GPSD Reopening Plan Summary

School Day

Monday/Tuesday	Wednesday	Thursday/Friday
In-Person	ALL STUDENTS	Remote Learning
Cohort A	REMOTE	Cohort A
Remote Learning		In-Person
Cohort B		Cohort B
Remote Learning		Remote Learning
Cohort C		Cohort C
In-Person		In-Person
Cohort D		Cohort D

Learning Management Systems







A Day in the Life of a Secondary Learner

Grades 7 – 12

In-Person Learning Days

Time In-Person	Educational Experience
60 mins	Instruction Period 1 (courses will vary by student)
60 mins	Instruction Period 2
60 mins	Instruction Period 3
60 mins	Instruction Period 4
	Dismissal window
Time at home	Educational Experience
30 mins	Follow-up activities; Office hours with teacher (virtual,
	synchronous)

Remote Learning Days

Suggested Time Allotment	Educational Experience
60 mins	Instruction Period 1 (virtual, asynchronous)
60 mins	Instruction Period 2 (virtual, asynchronous)
60 mins	Instruction Period 3 (virtual, asynchronous)
60 mins	Instruction Period 4 (virtual, asynchronous)
30 mins	Office hours with teacher (virtual, synchronous)



A Day in the Life of an Elementary Learner

Grades K-6

In-Person Learning Day

Time In-Person	Educational Experience
20 mins	Morning Meeting – Receive students, Social-Emotional
	Learning
90 mins	Math Instruction
90 mins	ELA Instruction
30 mins	Science/Social Studies Instruction
	Dismissal window
Time at home	Educational Experience
30 mins	Special Area Instruction (virtual, synchronous)
Optional	Math/ELA Support w/teacher (virtual, synchronous)

Remote Learning Day

Suggested Time Allotment	Educational Experience
30 mins	Math Instruction (virtual, asynchronous)
30 mins	ELA Instruction (virtual, asynchronous)
30 mins	Special Area Instruction (virtual, synchronous)
30 mins	Math/ELA Support w/teacher (virtual, synchronous)



A Day in the Life of an Elementary Learner

Grade: Pre-Kindergarten

In-Person Learning Days

8:00 am - 8:30 am	Arrival/Breakfast/Centers
	(Zoned for Social Distancing)
8:30 am - 10:00 am	Centers (Zoned for Social Distancing)
10:00 am - 10:30 am	Gross Motor/Outside
10:30 am - 10:45 am	Handwashing
10:45 am - 11:30 am	Group 1 - Read Aloud (20 minutes)
	Group 2 - Small Group (20 minutes)
	Students will switch to remain socially distant
	from one another.
11:30 am - 12:00 pm	Handwashing/Pack-up/End of the Day Meeting
12:00 pm	Dismissal

Remote Learning Days

Suggested Time Allotment	Educational Experience
15 mins	Reading Support (virtual, asynchronous)
15 mins	Math Support (virtual, asynchronous)
15 mins	Check-in (virtual, synchronous)
15 mins	Gross Motor/Outside, Follow up activities,



Glossary of Terms

ASYNCHRONOUS LEARNING: when learners engage in online learning activities independently at different times and in different locations.

BLENDED LEARNING: an instructional approach that includes a combination of online and in-person learning activities.

COURSE BUILDING: the process of building master courses that serve as the foundation for course design. A Course Builder is the educator who builds the master course.

COURSE DESIGN: the process of designing a unique course from the master course based on Avon Grove curriculum and recognized standards to meet the needs of individual learners enrolled in the course. Course design is completed by the Course Instructor/Teacher.

COURSE INSTRUCTOR/TEACHER: the educator facilitating the learning.

ENGAGEMENT: learners who are actively participating in all aspects of the online course are considered engaged.

HYBRID LEARNING: learners alternate between face-to-face and online learning based on an assigned structure provided by the District.

LEARNING MANAGEMENT SYSTEM (LMS): a virtual learning environment (Schoology) that allows for the creation, management, and sharing of academic content.



Glossary (Cont.)

REMOTE LEARNING: learning that is delivered through an electronic, digitized format, where students learn from a remote location.

SCHOOLOGY: the name of the learning management system that is used at grades 4-12.

SEESAW: the name of the learning management system that is used at grades K-3.

SYNCHRONOUS LEARNING: when learners engage in an online learning course at the same time but in different locations. Synchronous learning allows learners to interact with the instructor and other participants.

VIRTUAL CLASSROOM: the virtual classroom refers to a digital classroom learning environment that takes place over the Internet rather than in a physical classroom. It is implemented through a tool (Zoom) that allows an instructor and learners to interact.

WEBEX: the name of the virtual classroom tool that is used to facilitate synchronous learning.

