COMPREHENSIVE REPORT OF CLASSROOM TECHNOLOGY CONTRACTS

As a follow-up to Board Resolution 048-25/26, Using Technology with Intention: Establishing Guidelines for Student Screen Time, adopted in April 2026, the purpose of this report is to provide additional information regarding classroom technology used throughout the District. The attached report provides a comprehensive, itemized list of active contracts related to classroom technology, including the District sponsor and type of product/service acquired, and identifies District approved, student-facing applications and programs that currently include a generative artificial intelligence (AI) component. This report also outlines the District's process for reviewing and approving digital instructional tools, including those with generative AI functionality, as well as the controls and ongoing monitoring used to support their appropriate use.

The information summarized in the report is derived from budget, expenditure, and purchasing data maintained in the District's financial system. Pursuant to the Resolution, it focuses on classroom technology and student-facing applications, including products with generative AI components, within the following categories:

- Computers, Tablets, and Accessories: Desktop computers, laptops, tablets, and related accessories
- Platforms for Instruction: Digital instructional tools and student-facing applications and programs
- Other Software: Software-supporting functions as content filtering and student device analytics

The following terms are used throughout the report:

- *Sponsor:* Los Angeles Unified Division or Office sponsoring or requesting the product(s)/service(s)
- *Contract Number:* The District's system-assigned contract number correlating to Board approved contracts
- *Company Name:* The vendor/supplier name listed on the contract/the entity providing the product/service
- *Type:* Type of product/service being provided as determined by the contract (digital tools, digital devices, software)
- *Board-Authorized Amount/Capacity:* The dollar amount the Board has authorized to be spent on a contract or "bench" of contracts
- *Expended Amount:* Total amount expended against the Board-authorized amount/capacity from the start of the listed contract period through June 30, 2026

District purchases can be made through Board-approved contracts, either as District "bench" contracts whereby a list of vendors have products or services available that pertain to the specific "bench", or by

individual contracts that have been Board-approved for specific purposes. Schools and offices can also make delegated purchases for goods and services that are ratified by the Board and align with District policy. Data associated with each of these purchasing pathways for classroom technology are provided in Tables 1, 2, 3, and 5 within the attached report.

According to purchasing data for the contracted vendors identified, the District expended approximately $154.2 million (representing roughly 28% of the $541.8 million total Board-authorized capacity) through Board-approved contracts from the start of each contract term through June 30, 2026. During the same period, the District expended an additional $13.9 million with these vendors through delegated purchases related to classroom technology.

Digital Instructional Tool Review Process

Los Angeles Unified requires suppliers of digital instructional solutions – including curricula, software licenses, and hardware with online software and/or online subscriptions – to complete the Procurement of Digital Solutions (PoDS) review process (formerly known as the Unified Digital Instructional Procurement Plan, or UDIPP) before their products may be used for Pre-K through Grade 12 instruction. The process ensures that digital instructional tools meet applicable District requirements related to instructional use, technology, data privacy, security, accessibility, and other relevant standards.

Several District offices are involved in the PoDS process to review each solution based on the requirements applicable to the product and its intended use. The Division of Instruction (DOI) validates the instructional use through an extensive review of the instructional purpose including how the tool is used in the classroom, how it supports different learning styles and modalities, availability in multiple languages, and the professional learning and supports that will be provided to users. Information Technology Services (ITS) evaluates applicable technology requirements, including system integration and the protection of student and employee data. The following is a list of the nine areas reviewed as part of the PoDS process and the responsible District office:

1. Instructional Use (DOI)
2. Artificial Intelligence (DOI-AI)
3. Single Sign-On Integration (ITS)
4. Learning Management System (LMS) Integration (ITS)
5. Security Level 1 (ITS) 6. Security Level 2 (ITS)
7. Security Level 3 (ITS)
8. Data Use and Related Protocols (Office of Data and Accountability)
9. Accessibility/508 Compliance (ADA Compliance Unit within the Office of the General Counsel)

As part of the PoDS process, vendors identify whether their products have a generative AI component. When generative AI is identified, the review expands to consider additional factors, including alignment with District policies and priorities, customization for District/classroom needs, how the AI is trained, what datasets or models are involved, data collection and storage, privacy and security, third-party data sharing and related controls, consent requirements, and data lifecycle management.

