State of Florida Instructional Materials Adoption Publisher's Questionnaire (Form IM8)

2026-2027 K-12 Mathematics and Computer Science > Bid #1974 - Florida Programming Fundamentals and Conceptual Cybersecurity (0200381 - Conceptual Cybersecurity)

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Publisher Information

Publisher Name: Skill Struck _____

Address: Skill Struck, Inc. 826 Expressway Lane PMB 816 Spanish Fork, UT 84660_____

Authors & Credentials: List full name of author(s), with major or senior author listed first. Briefly provide credentials for each author.

Aimee Alsop - Director of Learning

Aimee holds a Master's degree in Instructional Design from Western Governors University and a Bachelor's degree in Business Management from Brigham Young University. As Director of Learning at Skill Struck, she has led the development of K–12 computer science curriculum, including the creation of AP Board Endorsed Computer Science Principles courses. She is experienced in programming, instructional design and team leadership.

David Abdel - Curriculum Developer

David has served as a K–12 curriculum specialist, department chair, and AP teacher with over 20 years in education. He holds a Master's in Educational Leadership from the University of North Texas and a Bachelor's in History from Seton Hall University. He brings deep expertise in curriculum design, instructional leadership and digital education strategy.

Lindsey Kinker - Curriculum Developer

Lindsey has over a decade of experience in curriculum development and eLearning design. She holds a Master of Science in Psychology and a Bachelor of Arts in English from DePaul University. At Skill Struck, she designs K–5 computer science curriculum and creates ADA-compliant learning materials aligned with CSTA and state standards.

Brooke George - Curriculum Developer

Brooke holds a Master's degree in Learning and Technology from Western Governors University and a Bachelor's degree in Elementary Education from Utah State University. She has taught K-5 grades for 16 years and holds multiple endorsements, including K-12 endorsements in Library Media, Computer Science and 5-8 Mathematics. She also has experience in programming.

Ryan Frandsen - Education/AI Consultant

Ryan holds a Master's degree in Educational Leadership from Utah State University and a Bachelor's degree in Business Management from Brigham Young University. As a full-time Computer Science and Business IT teacher at Bountiful High School and adjunct faculty for Weber State University, he teaches concurrent enrollment courses, presents nationally on AI in education, contributes to K–12 computer science curriculum, and develops AI tools for students and teachers at Skill Struck.

Describe the type(s) of students for which this submission is intended.

This course is designed for students who are working at a high school (grades 9-12) level.

1. List the Florida districts in which this program has been piloted in the last eighteen months.

- The School District of Palm Beach County
- Okeechobee County School District
- Manatee County School District
- School District of Indian River County
- Duval County Public Schools
- Volusia County School District
- School Board of Okaloosa

- Others (schools)
    - Arbor School of Central Florida
    - Pk Yonge Developmental School

2. How are your digital materials searchable by Florida State Standards (Section 1006.33(1)(E), Florida Statutes)?

Within the Skill Struck Educator Portal, teachers can search for content using a standards-based search bar. Lesson plans are tagged and aligned to standards, and when a Florida standard is entered into the search bar, the system will generate a list of associated lesson plans that address that standard. This functionality allows teachers to easily find, assign and teach content aligned to Florida's state standards.

3. Identify and describe the components of the major tool. The Major Tool is comprised of the items necessary to meet the standards and requirements of the category for which it is designed and submitted. As part of this section, include a description of the educational approach of the submission.

Educational Approach: (The information provided here will be used in the instructional materials catalog in the case of adoption of the program. Please limit your response to 500 words or less.)

The Florida Programming Fundamentals and Conceptual Cybersecurity course is delivered through Skill Struck's Voyage platform for secondary students and is designed to provide engaging, standards-based computer science instruction that builds upon the Florida Principles and Discoveries of Computer Science course. Grounded in Universal Design for Learning (UDL) and Constructivist Learning Theory, this course supports diverse learners through multimodal instruction, scaffolded practice, and flexible pacing.

Each lesson follows a consistent instructional structure that blends digital and unplugged learning experiences. Students begin with an online textbook and instructional video that introduce computer science and cybersecurity concepts using age-appropriate language and examples. These materials include supports such as Spanish translation, vocabulary glossaries, and text-to-speech functionality to promote accessibility for all learners.

Students then engage in interactive activities such as quizzes, coding checkpoints, and coding challenges that promote active learning and reinforce key concepts. These activities are auto-graded, providing immediate feedback and encouraging independence and iteration. The integrated coding editor mimics the functionality of a professional IDE, helping students build real-world programming skills in languages such as Python, JavaScript, HTML, and CSS.

