iSchool Initiative Service Proposal for **Gilroy Unified School District**

This is an outline of the scope of services iSchool Initiative will deliver to Gilroy Unified School District. The overall objective will be to increase district culture, focusing on:

1. Ownership of Learning - Create open ended learning experiences which increase engagement and empower students to become responsible for their learning

2. Problem Solvers - To create lifelong learners that have the skills to problem solve and adapt both professionally and personally, in an ever changing world

3. Globally Competitive - Create globally competitive students who are prepared for jobs that don't even exist yet

The following programs were selected to help accomplish this goal by:

- Increasing administrator capacity - There is not enough administrators and hours in the day to fulfill the change needed to be successful. It is key, in order to increase capacity, to create students and teachers who are helping lead the initiative.

- Allowing the culture change to be organic across the district, allowing each individual teacher, student, or administrator to move at their own pace.

Tentative Program Schedule	
Feb 5, 2019	Escape the Bus (5 days)
Mar 4, 2019	SLED Program - 2 High / 3 Middle
May 15, 2019	SLED Annual Competition
Jun 10, 2019	Teacher Certification

Program Overview

This program is designed to:

Create a positive culture around learning with technology and role model what a 21st century classroom can look like

Escape the Bus travels the country providing a team building and professional development experience to schools. On these vehicles, you have been given a problem as a team and will have 30 minutes to solve it together. In addition to playing the game, our facilitators will lead a discussion on how this kind of learning can be applied to the classroom.

Outcomes ✓

- *Create a positive culture around learning with technology and role model what a 21st century classroom can look like*
- *Provide examples and resources that can be taken and applied to the classroom*
- *Role Model the 4 C's (Creativity, Communication, Collaboration, and Critical Thinking) and encourage more problem solving through problem-based learning*

The Why ?

iSchool Initiative saw a huge need in today's education system to reinvent what active teaching and learning look like. Escape the Bus demonstrates the Four C's using core components of Escape Rooms, educational strategies, and technology to create an unforgettable experience.

With any curricular or ideological shift in education, the most important factor in gaining support and traction is culture. No amount of technology or training can make a deployment successful without an excited and supportive culture of students, teachers, administrators, and community members. Will your teachers be ready and excited to adopt new curriculum? Will your students have the skill sets to leverage technology and show a level of responsibility with technology? Are you administrators motivating teachers for success, rather than pushing it to fail? Are your parents aware of their new roles as supporters to their children's success in schools? If a district overlooks the overall culture of their stakeholders, it is bound to experience many problems.

How - Implementation

There are typically 5 different ways you can use our Escape the Bus experiences.

1. *District and School Administrator Sessions*
2. *Teacher and Staff Sessions - During Professional Development Days*
3. *Teacher and Staff Sessions - During Regular School Days*
4. *Student Sessions - During Regular School Days*
5. *Community Events*

To get the most out of this program, we recommend the following two options:

1. District and School Administrator Sessions

Audience: Superintendents, Instructional and technology leaders, Principals, Vice Principals, Instructional Coaches, Board Members and Central Office Staff

Recommended Team Size: 8 to 12 people

Goal: To create excitement and a vision around learning with top level leadership. The goal is to then spread those concepts to all stakeholders in the district.

Ideal schedule: When providing sessions for administrators, we recommend parking the bus at a central office location and bringing in teams throughout the day to compete. Sessions should be at least 1 hour to give ample discussion time afterwards. We are able to provide 6 to 8 sessions in a day.

2. Teacher and Staff Sessions - During Professional Development Day

Audience: Teachers and school administrators

Recommended Team Size: 10 to 12 people

Goal: To encourage new concepts to teachers in your district that they will then incorporate into their classrooms.

Ideal Schedule: If you have schedule professional development day, this can be a great time to bring in Escape the Bus without pulling teachers from the classroom. We recommend running sessions in conjunction with your other workshop sessions. Usually we find that this means 50-minute sessions from morning to mid afternoon. We also recommend providing sessions during lunch times and after the training day for those teams that could not get on. We can usually run up to 8 sessions per day.

What - Scope

We have our Escape the Bus vehicle permanently stationed in California. We use this 40-foot-long mobile learning space to provide team building and professional development experiences to schools across the state.

Summary:

You and your team are given a problem, and have 30 minutes to solve it in order to "Escape". The experience relies heavily on participants' use of the 4 C's (Creativity, Communication, Collaboration, and Critical Thinking). In addition to playing the game, our facilitators lead a discussion on how this kind of learning can be applied in the classroom.

