Learning](#). The Standards of Learning identify academic content for essential components of the computer science curriculum at different grade levels for Virginia's public schools. Public comment regarding the proposed 2024 Computer Science *Standards of Learning* may be offered through the public comment form or public hearings.

The public comment form will be available April 25, 2024 - May 31, 2024.

Public hearings will take place April 29, 2024 - May 20, 2024.

# PROPOSED DRAFT 2024 COMPUTER SCIENCE STANDARDS

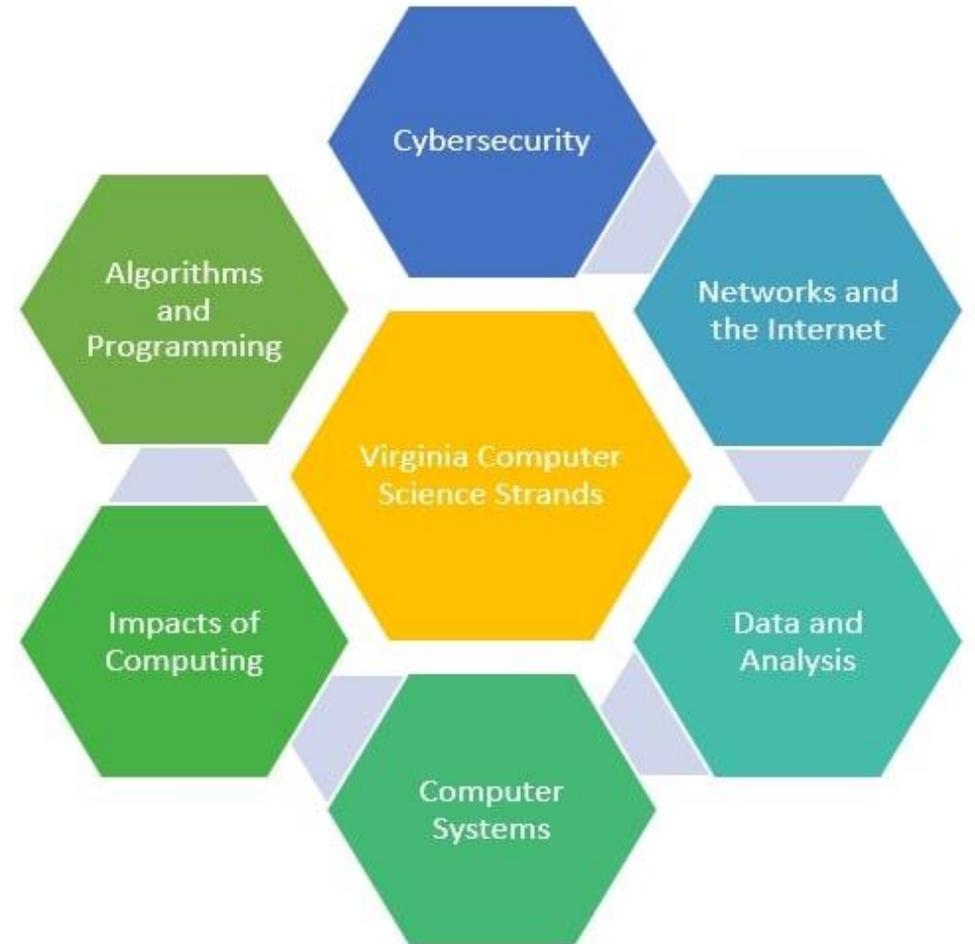
Activity

# COMPUTER SCIENCE STANDARDS

## Virginia Computer Science Standards:

Organized into six (6) content strands:

- Algorithms and Programming
- Computing Systems
- Cybersecurity
- Data and Analysis
- Impacts of Computing
- Networks and the Internet



# STUDENT OUTCOMES ACTIVITY

- Activity requires **3** groups: **Elementary (K-5)**, **Middle School (6-8 and Middle School Elective)**, and **High School (CSF, CSP, and PRG)**
- Each group will review the Proposed **DRAFT** standards and identify **FIVE (5)** important concepts and skills addressed in the standards and provide feedback on relevancy - 10 minutes
- Group Discussion – 5 minutes



# CS STANDARDS REFLECTIONS & FEEDBACK

1. What are initial thoughts concerning the proposed DRAFT 2024 Computer Science *Standards of Learning*?
2. What changes or additions should be considered for inclusion to meet the needs of all stakeholders and improve student outcomes?
3. What additional supports and/or resources could the VDOE provide to better inform parents and community members about the computer science content included in the Computer Science Standards of Learning?

