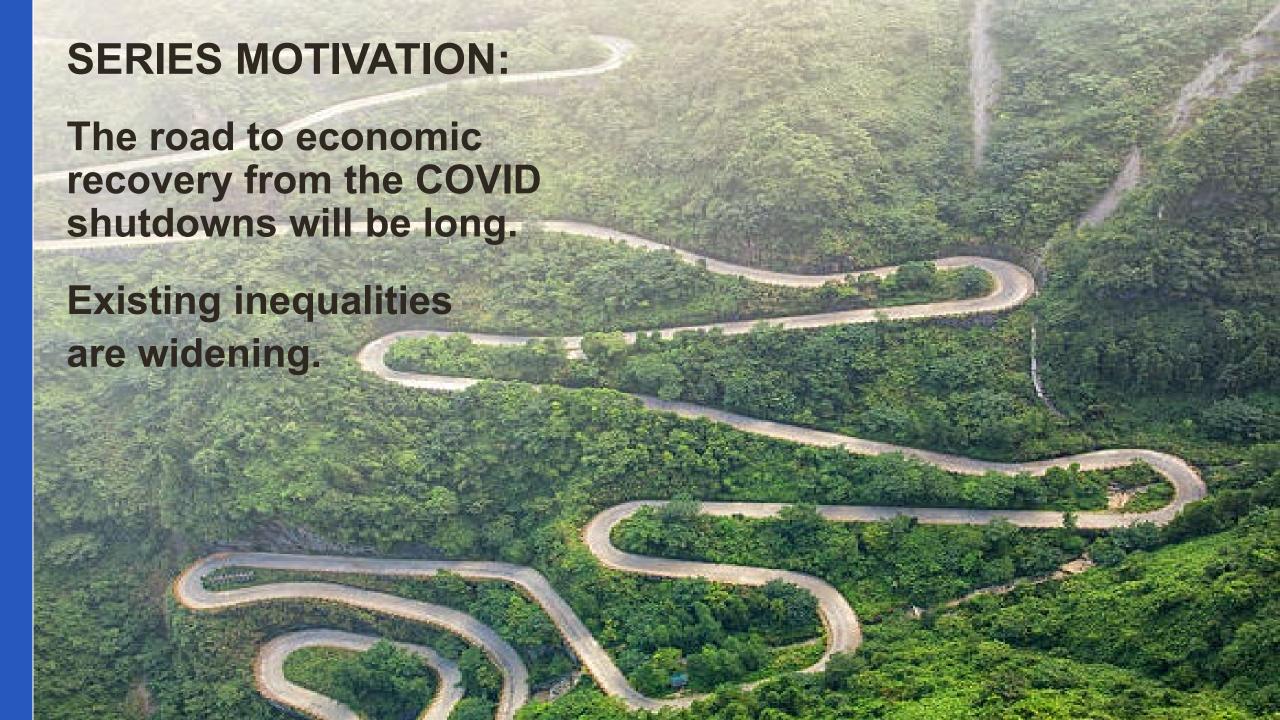
## SREB

## Bouncing Back from COVID Using Education and Workforce Development Dollars





## SERIES OVERVIEW

Access completed webinars at <a href="https://www.sreb.org/past-webinars">https://www.sreb.org/past-webinars</a>

October 1
Reinforce
Connections
Between States'
Emergency
Responses and
Long-Term
Efforts