Classroom collaboration is a key component of the course, with team-based coding projects and structured discussion points that promote problem solving, communication, and peer learning. Students practice working individually and in groups to develop creative coding solutions, increasing engagement and deepening conceptual understanding.

The course also includes unplugged activities and supplemental materials within detailed teacher lesson plans. These plans feature warm-ups, demonstrations, collaborative class activities, and wrap-ups. Teachers are fully supported regardless of their computer science experience through professional development resources, lesson pacing guides, auto-graded assessments with answer keys, and a real-time student progress dashboard.

This course builds foundational programming knowledge while introducing key cybersecurity concepts. It supports Florida's vision for vertically aligned K–12 computer science instruction and provides a rigorous, inclusive learning environment that empowers students to think critically, collaborate effectively, and engage with technology creatively and responsibly.

Major Tool - Student Components: Describe each of the components, including a format description.

The Florida Programming Fundamentals and Conceptual Cybersecurity course is accessed through Skill Struck's Voyage platform, a web-based learning environment compatible with all major browsers and devices (e.g., Chromebooks, laptops, iPads, PCs). No downloads are required.

Student Components include:

Interactive Online Textbook: A digital textbook that introduces computer science and cybersecurity concepts through structured explanations, vocabulary, real-world examples, and code snippets. Includes Spanish translation and text-to-speech functionality to support diverse learners.

Instructional Videos: Short, concept-focused videos accompany each lesson to visually demonstrate coding techniques and clarify complex ideas.

Quizzes: Each lesson includes an auto-graded quiz (true/false, multiple choice, and debugging questions) to check for understanding and provide immediate feedback.

Coding Checkpoints: These are scaffolded practice tasks where students apply lesson concepts in real code. Each checkpoint is auto-graded, and students receive real-time "custom hints" powered by AI to guide improvement.

Code Challenges: Open-ended coding assignments that encourage problem-solving and creativity. Students demonstrate mastery by completing tasks aligned to the lesson objectives. Feedback is immediate and personalized.

Projects & Collaboration: Students engage in group and individual projects that simulate real-world programming experiences. Collaborative assignments help build teamwork and communication skills.

IDE & Portfolio: A built-in Integrated Development Environment (IDE) allows students to write and test code in Python, JavaScript, HTML, and CSS. All work is saved to a personal digital portfolio, which students can download or export to GitHub (only with permission from their district).

Progress Tracking: Student activity - including checkpoint attempts, quiz scores, and project submissions - is automatically tracked within their account. Teachers can view detailed analytics via the Student Progress Dashboard.

These student tools are designed to promote independent learning, reinforce core programming and cybersecurity concepts, and prepare students for certification exams and real-world coding experiences.

Major Tool - Teacher Components: Describe each of the components, including a format description.

Teachers access all instructional materials through the Educator Portal within their Skill Struck account. The platform is entirely web-based, requiring no installation, and functions on all major browsers and devices (e.g., Chromebooks, PCs, iPads).

Teacher Components include:

Standards-Aligned Lesson Plans: Each unit includes comprehensive, grade-level lesson plans aligned to Florida standards. Plans include objectives, warm-up activities, guided instruction, classroom discussion points, unplugged activities, digital platform integration, and wrap-ups.

Answer Keys & Code Solutions: Teachers have access to full answer keys for all quizzes, code checkpoints, challenges, and projects. Solutions can be copied into the integrated IDE for demonstration or review. AI-powered “Explain It” features help teachers understand and explain correct answers.

Student Progress Dashboard: Provides real-time insights into each student’s learning progress, including quiz results, code submissions, checkpoint attempts, and completion timestamps. This allows teachers to monitor performance, identify gaps, and adjust instruction as needed.

Manage Curriculum & Sections Tools: Teachers can customize student access to specific lessons, modules, or activities based on readiness or pacing. They can also create sections for different student groups (e.g., advanced coders or students needing more support) and assign differentiated challenges accordingly.

Accessibility & Language Settings: Teachers can enable text-to-speech and Spanish translation to support English Language Learners and students with varying needs. The coding interface includes customizable settings for syntax highlighting, auto-complete, and focus mode.

Professional Development Resources: Skill Struck provides a robust library of on-demand professional learning materials. These include lesson demonstrations, tips for teaching Python, JavaScript, HTML, and CSS, answer keys, etc.

Support & Training Tools: In-app support chat, help center articles, and video walkthroughs provide ongoing assistance. Trainings, professional development workshops and online webinars are available to deepen instructional practice.

Skill Struck's tools and educator supports are designed to make high-quality computer science instruction approachable for all teachers, regardless of prior experience, while promoting differentiation, accessibility, and student success.

