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Colt Gill

Director of the Department of Education

TO: Co-Chair Frederick, Co-Chair McLain, & Members of the Joint Subcommittee On Ways and Means On Education

DATE: Mar 27, 2023

FROM: Kai Turner, Assistant Superintendent Office of Finance & Information Technology

RE: Question posed about Day 10 of the Oregon Department of Education's Presentation

Co-Chair Frederick, Co-Chair McLain, and Members of the Joint Subcommittee On Ways and Means Subcommittee On Education,

Thank you so much for the opportunity to provide information about Day 10 of our Presentation to the Joint Subcommittee On Ways and Means on Education. We are more than happy to continue providing information to you on our work and look forward to our continued partnership on behalf of all Oregon students. Please do not hesitate to reach out to me if you need further clarification.

With gratitude,
Kai Turner

Questions & Answers

Question: What is WRAP?

Response: *Starting on page 3 is a one-pager of the WRAP Grant.*



Question: Can the subcommittee be provided with how Every Day Matters has been funded over the period of 4 biennia?

Response:

		Spend by end of Biennium	Every Day Matters (EDM) Notes	TAPP Spent	Tribal Attendance Promising Practices (TAPP) Notes
2021-23		\$4,797,415.00		\$1,678,774.95	TAPP notes: To date - \$947,666.76 Projected – Full Amount
2019-21	2020-21	N/A	Legislature cut funding to Every Day Matters during 2020 Special Session to make funds available to respond to COVID-19	\$1,602,763.24	
	2019-20	\$2,757,738.67			
2017-19	2018-19	\$4,768,316.93		\$894,840.63	Expenditure breakdown by biennium not currently available for 2015-2017 and 2017-2019
	2017-18		Planning Year		
2015-17			Prior to Program Creation		

Well-Rounded Access Program (WRAP)



In October 2020, the Oregon Department of Education (ODE) received a 5-year \$9.8 Million grant to increase access to well-rounded courses, with a focus on STEAM (Science, Technology, Engineering, Arts, and Math), specifically the integration of arts into STEAM. Through this opportunity, ODE has created the Well-Rounded Access Program (WRAP).

During the initial planning phase for this project, the WRAP team identified an increased need for arts-specific access that would be required prior to successful integration of arts into STEAM, as well as varied understanding of the definition of STEAM. As such, the WRAP team clarified the scope of this work to include increasing access to arts specific content (dance, media arts, music, theater, visual arts, and arts integration) as well as increasing the use and understanding of STEAM pedagogy (place-based, project-based, inquiry-based learning and cross-content instruction). In addition, the WRAP underwent a robust [Needs Assessment](#) process to identify the areas most needing support in increasing access to well-rounded learning. Within this process, three areas of support were identified: Course Development, Course Access Structures, and Communication.

Course Development:

The WRAP will develop content in the following areas:

- Expansion of 9th Grade Computer Science Course
- Expansion of STEAM-based High School Physics, Chemistry, and Biology Courses
- K-5 Arts & Care/Connection Series of Courses
- Native Arts Lesson Plans
- Middle School/High School Arts Content on Oregon Open Learning
- Arts Instructional Materials Curation
- Elementary STEAM Content on Oregon Open Learning

Course Access Structures:

During initial engagement sessions, it became clear that making content available does not necessarily make content accessible. The following activities have been developed to support the accessibility of well-rounded courses:

- Oregon Open Learning
- Oregon Digital Learning
- Accessibility to accurate data
- Implement data practices that address the whole child
 - Provide Professional Development for content
 - Translate Content

Communication:

Finally, the WRAP determined that communications held a critical role with increasing access, and has proposed the following activities:

- Social Media Templates/Content
- Arts and STEAM Toolkits/ Best Practice Guidance and Training Series
- Funding Resources
- Share Student Work
- Connect 1:1 with schools that have no access
- Internal ODE Learning Sessions
- Conference Presentations
 - Newsletter