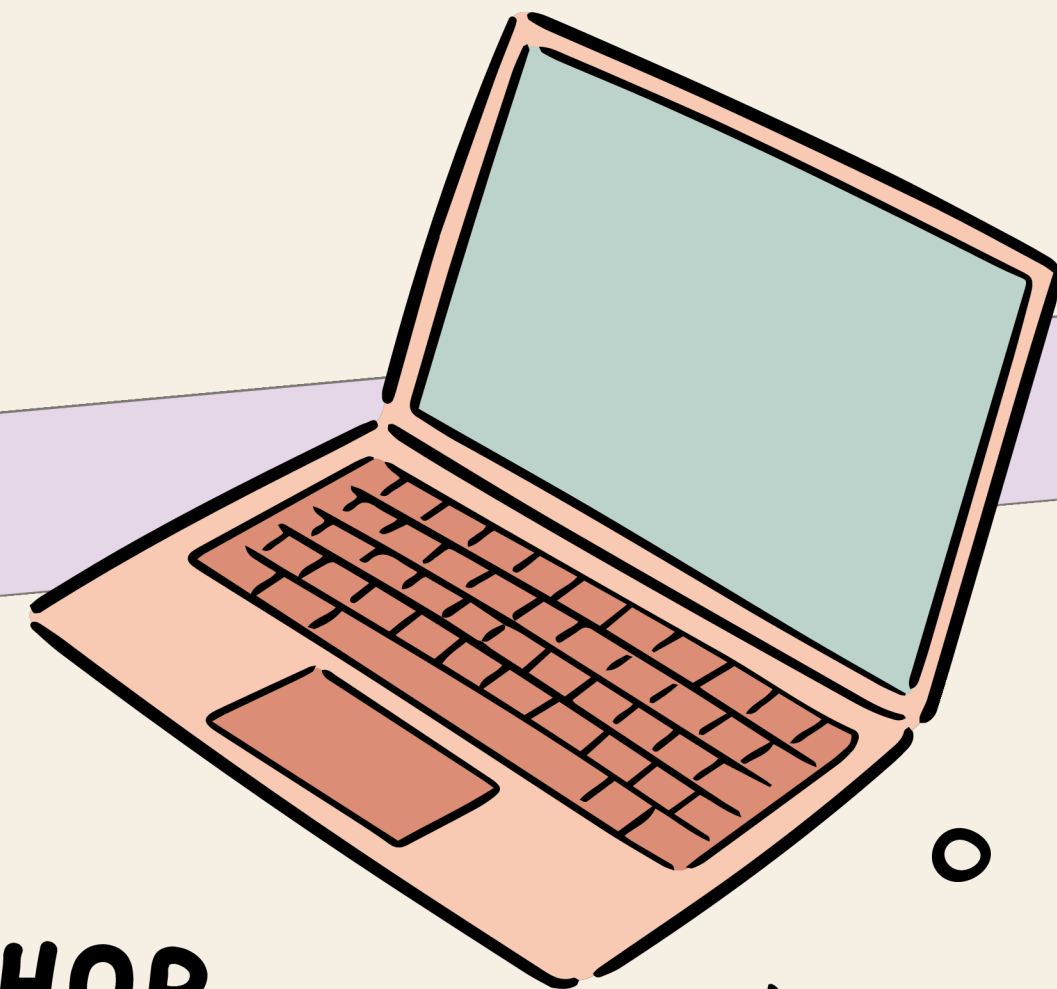


FROM FIRST LOGIN TO FIRST WIN ✨

Stop the Slow Roll: 90 – Day Blueprint for EdTech Success



A PROFESSIONAL LEARNING WORKSHOP
FOR K12 SYSTEM LEADERS

WELCOME & TODAY'S FOCUS

The Problem:

The "**Slow Roll**" is the time lost between **technology purchase** and **measurable value**. **This gap** results in **wasted budgets, inaccurate data**, and an **unacceptable equity gap** caused by **inconsistent** implementation across schools.

Key Insight: EdTech onboarding is a **Change Management Initiative**, and **system leaders** are the **chief change agents**.

Implementation is a **Leadership Mandate**. Our accountability is **fiscal** and **instructional**. **Standardized implementation** ensures guaranteed **impact**, accelerates **Time-to-Value**, and builds the **evidence** needed for renewal.