Theme: *Save the Future Classroom!*

Our Time Traveling Bus has gone back in time in order to save the future. A student, who graduated from this school in 2025, went on to colonize mars, cure cancer, and bring world peace! Someone has tampered with the past though and went back in time to change education to be focused on memorization and testing! This student lost interest in school and dropped out by the time they were 15 and didn't go on to create the world we live in today. We were sent here with this bus to change the course of history yet again and bring awareness to the future classroom! Your mission, if you choose to accept, will be to discover the secrets of learning in order to save this student from dropping out!

Program Overview

This program is designed to:

Empower students to model, inspire, and facilitate change through technology at the local school level

Every school is unique and has its own challenges when it comes to changing education. SLED is a student organization focused on positioning students to go out and solve educational problems facing their school. SLED students' primary objective is to develop and implement project ideas that create a positive change in education.

Outcomes ✔

- *Increase Administrator Capacity by creating student leaders that help facilitate ongoing technology initiatives.*
- *Create positive agents for change while learning important STEM, leadership, and collaboration skills.*
- *Create projects that inform, build excitement for, and support technology learning initiatives*

The Why ?

"SLED was born out of a need for student representation in the education system. Students are the largest stakeholders in education, but rarely have a platform for their voice to be heard. We wanted to change that" (Travis Allen). Founded by iSchool Initiative, SLED is an organization dedicated to empowering students to have a voice in education. We believe that formal education seems to lose its value when it's focused on testing and basic memorization. Education is so much more.

Our goal is to unite students in order to demand change in the way we teach and learn, and inspire leadership from students in education. We believe that education will not change unless it comes from the students themselves. If we are going to decide the fate of our young learners, they should have a voice in that matter. "The biggest insult you can give young people is to tell them they are the leaders of tomorrow, because you imply they lack the ability to lead today!" -Travis Allen

Who is Involved

There are typically 5 different ways you can use our Escape the Bus experiences.

SLED Advocates - The Students

The program requires at least 12 students from each school that you would like to participate. The program can be implemented at grade levels 3rd - 12th. We look for students who can role model the SLED Standards:

1. *I am responsible for my own learning*
2. *I am transparent with who I am, both online and IRL*
3. *I use technology as a productive tool*
4. *I will work hard, fail a lot, but learn more*
5. *I am today's leader, not tomorrow's*

While these are some of the traits we want to see, we also encourage students who want to develop these skills or students who may be currently struggling with school or authority.

SLED Advisors - The Educators

To ensure lasting impact, SLED requires a local teacher or administrator take on the role of the advisor. Advisors act to continue supporting the students in their projects for the entire school year. These advisors are encouraged to organize team meetings and organize opportunities to showcase their work.

Recommended Responsibilities include:

- *Overseeing and maintaining growth of projects and communication between students*
- *Providing direction and counsel for project leaders*
- *Facilitating team meetings and online SLED curriculum*

For a more detailed look at advisor responsibilities, take a look at our Advisor Briefing

SLED Mentors - Our Team

Each program involves Mentors from the SLED Team. These facilitators will be readily available to support the launch of your chapter, provide guidance on student projects, and deliver and face to face training.

How - Implementation

Phase 1 - Vision Development

An initial set-up call is scheduled to assist you in establishing your team and to set the goals and vision for the group. This call includes the following:

- *Brainstorming the desired outcomes of the program*
- *Select your starting Advisor Led Project - based on your school's needs*
- *Project Database - Assistance in setting up your SLED Project Platform*
- *SLED Online Curriculum - introduction to online courses to use throughout the year with students.*

Goal: In order for students to assist their school with technology integration it is key that they understand the core issues or challenges that the school is facing. The goal is to help develop a game plan for your school's team.

Timeline: This process begins as soon as a school has registered for the program. A SLED Team member will contact the school in order to organize the initial call.

Phase 2 - Vision Development

We recommend to have students apply for the program. SLED holds fairly loose guidelines when it comes to what type of students would be successful in the program. For application guidelines refer to the [SLED Bylaws](#).

Goal: The goal of this phase is to give students who are passionate about technology and education the opportunity to apply to be part of the program. We recommend 12 to 15 students per school to start and 1 to 2 advisors.

Timeline: This process usually takes 2-3 weeks in total. 2 weeks for students to apply. A week for reviewing, interviewing, and accepting the students.

Phase 3 - Three-day Training

iSchool Initiative will provide trainers to put on our three day training program. The program will focus on preparing students to create their projects, support teachers and administrators, and become leaders in their school.

