



Synergies

Jack in the Box Foundation: A Stellar Example of CFF-Business Partnerships that Benefit Students

"We believe in the power of education as a life-changing force in children's lives."

Kathy Kovacevich, Jack in the Box, Human Relations Manager

"An investment in knowledge pays the best interest."

--Benjamin Franklin

Nearly four years ago, Jack in the Box's Mark Blankenship learned of the mission and vision of the Classroom of the Future Foundation. It seemed like a perfect fit with the vision of his company's foundation.

Why? Because the Jack in the Box Foundation is dedicated to serving youth through education. The Foundation is a San Diego community leader in supporting a variety of San Diego education initiatives, believing education is the most powerful tool in changing children's lives. That involvement has ranged from supporting charter schools to underwriting High Tech Academic Achievement Scholarships. Earlier this year, Jack in the Box Foundation support was critical to CFF's ability to award 26 scholarships to deserving students.



"Jack in the Box is a stellar example of how San Diego businesses can invest in the future of education. With little fanfare, this homegrown San Diego business community leader is making a difference in the lives of students at all grade levels," noted CFF Board Chairman Tom Dillon.

CFF Board Adopts Two-Year Governance Plan



A CFF Board of Directors retreat at USD's School of Educational Leadership Sciences recently adopted a two-year plan that will guide CFF activities and lay the groundwork for expansion in the future.

A preliminary strategic plan had been developed by several committees in the months prior to the retreat. The three-phase plan will focus on board organization, involvement, effective communication with the community, and fundraising.

Among the priorities in coming months:

- Prioritize fundraising strategies
- Create a board development (new member) strategy
- Create a more structured and coordinated committee model
- Create a committee exclusively dedicated to development and fundraising

***"A child mis-
educated is a
child lost."***

--John F. Kennedy

- Establish a coordinated branding image that includes printed materials, the website, and publications
- Establish a marketing budget to support tactical priorities

CFF Officials Lead Innovative Santee-UCLA Learning Initiative

For the past three years, a group of teachers in Santee have been part of an innovative learning program at Seeds University Elementary School at UCLA. It is a renowned program not only for the elementary school it operates, but how it trains teachers from other school districts.

Rick Beach of the Classroom of the Future Foundation is acting as a facilitator among the Santee teachers, exploring ways of how those who have attended the UCLA program can pass along what they have learned to other teachers.

It's an unfortunate fact that funds for teacher professional development are limited. CFF plays a vital role by helping those teachers fortunate to attend professional development programs into learning opportunities for other teachers.

On several occasions in recent years, CFF officials have helped build collaboratives between teachers and administrators that transcend school and district boundaries.

Kyocera's Tom Maguire Joins CFF Board of Directors

Tom Maguire, vice president of global marketing & product planning for Kyocera Wireless Corp., has joined the Classroom of the Future's board of directors.

Maguire is responsible for all marketing activities worldwide for Kyocera Wireless, and brings 17 years of wireless telecommunications management experience to the board.

Kyocera has developed into a significant and valued partner of CFF.

"A major priority of CFF is to build partnerships with leading businesses," said CFF Chairman Tom Dillon. "Tom's extensive marketing and branding expertise in the telecommunications industry will be a valuable asset as we move forward with our plans."

Education Headlines of Note...

Tech Giants Invest in Global Education Reform

Looking to produce their next generation of employees (and customers), technology giants such as Cisco Systems, Intel, and Microsoft are setting their sights beyond just the United States and are investing heavily in global education reform initiatives. Developing nations such as India, Jordan, and Kenya are among the beneficiaries of these efforts, which underscore the need for U.S. schools to prepare their students for an increasingly global, information-based workforce.

Online Math

College officials nationwide are concerned about the number of recent high school graduates in need of remedial math courses, and some schools have turned to online programs that could preserve shrinking operating budgets. The problem affects colleges of all types, but community colleges seem to be particularly hard hit. More than 60 percent of students in community colleges need some kind of remedial class—most often, math training—before they can

take credit-bearing courses, according to recent studies. This comes with a price tag: A study published this summer shows that community colleges spend more than \$1.4 billion on remedial courses every year.

Video Game Implications for Education

A new national survey from the Pew Internet & American Life Project illustrates just how ingrained video games have become in youth culture--a phenomenon with important implications for 21st-century learning.

The survey found that while young Americans don't necessarily play the same thing, nearly all of them--boys *and* girls--play video games of one kind or another.

And they don't just play by themselves. Nearly two-thirds play video games to socialize face-to-face with friends and family, while just over a quarter said they play with internet friends. "It shows that gamers are social people," says Amanda Lenhart, a senior researcher at Pew who led the report on the survey. "They communicate just as much. They spend time face-to-face, just as much as other kids. They email and text."

Technology makes art education a bigger draw

In art, as in life at large, technology has changed everything – or, more precisely, almost everything. In art classes at schools and universities today, new and emerging software is rendering art appreciation and even actual artistic production accessible to a far greater number of interested students and aspiring artists than ever before....

..."It doesn't matter the age; these kids are so technology adept that all you have to do is show them the basics and they just take off," one art teacher said. "I think [technology] can replace some of the traditional forms of art instruction, but I think there's a need for the tactile feel of clay and paint, and getting dirty--it's a real need. Until some of the software has a more haptic feel to it, that need is going to continue to be there--and I can take clay and teach something that I can't teach with a computer program."

Synergies is a newsletter of the Classroom of the Future Foundation. For more information, contact Bruce Braciszewski at (858) 292-3685 or visit www.classroomofthefuture.org.