Today's PD focuses on the first two phases:

1. **Phase 1: The Quick Win (Days 1-30)**
2. **Phase 2: The Habit Loop (Days 32-60)**

PHASE 1: THE QUICK WIN (DAYS 1-30)

Goal: Secure Immediate, Measurable Value

- The objective is to achieve the **simplest, highest-impact task** possible within the **first 30 days**.
- **Quick Win Definition:** A single, **non-negotiable** success metric.
 - **Example 1 (LMS):** "First assignment posted and student response collected."
 - **Example 2 (Interactive Software):** "First interactive lesson designed and launched."
 - **Example 3 (Feedback Tool):** "First 10 student papers marked with digital feedback."

QUICK WIN PROCESS

1. **Identify:** Pinpoint **the one feature** that saves the most time or provides the clearest data.
2. **Execute: Master** only that one feature (Ignore all other buttons and complexity!).
3. **Prove:** Generate **evidence** that the Quick Win was completed

TABLE TALK - 5 MINUTES

Reflect & Share

1. **Current Challenge:** Think of a new or existing EdTech tool your system is struggling to adopt fully.
2. **The Quick Win:** If you could only use **one feature** of that tool to provide **measurable data** on adoption or student learning, what would it be? (**What is your measurable value?**)
3. **The Evidence:** What is the **visual evidence** you would capture to prove you achieved this win across the system?



PHASE 2: THE HABIT LOOP (DAYS 32-60)

Goal: Drive Consistent, Daily Integration

- A Quick Win is **useless** if it's only done once. **Phase 2 converts the "Win" into a "Habit."**
- **The Habit Loop:** Connect the tool usage to an **existing** or **new routine** in your classroom or team workflow.

THE HABIT LOOP PROCESS

HABIT INTEGRATION STRATEGY	EXAMPLE
TIME-BASED ROUTINE	"Our system uses the tool every Monday morning for the bell-ringer."
EVENT-BASED TRIGGER	"We use the tool immediately after every unit quiz for targeted remediation."
DATA-BASED CHECK-IN	"We use the tool to log all parent communication before leaving the building."

REFLECT & WRITE - 5 MINUTES

1. **Recall Your Quick Win:** What feature are you mastering?
2. **Identify the Hook:** Identify the Hook: What is the natural, recurring system-level event that can trigger the use of this feature? (Is it a weekly data meeting? A monthly reporting deadline? Quarterly grade book reconciliation?)
3. **Commitment Statement:** Write down your commitment in the format:
"I will require all **[Specific Role]** to use **[Quick Win Feature]** every **[Day/Event]** for the next 30 days."
4. **Monitoring:** I will review **data** on **[Quick Win Feature]** every **[Day/Event]**.

PHASE 3: EXPANSION, ADVOCACY, & IMPACT

Goal: Scale Success & Prepare the Renewal Case

- Once a Habit is established, we prepare to **advocate** for the tool's **continued** use by **showing its impact**.
- **Expansion: Institutionalize** the 'Quick Win' feature and then **task building leaders** with **identifying** the next simplest feature to integrate.
- **Advocacy**: Share **success stories** to provide **data** on accelerated **time-to-value** and justify the **budget renewal**.

Immediate Action: The Proof of Concept

To support the **90-day framework**, we **utilize two forms of evidence** for every Quick Win identified:

1. **The Handout**: A 1-page guide detailing how to achieve the Quick Win (The Instructional Template).
2. **The Shared Success Data Point**: A clear, high-level metric (**e.g., 90% adoption rate, 25% decrease in report generation time**) that demonstrates the **Evidence of ROI** to stakeholders.

GROUP BRAINSTORM TIME - 5 MINUTES

1. **The Data Point:** Once the system has achieved the **Shared Success Data Point** on the Quick Win, what is the **single most compelling, budget-justifying statement** you would include in a report to the superintendent/board?
2. **The Handout:** Beyond the technical steps, what is the **key leadership directive** that must be included in the Quick Win handout to **ensure** its mandatory adoption by site leaders?

ENDING THE SLOW ROLL: NEXT STEPS

The 90-Day Success Checklist

- ✓ QUICK WIN: MANDATE IMMEDIATE ADOPTION AND PROOF
- ✓ HABIT LOOP: INTEGRATE USAGE INTO CORE ROUTINES
- ✓ EXPANSION: PREPARE FISCAL JUSTIFICATION/RENEWAL CASE

YOUR LEADERSHIP CHALLENGE

1. **Select:** Choose one underperforming EdTech tool in the system.
2. **Mandate:** Define the non-negotiable Quick Win for the next 30 days.
3. **Monitor:** Track the evidence (Handout and Shared Success Data Point generation) from your site leaders.

4.

END THE EDTECH "SLOW ROLL." LEAD THE CHANGE, ESTABLISH THE HABIT, AND SECURE YOUR INSTRUCTIONAL ROI.