**California Department of Education**

**Report to the Governor, the Legislature, and the Department of Finance:**

# Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity



**Prepared by:**

**Professional Learning Support Division**

**Instruction, Measurement, and Administration Branch**

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*Description*: Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity

*Authority*: Assembly Bill 185 (Chapter 157, Statutes of 2022)

*Recipient*: The Governor, the Legislature, and the Department of Finance

*Due Date*: Annually by March 15 until grant funds are expended

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## Executive Summary

This report is required by Assembly Bill 185 (Chapter 157, Statutes of 2022) for the 2022–23 California State Budget. The attached report provides an update regarding the Educator Workforce Investment Grant (EWIG) Program: Computer Science (CS) Professional Learning Grant Partner Entity.

In spring 2023, the California Department of Education awarded $15 million for the implementation of the EWIG Program: CS to the Sacramento County Office of Education. The report includes information regarding the progress of the EWIG Program: CS including progress made from May 1, 2023, through December 31, 2023.

If you have any questions regarding this report, please contact Amber Hiris, Education Programs Consultant, Professional Learning Support Division, at PLSMO@cde.ca.gov.

You can find this report on the California Department of Education Educator Workforce Investment Grant Program web page at <https://www.cde.ca.gov/ci/pl/ewig.asp>. If you need a copy of this report, please contact Monique McWayne, Division Director, Professional Learning Support Division, at 916-319-0203 or PLSMO@cde.ca.gov.

## State Statute and Authority

Assembly Bill 185 (Chapter 571, Statutes of 2022), Section 55 of the Education Omnibus Budget Trailer Bill for the 2022–23 California State Budget provides $15 million from the General Fund for the Educator Workforce Investment Grant (EWIG) Program: Computer Science (CS) for allocation to one or more county office(s) of education (COEs) for professional learning (PL) opportunities to support teachers and paraprofessionals with targeted support focused on strategies for providing high-quality CS instruction and CS learning experiences aligned to the *CS Standards for California Public Schools: Kindergarten Through Grade Twelve* (*CA CS Content Standards*).

## Legislative Reporting Requirements

The role of the California Department of Education (CDE) is to conduct the award process, distribute funding, and provide technical oversight of the items contained within the Request for Applications (RFA). Section 125(c) of the Education Omnibus Trailer Bill requires that the CDE report on an annual basis the following information to the appropriate policy and fiscal committees of the Legislature, the Department of Finance, and the Governor:

1. The process for awarding grants;
2. The name of each grant recipient;
3. The amount awarded to each grant recipient;
4. The activities provided with grant funds; and, if available
5. The number of schools and educators served.

## Previous State Funding for the Educator Workforce Investment Grant Program: Computer Science

The Budget Act of 2021, Item 6100-195-0001, provided $5 million on a one-time basis to establish the EWIG Program: CS. As part of the EWIG Program, the CDE provided a CS PL Grant RFA. The 2021 EWIG Program: CS grant funded by the University of California, Los Angeles (UCLA) $5 million from March 3, 2022, through March 29, 2024.

The 2021 EWIG Program: CS scales and sustains equitable CS education through the Seasons of CS PL model utilizing the California System of Support. For more information, please visit the Seasons of CS Program web page at <https://www.seasonsofcs.org/>. The 2021 EWIG Program: CS builds the capacity of CS Champions. CS Champions who are representatives from COEs in the seven regions of the California System of Support provide ongoing support to schools and districts. CS Champions are equipped to develop regional action plans that are aligned with the *CA CS Content Standards* and the CS Strategic Implementation Plan.

## 2023 Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity

The CDE invited COEs with expertise in developing and providing PL to teachers and paraprofessionals in public schools serving kindergarten through grade twelve (K–12), inclusive, to apply for a grant to design and deliver PL opportunities for teachers and paraprofessionals that align with the work developed and shared via the 2021 EWIG Program: CS to build the capacity of local educational agencies (LEAs) across the state. Applicants were able to apply individually or as a consortium. COEs were able to apply in partnership with one or more institutions of higher education (IHEs) and/or one or more nonprofit organizations (NPOs).