September 24
Make Education
and Training
Programs More
Tech Savvy and
Flexible

August 27
Gauge *Needs*Frequently and
Prioritize
Action
Together

Six Approaches to the Problem

September 17

Help
Businesses
Prepare and
Upskill Workers
for Critical
Positions

September 3
Help *Low-Skilled Adults* Earn
Credentials for
Critical Jobs

September 10
Help Students
Maintain
Momentum and
Earn Critical
Credentials



## In each session we...

SREB presents

State experts present

We all discuss

Points of engagement throughout

Get inspired and inform our collective work

Share key strategies for policies, programs and equity

Hear how leading states are doing it

Spotlight resources to get the work done



## TODAY'S SESSION

Make Education and Training Programs
More Tech Savvy and Flexible

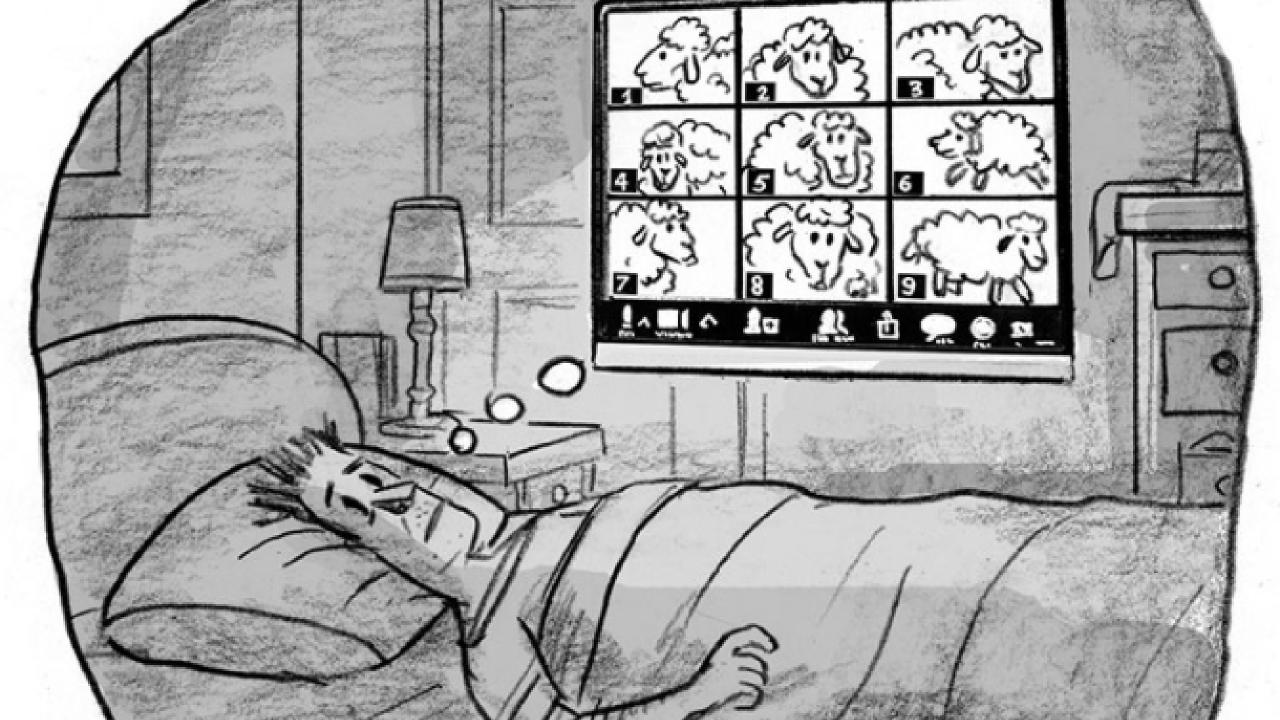


Crisis: COVID + we are underprepared for the changing economy

## CONTEXT

**Opportunity:** Transform Education and Workforce Development Programs





# ACTIONS to Make Education and Training Programs More Tech Savvy and Flexible

#### Based on data,

- 1. Adapt key program elements
- 2. Pursue equity



## Based on data, continually adapt your programs



## **ACTION 1:** Adapt Key Program Elements

- Variable pace
- Fill gaps quickly
- Reward learners along the way

Modularized and individualized learning

Technology rich

- Online learning
- Virtual Reality
- Adaptive Curricula
- OER
- Gamification
- Robotics
- Constantly evolving

- Mode
- Place
- Pace
- Learning resources
- Payments

Flexible designs

Real-world application

Layered competencies

- Domainbased knowledge and skills
- **PLUS**
- Adaptability
- Collaboration
- Critical thinking
- Social and emotional

- Digital badges
- Microcredentials
- Recognize prior accomplishments
- Streamline credit transfer

Portable validated accomplishments



## **ACTION 1:** Adapt Key Program Elements

Technology rich

- Online learning
- Virtual Reality
- Adaptive Curricula
- OER
- Gamification
- Robotics
- Constantly evolving

- Mode
- Place
- Pace
- Learning resources
- Payments

Flexible designs



Online learning platforms and apps

Adaptive curricula and open educational resources (OER)

Let's Jam

Virtual reality

Gamification









Design Content Assistive technology

**Accessibility** 



Whole programs



Design Content Assistive technology

**Accessibility** 



Virtual mentoring
Near peer advisors
Al-enhanced messaging





Childcare, transportation
Housing, nutrition
Internet and device access
Tech support

Support services

Design
Content
Assistive technology

**Accessibility** 



### **Advising, mentoring**

Virtual mentoring
Near peer advisors
Al-enhanced messaging



Whole programs



Childcare, transportation
Housing, nutrition
Internet and device access
Tech support

