

School District of Lodi Technology

The School District of Lodi is committed to providing every student and every staff member with current and relevant technology that supports teaching and learning. The reasons for choosing a 1:1 environment include, but are not limited to, the following:

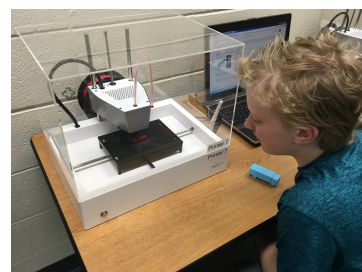
- Student access to vast amounts of digital content anytime and anywhere while stretching our students' learning beyond the classroom
- Transformation of learning by allowing students to collaborate, create, and personalize their learning
- Student engagement with the resources, skills, and knowledge that improve student learning
- Student preparation for college, career, and life experiences in a digital world

The School District of Lodi has two full-time staff members who are dedicated to maintaining our technology resources. Our Director of Technology maintains infrastructure and manages all computer and Chromebook maintenance. Our Technology Integrator works directly with students and teachers to ensure that technology is used effectively in the classroom and provides year-round professional development.



The School District of Lodi strives to maintain updated digital teaching tools. All of our K-8 classrooms contain an interactive teaching board, either a Smart Board or a Clevertouch Interactive LED TV. Our 9-12 classrooms are equipped with updated LCD projectors and teacher computers. In addition, we subscribe to several programs for managing a 1:1 classroom environment, such as Hapara and Securly.

The School District of Lodi has created a 1:1 program for all students K-12. All of our K-12 students have access to an individual iPad or Chromebook. Most of our K-5 students keep their devices at school while our 6-12 students take their devices home every day.



The School District of Lodi also integrates STEAM education at all grade levels. The Technology Integrator and other STEAM-education leaders facilitate STEAM activities in all classrooms throughout the district. Some of our activities include robotics, 3D design and printing, circuitry, building/modeling, coding, and creative digital arts.