



**College &  
Career for  
All Fund**

Established by Measure N



**OAKLAND UNIFIED  
SCHOOL DISTRICT**

*Community Schools, Thriving Students*

# Sojourner Truth

## 2025-2026 Measure N and H Education Improvement Plan Presentation



Presented to Measures N and H Commission

[www.ousd.org](http://www.ousd.org)



@OUSDnews

April 15, 2025

# Overview of School

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- Sojourner Truth (SJT) is a fully virtual school that serves students from TK to 12th grade
- 282/515 students in High School
- LCAP goals
  - 80% participation in iReady, 20% proficient in CEAs
  - 40% to 80% school connectedness
  - 80% or more teachers remained at school site
- Schoolwide Systems of Support
  - COST
  - Student Support
  - College & Career Team
  - Safety & Wellness

# Our Pathway

- Technology Pathway - Software & Systems
  - Computer Science
  - CTE Sequence
- Grade Level Participation
  - Increased
    - 25% Overall
    - 100% in CTE sequence
- Target Population - African American Males
  - Increased
    - # of students on track by 4%
    - # of students, A-G by 7%
  - 95.4% in pathway

## Course Progress

### Chapter 1: Sky Mountain



**100%**  
complete

**19**  
students

#### Key Concepts:

- Problem Solving
- Sequences & Algorithms
- For Loops
- Debugging
- Syntax
- Objects

### Chapter 2: The Moon Dancers



**21%**  
complete

**19**  
students

#### Key Concepts:

- Variables
- Boolean Logic
- Conditionals

## Summary

Using CodeCombat's personalized learning engine...

**19** students

wrote...

**1,479** computer programs

across an estimated...

**8,101** lines of code

in...

**64** coding hours

and expressed creativity by building

**23** standalone game and web projects

# Challenges Reflected in the Program of Study

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## Challenges Encountered:

- **Limited Course Offerings:** Small school size restricts A-G and CTE course sections.
- **Equity Gaps in Enrollment:** Some students enter with no prior coding experience, creating disparities in progression.
- **Inconsistent Student Readiness:** Frequent mid-year enrollments lead to learning gaps.
- **Work-Based Learning Barriers:** Virtual students struggle to access in-person WBL opportunities.

## Evidence in the Program of Study:

- **Small Cohorts:** Limits flexibility in course scheduling and pathway completion.
- **Virtual Learning Format:** Some students lack early exposure to technology skills.
- **Lack of Consistency:** Credit recovery students may miss key foundational skills in CS courses.
- **Few Internship Opportunities:** Many traditional internship programs require in-person attendance, limiting access.

# Strategic Actions Addressing These Challenges

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## Expanded CTE Sequence:

- **10th Grade:** Intro to Computer Science (Block/Text Coding) – Personal Portfolio Website.
- **11th Grade:** Advanced CS (JavaScript/Python) – Aligned with CA 9-12 CS Standards.
- **12th Grade:** Senior Capstone – Coding projects & career portfolio.

## Integrated Learning Projects:

- **English 10:** Interactive digital storytelling project integrating CS principles.
- **English 11:** Cybersecurity research project combining CS & analytical writing.
- **English 12:** Senior Capstone showcasing cumulative work across courses.

## Work-Based Learning Enhancements:

- Increased **guest speakers** and **career advisory sessions** in tech fields.
- **ECCCO Summer Fair** for hands-on exposure.
- **Virtual internships & micro-internships** to improve accessibility.

## Equity-Focused Supports:

- **Pathway tagging system** for accurate enrollment and equitable access.
- **College & Career Readiness Specialist** guiding students through post-secondary options.
- **Senior Portfolio Requirement** ensuring all graduates develop career-readiness materials.

# Insights and Application for 2025-2026

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## Key Insights from the New Plan

- Integration of **Project-Based Learning (PBL)** across core and elective courses enhances student engagement and retention.
- Expanded partnerships with **CodeCombat, CodeHS, and Peralta Colleges** strengthen technology career readiness.
- A **virtual learning model** offers flexibility but requires intentional community-building and engagement strategies.
- Equity-focused initiatives target **African American male students** to close achievement gaps.

## Application to Achieve School-Wide Goals

- **Dedicated Teacher Prep Time:** Allocating structured planning periods to refine and implement the tech pathway curriculum.
- **Stronger Dual Enrollment Support:** Assigning staff to assist students in college-level courses, ensuring smoother transitions.
- **Work-Based Learning (WBL) Expansion:** Increasing virtual internship opportunities to align with the needs of a remote-learning environment.
- **Targeted Professional Development:** Training educators on interdisciplinary tech integration and PBL strategies.

# Anticipated Challenges & Funding Support

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## Challenges in Pathway Development

### 1. Student Engagement & Retention

- Virtual students struggle with **isolation** and motivation in remote learning.
- Addressing **learning gaps** from mid-year and upper-grade transfers.

### 2. Industry & Work-Based Learning (WBL) Partnerships

- Need for **more virtual internship options** to match the school's online format.
- **Limited student participation** in in-person events due to logistical barriers.

### 3. Technology & Resource Accessibility

- Ensuring **all students have access** to high-quality technology for coding and design.
- Keeping **curriculum aligned** with evolving industry standards.

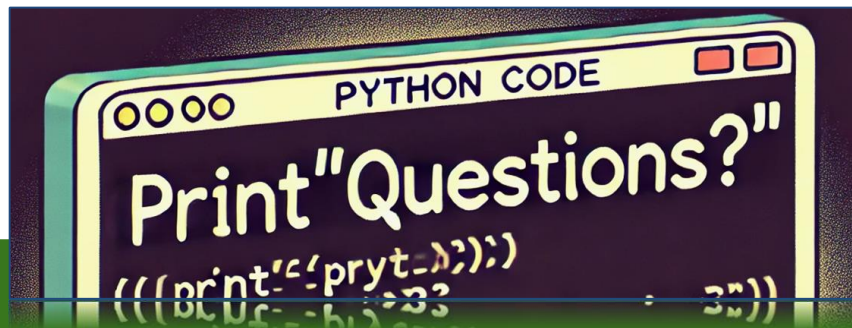
## Measures N and H Funding Support

- **CTE Technology Teacher:** Leads curriculum updates, ensuring tech alignment and student success.
- **College & Career Readiness Coach:** Provides individualized post-secondary guidance and internship connections.
- **Expanded WBL & College Readiness Programs:**
  - **Paid internships** through ECCCO.
  - **Field trips** to technology-focused higher-learning institutions.
  - **FAFSA & college application workshops** via East Bay Consortium.

# Codecombat: Progress and Tracking







# Questions?

# WBL Summer 2024

## CDC-Bella Vista



## Youth Beat- Film Making



## Cypress Mandela



# ***EVERY STUDENT THRIVES!***

### Starter Code

```
# Your pet should fetch items when they appear
# Your pet should respond using say when it
```



**Student Code**

```
1 # Your pet should fetch items when
  they appear.
2 # Your pet should respond using
  say when it hears something.
3
4 def onSpawn(event):
5     while True:
6         item = hero
7             .findNearestItem()
8             if item:
9                 pet_fetch(item)
```

```

3   def onspawn(event):
4       while True:
5           item = hero
6               .findNearestItem()
7           if item:
8               pet.fetch(item)

```

```
def bark(event):
    say("WOOF!!!")
```



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