Generative AI Components in District-Approved Student-Facing Applications

Consistent with the Board Resolution, staff reviewed District-approved, student-facing applications and programs to identify those that currently include a generative AI component, including features embedded within broader educational platforms. Table 4 in the report provides a list of vendors with self-reported generative AI components.

Current Landscape

Generative AI is increasingly being incorporated into educational, productivity, creativity, and other digital platforms, including products that may have originally been approved for a different purpose. Vendors may add, modify, remove, or enable AI features or functionality after an application has undergone its initial District review, and functionality may vary based on product version, license, user role, age, or administrator settings. Accordingly, the applications identified in this report reflect the District's understanding of available functionality at the time of review and should not be considered a static or exhaustive inventory of all AI-enabled features.

The District continues to assess changes to approved student-facing applications to determine what AI functionality is available to students and whether additional review, technical controls, product configuration, filtering, or guidance is warranted. Therefore, approval of an application does not necessarily constitute approval of every AI feature subsequently introduced by a vendor.

Web Filtering and Access Controls

Los Angeles Unified employs layered, identity-based web filtering and access controls to balance student safety, instructional access, regulatory compliance, and business productivity. District-issued Chromebooks issued to students are subject to the District's most restrictive filtering policies, with access determined by user identity and student-specific safety requirements. The District is expanding and testing this model on additional platforms, including Windows, iPads, and Apple computers, with the goal of delivering a consistent and secure internet experience across all District-managed devices. Other platforms (non-Chromebook), remain subject to baseline web filtering controls that meet Children's Internet Protection Act (CIPA) requirements and restrict inappropriate, malicious, or harmful content, regardless of device or location.

Access also varies by user role. Staff may access approved AI and social networking services based on their authenticated identity and business requirements, while students are subject to more restrictive policies. As a general rule, platforms whose primary purpose is generative AI are blocked for students Districtwide unless they have undergone appropriate educational review and received approval through established governance processes, such as PoDS.

Because the internet ecosystem changes continuously and website categorization generally reflects a site's primary purpose, web filtering may not identify AI functionality embedded within an otherwise approved application. As such, the District continuously monitors emerging websites and services and will adjust web filtering policies when new applications or content are identified that conflict with District policies, pose safety concerns, or create compliance risks. This model ensures that web filtering remains adaptive, risk-based, and aligned with both instructional objectives and student safety requirements.

Conclusion

Consistent with the Board Resolution, this information and the accompanying report provide additional transparency into the classroom technology acquired and used throughout Los Angeles Unified, including student-facing applications with identified generative AI functionality. The District has developed instructional, technical, and security requirements to help ensure acquired digital tools are aligned to established priorities and appropriate for use. As technology and generative AI continue to evolve, the District will monitor changes in available functionality on an ongoing basis and make the necessary technical adjustments to its access controls to support continued purposeful and responsible technology use. Moreover, the District will continue to ensure alignment between its technology investments and instructional priorities to maximize the effective use of available resources.

REPORT ON CLASSROOM TECHNOLOGY CONTRACTS

Table 1: Summary of Supplemental Instructional Digital Tools "Bench" Purchases

Current Not-to-Exceed Total Board-Authorized Capacity of $30,226,696
Contract Term: June 10, 2024 - June 9, 2027

Company Name	Contract #	Summary of Product/ Service Use	Sponsor	Type	UDIPP/ PoDS	Purchased By		Expended Amount (through 6/30/26)
						Central Office(s)	School(s)	
Age of Learning, Inc	C3196	Used during foundational skill instruction, intervention, or enrichment for reading and math practice	Division of Instruction	Digital Tools	Y	Y		$3,222,000
Amira Learning, Inc.	C3175	Used during independent reading to support fluency practice, assessment, and reading intervention	Division of Instruction	Digital Tools	Y	Y		$2,109,888
Beable Education Inc.	C3408	Used during ELA to accelerate literacy, build background knowledge, and support college and career readiness.	Division of Instruction	Digital Tools	Y	Y		$0
BrainPOP LLC	C3429	Used to introduce or reinforce concepts across content areas with multimedia during core instruction or review	Division of Instruction	Digital Tools	Y	Y		$0
Carnegie Learning, Inc.	C3430	Used for personalized math instruction, small group intervention, or enrichment	Division of Instruction	Digital Tools	Y	Y		$0
CodeCombat Inc.	C3431	Used during computer science, electives, or enrichment to build coding skills through game-based learning and competition	Division of Instruction	Digital Tools	Y	Y		$0
Curriculum Associates, LLC	C3432	i-Ready diagnostic assessment in Reading and Math for K-12 students	Division of Instruction	Digital Tools	Y	Y		$3,265,300
Discovery Education, Inc.	C3433	Used during core, supplemental, or enrichment time to support conceptual understanding across content areas	Division of Instruction	Digital Tools	Y	Y		$7,992,344
Explore Learning, LLC	C3435	Used during science and math instruction to reinforce concepts through interactive simulations and skill-building games	Division of Instruction	Digital Tools	Y	Y		$0
HIGH SCHOOL E-SPORTSLEAGUE, INC	C3170	Used to support STEM-aligned skill development through gaming and game design	Division of Instruction	Digital Tools	Y	Y		$1,120,400

