South Fayette
INVENTORCloud Pilot Study Brief

Product Info

Product Name: INVENTORCloud

Product Description: INVENTORcloud is a curriculum and hardware package which provides students with opportunities to invent, design, and build a product and learn how to create a business using social media and 21st century enabling technologies.

Learning Focus: 8th grade technology education

Teacher Training: INVENTORcloud provided support and help troubleshooting issues.

Device Specifications: School provides 66 percent of students with access to a personal, web-enabled device.

District Context

District demographics: 3000 students, 13 percent receive free and reduced price lunches; for the last six years, the District has been implementing a K-12 vertically aligned computational thinking initiative; very progressive and innovative district that created a STEAM Coordinator position to work with students on integrating science, technology, engineering, art, and math

Pilot demographics:

School District	Ed-Tech Tool Piloted	Number of Students in Pilot	Grade	Teacher Buy-In
South Fayette	INVENTORCloud	58	8	100 percent

Pilot Goal

Introduce students to the fundamentals of entrepreneurship in its 8th grade Technology Education classroom.

Implementation Plan

Duration: November 2015 - May 2016

Quality of Support: Teachers and administrators reported that INVENTORcloud support was high quality and timely.

Implementation Model: Although intended as a 90-day high school course, INVENTORcloud was adapted to be used as a 45-day unit for 8th graders.

Data collected: Pre and post student survey, student interviews/focus groups, classroom observations, teacher interviews, and administrator interviews

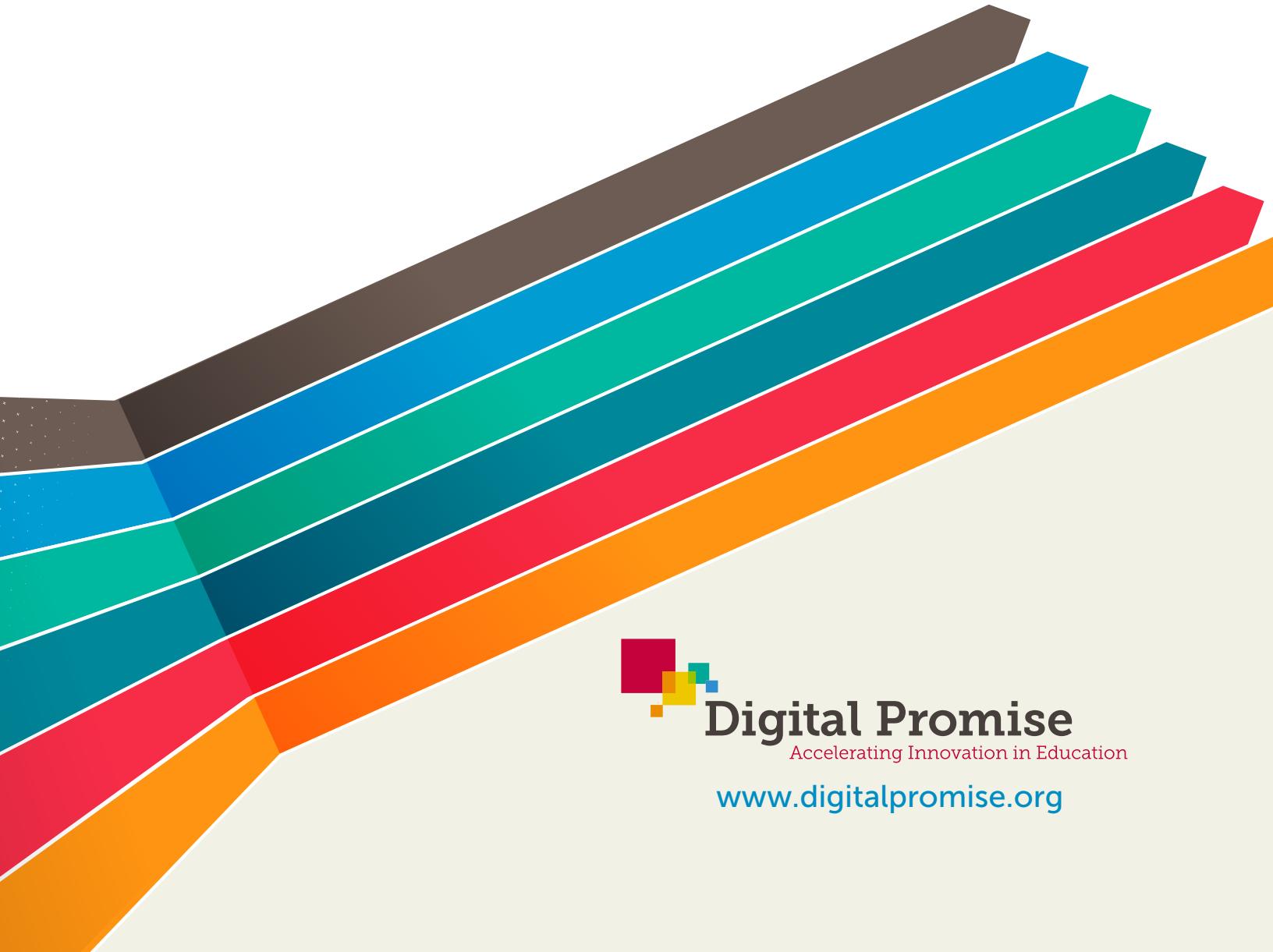
Findings

Actual implementation model: The planned implementation model was actually implemented.

Educator satisfaction: Teacher satisfaction with INVENTORcloud was high and the Technology director found it to be well aligned with the school's vision of creating a vertically integrated computational thinking curriculum.

Student engagement: Overall, student engagement was high, and students enjoyed taking the class.

Student learning: Participation in the Creative Entrepreneurship course was associated with patterns of improved Activation Levels on several critical dimensions, including students self-reported ability to design, understand technical information for kids their age, and explain solutions to technical problems.



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