

## EXECUTIVE SUMMARY

### Recommendation to Approve Agreement 59-031E - Chess4Life Learning Platform

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This request is to approve the agreement, starting July 1, 2018 through June 30, 2021, with a spending authority of \$435,000 representing the annual license charge. The budget will be taken from the Applied Learning Department's operating budget.

The Applied Learning Department desires to continue, expand, and improve its chess offering to students throughout the District by continuing its collaboration with Chess4Life inclusive of licensing its curriculum, teaching methods, and tools. The game of chess presents an incredible opportunity for students to develop and master skills that will be applicable throughout their lives. A student who learns the game of chess develops critical thinking, learns to work with others, learns to adapt to constantly changing environments, and develops mental resolve. Students who play chess regularly display greater memory, concentration, and problem-solving abilities. The Chess4Life Learning platform will continue to be available District-wide K-12 and integrated into Second Grade. Chess4Life will provide bi-yearly in-person trainings, monthly webinars, and on-going program support to assist in continued successful implementation throughout the District.

#### Procurement Method

This agreement was done through direct negotiation based on Purchasing Policy 3320, Section II, H, which states the requirement for requesting competitive solicitation for commodities or contractual services from three (3) or more sources is waived as for the District's purchase of computer software.

#### Program Details

Chess4Life tools are designed to empower teachers with little or no chess knowledge to bring the benefits of chess to their students and believes the nine (9) fundamental life skills enforced through this platform are:

- Sportsmanship
- Focus
- Respect
- Goal Setting
- Planning
- "Can Do" attitude
- Better Together
- Healthy Habits
- Always Improve

#### Detailed Project Implementation Plan

The Applied Learning Department has developed a detailed project plan for the implementation of this platform, see highlights below.

#### School Personnel

- Every Broward County Public School Second Grade teacher will be encouraged to integrate thirty-five (35) one (1) hour Chess4Life lessons into their curriculum.
- Every Broward County Public K-12 school will be encouraged to have a designated chess club sponsor.

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- Schools will be responsible for paying a supplement for their sponsor, but full access to all Chess4Life resources and materials will be made through Applied Learning.
- All participating schools will be encouraged to attend the end-of-year chess tournament.

**Training**

- Chess4Life personnel will conduct a full training for every new second-grade teacher and school chess club sponsor (1,000-1,200 individuals) on during pre-planning week. Teachers and sponsors will be trained in both the basics of the game of chess and the specifics of the Chess4Life online program/platform.
- Chess4Life will make monthly online training resources available, but the in-person August training will be much more interactive, hands-on, and provide higher-value training that will increase the likelihood of successful implementation.
- Chess4Life will provide continual teacher support throughout the year via email and phone. A dedicated support specialist will be available via phone five (5) days a week from 11 a.m. to 8 p.m. with email support availability 24/7.

**Data Reporting**

- Chess4Life will provide monthly tracking reports.
- Chess4Life will track and report the following data on student use: time logged in, time played, etc.
- Chess4Life tracks ALL data related to the online use of its program and will provide real-time data, as needed.

In the most recent (August 2017-April 2018) Chess4Life usage report, Broward County Public Schools (BCPS) K-12 students have clocked over one (1) million minutes interacting with the Chess4Life platform, every elementary school has registered users, and twenty-five (25) schools have had students play over 1,000 online chess games. The data also shows significant diversity among multiple demographic data marks.

**Financial Impact**

The total spending authority requested is \$435,000 representing the annual license charge and includes the chess curriculum and content, training, program support, and reporting for K-12 schools. It should be noted that prior to this year, the cost of offering chess to the District provided access to Second and Third-grade students only. Now all BCPS K-12 students have access to chess.