Reflect upon these questions and the standards themselves and provide feedback using the [Public Comment Form](#) by **May 31, 2024**.

### 3. DESIGN

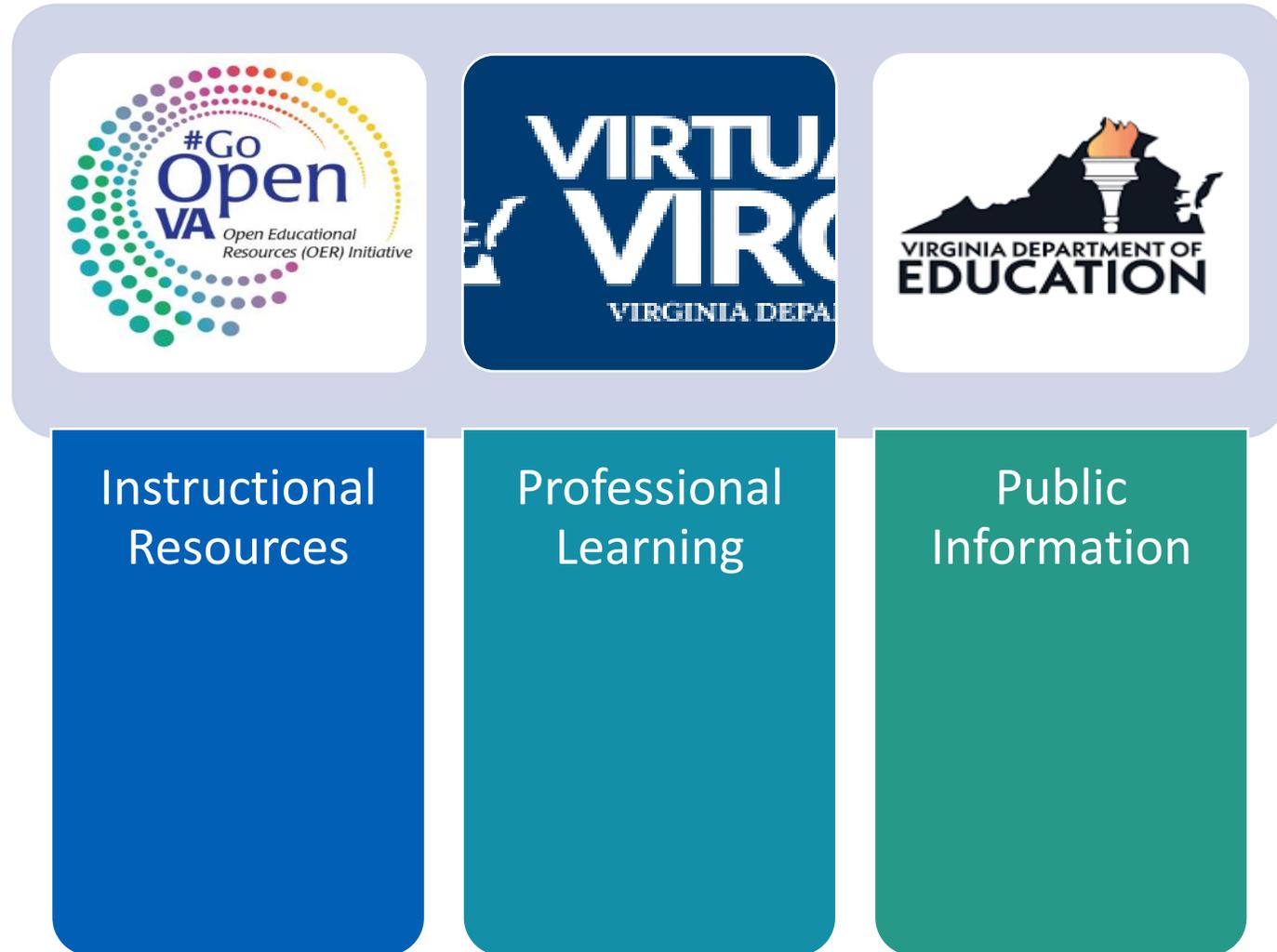
IMPLEMENT HIGH EXPECTATIONS FOR EVERY LEARNER USING EDUCATIONAL TECHNOLOGIES EXPLICITLY DESIGNED INTO RIGOROUS, BEST-IN-CLASS STANDARDS OF LEARNING.



