

TECHNOLOGY LEVY

Levy Facts for Tahoma's Feb. 11, 2020 election

Learn more: www.tahomasd.us

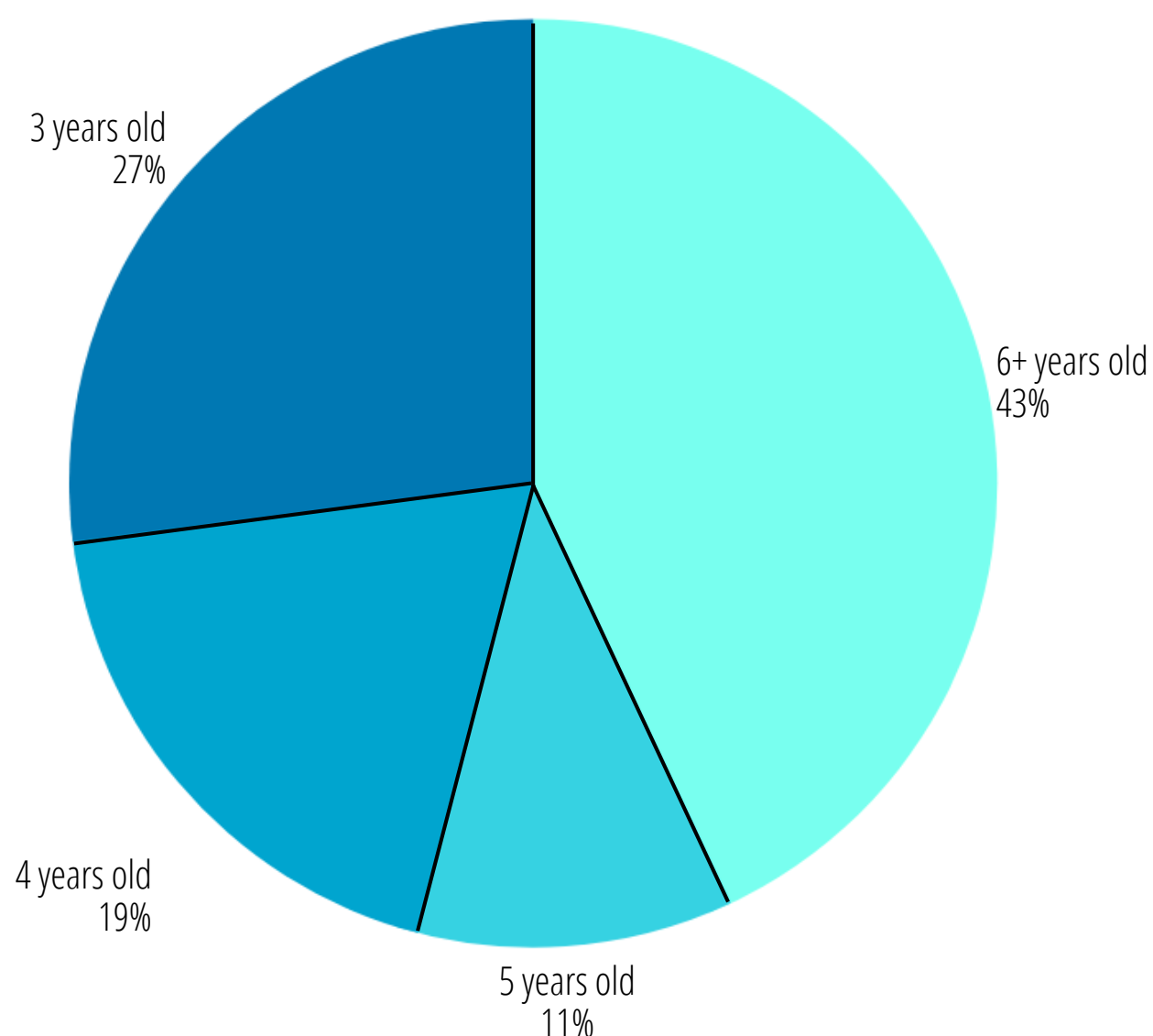
TECHNOLOGY PLAN AT A GLANCE

- Designed to support Empowered Learning, Future Ready Skills, the Future Ready Plan in authentic ways.
- Core values: equity, access and sustainability.
- Based off work done during the Technology Model Review.
- The district is asking for \$16.8 million over four years.

WHAT WOULD THE TECHNOLOGY LEVY PAY FOR?

- Increasing student access to computers at school, to accelerate and enhance learning, providing necessary access to online curriculum & resources.
- Keeping 9,000 computers for students & staff in good working order; maintaining five-year refresh cycle.
- Digital tools to support students who receive special education services.
- Professional development for teachers on best practices, learning environments and use of digital tools and resources.
- Technology coaches to help ensure technology is leveraged to improve learning where appropriate.
- Educational and office software licenses.
- Technicians to support equipment purchasing, installation and maintenance.
- Servers, storage, network switches, firewalls, routers, Wi-Fi, & other infrastructure.

Current Age of Tahoma Computers



If the Technology Levy passes in February 2020, the first collection would be in the 2020-2021 school year.

Slowness of old computers can result in significant loss of instructional time. Even a few minutes a day can add up to many hours per year.



8 Estimated number of hours spent by two committees of parents, citizens, students & staff developing the vision and plan for technology in the Tahoma School District since the 2018 levy failure.

IN FEB 2018 TAHOMA WAS THE **ONLY SCHOOL DISTRICT IN KING COUNTY** TO FAIL A **TECHNOLOGY LEVY**

HOW MUCH WILL IT COST?



THE RATE FOR THE TECH LEVY IS LESS THAN 50 CENTS (47 CENTS PER \$1,000 THE 1ST YEAR, DECLINING TO 40 CENTS THE FOURTH YEAR)

The owner of a home with an assessed value of \$500,000 would pay about \$235 per year.