

LPGE Technology Board Report

June 16th, 2025

Update for June

Summer's in full swing, and even though it's only June, things are incredibly busy around here! Here's a quick rundown of what's happening:

eduCLIMBER Onboarding Complete

We've successfully onboarded eduCLIMBER, our new data warehouse. This was a pretty intense process, involving a lot of historical data migration from Skyward to the new system. The good news is that we've now automated nightly updates from Skyward, which will keep things running smoothly. We'll still have some ongoing maintenance tasks throughout the school year to ensure data flows correctly. We're also in the process of scheduling teacher training for Educlimber, which will take place sometime this summer.

Policy Updates Underway

I'm currently working on drafting new policies for the upcoming school year. This includes the Internet permission form, the Chromebook Policy, and the Cybersecurity Policy. My goal is to have these ready for the board to review in July. We had to hold off on finalizing a few aspects until the state legislation is wrapped up, as those could directly impact our policies.

Chromebook Changes for 7th and 8th Grade

We're planning some significant changes for Chromebook use at the Secondary next year, particularly for 7th and 8th graders. Last school year, we recorded a total of 114 Chromebook breaks, and over 56% of those came from students in grades 7 and 8. Seeing how well the cart model worked in the Elementary, we'll be expanding this to 7th and 8th grade next year. This means students will primarily use Chromebooks within the classroom. If they need to complete homework, they'll be able to check out Chromebooks from the Media Center for overnight use.

Ongoing Summer Projects

In addition to all of this, we're continuing with our server migration and other essential summer duties. This time of year is always hectic because we can only tackle major updates and overhauls when school isn't in session.

Mitchell Ganske
LPGE Technology Director