Goal: After the training, each school should have 2 to 3 project ideas created by students. They will begin working on these projects throughout the year.

Timeline: This experience should be done over 3 consecutive days. We will invite administrators to come in on day two and share challenges your school currently faces with the students. It is recommended that the advisor(s) attend all three days, or at least the third day.

Phase 4 - Ongoing Support

This part of the program is designed to ensure the alignment of your team with the Nation-wide SLED culture. Each piece is designed to empower clubs with resources and tools to apply to their projects.

- *SLED Online - Our online curriculum that will continue the training and support of creating student leaders*
- *Project Platform - Our system for housing your current active team projects, as well as the ability to browse and find other project ideas*
- *Annual Competitions - Teams show off their projects while competing for additional project funding*
- *Communication - Continuous check ins regarding team sustainability and competition preparation*

Goal: Providing support for the SLED Advocates to create impactful projects and to continue staying motivated throughout the process.

Timeline: Emails are on monthly intervals. For the competition, see the next section.

Phase 5 - Annual SLED Competition

Show SLED what you can do! Students across the US compete virtually in our annual contest for scholarships and prizes by submitting videos of their community and district projects. This is your chance to showcase what your teams have accomplished this year and get rewarded for the impact you've made.

Goal: To motivate students to continue working on their projects over the semester and give them a platform to share their success.

Timeline: Our Annual Competition submission window is typically between the end of January and beginning of April. Finalists and winners will be decided upon in May.

What - Scope

Student Training

Face-to-face Training - SLED has both a beginner and an advanced course to train a select group of students from your school. By the end of this training students will be well prepared to create projects and have developed several starting projects.

Parent Night - Involving parents is key to success of any student centered initiative. With that in mind iSi will help the program advisor schedule, market, and facilitate a parent night to educate parents about what is going on in their student's school.

Virtual Content

Online Curriculum - School will gain access to SLED Online Powered by GenYes content and curriculum. The curriculum focuses on developing students into technology leaders. Course credit can be offered.

Program Material - School advisors will be given access to SLED workshop material to assist launching their program and developing Critical Thinking, Communication, Collaboration, and Creativity skills.

Virtual On-boarding - Our team will work with your advisor to start your SLED chapter. This may include marketing the program, registering students, identifying school needs, and launching projects.

Projects

Advisor-led Projects - SLED has five different school wide projects to select from. These projects will be led by the teacher advisor but implemented by the students.

Student-led Projects - Our team will train and equip your SLED students to develop projects that focus on deep impact in the school community.

Conferences

Regional Conference - Your SLED chapter is invited to any of our regional conferences. During our regional conferences students and advisors will have access to exclusive professional development and chapter development meetings with the founders of SLED.

Competition - SLED Chapters compete to win prizes and scholarships. Teams will attend workshops, present their impact , and collaborate with other teams.

Student Showcase - SLED will assist the program advisor in putting on a student showcase event to help bring awareness to your program's impact.

Program Modules - Workshops

Keynote

Get inspired as one of our team members shares their journey of becoming a Lifelong Learner and the lessons they learned along the way. In addition to this team member's story, we'll be covering our journey as a company and who we are, the SLED program, and why YOU are here. So buckle up!

What is an Advocate

What does it mean to be an advocate of something? Who are advocates? In regards to SLED what is the role of an advocate? Join us in this workshop as we outline the true heartbeat of this program and what it means to be a part of this program as both an advisor and student.

How to Make Stellar Presentations

Quickly learn the elements of Google products and or Office 365. Immediately put these products to use in this interactive session. Along the way students will learn the basics of graphic design and some simple do's and dont's to making a visually appealing presentation.

How to Become an Effective Communicator

Welcome to the "Art of Communication". Public speaking is essentially communicating. If you can talk to your friends you can talk to an audience and we're going to explore how. In this workshop, you will discover the different facets of public speaking, how to persuade your audience, and gain a greater understanding of how to present a message (verbal, non-verbal, and written).

Digital Citizenship

What happens when you "delete" that Facebook post? Or that embarrassing picture? What is cyber bullying? Learn how to lead your students through the new frontier of the internet and digital communications. We need to teach our students how to be digital citizens just like we teach them how to be good, real life, citizens. Learn how in this thought provoking and eye opening session.

Avengers Breakout EDU

Utilizing the 4C's participants will have to solve challenges to discover the cure for Tony Stark's illness and save mankind. If you should accept the challenge and succeed you will garner the mindset needed to be a life-long learner.

