

Board of Education Committee of the Whole

Superintendent's Report



December 3, 2024























Purpose

Provide a budget update

Showcase the ELO-P programs

Expanded Learning Opportunities Program (ELO-P) Overview

- Funding for school districts and charter schools afterschool and summer school enrichment programs
- Focus on developing the academic, social, emotional, and physical needs and interests of students through hands-on, engaging learning experiences
- For transitional kindergarten through sixth grade (TK/K-6)
- Expanded learning program offerings can be extended to additional grade levels once program offered to TK-6th grades



ELO-P Overview (continued)

- Allocation based on:
 - Average daily attendance for students in grades TK-6
 - Percentage of students who are low-income, English Learners, and/or in foster care (unduplicated pupil percentage)
- Ongoing allocation of ~\$470 Million per year
- District has two years to spend





















ELO-P Program & Budget in 2024-25





ELO-P Program Priority/Structure

Literacy, Numeracy, Science Expanded Learning Opportunities

Intersession
(Summer
School, Winter
& Spring
Academies)

High Dosage Tutoring

Cultural Arts
Passport

Expanded Learning Field Trips

Extended School Year (ESY)

Athletics

Beyond the Bell Enrichment
Before and After School, Program Investments

ELO-P Budget

TOTAL FY25 Budget	\$ 832.4 M
FY24 Carryover	\$ 364.1 M
FY25 Entitlement	\$ 468.3 M
Core ELOP Programs	\$ 623.4 M
Beyond the Bell and School Staffing for Afterschool Programs	\$ 179.2 M
High Dosage Tutoring	\$ 118.5 M
Literacy, Numeracy, Science Opportunities	\$ 121.3 M
Intersession (Winter, Spring, Summer)	\$ 57.2 M
Cultural Arts Passport	\$ 79.1 M
Non-CAP Field Trips	\$ 20.0 M
Extended School Year (ESY)	\$ 28.0 M
After School Athletics	\$ 15.5 M
Internships	\$ 4.6 M



ELO-P Budget (continued)

TOTAL FY25 Budget	\$ 832.4 M
FY24 Carryover	\$ 364.1 M
FY25 Entitlement	\$ 468.3 M
Additional ELOP Programs	\$ 164.5 M
Greening, Utilities, and M&O for ELO-P Programs	\$ 72.7 M
Centrally Managed ELOP Programs	\$ 43.1 M
Multilingual Expanded Learning	\$ 14.0 M
Summer Professional Development	\$16.0 M
Arts Enrichment	\$7.6 M
Library Services	\$6.1 M
Assessment Management System	\$ 5.0 M



ELO-P Budget (continued)

TOTAL FY25 Budget	\$ 832.4 M
FY24 Carryover	\$ 364.1 M
FY25 Entitlement	\$ 468.3 M
Affiliated Charter ELO-P Allocations	\$ 8.9 M
Indirect Cost	\$35.4 M
Total	\$832.2 M































































ELO-P Funding Areas

Expanded Academic Opportunities



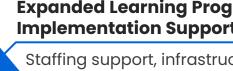
Expanded learning programs designed to enhance the academic skills of students

Expanded Enrichment Opportunities



Programs and activities that cultivate student interest in physical play, learning, and support concepts learned during the school day

Expanded Learning Program Implementation Supports

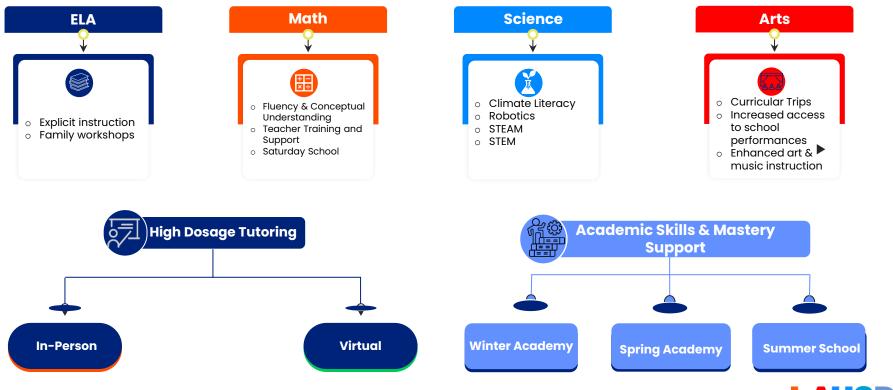


Staffing support, infrastructure and facility upgrades necessary for the successful operation of expanded learning programs.