The 2023 EWIG Program: CS grant covers the grant period beginning May 1, 2023, and ending February 28, 2025. Funds are available based on the application and proposed budget. The total grant budget for this RFA is $15 million. One application was received by the due date. The application was evaluated and scored by multiple reviewers. Throughout the RFA creation and review process, members from the CDE and California State Board of Education (SBE) were involved. The lead awardee for the 2023 EWIG Program: CS PL Grant Partner Entity is the Sacramento County Office of Education (SCOE).

## Implementation

The grantee must ensure alignment with the work developed and shared via the 2021 EWIG: CS to build the capacity of LEAs across the state through PL opportunities for teachers, paraprofessionals, school leaders, and counselors. These PL opportunities pertain to strategies for high-quality instruction and CS learning experiences aligned to the *CA CS Content Standards* and to the Quality Professional Learning Standards (QPLS). The successful grantee will

* Collaborate with the 2021 EWIG Program: CS grantee to expand the PL opportunities provided via the Seasons of CS
* Provide ongoing PL opportunities and support the convening of communities of practice (CoPs)
* Structure collective learning around an evidence-based cycle of continuous learning and improvement, maintaining a consistent focus on shared goals
* Develop and include resources for teachers and paraprofessionals that use instructional techniques and strategies, including interactive and project-based activities with strong CS content, collaborative learning, inquiry-based pedagogy, and culturally and linguistically responsive teaching
* Develop differentiated instructional strategies in CS education to prepare and encourage young students and beginners, students with disabilities, female students, and underrepresented minorities
* Facilitate cycles of feedback and reflection that are spaced over time through opportunities for teachers to solicit and receive feedback and input to change instructional practice

## Request for Application Deliverables

The grantee must provide a summary of activities in the annual report identifying both individual and collective contributions including, but not limited to:

* A minimum of two measurable outcomes to evaluate progress towards the program goals that evaluate the increased capacity of the grantee and partner(s) to provide quality assistance and expertise to LEAs
* CS implementation resources identified, calibrated, coordinated, developed, and implemented
* Accessible repository of PL materials (agendas, activities, videos, materials list) for facilitators to plan and deliver PL teacher-ready resources organized by grade bands and aligned to the *CA CS Content Standards*
* Technical assistance and PL opportunities provided to teachers, paraprofessionals, school leaders, and counselors related to CS
* Evidence of alignment with the work developed and shared via the 2021 EWIG Program: CS, and other agencies of the California System of Support, including but not limited to, the CDE, COEs, IHEs, and NPOs
* Increased number of facilitators qualified to lead CS-related PL
* Number of participating educators, disaggregated by role, classrooms, schools, LEAs, counties, and regions served

## Grantee: Sacramento County Office of Education

The 2023 EWIG Program: CS grant covers the grant period beginning May 1, 2023, and ending February 28, 2025. The 2023 EWIG Program: CS RFA was based upon the requirements set forth by statute as well as the 2021 EWIG Program: CS RFA. The SCOE applied in partnership with San Bernardino County Superintendent of Schools (SBCSS) to carry out the activities described in the RFA. The SCOE was selected as the lead grantee of the 2023 EWIG Program: CS PL Grant Partner Entity.

## Professional Learning Structures and Activities

The SCOE and the SBCSS proposed to extend and expand the Seasons of CS program that was introduced by UCLA Center X and made possible by the 2021 EWIG Program: CS grant; this program is a statewide PL program for K–12 teachers, paraprofessionals, school counselors, and school leaders that provides a CoP to improve teaching and learning with a repository of resources and differentiated instructional strategies for students with disabilities, female students, and underrepresented students in CS.

To expand this program, the SCOE and SBCSS included additional COEs (25 in total) as grant partners. With those partnerships in place, the SCOE and SBCSS introduced strategic structures intended to empower all the COE partners so that they could contribute to the Seasons of CS program in a meaningful, results-oriented manner.One example of the new strategic structures is that each of the seven regions includes at least one COE CS Champion from the region in the four Seasons of CS Workgroups: CS Content, Classroom-Level Coaching, Quality PL and Communications and Logistics. In the first eight months of the grant period, these workgroups have helped identify, create, and evaluate teacher-ready CS resources that align with the *CA CS Content Standards*.