**Support services** 



Design Content Assistive technology

**Accessibility** 



**Advising, mentoring** 

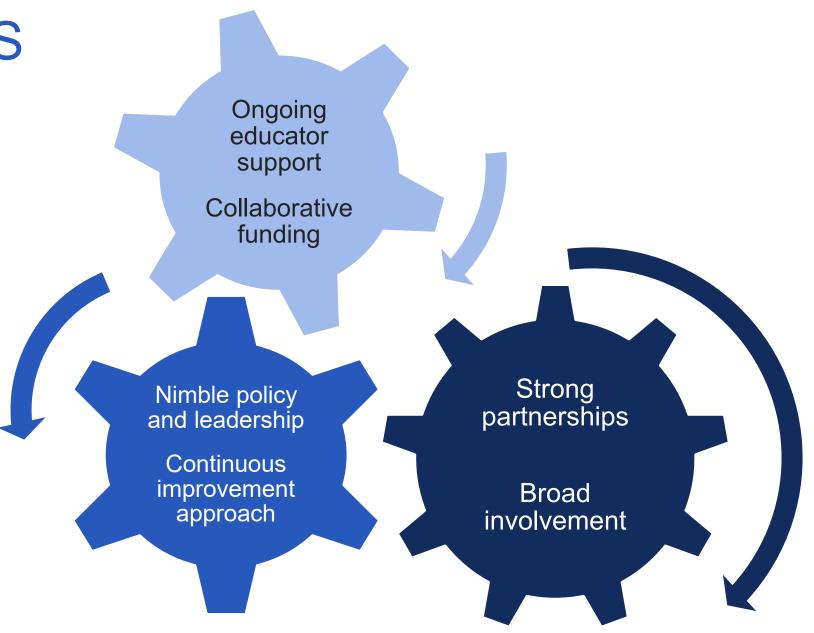
Virtual mentoring
Near peer advisors
Al-enhanced messaging



Whole programs



These ACTIONS require





## Resources for making programs more tech savvy and flexible

ESSA	Perkins V	WIOA	CARES Act	State funds	Other
Technology is one of a range of instructional tools to support student success and educator effectiveness  Title I can fund hardware, software, digital content for  Instruction Assessment School improvement Accountability Reporting  Title II: for Educator development  Title III: instruction for English Learners  Title IV: for Student Support and Academic Enrichment Grants 21st century schools  IDEA Part B for students with disabilities	State leadership funds to promote exemplary programs and instructional content  Local funds for  Technology hardware and software, OER  Helping students master all aspects of an industry, including the latest workplace equipment and technologies  Professional learning for educators	Title I  State and local workforce development boards responsibility  Local funds must maximize effective use of technology in programs  Title II Adult Education and Family Literacy  State leadership funds  Local funds  Eligible training providers are assessed in part on their use of technology  Title III Employment Services funds to improve technology in labor exchange system  Title IV Vocational Rehabilitation funds  Partner programs to serve individuals most in need: TANF, SNAP Education and Training	Elementary and Secondary School Emergency Relief Fund  Higher Education Emergency Relief Fund  Governor's Emergency Education Relief Fund  Reimagine Workforce Preparation grants for state workforce boards for short- term education and training	Repurpose dollars from pre-COVID initiatives that do not address evolving needs	Business and industry contribution  Community support  Philanthropic grants