Source: California **Department of Education**



Expanded Academic Opportunities



English Language Arts & Mathematics

ENGLISH LANGUAGE ARTS: SPRINGBOARD

Partnership with Springboard Collaborative to expand tutoring for eligible K-3 students at existing Springboard schools.

- Improved academic outcomes
- Strengthened family-educator relationships



MATH: BUILDING FACT FLUENCY

Afterschool/weekend enrichment and intervention programs for elementary students to deepen fluency and conceptual understanding in math.

Building Fact Fluency Kits

- Toolkit for K-2 Addition and Subtraction
- Toolkit for 3–5 Multiplication and Division







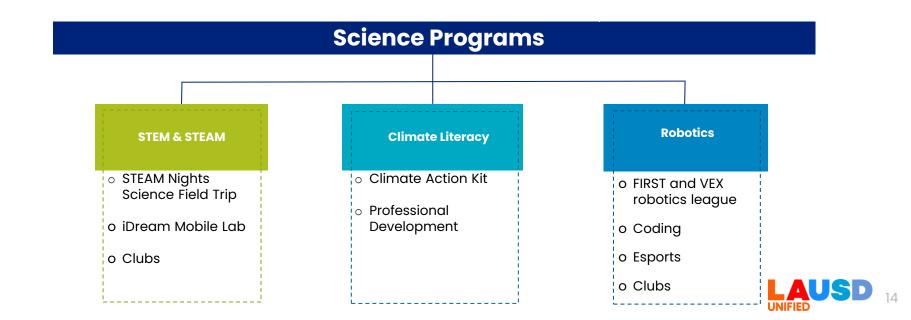
Science (STEAM, STEM, Robotics, Climate Literacy)

Schools Served

334 Schools

Students Served

14,320



Computer Science & Esports for Good Clubs



ITI Expanded Learning Opportunities:

Computer Science and Esports for Good

Computer Science for Good Clubs

- 126 Schools served
- Curriculum to expand Computer Science with virtual reality, robotics and physical computing for before/after-school clubs

Esports for Good Clubs

- 157 Schools served
- Gaming curriculum for competitions and devices, for before/after-school clubs











iDREAM Mobile Lab



Immersive Delivery of Rigorous Experiences for Academic Mastery

We aim to prepare students for the digital world by:

- providing engaging, hands-on STEAM lessons
- bridging the technology access and equity gap
- building quality STEAM after school programs



Number of schools served Spring 2024

> 11 Schools

Number of students served

500 Students Community Engagement

50,000+ Attendees



Expanded Learning in the Arts

Cultural Arts Passport

784 Schools served 149,000 Student participants 10,086 CAP field trips



Arts Acceleration

6 Music Summits 66 Schools 2,343 Student participants



Arts Festival 2024

8 Stages

149 School Performances

50 Interactive booths

44 Workshops

928 Pieces of artwork



High-Dosage Tutoring

High-Dose School-Base Tutoring

- In-Person
- Virtual
- Available to all school sites







Spring & Winter Academies











- □ 8,228 Improved grades for High School students after Winter Academy
- □ **147** Improved grades for High School students after Spring Academy
- □ **43,578** unique participants enrolled in Winter Academy across all grade levels.
- **9,771** unique participants enrolled in Locally Designed Spring Academy across all grade levels.



