MEASURE NUMBER: HB 2750 STATUS: A-Engrossed SUBJECT: Creates Task Force on School Computers GOVERNMENT UNIT AFFECTED: Oregon Department of Education PREPARED BY: Adrienne Sexton REVIEWED BY: Daron Hill DATE: May 23, 2007

<u>2007-2009</u>

2009-2011

**EXPENDITURES:** See Comments.

**POSITIONS / FTE:** See Comments.

EFFECTIVE DATE: July 1, 2007

GOVERNOR'S BUDGET: This bill is not anticipated by the Governor's recommended budget.

**LOCAL GOVERNMENT MANDATE:** This bill does not affect local governments' service levels or shared revenues sufficient to trigger Section 15, Article XI of the Oregon Constitution.

**COMMENTS:** The measure would require the Oregon Department of Education (ODE) to staff the Task Force on School Computers, made up of an unspecified number of members appointed by the Superintendent of Public Instruction. Members are not eligible for compensation or reimbursement of travel and other expenses. The Task Force is instructed to study the costs and implementation obstacles of providing laptop computers to each public school student in kindergarten through grade twelve, and to identify the costs of providing the computers at different grade levels. The Task Force report to the Legislative Assembly is due no later than February 1, 2009.

The impact to ODE would be the allocation of two existing staff, a Principal Executive Manager G and an Administrative Specialist 2, to this Task Force. ODE estimates that the equivalent of 3 months and 2 months of work, respectively, would be required over the duration of the Task Force. The cost of staff time would be approximately \$28,720, and services and supplies are estimated to be less than \$1,000.

Although the impact of this single measure would not require ODE to hire additional staff, the Legislative Fiscal Office notes that four other bills have been recommended for passage by this Legislative Assembly that also would require an expenditure of ODE staff time. The cumulative effect of multiple enactments cannot be determined at this time.