As you listen to the presentations, pose questions in the **chat box** 

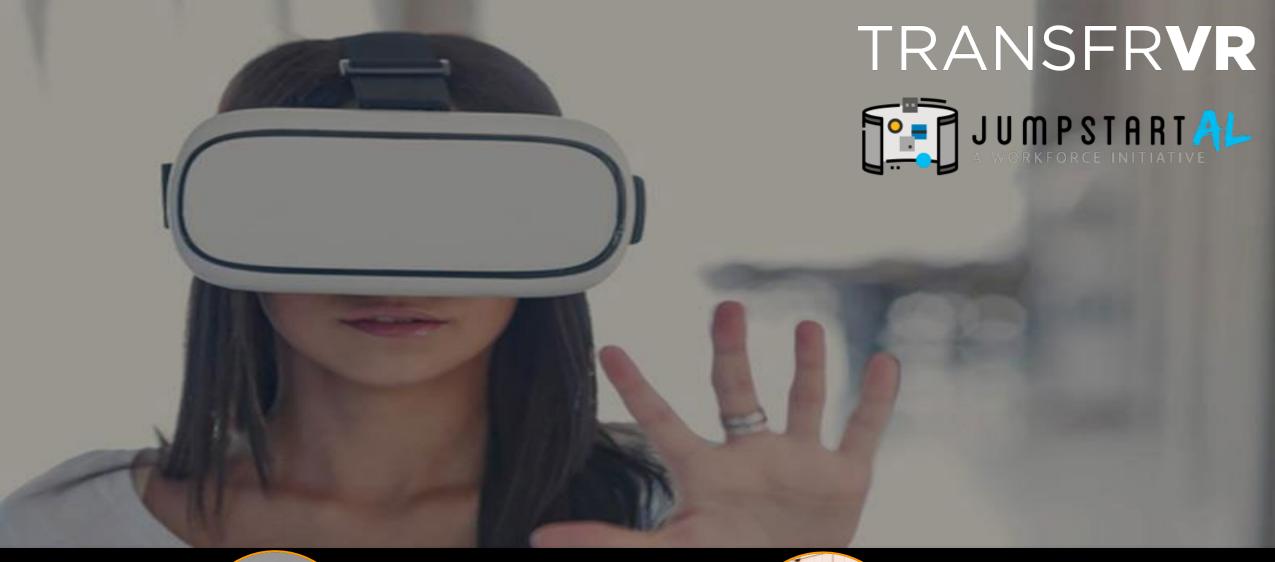


## EXEMPLAR EFFORT In Alabama

Katelyn Cutshall, community development project manager, **Alabama Power Company** 

Gary Schwartz, Vice President of Marketing, **TRANSFR Inc.** 







Bharani Rajakumar, TRANSFR VR



Katelyn Cutshall, JumpStartAL

#### TRANSFRVR -

## Why is the Skills Gap in the US Growing?

The younger generation have an outdated view of CTE related jobs, or aren't aware of these occupations.



TRANSFRVR —

## Why is the Skills Gap in the US Growing?

Videos and online lectures are not effective for hands-on learning.



#### TRANSFRVR -

Why is the Skills Gap in the US Growing?

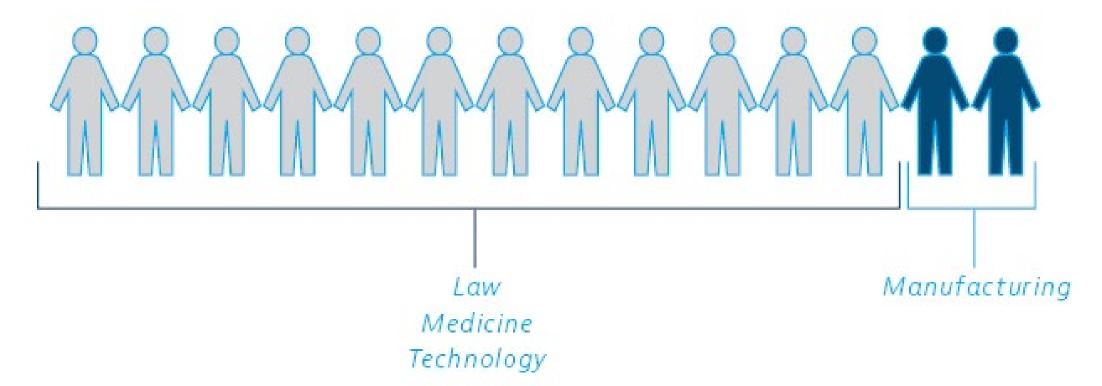
Skilled trades industries traditionally have high turnover, and a large percentage of long-term employees are set to retire.



## **CAREER AWARENESS**

## Only 5% of high school students

are interested in manufacturing.













## There are millions of jobs

that do not require a 4-year degree.





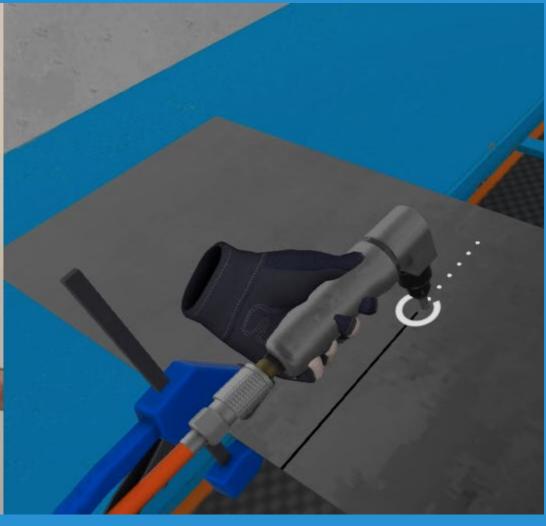
**Engineering** 











See videos at
Plant safety module video here - <a href="https://www.youtube.com/watch?v=\_dz9VLhtbTs">https://www.youtube.com/watch?v=\_dz9VLhtbTs</a>
Transfr Overview video - <a href="https://www.youtube.com/watch?v=SMx2dLftpYI">https://www.youtube.com/watch?v=SMx2dLftpYI</a>













