DR. CHAD JONES (@CHADTHETEACHER)

MASTERING THE TECHNOLOGY ROLLOUT

ABOUT ME

- Director of Technology Development in LCISD (7+ years)
 - D2SC Gradebook, Curriculum Portal, & Assessment
 - Eduphoria Assessment & Lesson Planner
 - Skyward Gradebook, Scheduling, Discipline, etc.
 - Skylert District Messaging System
- Focused training in Program Evaluation

WHAT IS A TECHNOLOGY ROLLOUT?



STEP 1: DEFINE YOUR OBJECTIVE & HOW YOU WILL EVALUATE SUCCESS

DEFINE YOUR OBJECTIVE

- What are you trying to accomplish?
- What will your end user do or change?
- What will be different after this project has rolled out?
- What are your technical goals (hardware, software)?
- Think in terms of tangible AND intangible results
 - Tangible: All lesson plans entered in new system
 - Intangible: 80% of staff felt new lesson plan system was easier

EVALUATING SUCCESS

- How will you evaluate whether you met your objectives?
 - Could be yes/no: All lesson plans were entered via new system
 - Could be degrees of success: All lesson plans were entered via new system and 80% of staff felt it was a better

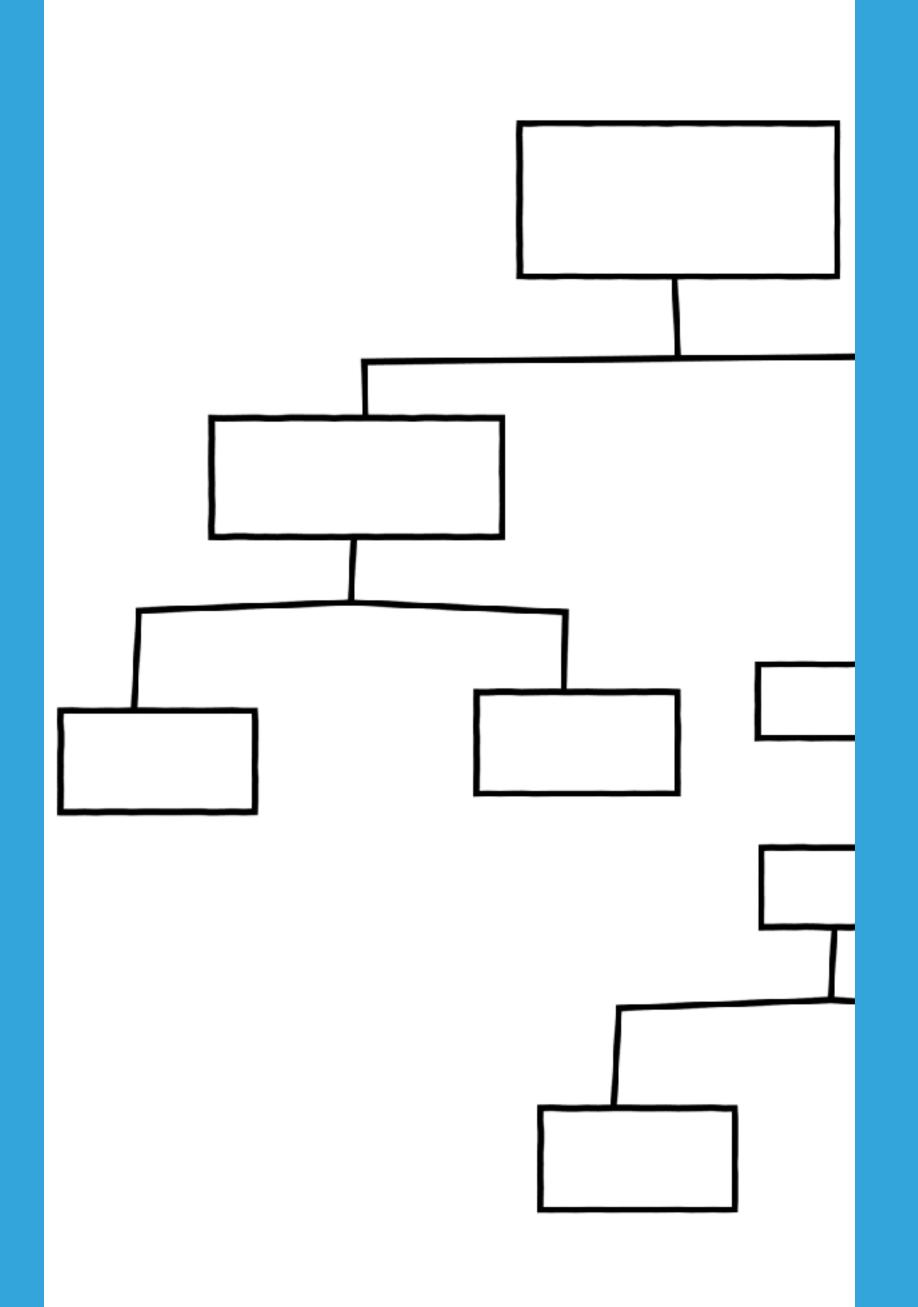


STEP 2: CREATE A TIMELINE - FOCUS ON THE OBJECTIVE

DEVELOPING A TIMELINE

- Start at the end...work your way backwards
- Schedule things like:
 - ▶ Technical deadlines (something has to be working by...)
 - Trainings
 - Transition dates
 - Hirings