The CS Content Workgroup has a primary goal of creating a CS lesson plan template that embraces current pedagogical approaches conducive to teaching K–12 students in Science, Technology, Engineering, and Mathematics subject areas. The template dovetails with the teaching strategies currently supported in the *2016 Science Framework for California Public Schools*, as well as reflects new pedagogical models that have been identified as productive in teaching students CS. Thus, the group created a template that uses Semantic Wave Theory, including links to Universal Design for Learning, framing the lesson around a phenomenon, all while being rooted in the 5E instruction cycle to learning. According to the *2016 Science Framework for California Public Schools*, “In this cycle, students (1) are *engaged* by some sort of hook that relates to their interest; (2) have time to *explore* ideas on their own before formal instruction; (3) *explain* their observations using models; (4) *elaborate* and *expand* on the new learning by applying it to a new context; and in the end, (5) *evaluate* and reflect on their own learning.”

The workgroup used this template to develop several artifacts. In addition, the CS Content Workgroup has begun the conversational legwork needed to house the CS lesson plan template and future lessons created with it on the Seasons of CS Group of California Educators Together (CAET). Lesson template refinement data will be collected by the teachers who participate in the pilot workshop, which will help finalize the CS lesson plan template and help it transition to the Seasons of CS Group of CAET.

The Classroom-Level Coaching Workgroup has a primary goal to co-design a model to provide coaching support to participating educators of the Seasons of CS program. To accomplish this, the Classroom-Level Coaching Workgroup has vetted four approaches and resources that could be leveraged by COE CS Champions who provide classroom-level coaching support. The Computer Science Teacher Association (CSTA) Coaching Toolkit and the Cornell Coaching Cards have been instrumental in supporting the action research project for COE CS Champions, including the “SMARTIE Goals” that have been developed that serve as a potential foundation for a classroom-level coaching pilot.

The Quality PL Workgroup has a primary goal to organize and create resources that support the PL activities of the Seasons of CS program. These resources are intended to support PL activities that include multiple delivery formats (in-person, virtual, hybrid, and asynchronous) to address the unique needs and diverse backgrounds of participating educators. The PL activities focus on rigorous, relevant, and responsive content that aligns with the *CA CS Content Standards* and will be delivered using modalities that align with the QPLS. During the entire 22-month grant period, these activities will include: Statewide-Hosted PL Activities, including eight monthly three-hour Orientation Workshops, intensive, multiday summer workshops at the Summer of CS Professional Development Week, and four quarterly CoP meetings in the 2024–25 academic year. It will also include Regional-Hosted PL Activities, including 56 monthly three-hour Orientation Workshops, intensive, multiday summer workshops, and Academic Year Workshops in the 2024–25 academic year. To date, the EWIG Planning Team and the COE CS Champions have delivered 29 three-hour Orientation Workshops.

The primary goals of the Communications and Logistics Workgroup are to co-design a participant dashboard to help automate logistics, develop and implement a workflow for ongoing communications with participants and potential participants, and support the ongoing development of the Seasons of CS website. In partnership with Virginia Ed Strategies, a recipient of a federally funded Education Innovation Research grant, the Communications and Logistics Workgroup has designed the participant dashboard in a manner that allows educators across California to search and register for relevant PL activities. For more information, please visit the Seasons of CS Program web page at <https://www.seasonsofcs.org/>. COE CS Champions have access to add activities to this dashboard through the Seasons of CS Workshop Intake Form. For more information, please visit the Seasons of CS Workshop Information web page at <https://forms.seasonsofcs.org/workshop>.

COE CS Champions have access to the workshop feedback that is collected from participants after the workshop. This feedback has been used to improve the three-hour Orientation Workshops. COE CS Champions have been encouraged to use the CDE QPLS Companion Tool alongside the feedback to improve workshop design and ensure alignment with the QPLS. In the coming months of the grant period, the Communications and Logistics Workgroup will work closely with the CS Content and Quality PL Workgroups to roll out the Seasons of CS Group of CAET, which will serve as a virtual CoP and provide access to teacher-ready CS resources.