4. Identify and describe the ancillary materials. Briefly describe the ancillary materials and their relationship to the major tool.

Ancillary Materials - Student Components: Describe each of the components, including a format description.

Skill Struck's Voyage platform includes a variety of ancillary materials that reinforce and extend the core high school computer science and cybersecurity curriculum. These materials are designed to provide additional support, promote creativity, and encourage independent exploration of programming concepts.

Student Ancillary Components include:

Interactive Coding Playgrounds (Format: Web-Based IDE Sandbox): Students can code freely using a professional-style IDE. This open environment allows students to apply their skills beyond structured lessons and build personalized coding projects. All work is saved in a personal digital portfolio.

Digital Portfolios (Format: Student-Owned Project Library): Students' code submissions, challenges, and projects are automatically saved in a portfolio, allowing them to track progress, showcase growth, and download or export their work (e.g., to GitHub if enabled).

Code Example References (Format: Embedded Code Snippets in Textbook): Throughout the online textbook, code samples and model solutions provide visual guidance and support student learning with real-world syntax examples.

AI-Powered Custom Hints (Format: Embedded Feedback Tool): For each coding checkpoint and challenge, students receive up to three AI-generated hints tailored to their specific code, helping them troubleshoot without relying solely on the teacher.

Gamified Reinforcement (Format: Logic and Debugging Games): Students engage in interactive challenges that promote critical thinking and reinforce programming fundamentals, such as debugging code and solving logic puzzles.

Group Project Tools (Format: Collaborative Coding Activities): Select lessons include collaborative activity opportunities where students work together to solve real-world problems, enhancing communication and teamwork skills.

These ancillary materials are fully embedded in the platform and directly support the instructional goals of each lesson, allowing students to deepen their understanding, build coding fluency, and develop professional coding habits.

Ancillary Materials - Teacher Components: Describe each of the components, including a format description.

Teachers are supported with a comprehensive suite of ancillary resources housed in the Educator Portal to enhance instruction, classroom management, and teacher confidence - regardless of prior experience with computer science.

Teacher Ancillary Components include:

Unplugged Activities (Format: Printable & Digital PDFs): Hands-on, screen-free activities aligned to lesson objectives that reinforce programming and cybersecurity concepts through group discussions, role-playing, and algorithm-building tasks.

Instructional Slide Decks (Format: Downloadable Google Slides, PowerPoints, or PDFs): Ready-to-use visual presentations aligned to lessons, supporting direct instruction, review, and whole-class modeling.

Answer Keys & Code Solutions (Format: Embedded & Downloadable from Educator Portal): Complete, teacher-friendly answer keys for all quizzes, coding checkpoints, challenges, and projects. These include editable sample code and AI-powered "Explain It" features to deepen teacher understanding of correct answers.

Professional Development Library (Format: On-Demand Video Streaming via Community Plus): Includes debugging tips, coding language tutorials (Python, JavaScript, HTML, CSS), and best practices for teaching secondary computer science.

Trainings, Virtual Workshops & PD Options (Format: Live Online or On-Site Sessions): A wide range of topics can be covered - including guidance on standards, how to teach CS for new teachers, how to teach specific courses, etc. Trainings on how to set-up and navigate the platform are also scheduled with the District's point of contact at Skill Struck. Sessions are led by Skill Struck curriculum experts.

Live Support Chat (Format: In-App Chat Tool, M–F, 8AM–8PM ET): Real-time technical and instructional support available directly within the Educator Portal for immediate assistance.

Help Center & Setup Guides (Format: Online Articles & Downloadable PDFs): Step-by-step resources for managing students, customizing curriculum, assigning projects, and integrating with LMS platforms like Canvas or Google Classroom.

Student Data Tracking Tools (Format: Interactive Dashboard within Educator Portal): Teachers gain access to a real-time Student Progress Dashboard showing quiz scores, code submissions, challenge attempts, and completion timestamps. This

allows for informed instructional decisions, timely interventions, and differentiated pacing.

These teacher-facing ancillary materials are designed to ensure flexible, effective implementation of the course and empower educators to deliver engaging, standards-aligned instruction with confidence.

5. Identify which industry standard protocols are utilized for interoperability?

Skill Struck supports multiple industry-standard protocols to ensure interoperability across educational systems. These include:

Single Sign-On (SSO) - Skill Struck integrates with leading SSO providers using standard authentication protocols. Supported providers include:

- Clever
- ClassLink
- Google SSO
- Microsoft SSO

Learning Management System (LMS) Integrations - Skill Struck offers deep integrations with common LMS platforms using LTI (Learning Tools Interoperability) standards:

- Canvas
- Schoology
- Google Classroom

Within these systems, teachers can link assignments, sync grades and access Skill Struck content directly through the LMS interface.