Program Modules - Workshops

Project Design

Anyone can complain about the problems that their school or community faces. Few have the drive to focus on solving problems instead of complaining about them. This session is designed to teach you how to effectively write a project outline in order to solve the problem.

District Brainstorm - Project Creation

Where are we as a district? This district panel will begin tearing down the wall between Administration and Students through sharing concerns in hopes of solution development.

Program Modules - Stations

Advanced Search

Do you know how to Find, Filter, and Apply the information you need, and do it effectively? This station challenges participants to apply critical thinking and advanced search methods through a problem based approach.

Augmented Reality

Participants will utilize augmented reality tools to solve the presented celestial challenge. Your team will embark on a celestial exploration but unsure of where the final destination will lead. Utilize the tools to determine the path and the final destination.

Google Streetview

Students will use "street view" to research locations and determine physical characteristics of film settings to known television/movie sets. Students must explore several city views and use their critical thinking along with the tools provided to answer specific questions.

TCR - Technology and Culture Readiness Assessment

The TCR Report provides a snapshot of stakeholders' perceptions for the purpose of analyzing data points of identified opportunity areas to strategize proven solutions that will facilitate the sustainability of the district's technology integration roadmap.

Program Modules - Project Examples

School Ground Improvements

This project template provides framework for how to create a project focused on improving the overall physical attributes and functionality of the school's campus. Projects can range from: creating recycling/ waste management programs, creating outdoor classrooms, renovating a cafeteria, to replacing outdated furniture.

Learning Outcomes:

- *Learn how to collect & assess essential data for measuring success.*
- *Review strategies for determining high priority campus areas to focus on.*
- *Gain knowledge on how to establish budget and acquire partnerships.*
- *Recruiting and training the students to serve on improvement projects.*
- *Review best practices & resources for managing multiple projects.*

Help Desk

This Module is an in-depth template focused on teaching educators how to establish a fully-functioning & self-sustaining technology Help Desk with the ability to troubleshoot both student & teacher devices and provide useful technology training. This module includes the framework, step by step instructions, best practices & resources for creating a successful "device agnostic" help desk.

Learning Outcomes:

- *Learn how to collect & assess essential data for measuring success.*
- *Learn how to build out the back end and logistics for a Help Desk*
- *Develop marketing materials & strategies to raise awareness of your new Help Desk.*
- *Recruiting and training the right students to run your Help Desk.*
- *Review best practices for for day-to-day operations.*

Device Roll-out

Facilitate a clean and efficient deployment/collection process of school issued devices leveraging the use of technology and student advocates. Implement best practices for building and sustaining a positive culture for integrating devices within personalized learning environments.

Learning Outcomes:

- *Lead the school in organizing a device distribution model (deployment)*
- *Lead the school in adopting strategies to integrate devices within the learning environment*
- *Develop roles for students and educators within the professional learning environment*

Program Modules - Courses

> **Working Alongside Adults**

Working Alongside Adults

This course helps students develop skills that can support teachers in their classrooms. Students will be challenged to find tangible things they can do to help their teachers. Students will pull together resources, troubleshoot technology & create solutions to challenges related in technology in the classroom.

Learning Outcomes:
- *Gain an understanding of what teachers responsibilities*
- *Develop skills that will support teacher needs in your school*
- *Learn best practices for supporting teachers*

Finding Money for College

This number is how fast student loan debt is growing in the United States. In recent years, student debt in the US has grown more than credit card debt for the first time in history. Student debt can be a real concern that has an impact on people long after they graduate from college. However, it doesn't need to be that way. Planning well for the future and being clear about your goals in life can go a long way to making sure you aren't trapped by your own debt.

Learning Outcomes:
- *Understanding stunt loans.*
- *Learn how to find money for college.*
- *Planning for college.*

Additional information available at
studentled.com

Program Overview

This program is designed to:

Empower innovative teachers to replicate their success among their peers.

iSchool Initiative works with administrators to identify a select group of educators from their district who exemplify what it means to be a "Technology Champion". This program is designed to prepare teachers to become leaders in their communities. Teachers will have access to virtual content to build their own professional learning programs and access to a community of other online educational professionals.

Outcomes ✔️

- *Create positive agents for change, while learning important technology, collaboration, and leadership skills.*
- *Increase Administrator Capacity by creating teacher leaders that help facilitate ongoing technology initiatives.*
- *Provide teachers with the resources and confidence to provide professional development that informs, builds excitement for, and supports Technology Learning Initiatives*

The Why ?