In addition to the regional workshops, the CDE Foundation worked with key partners, including the CDE CS Coordinator, to deliver workshops that were promoted to a statewide audience. The workshops were offered to help seed forthcoming regional PL activities and to encourage veteran CS teachers to engage in PL activities of the Seasons of CS program. These workshops include:

* EdTech Playground

This series of workshops encourages participating educators to explore how educational technology, as well as student literacy skills, can serve as a bridge to equity-minded instruction of the *CA CS Content Standards*. For more information, please visit the Teacher Innovation Network web page at <https://sites.google.com/scoe.net/innovativeeducator/home>.

* CS Horizons

This workshop introduced the *CA CS Content Standards* to educators and promoted forthcoming Seasons of CS PL activities. For more information, please visit the CS Horizons Interactive Session web page at <https://docs.google.com/presentation/d/1JguiQC40xqc0T7Ks47Ze8dmghlZkvAc5VIgxNEVA4vI/edit#slide=id.g24d146435ab_0_231>.

* Implement 4 Impact

Developed by the Small School Districts’ Association and its CS4NorCal research project, this series of workshops is intended for in-service CS educators interested in exploring instructional strategies to enhance their CS instruction. For more information about the Implement 4 Impact Workshop Series, please visit the Seasons of CS Implement 4 Impact Workshop Series web page at <https://www.seasonsofcs.org/i4i>. For more information about the CS4NorCal research project, please visit the CS4NorCal web page at <https://www.cs4norcal.org/>.

It is worth noting that both the Statewide-Hosted and Regional-Hosted three-hour Orientation Workshops have employed creative strategies to encourage full and active participation. These workshops are offered outside of and adjacent to the traditional workday of a California K–12 educator. As such, COE CS Champions and PL providers have designed responsive agendas that not only engage participants, but also respect their commitment to the profession.

Table 1 shows the activities provided during May–December 2023 for the EWIG Program: CS PL Grant Partner Entity.

### Table 1: Sacramento County Office of Education: Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity Activities (May–December 2023)