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Current Not-to-Exceed Total Board-Authorized Capacity of $30,226,696
Contract Term: June 10, 2024 - June 9, 2027

Company Name	Contract #	Summary of Product/ Service Use	Sponsor	Type	UDIPP/ PoDS	Purchased By		Expended Amount (through 6/30/26)
						Central Office(s)	School(s)	
IStation	C3830	Used to support instruction in Reading, Math, and Spanish	Division of Instruction	Digital Tools	Y	Y		$0
IXL Learning Inc	C3177	Used for personalized practice during independent work, small group instruction, intervention, or enrichment to reinforce math and reading skills	Division of Instruction	Digital Tools	Y	Y		$6,971,250
Lexia Voyager Sopris Inc.	C3834	Used during intensive intervention for secondary students needing foundational literacy support	Division of Instruction	Digital Tools	Y	Y		$0
Lexia Learning Systems, LLC	C3833	Used for instructional material supporting reading based literacy curricula	Division of Instruction	Digital Tools	Y	Y		$0
Liminex, Inc.	C3835	Used during instruction for student engagement, real-time feedback, and to monitor and support student	Division of Instruction	Digital Tools	Y	Y		$0
NewsELA INC	C3194	Used to support reading, writing, and discussion by assigning leveled texts connected to current events, core content, or student interests.	Division of Instruction	Digital Tools	Y	Y		$3,468,144
Packback, Inc.	C3842	Used in secondary ELA or humanities courses to promote critical thinking, discussion, and academic writing through AI-powered prompts	Division of Instruction	Digital Tools	Y		Y	$3,620
QUIZIZZ INC	C3843	Used to create or assign video instructions, student presentations, or flipped learning experiences	Division of Instruction	Digital Tools	Y	Y		$0
SLOOH LLC	C3847	Used during science or enrichment lessons to explore space through live telescope observations and inquiry-based learning	Division of Instruction	Digital Tools	Y	Y		$0
SOUNDTRAP US Inc.	C3176	Used during enrichment, project-based learning, or SEL lessons to build skills related to creativity, storytelling, and communication	Division of Instruction	Digital Tools	Y	Y		$2,073,750
THINKCERCA.COM INC	C3849	Used to support reading, writing, and critical thinking through scaffolded argumentative and analytical writing assignments	Division of Instruction	Digital Tools	Y	Y		$0

REPORT ON CLASSROOM TECHNOLOGY CONTRACTS

Current Not-to-Exceed Total Board-Authorized Capacity of $30,226,696
Contract Term: June 10, 2024 - June 9, 2027

Company Name	Contract #	Summary of Product/ Service Use	Sponsor	Type	UDIPP/ PoDS	Purchased By		Expended Amount (through 6/30/26)
						Central Office(s)	School(s)	
TOOLS FOR SCHOOLS	C3850	Used for students to design, write, and publish multi-media digital books	Division of Instruction	Digital Tools	Y	Y		$0
VAN ROBOTICS	C3851	Robotics content and professional development	Division of Instruction	Digital Tools	Y	Y		$0
TEACHERMADE	C3852	Web-based productivity platform for K-12 educators	Division of Instruction	Digital Tools	Y	Y		$0
TOTAL EXPENDED AMOUNT (through June 30, 2026)								**$30,226,696**

District purchases can be made through Board-approved contracts, either as District “bench” contracts whereby a list of vendors have products or services available that pertain to the specific “bench”, or by individual contracts that have been Board-approved for specific purposes. Schools and offices can also make delegated purchases for goods and services that align with District policy. Table 1 represents purchases made through a Board-approved “bench” of digital tool contracts.