One of the biggest challenges schools face is building the right culture. Educators who are not invested in the initiative are usually not prepared to leverage technology in their classroom. Often, teachers feel change is forced on them, leading them to fear that change. This inevitably results in no change.

Lasting change must come from within. It's essential to gain buy-in from educators in order to leverage technology for a successful transformation. We believe in empowering local educators to lead that charge and gain support from all stakeholders.

Teacher Growth

1 (How) Building technical skill specialists

- Increasing technical knowledge and abilities for teachers through personalized training on changing technology
- Practical applications and resources for content specific technology
- Providing opportunities for classroom implementation of content

2 (Why) Developing self-efficacy

- Developing self-efficacy amongst teachers with technology within a collaborative environment
- Training teachers to develop specific and effective professional development workshops
- Reflection and development on current and future practices

3 (What) Building a collaborative learning environment

- Creating a collaborative internal network between teachers
- Empowering teachers to inspire others and be leaders in their communities
- Inspiring lifelong learning, peer-to-peer reflection, teachers leading district trainings

School Growth

1 Building self-led problem solvers

- Teachers becoming more aware of problem solving skills concerning technology increasing internal IT support on campuses
- Increasing teacher's technical knowledge and abilities to support school-wide technology initiatives
- Creating self-led technical problem solvers on a school's campus

2 Building a strong culture around technology integration

- Access to iSchool professional development database content
- Creating a train-the-trainer environment to increase ongoing learning
- Developing a robust training and support through teacher-led professional development

3 Enhancing the student engagement within the learning environment

- Students receive more engaging learning experience
- Increasing the amount of technology utilizes within lessons

How - Implementation

Phase 1 - Understanding Your Needs

Description: A form the district completes prior to program start.

Goal: Provide iSchool Initiative with details about what outcomes you would like to achieve with this program.

Timeline: One to two months before the training begins.

Phase 2 - Building Teacher Profiles

Description: A form teachers complete prior to program.

Goal: Provide iSchool Initiative with details about each teacher before the three day training. Teachers will be able to select whether they want to be certified in creating Workshops, Stations, or Projects.

Timeline: Two to four weeks before the training begins.

Phase 3 - Three-day Training

Description: This event is filled with challenging activities and impactful learning opportunities.

Goal: The training focuses on inspiring and equipping teachers with the tools and knowledge to replicate themselves. By the end of this event they will have the necessary skills to help lead any technology initiative.

Timeline: The program lasts for 3 days and requires at least 6 hours a day.

Phase 4 - Follow up and Long-term Objectives

Description: Technology Champions are encouraged to continue their own growth and help build the right culture around technology in the classroom. The iSi Team will be available to meet virtually as requested and continue to share best practices. In addition, technology champions may be invited to speak at other iSchool Initiative events.

Goal: Support a culture of lifelong learning and assist the Technology Champions in delivering great professional development.

Timeline: Dependent on school or district

Phase 5 - Long-term District Benefits

Description: As Technology Champions continue to strengthen their skill sets in the various areas covered over the three-day program, our team will continue to provide digital professional development opportunities for teachers. Not only will teachers and coaches continue to gain information and resources to utilize within their lessons, districts will have the opportunity to measure the growth of the teachers' education technology abilities over the school year from our ongoing self-assessments.

Goal: To continue growing Technology Champions by providing resources and information that will add value to classroom curriculum and improve the student learning experience.

Timeline: 6 months post-program.

What - Scope

iSchool Initiative works with administrators to identify a select group of educators from their district who exemplify what it means to be a "Technology Champion". These educators are enrolled in the iSi Certified Teacher program, a three-day intensive training designed to prepare teachers to become leaders in their communities.

In addition to this three day course, teachers will have access to virtual content to build their own professional learning programs, access to a community of other online educational professionals, and be invited to speak and share their success at educational events around the country.

Teacher Culture Assessment

Teachers who attend the program will fill out a culture assessment that evaluates their Mindset, Self Efficacy, and Technical Literacy before the program, and a year later.

Face-to-face training

iSchool Initiative will provide 3 facilitators to deliver the first unit of modules in this program over three days. During these three days, teachers will receive a certification in one of the following PD Designs: Workshops, Stations, Projects, or Courses.

Professional Development Platform

Each teacher will be given a subscription to our PD Platform for an entire year. On this platform, teachers can browse 100's of PD modules created by other teachers to implement in their district.

Teacher Created PD

Teachers who become certified will be able to upload their own modules into our PD Platform. These modules can then be shared with the district and implemented.