| **Date** | **Activity** | **Description** |
| --- | --- | --- |
| August 8, 2023 | Ed Tech Playground: Math EduProtocols | Participants left this workshop with a set of instructional strategies, referred to as EduProtocols, that can be utilized to accelerate student learning in math and CS classrooms. Participants were introduced to computational thinking (CT) concepts as well. |
| September 12, 2023 | Ed Tech Playground: Artificial Intelligence (AI) | Participants left this workshop with teacher-ready resources to teach about AI, so that they can teach with AI. Generative AI tools were introduced to demonstrate how students can learn CS with a “CoPilot.” Lastly, the ethics of AI was a topic of discussion presented to participants. |
| September 19, 2023 | Implement for Impact: Project-Based Learning (PBL) | Participants left this workshop with tools to develop activities that integrate the real world with CS and provide dynamic hands-on experiences that culminate with authentic assessment via curation of student work. |
| September 19, 2023 | CS Horizons | This workshop introduced the *CA CS Content Standards* through a series of engaging activities that empowered educators to empathize with the student experience. The workshops also promoted additional Seasons of CS PL activities. |
| September 21, 2023 | Implement for Impact: PBL | Participants left this workshop with tools to develop activities that integrate the real world with CS and provide dynamic hands-on experiences that culminate with authentic assessment via curation of student work. |
| October 2, 2023 | Physical Computing w/Micro:bit; Do Your Bit with Micro:bit | This hybrid session allowed participants to learn about physical computing and Micro:bit basics. No experience was needed for this introductory CS session. |
| October 3, 2023 | Implement for Impact: PBL | Participants left this workshop with tools to develop activities that integrate the real world with CS and provide dynamic hands-on experiences that culminate with authentic assessment via curation of student work. |
| October 5, 2023 | Implement for Impact: PBL | Participants left this workshop with tools to develop activities that integrate the real world with CS and provide dynamic hands-on experiences that culminate with authentic assessment via curation of student work. |
| October 5, 2023 | Computing-Science, Technology, Engineering, and Mathematics (C-STEM) Orientation Workshop: Integrated Computing and Robotics for K–12 teachers | The workshop included a C-STEM introduction to teachers and educators throughout the state and an introductory PL opportunity in C-STEM at no cost to CA K–12 teachers. Participants learned how to integrate CS and robotics into classrooms. |
| October 10, 2023 | AI Now! | This interactive workshop included hands-on activities to explore AI, discuss AI bias, and identify the intersection between CS and machine learning. Participants also explored inherent bias in large language models and addressed common pitfalls in Generative Pretrained Transformer (GPT) language models. Session goals included: experience AI, review AI Timeline, learn about GPT, discuss AI Bias, and play with AI Activities. |
| October 12, 2023 | Jump into CS: Algorithms and Programming | Participants focused on Algorithms and Programming and experienced plugged-in and unplugged activities. Participants created and implemented CS lesson with their students. |
| October 12, 2023 | Seasons of CS Educator CoP Meeting Hosted by the CSTA | Participants were able to network with like-minded educators who have a passion for educational technology and CS. The first Seasons of CS CoP was hosted by the CSTA. Participants experienced activities that can be used in the classroom tomorrow, shared resources and ideas with other educators teaching in the same grade band, and built a sustaining community of California educators who are passionate about educational technology and CS. |
| October 18, 2023 | Getting Ready for CS Ed Week | This three-hour introduction helped teachers understand why CS is so important. It provided steps through the process of planning an Hour of Code activity in celebration of CS Education Week. Teachers were able to become familiar with how they can continue with their students afterwards. Teachers also had time to get ready and plan activities for their students. |
| October 23, 2023 | CS+ Unplugged ActivitiesFirst Steps to Integrating CS with Unplugged Activities | This workshop activated background knowledge and developed a shared understanding about CS education and the *CA CS Content Standards*. Participants experienced unplugged CS using content and activities from CS Unplugged. They also explored CS Unplugged activities and created a plan to try them out with their students. |
| October 24, 2023 | AcademiCS Symposium | This was an Orientation PL event for educators of San Joaquin COE (SJCOE) and Tuolumne COE (TCOE) that included a presentation from a former Apple Software Engineer that connected that industry to the classroom and CS education. Presenter and participants walked through a “make and take” activity for a binary keyboard design that participants were able to take back to their classrooms. |
| October 26, 2023 | Jump into CS: Algorithms and Programming | During this workshop, participants focused on Algorithms and Programming: experienced plugged-in and unplugged activities. They created and implemented CS lessons with their students. |
| November 7, 2023 | EdTech Playground: Student Voice and Choice | The workshop provided hands-on training for teachers to integrate technology effectively, focusing on how to create a student-centered learning environment where students have the autonomy to shape their educational journey. |
| November 8, 2023 | Jump into CS EdWeek! | Participants were provided an overview of CS Core Concepts and Practices, CS EdWeek, and Hour of Code with <https://code.org/>. They also were provided time for collaboration and discussion. |
| November 14, 2023 | EduProtocols | This workshop provided a variety of strategies to introduce and/or review content information. It also incorporated a variety of technological skills. |
| November 14, 2023 | Orientation Workshops: Elementary Computing for All | Elementary Computing for All is a Transitional Kindergarten through grade five free curriculum centered around the implementation of Scratch and Scratch Jr in the primary classroom. With easy-to-implement lessons that are culturally and linguistically inclusive, this workshop introduced teachers to fun and engaging ways to promote choice and representation in their classroom while addressing literacy and the *CA CS Content Standards*. |