REPORT ON CLASSROOM TECHNOLOGY CONTRACTS

Table 2: Summary of Individual Classroom Technology Contract Award Purchases

Company Name	Contract #	Summary of Product/ Service Use	Sponsor	Type	UDIPP/ PoDS	Purchased By		Authorized Capacity & Contract Term	Expended Amount (through 6/30/26)
						Central Office(s)	School(s)		
9 TO 5 Computer Supply Dist. Inc.	C2687	Testing earbuds and headsets	Strategy Office	Digital Tools	Y	Y		$7,200,000 10/1/24-9/30/29	$1,886,995
9 TO 5 Computer Supply Dist. Inc	C534	iPad compatible earbuds	Strategy Office	Digital Tools	Y	Y		$2,750,000 3/1/23-2/28/28	$2,750,000
Adobe Inc (MOU)	C9968	Software for graphic design, video editing & document management	Division of Instruction	Software	N	Y		$0 (No-cost MOU) 9/16/25-6/30/27	$0
Apple, Inc.	C1948	Various products and parts	Districtwide Contract	Digital Devices	N	Y	Y	$125,000,000 06/11/24-06/09/29	$39,448,706
Florida Virtual School	C296	Core curriculum for Virtual Academy	Division of Instruction	Software	Y	Y	Y	$6,000,000 06/22/22-06/21/27	$5,054,945
FOCUS SCHOOL SOFTWARE LLC	C1332	Student data system for Division of Adult Ed.	Transitional Programs	Software	Y	Y		$2,659,863 01/24/24-06/30/29	$1,063,944
Follett Software, LLC	C450	Asset Inventory Management Services	Division of Instruction/ Information Technology	Software	Y	Y		$7,000,000 05/08/24-05/07/29	$2,597,542
GG CIRCUIT LLC (MOU)	C10728	ITS E-Sports Management and Services	Information Technology	Software	Y	Y		$0 (No-cost MOU) 04/01/26-03/31/27	$0
Power School Group LLC	C3882	Schoology platform	Division of Instruction/ Information Technology	Software	Y	Y		$5,784,627 10/28/24-10/22/27	$1,050,753

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Company Name	Contract #	Summary of Product/ Service Use	Sponsor	Type	UDIPP/ PoDS	Purchased By		Authorized Capacity & Contract Term	Expended Amount (through 6/30/26)
						Central Office(s)	School(s)		
Power School Group LLC	C1016	District-wide Assessment Platform	Division of Instruction/ Information Technology	Software	Y	Y		$10,569,748 03/03/22-06/30/26	$10,569,748
Prisms of Reality Inc.	C7713	STEAM virtual reality and spatial learning platform	Division of Instruction	Software	Y	Y	Y	$10,000,000 (Bench) 02/12/25-02/11/27	$576,844
Zayo Education, LLC	C509	Student Device Analytics	Information Technology	Software	Y	Y		$4,600,000 10/15/22-6/30/26	$885,000
TOTAL								**$181,564,238**	**$65,884,477**

District purchases can be made through Board-approved contracts, either as District “bench” contracts whereby a list of vendors have products or services available that pertain to the specific “bench”, or by individual contracts that have been Board-approved for specific purposes. Schools and offices can also make delegated purchases for goods and services that align with District policy. Table 2 represents purchases made through individual contracts that have been approved by the Board for specific purposes.

REPORT ON CLASSROOM TECHNOLOGY CONTRACTS

Table 3: Summary of Digital Device and Related Equipment "Bench" Purchases

Current Not-to-Exceed Total Board-Authorized Capacity of $330,000,000 Contract Term: September 15, 2024 - September 14, 2029								
Company Name	**Contract #**	**Summary of Product/ Service Use**	**Sponsor**	**Type**	**UDIPP/ PoDS**	**Purchased By**		**Expended Amount (through 6/30/26)**
						Central Office(s)	**School(s)**	
Arey Jones Educational Solutions	C290 (C3969, C3970, C3971, C3972, C3973)	Chromebooks, laptops and desktop computers for students and staff	Division of Instruction	Digital Tools	Y	Y	Y	$57,673,553
Blumm USA, Inc.	C2713 (C4009, C4014)	Chromebooks, laptops and desktop computers for students and staff	Division of Instruction	Digital Tools	Y	Y	Y	$48,448
CDW Government, LLC	C2714 (C4002)	Chromebooks, laptops and desktop computers for students and staff	Division of Instruction	Digital Tools	Y	Y	Y	$154,142
TOTAL EXPENDED AMOUNT (through June 30, 2026)								**$57,876,143**

