



**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



@OUSDnews

April 15, 2025

Overview of School

- 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

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

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

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

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



Gauntlet

Created by lereko

Directions:

- To win, get your player to the end goal at the bottom right of the screen.
- Use the arrow or WASD keys to move your player around the map.
- Type R to reset the game.
- You will be sent back to the start if you run into the boss or into spikes.

Reset Level



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)
```



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