| November 14, 2023 | Implement for Impact: Agile Project Management | This workshop built on teachers’ understanding of PBL and explored tools and protocols that students can use to manage their projects. Project management is an employability skill across many industries and is a skill that can enhance classroom performance. |
| November 14, 2023 | Getting Ready for CS Ed Week | This three-hour introduction helped teachers understand why CS is so important. It provided steps through the process of planning an Hour of Code activity in celebration of CS Education Week. Teachers were able to become familiar with how they can continue with their students afterwards. Teachers also had time to get ready and plan activities for their students. |
| November 15, 2023 | Jump into CS EdWeek! | Participants were provided an overview of CS Core Concepts and Practices, CS EdWeek, and Hour of Code with <https://code.org/>. They also were provided time for collaboration and discussion. |
| November 16, 2023 | Implement for Impact: Agile Project Management | This workshop built on teachers’ understanding of PBL and explored tools and protocols that students can use to manage their projects. Project management is an employability skill across many industries and is a skill that can enhance classroom performance. |
| November 16, 2023 | Getting Ready for CS Ed Week | This three-hour introduction helped teachers understand why CS is so important. It provided steps through the process of planning an Hour of Code activity in celebration of CS Education Week. Teachers were able to become familiar with how they can continue with their students afterwards. Teachers also had time to get ready and plan activities for their students. |
| November 27, 2023 | Bit by Bit Micro:bit Workshop for Educators | This workshop was designed for educators in grades three to twelve in all subject areas. Participants explored the intersection between physical computing and the core concepts of CS with Micro:bits. Outcomes for this session included learning all about using and teaching with Micro:bits in the classroom, exploring physical computing in this hands-on workshop, identifying ways to connect students to technology to solve real-world problems, and planning how to integrate Micro:bits into a lesson for any subject area. |
| November 28, 2023 | AcademiCS Symposium | This was an Orientation PL event for educators of SJCOE and Placer COE that included a presentation from the Center for Information Technology Research in the Interest of Society Director that connected that industry to the classroom and CS education. Presenter and participants walked through a “make and take” activity for a spectral analyzer design that participants were able to take back to their classrooms. |
| November 30, 2023 | Getting Ready for CS Ed Week: Secondary Focus | This workshop helped teachers understand the integration of CS concepts to support students in developing CT skills. Participants explored strategies to embed opportunities for students to develop CT skills in both math and science. |
| December 5, 2023 | Implement for Impact: Agile Project Management | This workshop built on teachers’ understanding of PBL and explored tools and protocols that students can use to manage their projects. Project management is an employability skill across many industries and is a skill that can enhance classroom performance. |
| December 6, 2023 | CS+ Plugged ActivitiesIntegrating K–12 Standards-Aligned CS with “Plugged” Web-Based Activities | Participants experienced winter-themed real-life scenarios relating to CS concepts: Algorithms and Programming. They connected activities to the *CA CS Content Standards* and a kindergarten through grade two to grades nine through twelve standard progression. Participants explored CS web-based activities and considered effective strategies to transition from unplugged to plugged activities. |
| December 7, 2023 | Implement for Impact: Agile Project Management | This workshop built on teachers’ understanding of PBL and explored tools and protocols that students can use to manage their projects. Project management is an employability skill across many industries and is a skill that can enhance classroom performance. |
| December 7, 2023 | Jump into CS Leadership | This workshop explored the impacts of computing/CS Concept and Subconcepts, equity and inclusion through CS Heroes, inspiring and grounding the CS teams, managing complex change with the Lippitt-Knoster Model, the next steps with Seasons of CS, and an asynchronous leadership exercise. |
| December 9, 2023 | Limitless: CS in Every Classroom | This was a PL event by teachers for teachers to integrate CS into every content. Teachers learned how to engage students and provide equitable CS learning and experiences for all students. |
| December 12, 2023 | AcademiCS Symposium: Urban Farming | This was an Orientation PL event for educators of SJCOE, Placer COE, and TCOE that included a presentation from a professor of biological and agricultural engineering that connected that industry to the classroom and CS education. Presenter and participants walked through a “make and take” activity for a Pressure, Temperature, and Humidity Sensor design that participants were able to take back to their classrooms. |
| December 12, 2023 | Hour of Code Director’s Cut | During this workshop, educators received an introduction to CS through fun activities and videos. They also explored <https://code.org/> coding opportunities with AI and non-AI components. Participants came away with an increased familiarity with CS standards and the ability to identify and prepare Hour of Code lessons using AI Prompt Engineering. Lesson plans in all grade bands were available. |
| December 14, 2023 | AI for Educators: An Introduction | Participants left this workshop with teacher-ready resources to teach about AI, so they can teach with AI. Generative AI tools were introduced to demonstrate how students can learn CS with a “CoPilot.” Lastly, the ethics of AI was a topic of discussion presented to participants. |
| December 14, 2023 | Seasons of CS Educator December CoP Meeting Hosted by the CSTA[[1]](#footnote-2) | Participants experienced activities that can be used in the classroom tomorrow, shared resources and ideas with other educators teaching in the same grade band, and built a sustaining community of California educators who are passionate about educational technology and CS. |

