



Pathblazer Logic Model



The logic model below provides a conceptual model of how Pathblazer is intended to work, the resources required to make it effective, and the outcomes that teachers can expect students to demonstrate. The first columns list the planned work that is needed to successfully launch Pathblazer and generate the outputs that lead to the short-, medium-, and long-term outcomes.

PROGRAM INPUTS

Edgenuity

- Implementation meeting on roles and responsibilities
- Model for content delivery
- In-school professional development and coaching (3 sessions per teacher)

District

- Networked computers with proper memory, media appliances, and headsets
- Adequate classroom/lab space
- Pathblazer online system/offline resources
- Alignment of online activities with face-to-face instruction

CLASSROOM ACTIVITIES

Student Activities

- Use of Pathblazer software 60-90 minutes of active time per subject per week

Teacher Activities

- Teacher use diagnostic assessments and LMS reports for continuous assessment, placement, and monitoring
- Teachers conference with students at least once per week

OUTPUTS

Student Outputs

- Personalized learning

Teacher Outputs

- Teachers feel prepared to implement Pathblazer
- Understanding of individual students' strengths and weaknesses

SHORT-TERM OUTCOMES

- Increased student ownership of learning
- Increased student engagement (measured by time on task and attendance)
- Increased student motivation (measured by number of activities completed)
- Increased student content mastery (measured by activity scores within the program)

MID-TERM OUTCOMES

- Improved academic achievement on benchmark assessments (e.g., Renaissance Star 360, Scantron Performance Series, MAP Growth)

LONG-TERM OUTCOMES

- Improved academic achievement on state assessments
- Increased grade promotion rates
- Decreased grade retention rates
- Increased student readiness for middle school
- Increased high school graduation and postsecondary enrollment