STEP 3: DEFINE ROLES

DEFINE ROLES

- Owner who gets fired if it fails (i.e. decision maker)
- Project Manager
- Lead Trainer
- Workforce
- Support Personnel
 - During implementation & AFTER
- End Users

DEFINE ROLES

- Supporters of success
 - District administration
 - Campus administration
 - Supervisors



STEP 4: UNDERSTAND YOUR COSTS

UNDERSTAND YOUR COSTS

- Costs = Money & Time
- Money usually easy...comes as a quote!
- Time can be harder to define
 - Installation time
 - Training development
 - Training sessions (cost for end user)

UNDERSTAND YOUR COSTS

- Understanding Time Costs
 - Admin Costs
 - End User Costs
- End User costs are REAL and should be communicated builds trust!

Cost

Trainer Costs:

- Creation of initial 24 video trainings 6 hours
- Creation of document training resources 40 hours
- Development of Face to Face training 20 hours
- Face to Face training 1.5 hours per session

Trainee Costs:

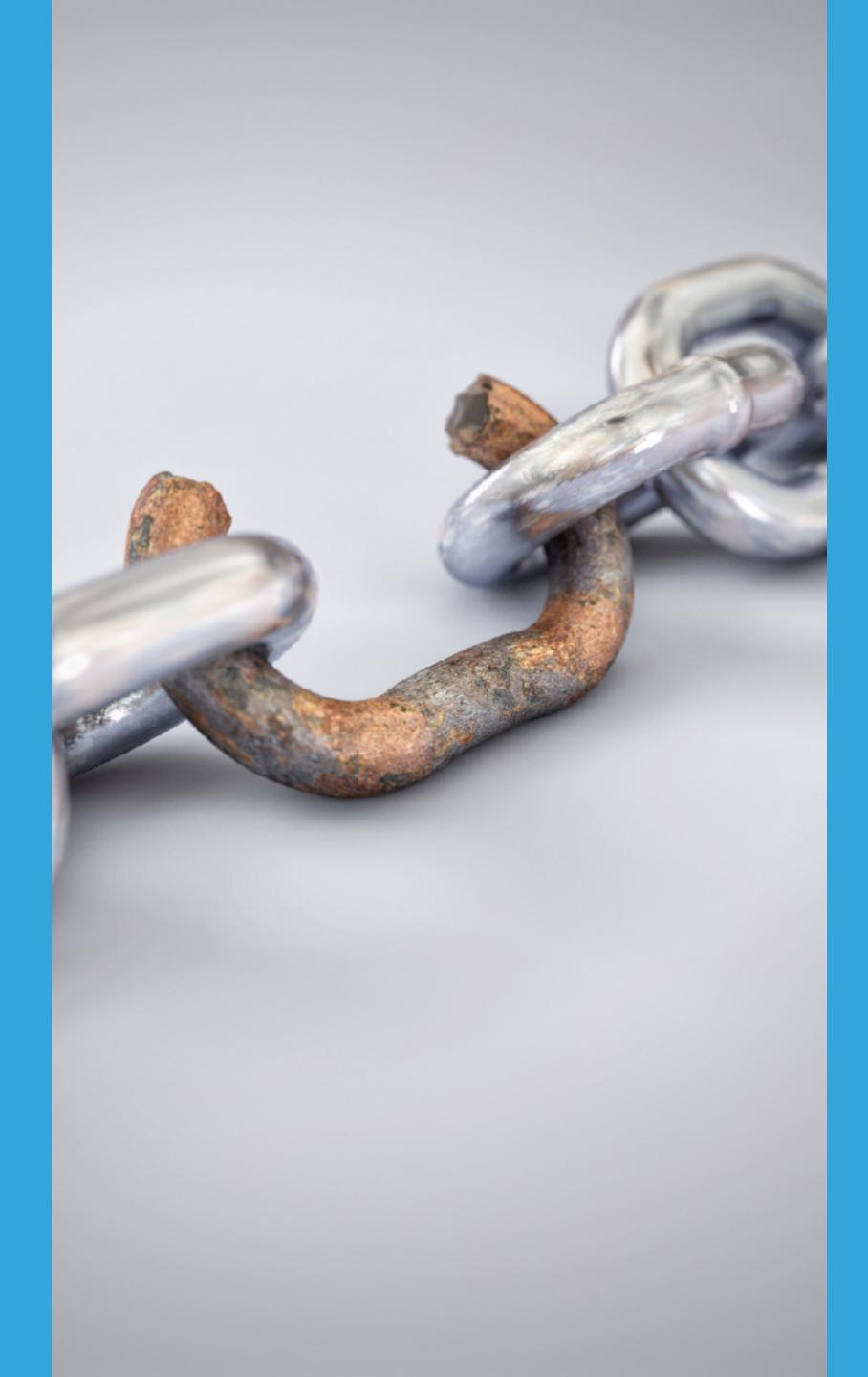
- Video trainings 1.5 hours
 - 1.5 hours X 1,500 teachers = 2,250 hours total district time
- Face to Face training 1.5 hours
 - 1.5 hours X 1,500 teachers = 2,250 hours total district time
- Total time per teacher = 3 hours
- Total district time = 4,500 hours



STEP 5: BECOME THE EXPERT

BECOME THE EXPERT

- You must know EVERYTHING...or...
- Know who on your team knows each piece
 - Delegating is ok, as long as you are knowledgeable
- Being the expert builds TRUST!



