Core Beliefs

The Arizona Technology Education Association believes that:

- all learners, no matter their age, position, cultural, geographic, or socio-economic situation, must participate in a robust digital learning environment to acquire the skills and knowledge to succeed in their choice of college and career. Our community of learners consists of everyone involved in a child's education from the students, educational professionals, parents and the community as a whole.

To accomplish our mission, we further believe that:

**Network Connectivity**

- all learners must have access to network connectivity with the speed, capacity, and reliability to support multiple devices accessing digital content, data, and assessments that are meaningful, engaging, and challenging.

**Professional Learning**

- all learners are entitled to digital-age professionals who possess the skills and knowledge to implement personalized learning that is meaningful, challenging, and engaging curriculum. AzTEA believes that initial preparation of teachers, and their on-going professional learning, is key to providing professionals with the skills and knowledge to prepare learners for their future. We further believe that educators must be co-learners with their students and colleagues around the world.

**The Meta-discipline of Science, Technology, Engineering, and Math (STEM)**

- citizens who have a basic knowledge of STEM are critical to Arizona's competitive future. STEM “Meta-discipline” recognizes the importance of all subjects in preparing a literate citizen. We support the implementation of Phase Three of Arizona’s Common Core Standards where learners are able to apply all disciplines in their lives. We believe that preparing learners is not the work of a single entity and actively seek partnerships to facilitate these efforts across the state.

**Digital Learning Ecosystem**

- providing meaningful, engaging, and intellectually-challenging learning requires access to a variety of devices, digital resources, and different instructional models all interacting in a single learning ecosystem. The learning ecosystem includes, but is not limited to, face-to-face, hybrid/blended, or online environments. The environment created must be appropriate to the learner's age, intellectual development, and prior knowledge and be tailored to the learner's specific needs.
General Goals for 2013-2014

The following is a list of general goals for members of the Board to consider. Elected and appointed members will be asked to select at least one area in which to participate.

Network Connectivity

1. Advocate to the FCC to increase the funding cap for E-Rate by leveraging messages through the State ETAN page and Email Blasts pointing members to the public comment section of the FCC.
2. Support ISTE’s efforts related to network connectivity at the federal level.
3. Identify and establish connections with members of the Arizona legislature who are supportive of increasing bandwidth across the state.
4. Work with the Arizona Department of Education to map current broadband infrastructure (speed, capacity, and reliability) and support advocacy efforts for additional funding where needed.
5. Explore partnerships with the Greater Arizona E-learning Association, the Arizona Technology Council, and the Arizona Telecommunications and Information Council to identify potential joint advocacy efforts.

Professional Learning

1. Explore possible funding resources through Title Programs such as Title IIa and communicate with our members how their districts can take advantage of existing funding.
2. Educate state and local leadership on the importance of funding and providing high quality sustained professional development on digital learning in order to implement the Common Core.
3. Advocate for funding of sustained professional development.
4. Work with Initial Teacher Preparation programs and the Arizona Department of Education to integrate the NETS-S and NETS-T into initial teacher preparation, certification, and evaluation.
5. Work with Educational Leadership programs and the Arizona Department of Education to integrate the NETS-A into administrator preparation, certification, and evaluation.

Implementation of Multi-dimensional STEM Education

1. Solidify relations with the STEM Collaborative. The STEM Collaborative is a joint effort of AzTEA and the Arizona Association of Teachers of Mathematics (AATM) and the Arizona Science Teachers Association (ASTA).
2. Assist AATM and ASTA in developing their Public Policy and Advocacy Plan.
3. Develop a STEM Collaborative Public Policy and Advocacy Plan.
4. Through the Collaborative, reach out to other STEM organizations in Arizona to communicate our priorities and explore possible collaborations.
5. Work with Science Foundation Arizona on potential grant opportunities.
Digital Learning Ecosystem

1. Work with state and local leaders to establish AzTEA as the “Expert of First Choice” in matters related to all aspects of supporting digital learning.
2. Provide a conduit of information for schools and organizations that are already implementing innovative digital learning.
3. Create opportunities for those who are just beginning to implement digital learning to communicate with the schools and organizations who are already on this path.
4. Educate state and local leadership on the importance of funding, providing, and supporting the space, devices, and infrastructure necessary to create innovative learning ecosystems.

Activities for 2013-2014

The goals outlined above are inter-related in supporting an innovative digital learning ecosystem. Because of this inter-relationship, we anticipate that the specific activities for each goal might be similar as well. Each Board member will be asked to focus on a single goal area with the actions of each group being coordinated by the Public Policy and Advocacy Committee. While each group will be tasked with developing specific activities, the Focus Session Team collected a number of possible activities for the coming year during the course of the Session.

Communications and Connections

Communications

1. Digital
   a. Website
      i. Promote achievements of AzTEA
      ii. Promote achievements of schools and organizations – They would submit for inclusion in a newsletter or website. This portion of the website would be promoted to Mainstream news outlets as a source for education stories.
      iii. Develop a Citizen’s Journalist where teachers, students, and parents would be encouraged to report on local education related issues and activities.
   b. Email - leverage Constant Contact
   c. Newsletter - Constant Contact

2. Mainstream Media
   a. Develop a media kit to promote AzTEA’s activities - leverage the toolkit provided in Hilary’s book.
   b. Identify Education writers for the major news outlets

Connections

1. Legislature
   a. Identify if an AzTEA member knows a legislator
   b. Craft our Message (with Hilary’s help)
   c. Meet with staffers
   d. Meet with members of the Education Committee
e. Meet with sponsors of bills related to digital learning if not on the Education Committee
f. Meet with the Education Representative in the Governor's office (if time)
g. Host a Student Technology Showcase that highlights students who presented at ISTE 2013
   i. Call staff
   ii. Meet and get ideas on what would work best.
      1. Only for Education committee
      2. Host at capital and people drop in

2. The Community
   a. Host two Student Technology Showcases at the District or Community level
   b. Develop a toolkit for other such activities.

3. Partners
   a. General activities
      i. Identify potential partner organizations
      ii. Identify AzTEA members who might know someone in a potential partner organization
      iii. Review potential partner’s advocacy agendas
      iv. Craft a consistent message
         1. Here’s what we are interested in
         2. Here’s how we can help
         3. Here’s how you can help us
         4. Are you interested in?
      v. Schedule
      vi. Report out
      vii. Follow up
   b. Potential Partners
      i. Arizona Association of School Business Officials
      ii. Arizona Business Education Association
      iii. Arizona Charter Schools Association
      iv. Arizona Education Association
      v. Arizona K12 Center for Professional Development
      vi. Arizona Library Association
      vii. Arizona Rural Schools Association
      viii. Arizona School Administrators Association
      ix. Arizona School Boards Association
      x. Arizona State Library, Archives, and Public Records
      xi. Arizona Technology Council
      xii. Arizona Telecommunications and Information Council
      xiii. Association for Career and Technical Education in Arizona
      xiv. Greater Arizona eLearning Association

Other Activities

1. Explore the development of a teacher evaluation tool based on The ISTE Classroom Observation Tool (ICOT)