

ACCOMMODATE A HYBRID LEARNING ENVIRONMENT

In partnership with Logics Academy, The Learning Partnership virtualizes two key programs.



AT A GLANCE

Challenges

- Outdated Format
- More Flexibility Required

Benefits

- Ease of Use
- Time Saving
- Virtual & In-Person Format



"Logics has been instrumental in enabling us to provide educators with updated programs that offer flexibility needed in this ever-changing environment."

Sadia Khan

National Director, Programs and Impact, The Learning Partnership

THE CHALLENGE

As classrooms moved to various forms of online learning during the pandemic in early 2020, The Learning Partnership recognized its need to virtualize some of their grade K-8 programming which until now, was delivered exclusively in person. One challenge was creating meaningful content that would still engage the students across a screen. Another was ensuring that the programming was flexible enough to use in an online/hybrid model or even exclusively in-person environments when the time came.

THE SOLUTION

The Logics curriculum development team reviewed the existing material and began creating new, more applicable modules keeping the spirit of the current program intact. As teachers and technologists, they were able to focus the learning experience through this lens which helped guide the appropriate solutions. For the Coding Quest program, a virtual robot simulator was added to teach block-based coding (Class Connect) in addition to Scratch modules for older grades.

The Investigate! Invent! Innovate! program was consolidated into fewer "virtualized" modules and instead of an in-person culminating showcase event, an online version was added using a common platform that allowed teachers to upload student projects and creations. With both programs, live and on-demand training was also available to guide teachers through the new format.

THE RESULTS

The success of these hybrid programs is ongoing. In year one of Coding Quest, over 75,000 students were impacted and interest continues to grow in year two. The Investigate! Invent! Innovate! grade 6 - 8 program received over 100 creative submissions as part of the first ever virtual National Invention Convention with real world feedback along the way from corporate volunteers. That program has now expanded to include grades 1 - 5!