3.1 Develop and maintain instructionally sound implementation of all educational technology resources and systems.

3.2 Implement a framework for education technology integration for all students.

# Unified, Direct Access Approach



# INTERNAL WORKFORCE DEVELOPMENT

- Leveled, structured course
  - Multiple entry points
- Provides choice and flexibility
  - Facilitated
  - Asynchronous
- Includes experiential learning
  - Resource Hub
  - Course
  - Virtual Conference Plan
- Issues a certificate/badge certifying successful completion



Level 1: VDOE Statewide LMS Novice

## BlueRidge PBS

- Created the podcast in partnership to elevate effective practices in the classroom utilizing instructional design and technology

## GoOpenVA

- Building a collection of resources of the podcast videos with resources to share with educators related to the episodes

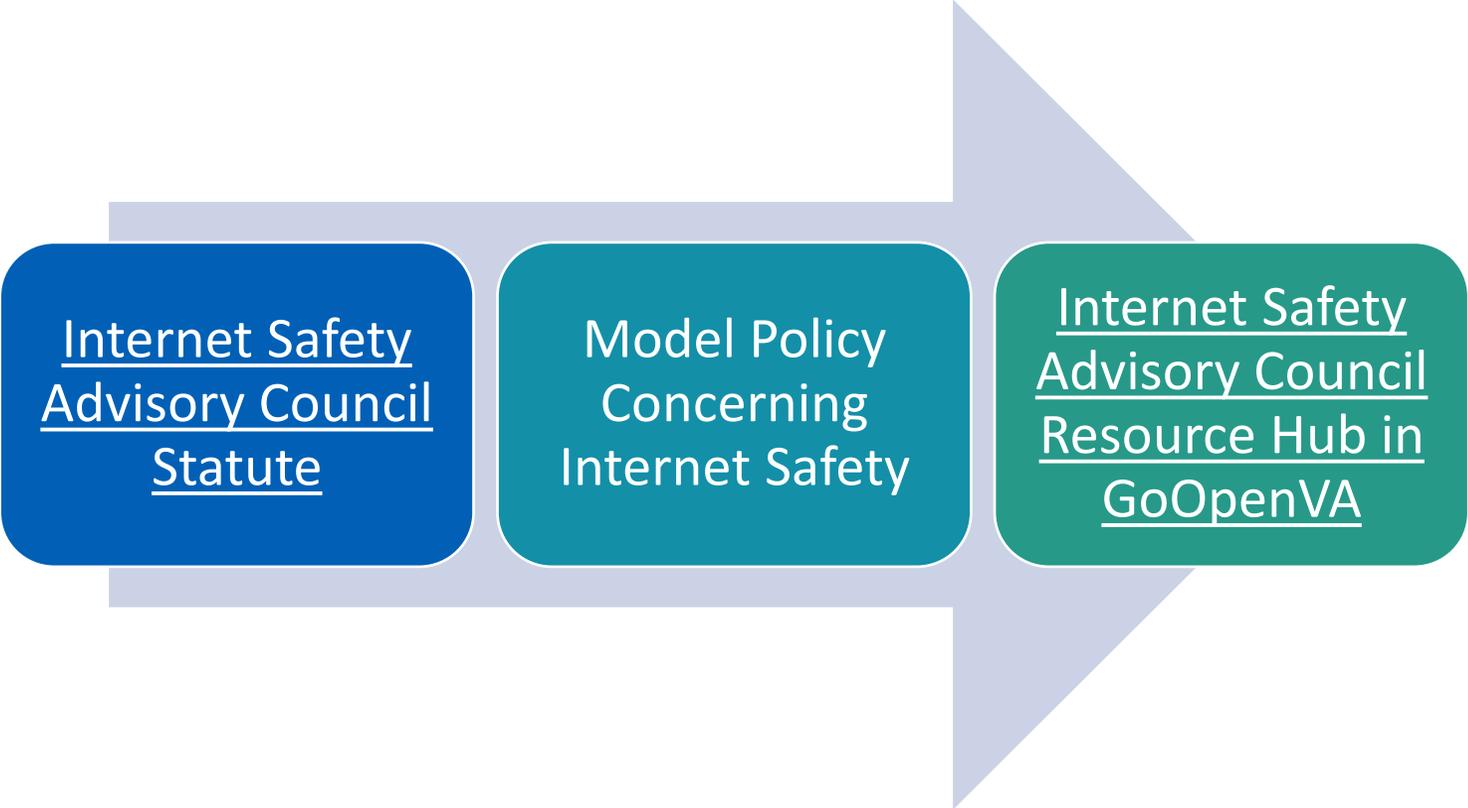
## Virtual Virginia

- Hosting a 12-week summer webinar series with supporting Canvas course



# INTERNET SAFETY

- *2.3 Support students, educators, leaders, and families with resources for the purpose of advancing the goal of safe use of media and technology.*
- a. Develop and recommend a model policy to better support the internet safety of all students and educators.
- b. Model instructional practices and instructional content on the safe use of media and technology by students and educators.
- c. Integrate resources related to successful instructional practices, curricula, and other educator resources for the safe use of media and technology by students and educators.



Internet Safety  
Advisory Council  
Statute

Model Policy  
Concerning  
Internet Safety

Internet Safety  
Advisory Council  
Resource Hub in  
GoOpenVA

# DESIGN

How is your organization integrating technology in creative and innovative ways?

What operations support the explicit design of instructional technology systems into your organization?

**What can the agency do to support initiatives to DESIGN high quality experiences to support the Educational Technology Plan?**



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Virginia Educational Technology Plan

# INITIAL DATA FROM THE SPEAK UP SURVEY

## ***Administrators & Teachers***

- 85% report having access and use of virtual learning through school division operated programs, Virtual VA and MOP.