Teacher Professional Learning Network

Teachers will have access throughout the year to consult with our team in coming up with new PD and classroom ideas. In addition, they will be able to connect with other educators that have been certified.

Program Modules - Workshops

Keynote

Learn about our program and the importance of being a lifelong learner. One of our team members will walk you through their journey of becoming a lifelong learner and what it means to them.

Who Are You?

Welcome to the program! We start this session with an ice-breaker activity and facilitate introductions to kick-off the three-day training.

Vision for the Classroom

We've all heard of creating a vision for our classrooms, but how often are our students involved in that vision planning? How do we create an inclusive vision that will both help us grow each year as well as propel our students to learning outside the four walls of our classrooms? In this workshop, we will discuss creating a vision for our classrooms that get us out of our own ways and help us eliminate our fears and capabilities for the needs of our students. We will explore YOUR influence with your peers optimizing effectiveness in the classroom.

How to Become an Effective Communicator

Welcome to the "Art of Communication". Public speaking is essentially communicating. If you can talk to your friends you can talk to an audience and we're going to explore how. In this workshop, you will discover the different facets of public speaking, how to persuade your audience, and gain a greater understanding of how to present a message (verbal, non-verbal, and written).

ISTE Race

A fast-paced hour-long digital race challenging teams with situational examples of the 7 ISTE Student Standards. Teams will need to apply their skills in competition, teamwork, and technology in order to reach the finish in time.

SAMR Model - Blended Learning

In order for us to grow in the world of technology in education, we have to know how! In this workshop, we will discuss the levels to helping us improve our lessons with technology included. How can we design a task for our students that cannot be accomplished without the use of technology? How can we learn and adopt a framework that will challenge students to apply their strengths using technology to learn content? This session will walk teachers through how to redesign a current or future lesson plan using the SAMR model and apply their lessons with a blended learning approach.

Program Modules - Workshops

Becoming a Social Influencer

Get Social! Roles of social media in our society and the ways in which students are using it in their daily lives. Provide paradigm shifts for teachers to view social media as a tool; not just a platform to see what people ate for breakfast.

Can you Google that? - Advance Questioning

Are you asking questions that Google can answer? In a connected classroom, we need to be asking our students questions that Google CANNOT answer. Learn how to change the way you ask questions in a way that promotes curiosity and forces students to use problem solving and higher order thinking skills.

Program Modules - Stations

Find, Filter, & Apply - Critical Thinking

Determine how to solve the challenge relating to the skills needed to be successful lifelong learners - "Find, Filter, and Apply" skills. Learn how to crack riddles and apply different tools to find a solution.

Augmented Reality

Participants will utilize augmented reality tools to solve the presented celestial challenge. Your team will embark on a celestial exploration but unsure of where the final destination will lead. Utilize the tools to determine the path and the final destination.

Bloxels - Game Design

Participants will work in small teams to design a game "room" utilizing the grid board within the Bloxels kit. You will explore game principles such as adversity and power-ups, and design your own game!

Testimonials - What Our Customers Say

Escape the Bus
"The Escape the Bus experience with my middle school Gifted and Talented students exceeded all of my expectations. The iSchool Initiative company is so easy to work with; they respond to questions quickly and do a great job to make sure everything is in order. The facilitators on the bus catered their reflection conversation with the students to our curriculum. I could not have asked for better facilitators!"

Carroll ISD

Manalapan Englishtown Regional Schools

Escape the Bus
"What a perfect message for our staff to receive in a fun and innovative way! Hands-on learning at its best!"

SLED Program
"This was one of the most impact learning sessions I've witnessed. Our students loved every moment of the experience. Their only complaint was that they wanted more days. I wish every student in our school had an opportunity to have this experience. It also served to build a bridge to unify students across schools. Students were able to learn and grow from other students."

Creekside High School

East Grand School District

SLED Program
"The iSchool Initiative has empowered my students to make achievable changes in our school. It has given them skills to define problems and overcome challenges. This program has given them life long problem solving tools."

Teacher Certification
"Two teachers participating in the training were so excited on Day 2 that they left for lunch to visit with their principal and discuss opportunities for providing a similar experience for their campus."

Weatherford ISD

Teacher Certification
"If you want to inspire your teachers to become passionate about blended learning, just invite the iSchool team to your school for a motivating training!"

White Settlement ISD

References

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Thank you for the opportunity to work with your students and staff! My team and I are excited to take the next steps in planning and delivering our programs at Gilroy Unified School District.

Sincerely,
Travis Allen