Table 2 presents the total number of educators and sites served for each activity from May–December 2023.

### Table 2: Sacramento County Office of Education: Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity—Educators and Sites Served per Activity (May–December 2023)

| **Activity** | **Teachers** | **Para-professionals** | **School Leaders** | **Counselors** | **Class-rooms** | **Schools** | **LEAs** | **Counties** | **Regions** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ed Tech Playground: Math EduProtocols | 77 | 0 | 2 | 0 | 77 | 57 | 51 | 23 | 7 |
| Ed Tech Playground: AI | 27 | 0 | 0 | 0 | 27 | 25 | 20 | 9 | 6 |
| Implement for Impact: PBL | 28 | 0 | 1 | 0 | 28 | 27 | 23 | 16 | 7 |
| CS Horizons | 67 | 0 | 0 | 0 | 67 | 56 | 44 | 32 | 7 |
| Implement for Impact: PBL | 20 | 0 | 0 | 0 | 20 | 19 | 18 | 14 | 7 |
| Physical Computing w/Micro:bit; Do Your Bit with Micro:bit | 16 | 0 | 0 | 0 | 16 | 16 | 14 | 2 | 2 |
| Implement for Impact: PBL | 20 | 0 | 2 | 0 | 20 | 20 | 15 | 14 | 6 |
| Implement for Impact: PBL | 21 | 0 | 1 | 0 | 21 | 20 | 15 | 13 | 5 |
| C-STEM Orientation Workshop: Integrated Computing and Robotics for K–12 Teachers | 35 | 4 | 0 | 0 | 35 | 33 | 23 | 19 | 6 |
| AI Now! | 72 | 0 | 4 | 0 | 72 | 50 | 15 | 7 | 1 |
| Jump into CS: Algorithms and Programming | 36 | 8 | 3 | 0 | 36 | 41 | 23 | 9 | 4 |
| Seasons of CS Educator CoP Meeting Hosted by the CSTA | 80 | 7 | 3 | 2 | 80 | 74 | 53 | 25 | 6 |
| Getting Ready for CS Ed Week | 9 | 0 | 0 | 0 | 9 | 5 | 4 | 1 | 1 |
| CS+ Unplugged ActivitiesFirst Steps to Integrating CS with Unplugged Activities | 46 | 1 | 1 | 1 | 46 | 40 | 30 | 14 | 7 |
| AcademiCS Symposium | 31 | 0 | 0 | 0 | 31 | 17 | 14 | 5 | 2 |
| Jump into CS: Algorithms and Programming | 22 | 5 | 1 | 0 | 22 | 26 | 17 | 7 | 3 |
| EdTech Playground: Student Voice and Choice | 85 | 19 | 8 | 0 | 85 | 85 | 58 | 25 | 7 |
| Jump into CS EdWeek! | 22 | 1 | 0 | 0 | 22 | 20 | 9 | 5 | 2 |
| EduProtocols | 36 | 0 | 0 | 0 | 36 | 31 | 22 | 14 | 7 |
| Orientation Workshops: Elementary Computing for All | 41 | 4 | 1 | 0 | 41 | 29 | 22 | 14 | 5 |
| Implement for Impact: Agile Project Management  | 19 | 0 | 2 | 0 | 19 | 20 | 16 | 13 | 5 |
| Getting Ready for CS Ed Week | 10 | 3 | 1 | 0 | 10 | 10 | 5 | 1 | 1 |
| Jump into CS EdWeek! | 19 | 2 | 0 | 0 | 0 | 20 | 10 | 5 | 2 |
| Implement for Impact: Agile Project Management  | 24 | 0 | 1 | 0 | 24 | 20 | 16 | 13 | 4 |
| Getting Ready for CS Ed Week | 4 | 1 | 0 | 0 | 4 | 4 | 4 | 3 | 1 |
| Bit by Bit Micro:bit Workshop for Educators | 16 | 3 | 0 | 0 | 16 | 14 | 10 | 7 | 3 |
| AcademiCS Symposium | 15 | 0 | 0 | 0 | 15 | 9 | 8 | 3 | 1 |
| Getting Ready for CS Ed Week: Secondary Focus | 25 | 0 | 0 | 0 | 25 | 19 | 13 | 5 | 2 |
| Implement for Impact: Agile Project Management | 20 | 0 | 1 | 0 | 20 | 19 | 15 | 13 | 5 |
| CS+ Plugged ActivitiesIntegrating K–12 Standards-Aligned CS with “Plugged” Web-Based Activities | 33 | 3 | 1 | 0 | 33 | 31 | 25 | 11 | 7 |
| Implement for Impact: Agile Project Management | 20 | 0 | 0 | 0 | 20 | 17 | 13 | 10 | 6 |
| Jump into CS Leadership | 18 | 3 | 1 | 0 | 18 | 19 | 14 | 8 | 3 |
| Limitless: CS in Every Classroom | 121 | 1 | 15 | 0 | 121 | 24 | 24 | 22 | 5 |
| AcademiCS Symposium: Urban Farming | 20 | 0 | 1 | 0 | 20 | 17 | 15 | 7 | 3 |
| Hour of Code Director’s Cut | 122 | 2 | 6 | 0 | 122 | 90 | 48 | 20 | 7 |
| AI for Educators: An Introduction | 72 | 0 | 3 | 0 | 72 | 52 | 30 | 18 | 7 |
| Seasons of CS Educator December CoP Meeting Hosted by the CSTA[[2]](#footnote-3) | 77 | 1 | 3 | 1 | 77 | 74 | 55 | 30 | 6 |