District purchases can be made through Board-approved contracts, either as District "bench" contracts whereby a list of vendors have products or services available that pertain to the specific "bench", or by individual contracts that have been Board-approved for specific purposes. Schools and offices can also make delegated purchases for goods and services that align with District policy. Table 3 represents purchases made through the Board approved contract "bench" for digital devices and related equipment.

Table 4: Procurement of Digital Solutions (PoDS) Approved Student-Facing Applications or Programs with a Supplier-Identified Generative Artificial Intelligence (AI) Component

Company Name	Application/Program	Application/Program Description
Adobe Inc	Adobe Express	Content creation and design platform that has generative AI components (not the main functionality)
Brisk Labs Corp	Brisk Teaching	K-12 AI platform that provides differentiated instructional resources
Canva for Education	Canva	Content creation and design platform that has generative AI components (not the main functionality)
Kodely	Kodely Classroom (now known as NalaAI)	Interactive, AI-powered web platform designed to support mastery of core academic subjects
School AI, Inc.	SchoolAI	AI-driven education tools that provide AI-generated exercises for students
Snorkl, Inc	Snorkl, Inc	Allows teachers to tailor assignments with AI settings to meet specific learning goals for their classes
Swivl Inc	MirrorTalk	Allows teachers to gather student reflections based on their goals and provides teachers with activities to personalize instruction
The Uprooted Way	Uprooted Academy	Web-based college- and career-readiness platform that guides high school students through course planning, career exploration, wellness check-ins, and the complete college application process

Note that this list is non-exhaustive as it is generated based on vendor/supplier disclosure and may not include tools/software acquired directly by school sites or individual school personnel, whether free of charge or at a cost.

REPORT ON CLASSROOM TECHNOLOGY CONTRACTS

Table 5: Additional Classroom Technology Expenditures with Contracted Vendors via Delegated Purchases

Company Name	Description of Product/Service	Expended Amount (6/1/23 - 6/30/26)
9 To 5 Computer Supply Dist. Inc.	Testing earbuds and headsets / cases	$708,608
Age of Learning	Pilot Site License / T4-Age of Learning	$29,946
Amira Learning	Site License / Amira Reading Awareness and tutor	$28,722
Apple, Inc.	Various products and parts	$71,997
Arey Jones Educational Solutions	Various products and parts	$2,635,751
Beable Education	Implementation and Set Up / Professional Development	$5,905
Blumm USA, Inc.	Various products and parts	$340,479
BrainPOP, LLC	Various school site purchases	$269,683
Carnegie Learning, Inc	Subscription	$1,000
CDW Government, LLC	Various products and parts	$1,345,178
CodeCombat, Inc.	License Subscription	$29,198
Curriculum Associates, LLC	Professional Development / i-Ready Materials	$256,932
Discovery Education, Inc.	1 Year Digital Access / Other Materials	$33,876
Explore Learning, LLC	Site Licenses / Gizmos for STEM Enrichment	$1,023,733
High School E-Sports League, Inc.	Supplemental Digital Tool for Secondary	$1,498,400
IXL Learning Inc.	Licenses	$986,001
Lexia Voyager Sopris Inc.	Licenses	$350,019
Lexia Learning Systems	Licenses	$1,771,734
Liminex, INC.	Instructional Software License	$2,529
NewsELA INC	Licenses	$23,050
Power School Group LLC	Onboarding / Tracking / Support	$2,446,142

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QUIZIZZ INC	Software / Learning platform	$53,387
THINKCERCA.COM INC	Licenses	$81,884
TOTAL EXPENDED AMOUNT (through June 30, 2026)		**$13,994,154**

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Schools and offices can also make delegated purchases for goods and services that align with District policy (as outlined in Table 5 above).

This represents “off contract” or independent purchases with contracted suppliers, that were made using the school or offices delegated purchasing authority, for additional items or services as a substitute or supplement for items within the District’s contract terms.