

Challenge Grant -- talking points

**PHOTOCOPY
PRESERVATION**

TALKING POINTS FOR CHALLENGE GRANT

Improving America's School Act of 1994
(Reauthorization of Elementary and Secondary Schools Act)
Title III - Technology for Education Act

National Challenge Grants for Technology in Education

HOW MUCH MONEY IS THERE?

- \$27 million in 1995

HOW WILL IT BE DISTRIBUTED?

- competitive grant program

HOW LONG WILL IT LAST?

- grants awarded for up to 5 years

WHO IS ELIGIBLE?

- Awards will be made to consortia. these consortia must include a local educational agency with a high percentage of children living below the poverty line and may include other local educational agencies, State educational agencies, insitiutions of higher education, businesses, academic content experts, software designers, museums, libraries, or other appropriate entities

- Telcos

WHAT IS THE PURPOSE?

Developing, adapting, or expanding, existing and new applications of technology to support the National Education Goals to help students to reach high standards.

consortia can be geographically based, or can be "virtual communities" linked together by common interests

WHAT DOES THIS MEAN?

- The Challenge Grants are a way to change the nature of teaching and learning by promoting the development of compelling applications that will help students achieve high content standards.

- The Challenge Grants can stimulate the business community to form partnerships that will support their "investment" in schools rather than their "donations" to schools as charities.

- Challenge Grant communities will build applications of technology that can ultimately create a viable market for many more such applications for many years to come.

WHAT SHOULD YOU DO?

- Find partners - As President Clinton said last week in New York, "We're going to challenge communities around the country to come together around their own innovative plans to put technology in the service of learning." -- Ask: Who in your community

NOV 87 54 88-15TH OFFICE OF DEPT. SEC

(geographical or virtual) are the best partners to help you achieve your goals and help your students achieve the National Education Goals? (What is their contribution - financial and other?)

- Find a compelling idea. (Think about how applications have changed the nature of our world. ---- Eg. spreadsheets, wordprocessors, desktop publishing, presentation packages, Mario Brothers ---- What will similarly change the nature of learning?)

HOW DO YOU FIND OUT MORE?

- Expect an official announcement in January. At that time, the regulations and applications will also be available.

WHEN IS THE APPLICATION DUE?

- Most Federal applications are due back approximately 3 months after they are issued.

WHEN WILL AWARDS BE MADE?

- Announcements of grant recipients will be made in September, 1995.

Attachment 3

TECHNOLOGY CHALLENGE GRANT COMPETITION

The Message

1. We are working in the context of a national education reform movement dedicated to helping all children learn more. Our efforts must help states and communities to help their students meet high academic standards.
2. We are entering a new world — an information age global economy. To compete in this economy employers must have skilled workers, with strong academic preparation and the ability to participate in an information age workforce.
3. Schools are technologically impoverished in a technologically rich world. Schools could take giant steps in education reform (helping all children learn more) with full use of the edutainment / learning levers that are available today.
4. New technologies can help us to create new learning environments — that transform the roles of teachers and students and break down the boxes that compartmentalize learning in traditional schooling (extended time — extended place — active learners in virtual learning communities). Technology can help us restructure education so that students learn better, learn more, and learn differently.
5. Schools working in partnerships with industry, CBO's, and parents can insure equity and access in this new learning environment. Consortia that are geographic and virtual communities in support of these new learning environments.

Expectations of applicants.

- 1. Applications must be generated by a consortium dedicated to creating a new learning environment / a geographic and or virtual learning community — that can have things happening during the 95-96 academic year. They may scale up or increase in sophistication in stages from there. We want to challenge cutting edge applications and activities that are ready to step up to the next level.**
- 2. The consortium / community must include "areas with a high number or percentage of disadvantaged students or the greatest need for educational technology".**
- 3. The consortium's activity must stimulate the market to insure industry commitment and scale-up to a large number of educational settings. The consortia must catalyze supply and demand by producing content rich, standard driven learning applications that will stimulate demand from educators, parents, and community organizations — which in turn will sustain continued product development. Make educators and parents want this; make it affordable for them to get it; and give industry a stake in producing it.**
- 4. Improved learning must be the focus of the application and the goal of the consortium. Learning more, learning better, learning differently.**
- 5. The application must include a strong evaluation and dissemination design (test bed and marketing strategy) that will document compelling results in (1) the creation of new learning environments / communities using the new learning levers available today; and (2) compelling improvements in learning (learning more, learning better, and learning differently).**

We Will Not Fund

1. Equipment / hardware / wiring acquisitions or upgrades.
2. Research.
3. Staff Training (we will support creation of a staff development infrastructure, however).
4. Software development (we may consider adaptations)

why not?

We Will Fund

1. The costs of operating a consortium with the purpose of implementing new learning environments.
2. Staff time (teachers, administrators, librarians, parents, students?) working in test bed environments.
3. The development of materials and training to support the community infrastructure.
4. Strong evaluation and dissemination activities (including market stimulation).

QUESTIONS

1. Program scale — a few very large high visibility initiatives? a larger number of midrange projects in multiple sites — or many projects, some of which might be quite small?
2. Project scope — size of grants for how much time? (do we need a combination of increasing and declining funding — with some declining funding that will free up future resources?)
3. 1. and 2. — how many and what size/type do we need to demonstrate learning improvements and stimulate the market?
4. How do we communicate what a successful project might look like — hypothetical scenarios? or principles that can be drawn from those scenarios? (what are those scenarios and what are those principles?).
5. How can we broker and promote strong applications (legally)? especially early on?
6. How much time do applicants need?
7. How do we get industry buy-in beyond stimulating markets?