

# **School District U-46**

## **Elementary Library and Media Curriculum and Resources for School Year 2025-26**

### **Board of Education Presentation**

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Celia Banks, Director of Curriculum and Instruction  
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# Purpose

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READ, DISCUSS, WRITE, EXPERIENCE, CREATE

Recommend the adoption of Elementary Library and Media curriculum and resources for Digital Literacy for the 2025-2026 school year.



# Alignment to Strategic Plan

U46 STRATEGIC PLAN AUG 2022 Revised



## Student Success

It is our responsibility to ensure all students are engaged in rigorous learning, receive quality core instruction, and can develop the skills they need for better life chances and opportunities. By helping students develop self and peer agency, they will develop a growth mindset as they learn to expand their perspectives.

## Effective & Engaged Staff

We will value, develop, recruit, and retain a forward-thinking, highly qualified, and diverse workforce. We will establish a robust process for measuring employee engagement to identify and proactively address employee engagement issues.

## Culture, Climate & Community

We will engage in meaningful and effective relationships with our students, families and the greater community and will ensure that our schools are welcoming and inviting places for all of our U-46 students and families. We will become a choice district that inspires families to join us.

## Excellence, Efficiency & Accountability

We will advocate for and utilize systems and resources that promote fiscal equity, operational excellence, efficiency and accountability. It is our moral imperative to change until all our systems measurably work for all students.



# Rationale

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## New Standards:

- ◆ In 2022, updated computer literacy, computer science, and library science standards were introduced, supported by Public Act 101-0654.

## Program Goals:

- ◆ The Library and Media curriculum prepares students for a dynamic digital world.

## Student Empowerment:

- ◆ Students learn to navigate digital information, evaluate online resources, and use technology effectively.

## Information Literacy:

- ◆ The curriculum promotes responsible and informed use of information.

# Committee Members

Channing	Laura Benavidez
Coleman	Raul Marquez
Creekside	Emily Phamornsuwana
Fox Meadow	Alyssa Reeser
Harriet Gifford	Marty Angelo
Highland	Elida Bach
Oakhill	Lisa Bezella
Parkwood	Madeline Toledo
Timber Trails	Lindsey Heimberg
ESC	Jackie Johnson

# Process

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2021-2022 Schools for Rigor and Equity (SfRE) allocated one full-time equivalent (FTE) digital literacy “special” used Information and Digital Literacy Curriculum.

2022-2023 SfRE expanded- 10 digital literacy teachers

2023-2027 Elgin Teachers Association collective bargaining agreement.

- extension of the elementary school day supported by additional specials
- teacher collaborative time for grade level teams

“Digital Literacy/Library Media” selected as one of the additional specials for all elementary schools.

2024-2025 Coordinator and Digital Literacy Teachers researched, and developed curriculum and identified resources.

# Process

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## 2021-current

Offered as a special in  
Schools for Equity and Rigor

- Focus on digital citizenship, design, coding

## Fall 2024

Curriculum Process Begins

All digital literacy  
teachers participate

- Frameworks
- Assessments
- Resources

## Spring 2025

Proposal Submitted

Present proposal to  
Instructional Council and  
the Board of Education

- Professional learning will begin



# Standards

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**Library  
Standards**



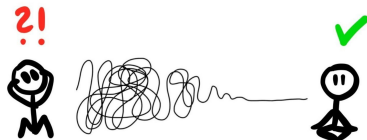
**Computer Literacy  
Standards**



**Computer Science  
Standards**

# Unit 1: Innovative Designer

These units focus on storytelling, hands-on projects, and exploration, students develop essential skills to be problem solvers and responsible members of their digital and learning.



ONDRE2HAREUP.COM

<b>K</b>	<b>Responsible Digital Users &amp; Book Selection</b> - Library Navigation/book selection/Digital Safety/Technology Care
<b>1</b>	<b>Basic Computer and Library Skills</b> - Navigate websites and basic skills
<b>2</b>	<b>Basic Computer and Library Skills</b> - Passwords, Safe Sharing, Website navigation
<b>3</b>	<b>Digital Citizen PSA</b> - Google slide on ethical behavior with relevant multimedia
<b>4</b>	<b>Google Tools</b> - Variety of tasks related to navigating/using Google Drive, doc extensions, & color editing tools
<b>5/6</b>	<b>Digital Detectives</b> - Present information on a chosen digital tool that answers a digital citizenship question they have researched

# Unit 2: Creative Communicator

These units focus on creativity, collaboration, and responsible digital practices, students become innovative storytellers, effective researchers, and confident digital creators.