Summer School 2024*

Extensive program offerings

- Prioritized acceleration
- Extended instructional time
- Enhanced student achievement
- Aligned with Strategic Plan 1C -Eliminating Opportunity Gaps

Schools Served

• **390** Participating Schools

Students Served

96,140 Student Participants

Program Offerings		
UTK-8 (ELA, Math, STEAM and Arts)	Linked Learning Summer Bridge	
*High School Summer Term	CA Science Center STEAM Camp	
Extended School Year (ESY)	Outdoor Education	
**Beyond the Bell Enrichment Programs	Arts Education	
CA Preschool Programs (CSPP)	Jo Boaler Math Camp	
Migrant Education	Bridge Programs	
International Newcomer	A-G Summer Transitions	



^{*}High School summer programs were multi-funded

^{**}Beyond the Bell Enrichment Program funds were included as part of Beyond the Bell's Enrichment program

Other Expanded Learning Opportunities











Multilingual Multicultural Education Department



MMED after school enrichment program pilot provided English Learner students with expanded learning opportunities to support their linguistic, cultural and socioemotional needs.

- 24 schools served
- 328 students served
- 53% of students advanced one English Learner Progress Indicator (ELPI) level



Internships CTE-Linked Learning

Offered paid internships to rising Seniors

- 52 schools participated
- 564 students interned
- 84 unique partners hosted interns



Access to Equity Leadership Program





Students and Leadership

Designees attended a





Leadership Designees received training and coaching to guide students on service projects while enhancing their leadership skills.

December - June

Leadership Conference with workshops to strengthen their leadership skills

Students created and executed service projects based on their interests to address issues and drive positive change in their school or community.

A Day of Celebration was held for students and families, where students presented their projects and were recognized for their achievements.

- 44 leadership projects completed
- 6 students identified gifted in Leadership Ability
- 18 portfolios still in review for possible gifted

(PASCAL and Youth Service America)

April 13, 2024

December - June

identification in the Leadership Ability category June 1, 2024

11 Leadership Designees



53 Students Attended



11 Schools

142 Students

Equity Leaders PLEDGE As an Equity Leader, I will do my best to solve problems on my campus and around my school community that I feel passionate about. I will use my leadership ability and unique thinking skills to create ways to make things better for others. I will take action and lead by example to make my school and community equitable for all.

39 Students Attended

























EXPANDED ENRICHMENT OPPORTUNITIES









































Beyond The Bell Program Components









Academic Engagement

- Homework Support
- Science & Engineering
- Digital Learning

Physical Engagement

- Individual & Team Sport
- Health & Nutrition
- Physical Fitness

Creative Engagement

- Music & Dance
- Creative Writing
- Computer Science Clubs

Social Engagement

- Problem Solving
- Social & Emotional Learning
- Social Skills/Conflict Resolution

*Students Served: 220,366 Schools Served: 711

*Each student is counted once per BTB program in which they are enrolled



Beyond the Bell Outdoor Education Program

Day of Discovery Program

Students served: 61,864

Schools participated: 316







Beyond the Bell Intersession Support

Provided expanded learning programs during and after summer school and the winter/spring academies

- Schools Served 525
- Students Served 31,707









ELO-P Implementation Support











Expanded Learning Program Implementation Support (continued)





Facilities Improvements to Support Hands-On Learning Experiences

Completed

- Ball Box Replacement (495 schools)
- Portable Misters (489 schools)
- Portable PA Systems (508 schools)
- Green Schools for All Projects (7 schools)



Facilities Improvements to Support Hands-On Learning Experiences (continued)

<u>Underway</u>

- Green Schools for All Projects (42 schools)
- Canyon Creek Camp Upgrades
- Kitchen Cooling (~600 schools)
- Playground Restoration Projects (12 schools)
- Campus Lighting (5 schools)
- Baseball Field / Obstacle Course (2 schools)

Ongoing

- Reimburse Utility Costs
- Custodial Supplies





On the Horizon

- Program Enhancement/Innovation
 - Continued development of innovative ELO-P initiatives
 - Ensuring quality programming for students
 - Showcase student work throughout the year

- Process Improvement
 - Strengthen program systems and compliance
 - Monitor rate of spend and redirect funds as needed including participation, quality, and preferences.





