Ogdensburg School District

Technology Plan

2017 - 2022

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Ogdensburg School Technology Committee

Committee Members		
Title	Name	Signature
Superintendent/ Principal	David Astor	
Business Administrator	Richard Rennie	
Board Member	Josh Conklin	
Director of Technology	Valerie Reeth	
Computer Teacher	Elisabeth Hennion	
Parent	Steve Gough	

Vision

Technology offers students a path to succeed as global citizens. With technology growing at incredible rates, students require improved skills in communication, information gathering, in-depth analysis, and creativity. Incorporation of technology across all curricular areas will provide more effective and efficient instruction. Supporting this vision requires access to state-of-the-art technology which will assist students in attaining proficiencies that will be a necessity as our students enter the workforce of the future.

Growing to a one-to-one technology/ student ratio will more readily address the diverse learning styles and learning rates of individual students from an early age. Providing technology support in all areas will promote academic achievement and encourage cooperative learning. Coding programs and STEAM can foster the acquisition of analysis, outside of the box thinking, and problem solving skills and promote a "learning from my mistakes" culture. Ultimately, our students will be able to persevere and face the challenges that their future holds.

Goals:

1. Students will have access to technology and acquire technology literacy skills.
2. Staff will acquire knowledge and skills to effectively utilize technology to assist students achievement.
3. Integrate the use of technology into the district curriculum at all grade levels.
4. District will maintain and enhance the technology infrastructure.
5. Staff and students will increase the use of technology in an effort to reduce paper usage.
6. Maintain and upgrade equipment, service, infrastructure, and software as needed
7. Create a streamlined system for notifications through OnCourse, G Suite, Facebook, and email/ text
8. Utilize OnCourse Analytics to provide improved feedback to staff and for state requirements

Five Year Plan

Impact on Academics

Year 1 - Students will demonstrate that they hold the ability to learn from mistakes.
Year 2 - Students will demonstrate perseverance.
Year 3 - Students will have a coding program available in the curriculum.
Year 4 - Students will demonstrate the ability to think "outside the box".
Year 5 - Fruition of the STEAM Academy

Proposed Budget (hardware/ software, upgrades, maintenance)

Year 1 - $36,000
Year 2 - $40,000
Year 3 - $44,000
Year 4 - $48,000
Year 5 - $52,000

Internet Access

Year 1 - 20 new access points; backup server, installation, cables, upgrade network switch
Year 2 - Upgrade network rack battery backup, upgrade network firewall and internet access
Year 3 - Upgrade bandwidth (possible fiber line), upgrade old projectors
Year 4 - Upgrade main domain server
Year 5 - Revisit access points, backup server, cables, network switch

Materials and Supplies

Year 1 - 3D printer, desktops, laptops, tablets, IPad, Epson projector
Year 2 - 3D printers, green screen, virtual reality, augmented reality, digital video (live stream)
Year 3 - Coding supplies and materials, (parent class for computer basics)
Year 4 - TBD
Year 5 - TBD

Maintenance Costs

Year 1 - $31,000
Year 2 - $31,000
Year 3 - $31,000
Year 4 - $31,000
Year 5 - $31,000

Professional Development
- IT Staff Training
- Director Training
- Staff Training

Top Three Criteria (used to evaluate future hardware)
- Learning
- Durable construction
- Cost