<b>K</b>	<b>My Book Choice</b> - Chatterpix - Video sharing 3 facts about animals
<b>1</b>	<b>Retelling A Story</b> - Book Creator - Images and text retelling "Snowy Day"
<b>2</b>	<b>Picture Collage</b> (Google Slides) - Google search tool for specific search on 3 different animals
<b>3</b>	<b>Storyboard</b> in Canva - Use Canva to create a digital storyboard about a STEM career of their choice
<b>4</b>	<b>Stop Motion Video</b> - Create a stop motion animation video based on a dig cit topic of their choice using Stop Motion App
<b>5/6</b>	<b>Newscast</b> - Students research a question, provide facts & opinions, and create a newscast on Canva

# Unit 3: Computational Thinker

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These units combine technology, math, and real-world problem-solving, helping students build essential skills in data literacy and computational thinking.



<b>K</b>	Sequence (Unplugged)
<b>1</b>	Loops (Sphero Indi)
<b>2</b>	Events (Dash)
<b>3</b>	Conditions (Dash Launchers)
<b>4</b>	Functions (Dash Sketch Kits)
<b>5/6</b>	Coding - Culminating Project (CS First)

# Unit 3: Computational Thinker

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These units combine technology, math, and real-world problem-solving, helping students build essential skills in data literacy and computational thinking.

- Design and conduct surveys, then analyze and interpret the data results.
- Learn the basics of coding and apply programming skills to solve challenges.
- Use spreadsheets to organize data and create simple budgets, supporting their understanding of economic concepts.
- Explore robotics by programming and controlling robots to complete tasks.



# Recommended Resources

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## Equipment

- 3 Dux Go Box
- Keva Planks
- Magnatiles
- Marble Mazes
- Dominos
- Makerspace materials

## Digital Resources

- Padlet
- Book Creator
- Breakout Edu
- Sphero
- Screencastify
- Canva
- Bloxels
- Shapegrams

# Recommended Resources

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## Consumable Supplies

### Basic Craft Supplies:

- construction paper, markers, glue, scissors, tape, paint, and colored pencils.

### Building and Engineering Materials:

- popsicle sticks, pipe cleaners, straws, plastic cups, cardboard, craft foam, and wooden dowels.

- Electronic and Coding Components: batteries, LED lights, copper tape, small motors, breadboards, and wiring kits

### Creative Making Supplies:

- playdough, modeling, yarn, string, and fabric scraps

## Collection Development

### New Books

- bestsellers, award-winning novels, and new releases. series books that keep students engaged (e.g., graphic novels, fantasy sagas).

### Lost Books

- Replacement of lost books

### Equitable Libraries

- diverse and inclusive collections, bilingual titles, date of collection, per student ratio

# Implementation Plan

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Implement Library and Media curriculum and resources for the 25-26 school year at all elementary sites.

All teachers will participate in professional learning during district collaboration days.

Monitor implementation through observational data and coaching data

Monitor common assessment data to ensure effectiveness of the program

# Professional Learning

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Required	Available	Supports
In-Person	Asynchronous	Canvas
Teachers will attend a day of professional learning in July  <u>DCD / PPD Sessions:</u> <ul style="list-style-type: none"><li>• Unpacking new curriculum frameworks</li><li>• Coding/Robotics</li><li>• Digital Tools</li></ul>	Teachers can: <ul style="list-style-type: none"><li>• Code.org</li><li>• Screencastify</li><li>• Breakout EDU</li><li>• Book Creator</li><li>• Bloxels</li></ul>	→ Updated grade level courses → Grade level blueprints with embedded resources  Instructional Coaching

# Cost

<u>Description</u>	<u>Total Cost</u>
Digital Resources	\$804,178.91
Equipment	\$468,259.48
Consumables and Collections	\$542,472.00
Total	\$1,814,910.39



# Cost

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## STAFFING

Based upon the average digital literacy teacher salaries, the estimated cost for staffing 36 digital literacy FTE at all 38 elementary schools would be \$3,683,349.72 per year.



# Evaluation of Change

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The Office of Literacy and Libraries will review Library and Media common assessment data to make shifts in professional learning, support resource utilization, and align with instructional clarity.

We will use formative and summative assessments to collect data on:

- Alignment with standardized achievement scores (iReady, IAR)
- Resource usage
- Common planning time support

Data-informed professional learning to support instructional clarity

