

Edgenuity Logic Model

The logic model below provides a conceptual model of how Edgenuity is intended to work, the resources required to make it effective, and the outcomes that teachers can expect students to demonstrate. The first columns list the planned work that is needed to successfully launch Edgenuity and generate the outputs that lead to the short-, medium-, and long-term outcomes.

Program Inputs

EDGENUITY

- Implementation meeting on roles and responsibilities
- Model for content delivery
- In-school professional development and coaching (3 sessions/teacher)

DISTRICT

- Networked computers with proper memory, media appliances, and headsets
- Adequate classroom/lab space
- Edgenuity online system
- Alignment of online activities with one-to-one instruction

Classroom Activities

STUDENT USE OF SOFTWARE (ACTIVE TIME)

- Credit Recovery: > 3 hours per week per course
- Initial Credit: > 3 1/2 hours per week per course
- Honors: > 4 hours per week per course

TEACHER ACTIVITIES

- LMS reports for continuous assessment and monitoring
- Conference with students at least once per week

Outputs

STUDENT OUTPUTS

- Personalized learning
- Student motivation

TEACHER OUTPUTS

- Teachers feel prepared to implement Edgenuity
- Understanding of individual students' strengths and weaknesses

Outcomes

SHORT-TERM

- Improved classroom behavior and attendance
- Increased student engagement (measured by active time and progress)

MID-TERM

- Improved academic proficiency, reflected in overall grade and in quiz scores
- Increased number of credits earned / recovered

LONG-TERM

- Improved achievement on state assessments
- Increased graduation rates
- Decreased dropout rates
- Enrollment in postsecondary education