

## Realityworks TimeMAPS Alignment with Education Technology State Grants

### Title II Part D – Enhancing Education Through Technology (EETT)

The primary goal of this program is to improve student achievement through the use of technology in elementary and secondary schools.

	<b>GRANT CRITERIA</b>	<b>TimeMAPS ALIGNMENT</b>
√	Improve student academic achievement	Curricula focus is on financial literacy and the principles of everyday life (money, banking, investing, etc.), including career exploration, life skills training, personal finance, finance principles, business education, marketing, economics, social studies, math and consumer education. Simulator features writing assignments. Quizzes and real-time performance indicators are included.
√	Help students become technologically literate	This is a strong, solid instructional software program using technology to teach, practice, master and ultimately demonstrate competency with subject matter. Software features drop-down menus, scroll bars, help guide and other common computer-based technology functions. Online testing allows students to use the internet for paperless testing. Take-home student CDs extend computer-based learning beyond the classroom to home computers or computer labs. This is unique in the software world and provides expanded learning benefits.
√	Support continuing, sustained professional development	Realityworks offers product/curriculum training and professional development classes on how to use and integrate the technology into their classes. Additionally, there is an opportunity to receive 1-3 Continuing Education Units from the University of the Pacific. Instructional implementation program for teachers and school staff are based upon 6-8 hours of workshop time learning how to best implement this program as a teacher, administrator and technical support person. This instruction can be adjusted/designed to meet the specific needs and requirements of the school, district and community.
√	Designed to meet challenging state academic standards	Program is designed to meet National Standards for Personal Finance Education according to Jumpstart Coalition. Jumpstart is a national collaboration of organizations dedicated to improving the financial literacy of youth through advocacy, research, standards and educational resources.
√	Improve communication with parents and increase parental involvement	The take-home student CD provides an unobtrusive learning experience that prompts discussion between student and parents about some often intimidating subjects: money, career choices, financial security, spending, saving, credit, retirement goals and other important life choices.

√	Collect, manage and analyze data to enhance teaching	Computer-generated reports and student evaluations are designed for the convenience of both teacher and student. Online testing offers standard evaluations with the opportunity to customize or add essay questions. Tests can be automatically scheduled or conducted via internet and email. Data is computer-generated for automatic and instantaneous results, and organized for easy analysis. Program includes summative assessments (pre- and posttests) and activities that require independent study and student accountability.
√	Prepare teachers to act as technology experts in their schools	Teachers use software and curriculum CD for class preparation. Includes the use of PowerPoint presentations and Adobe pdf files for technology-driven lessons. Add online resource center, testing system (should there be more here?)
√	Fill a dramatic instructional need	Meets instructional needs for improving Financial Literacy. The Financial Literacy Act of 2009 has created urgency to find meaningful and lasting solutions to the nation's economic crisis through secondary education in particular. Individual legislation from state to state will either enact financial literacy graduation requirements or course offerings that may not have been in place prior to the Act.
√	Engages students in education	TimeMAPS applies active learning methodology through interactive software. Students are immersed in the lessons through exploring variable inputs and outputs and drawing conclusions. The Life Simulator allows students to apply their skills, experiment with outcomes, and personalize the material. Lesson material is delivered via computer, rather than paper handouts or textbooks.
√	Helps prevent drop-outs	Students are engaged in learning. Basic Life Planning, Career Paths, Living on a Budget and the Life Simulator demonstrate the connection between academic achievement and their desired future. This true-to-life experience and practical information about budgeting, handling money and making everyday financial decisions helps young people understand what they will need to survive in the world, or better yet, achieve their desired lifestyle by staying in school.
√	Establish research-based instructional methods that can be widely implemented	The program has been used by more than 5 years in the state of Alabama by over 30 school districts. It is based on BEST PRACTICES as demonstrated by over 150 teachers who are using it and have contributed to its effectiveness. It is designed and mapped to meet national standards as defined by Jumpstart Coalition—the gold standard for teaching financial concepts at this level.