- 89% report using virtual learning opportunities for professional growth.
- 83% stated ways to measure student engagement through student feedback, making connections with content, and active learning.

## ***Students***

- 90% have access to and use a variety of devices completing school work.
- 80% report using technology to search for information, complete projects and take quizzes/tests.
- 65% face challenges when using technology with slow Internet connectivity and websites needed for instructional purposes are blocked.

## ***Administrators, teachers, and students***

- The effective use of technology helps the user to be in control of his/her own learning, fosters deep learning, and increases engagement.
- The most important skills to acquire by integrating technology are critical thinking, problem solving, and communication.

# SPEAK UP SURVEY

The survey closes on May 31.

<https://projecttomorrow.questionpro.com/VAregistration23>

## Virginia Speak Up



The Virginia Department of Education partnered with Project Tomorrow to develop stakeholder surveys to inform the review of and updates to the state technology plan. The Virginia Speak Up surveys are a semi-customized set of questions for students, educators, administrators, and parents. Schools and school divisions will be able to access their own data for planning purposes.

Speak Up is an annual research project conducted by Project Tomorrow, a national education nonprofit group that collects and reports on the views of K-12 students, teachers, administrators, and parents on education and technology.

To help you get started with Virginia Speak Up, we've put together a virtual welcome packet including general information about the project, instructions for the surveys, ideas for how you can use your data, promotional materials to help you spread the word about the project to your school(s), and more.

If you are new to Speak Up, we hope this webpage helps answer any questions you may have.

# QUESTIONS & COLLABORATION



Next meeting is November 2024.

Email any questions or comments to [VirtualPrograms@doe.virginia.gov](mailto:VirtualPrograms@doe.virginia.gov) by May 3<sup>rd</sup>, 2024.

Thank you for your commitment  
to virtual learning!