INNOVATION



CAREER AWARENESS



**PARTNERSHIP** 





































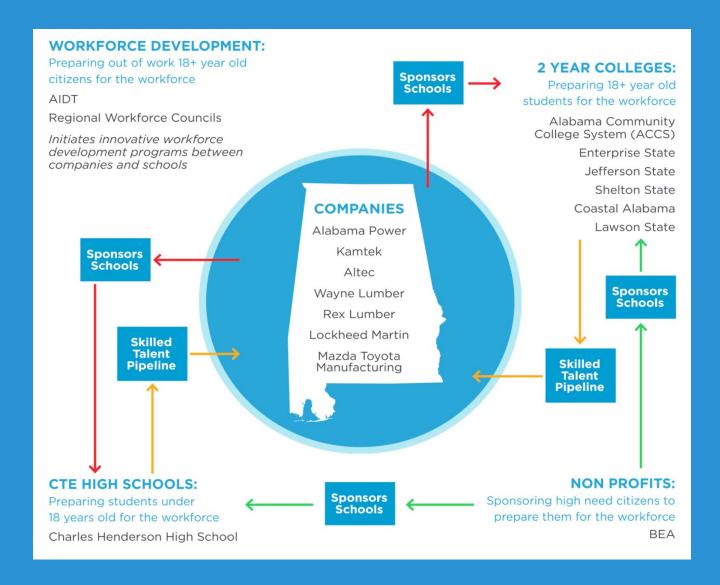


## Lockheed Martin continues to hire job candidates through TRANSFR that remain employed after 6 months

Increasing retention by hiring people with the right skills and aptitude.



### The standardized training building a talent pipeline for tomorrow



## Alternate Pathways to Career success

A scalable and cost-effective approach to workforce development

#### Contacts:

bharani@transfrvr.com KCUTSHAL@southernco.com





## EXEMPLAR EFFORT In Louisiana



## Louisiana Believes

Virtual Workplace Experience II

Jessica Vallelungo

Executive Director of Quality Diplomas
Office of Career and College Readiness

Louisiana Department of Education



## Virtual Workplace Experience II

#### Why is Virtual Workplace Experience II (VWE II) Important?

- VWE II is a workplace-based learning (WBL) course that provides students with a guided tour of Louisiana's best-paying careers.
- VWE II provides all students no matter where they go to school or their personal circumstances - dynamic opportunities to explore careers in Louisiana's high-demand industry sectors.
- VWE II emphasizes student-selected project-based learning.
- VWE II teachers customize the learning experience by offering their students their choice of tasks, reporting formats, and learning goals.
- VWE II enables all students to engage with unfamiliar workplace adults working in Louisiana's high-wage, high-demand industry sectors.
- Students complete mentor engagement projects

## Strong Start 2020 CTE Instruction Working Group

- Obstacle #1: Access to and use of technology for content that can be delivered in a distance modality
- Obstacle #2: Professional Development for Teaching Online
- Obstacle #3: Teaching/Testing performance-based modules, skills, activities, and content
- Obstacle #3 continued EMR/EMT: Teaching/Testing performance-based modules, skills, activities, and content
- Obstacle #3 continued Carpentry: Teaching/Testing performance-based modules, skills, activities, and content
- Obstacle #3 continued Debrief: Teaching/Testing performance-based modules, skills, activities, and content
- Obstacle #4: Student Engagement

## **DISCUSSION**



## Q&A with presenters





## Join us for the whole series

REGISTER AND
ACCESS MATERIALS:
sreb.org/WorkforceRecovery

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## We stand ready to support you

Kim Anderson kim.anderson@sreb.org

Stephen Pruitt <u>stephen.pruitt@sreb.org</u>

Dale Winkler <u>dale.winkler@sreb.org</u>





We appreciate your feedback on today's session

One more JAM!

OR

A strength

Chat:

Something we can **improve** 

**Support** SREB could provide