In Table 2, the number of classrooms/CS-related courses accounts for courses taught by participants. Collecting classroom-level information has been an ongoing challenge during the implementation of the 2021 and 2023 EWIG Program: CS grants. The current data for Number of Classrooms is based on the following assumptions:

Kindergarten through grade five teachers serve a single classroom.

Grades six through twelve teachers may teach multiple CS classes. However, for reporting purposes, the SCOE assumes that paraeducators do not serve one or more classrooms and are not included in this data. There currently is not a way to ensure that the data is unduplicated.

Counselors support students at a school site, not at a classroom level; therefore, the SCOE assumes that counselors do not serve classrooms and are not included in this data.

Administrators support students at a school site, not at a classroom level; therefore, the SCOE assumes that counselors do not serve classrooms and are not included in this data.

In the coming months of the grant period, the SCOE will work with the American Institutes for Research, the grant external evaluator, to devise a method to report the Number of Classrooms more accurately.

Table 3 presents the total number of unduplicated educators served in May–December 2023.

### Table 3: Sacramento County Office of Education: Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant Partner Entity—Total Number of Unduplicated Educators Served per Workshop (May–December 2023)

| **Total Unduplicated Educators with Year and Quarter** | **Teachers** | **Para-professionals** | **School Leaders** | **Counselors** | **Class-rooms** | **Schools** | **LEAs** | **Counties** | **Regions** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Total Unduplicated Educators for Year 1, Quarter 4 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Total Unduplicated Educators[[3]](#footnote-4) for Year 2, Quarter 1 | 219 | 0 | 3 | 0 | 219 | 184 | 156 | 32 | 7 |
| Total Unduplicated Educators for Year 2, Quarter 2 | 1,163 | 66 | 59 | 4 | 1,163 | 927 | 632 | 30 | 7 |
| Total Unduplicated Educators for All Quarters | 1,382 | 66 | 62 | 4 | 1,382 | 1,111 | 788 | 32 | 7 |

1. . The CoP Meetings hosted by the CSTA served both the 2021 and 2023 EWIG Program: CS grants. [↑](#footnote-ref-2)
2. . The CoP Meetings hosted by the CSTA served both the 2021 and 2023 EWIG Program: CS grants. [↑](#footnote-ref-3)
3. . Because of data collection limitations before the participant dashboard launched in October 2023, the numbers of schools, districts, counties, and regions are conservative estimates based on similar workshops that were offered in Year 2, Quarter 2. [↑](#footnote-ref-4)