Clarity

ABOUT CLARITY

The BrightBytes Clarity platform translates complex analyses and cutting-edge research into fast actions that improve student learning.
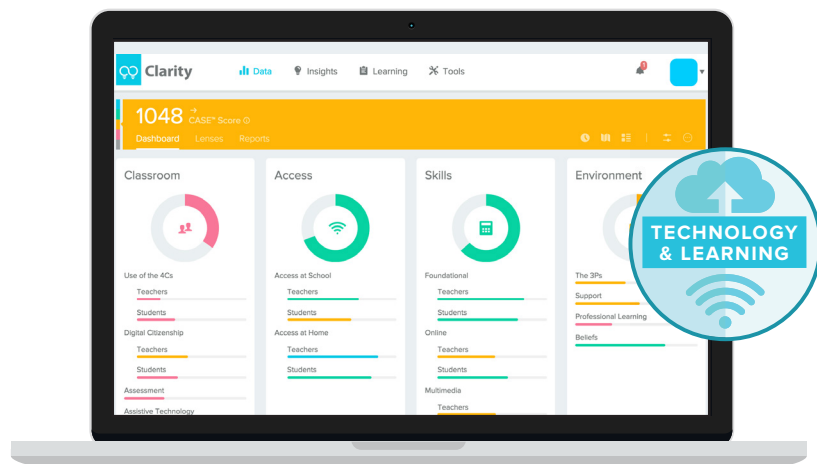
"

This kind of measurement has made our technology initiatives dramatically more effective, while simultaneously saving valuable time and money."

LISA BRADY
Superintendent
New York

The BrightBytes Technology & Learning module informs schools about which solutions drive maximum value and impact. Use less than 1% of a given budget to ensure that the remaining 99% truly drives student learning.

DRIVE THE IMPACT OF TECHNOLOGY ON LEARNING OUTCOMES

The BrightBytes Technology & Learning module uses a research-based framework, CASE, to help districts improve the impact of their technology on student learning. With CASE, districts and schools receive the kind of analysis and advice offered by consultants, but for a fraction of the cost.

For district leaders, choosing the right learning technology for students can be an expensive guessing game. The Technology & Learning module allows districts to better allocate resources and respond quickly to the diverse needs of students and teachers.

BENEFITS FOR DISTRICTS

The Technology & Learning module paints a clear picture of the availability of existing tools and programs within schools and their actual impact on meaningful learning. By using the module, district leaders can:

- Make better decisions faster.

- Reach annual district benchmarks.

- Attain greater transparency into technology purchases.

Through the creation of a common language that uses concrete research and analysis, meaningful metrics, and personalized recommendations, this powerful framework enables district leaders to elevate the conversation around education technology with school boards and other key stakeholders.

Classroom

USE OF THE 4CS
- Teachers
- Students

DIGITAL CITIZENSHIP
- Teachers
- Students

ASSESMENT
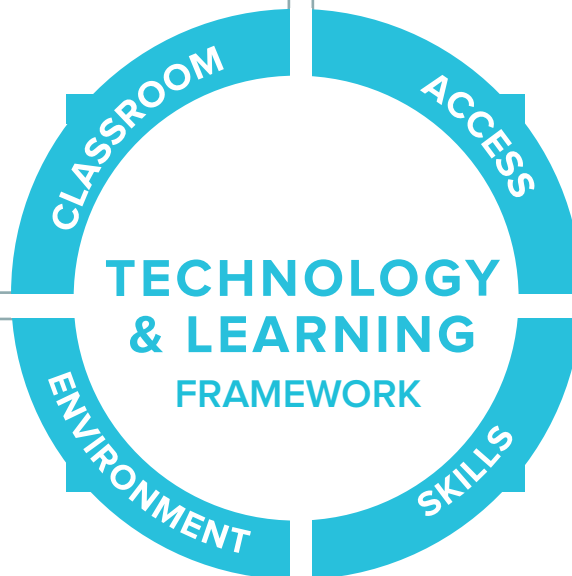
ASSISTIVE TECHNOLOGY

Access

ACCESS AT SCHOOL
- Teachers Access at School
- Students Access at School

ACCESS AT HOME
- Teachers Access at Home
- Students Access at Home

TECHNOLOGY & LEARNING
FRAMEWORK

CLASSROOM · ACCESS · ENVIRONMENT · SKILLS

Environment

3PS

SUPPORT

PROFESSIONAL LEARNING

BELIEFS

Skills

FOUNDATIONAL SKILLS
- Teachers
- Students

MULTIMEDIA SKILLS
- Teachers
- Students

ONLINE SKILLS
- Teachers
- Students