STEP 6: KNOW YOUR FAILURE POINTS

KNOW YOUR FAILURE POINTS

- Where can something go wrong?
 - Run out of money
 - Material not delivered on time
 - Not enough time to complete tasks

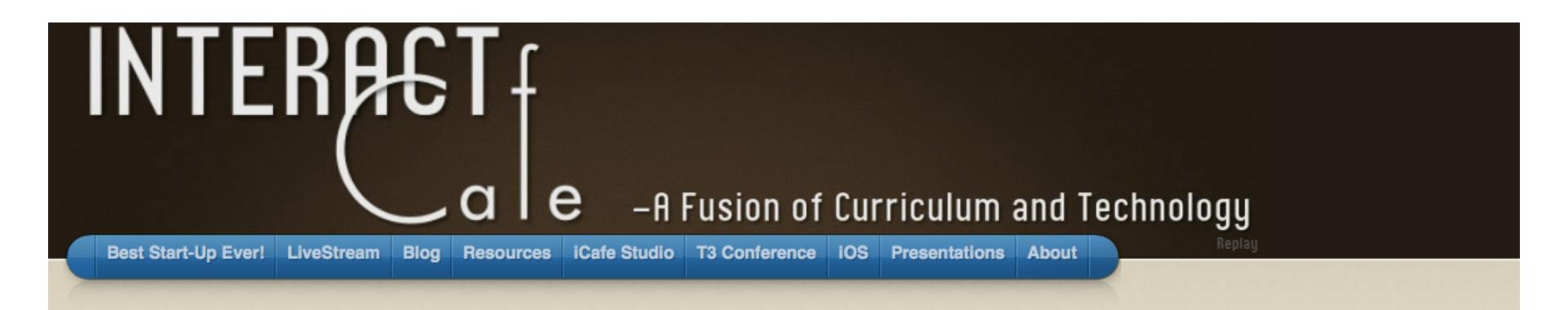


STEP 7: DEVELOP A TRAINING PLAN

STAFF DEVELOPMENT - MODES: TYPES

	Info	Simple HowTo	Deep HowTo	Hands On	Collabor ative
1:1					
F2F					
Video					
Doc					

MAKE YOUR TRAINING ACCESSIBLE



Resources



PROMETHEAN

Instructional Resources

Back to School
Resources

BACK TO SCHOOL

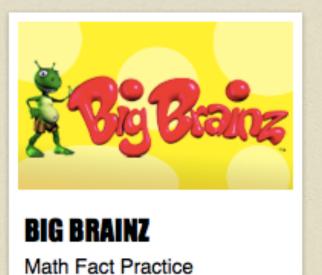
Teacher & Class Resources



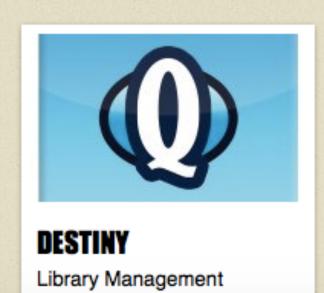
21ST C.L.D.
Instructional Best Practices



Think Different















STEP 8: HAVE A PILOT

HAVE A PILOT

- Having a pilot group is perhaps the MOST important part of a technology rollout
- A good pilot helps you:
 - Refine training
 - Discover problems
 - Build some cheerleaders for your cause!

HAVE A PILOT

- Pilot group should receive SAME training as you intend to use with everyone
- Explain to pilot group that it is a PILOT and there may be issues
- Plan follow up meetings to discuss how it went
- Make changes before the full roll out



STEP 9: SELL, SELL, SELL!

SELL, SELL, SELL!

- ▶ Talk about the rollout ALL the time
- ▶ Talk about the rollout with EVERYONE
- Be in EVERY meeting you can be in selling the rollout
- ALWAYS be positive
- Combat the negative IMMEDIATELY



STEP 10: FINISH THE JOB AND MOVE TO ONGOING SUPPORT

FINISH THE JOB AND MOVE TO ONGOING SUPPORT

- Eventually, the rollout ends...FORCE IT TO END
 - If it's a big project, rollout phases!
- Have a plan for ongoing support
 - Develop a ticketing system
 - Track technical and training needs
- **EVALUATE SUCCESS (STEP 1)**

BE SUCCESSFUL ENOUGH AND YOU BUILD EQUITY, MAKING FUTURE ROLLOUTS EASIER!

THE RFP PROCESS

- Work with your purchasing department in creating your RFP
- Ask everyone else for a copy of what they used
- Multiple committees:
 - Small group
 - Large group vote!
 - Small group

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