Rostering:

Skill Struck supports OneRoster for automated rostering. Teachers can also upload student information via CSV when not using a third-party rostering tool.

Secure Data Transmission:

All data transmission between systems uses SFTP protocols to ensure secure, encrypted transfers.

These interoperability protocols enable seamless integration of Skill Struck into district systems - reducing setup time and maintaining secure access to all platform features.

6. HOW MUCH INSTRUCTIONAL TIME IS NEEDED FOR THE SUCCESSFUL IMPLEMENTATION OF THIS PROGRAM? Identify and explain the suggested instructional time for this submission. If a series, state the suggested time for each level. The goal is to determine whether the amount of content is suitable to the length of the course for which it is submitted.

Skill Struck's Florida Programming Fundamentals and Conceptual Cybersecurity course is designed as a semester-long course and aligns with Florida's secondary computer science standards. The course includes a structured sequence of lessons featuring digital content, collaborative activities, assessments, and projects - all of which are adaptable to various instructional formats.

Each lesson is designed to take approximately 45–60 minutes, depending on the pacing and instructional approach. Lessons include:

- Whole-group instruction guided by detailed teacher lesson plans
- Short instructional videos and digital textbook readings
- Coding checkpoints and open-ended coding challenges (auto-graded)
- Optional unplugged or collaborative group activities
- Quizzes

The complete course includes approximately 40–50 instructional hours, making it ideal for implementation in a semester-based schedule (e.g., 4–5 hours per week). The flexible pacing also allows for adaptation in block schedules, trimester rotations, or extended yearlong pathways when paired with other computer science courses.

Optional enrichment elements - including group projects, coding playground time, and unplugged reinforcement - allow districts and educators to tailor the total instructional time based on student needs and available class time.

7. WHAT PROFESSIONAL DEVELOPMENT IS AVAILABLE? Describe the ongoing learning opportunities available to teachers and other education personnel that will be delivered through their schools and districts as well as the training/in-service available directly from the organization for successful implementation of the program. Also provide details of the type of training/in-service available and how it may be obtained. (The information provided here will be used in the instructional materials catalog in the case of adoption of the program.)

Skill Struck offers a range of professional development opportunities to support successful implementation and build teacher confidence in delivering the course

material. These learning opportunities are designed for all educators, including those with no prior computer science teaching experience.

Initial training is provided through live virtual sessions that introduce educators to the platform, help them set up their classrooms and guide them in using the curriculum. Teachers learn how to navigate the educator portal, assign lessons, view student progress and implement both digital and unplugged instructional components. Guidance on covering standards is also provided.

Educators also have access to a library of on-demand professional development videos within the platform. These videos provide walkthroughs of platform tools, instructional strategies and guidance for teaching computer science.

Each district is connected with a dedicated Skill Struck Customer Success Manager (CSM) who can schedule additional training/PD sessions upon request. Teachers also have access to a live chat support feature built into the platform, where they can receive real-time assistance from the Skill Struck team. They can also directly email the Skill Struck support team for help.

Ongoing learning is supported through virtual office hours and topic-specific webinars. These sessions give teachers and instructional coaches opportunities to ask questions, explore best practices and receive implementation support throughout the school year. Skill Struck regular online webinars, but districts can work with their Skill Struck CSM to organize district-specific sessions.

All professional development offerings are designed to be flexible, easy to access and aligned with the needs teachers working to bring computer science instruction to their classrooms.

8. WHAT HARDWARE/EQUIPMENT IS REQUIRED? List and describe the hardware/equipment needed to implement the submission in the classroom. REMEMBER: Florida law does not allow hardware/equipment to be included on the bid! However, schools and districts must be made aware of the hardware/equipment needed to fully implement this program.

All of Skill Struck's courses are accessed through the web-based Skill Struck platform. To implement the program in the classroom, each student needs access to an internet-connected device such as a Chromebook, iPad, laptop, or desktop computer. Devices should have a modern web browser installed, such as Chrome, Safari, or Edge, and be capable of running audio and video content.

For whole-group instruction, teachers may choose to use a computer connected to a projector or interactive display to present lesson content, model activities, or facilitate unplugged discussions - however, this is not a requirement. Audio output

through speakers or headphones is recommended for any lessons that include videos or read-aloud functionality.

No special hardware or software installations are required. All program components are browser-based and compatible with commonly used classroom technology.

9. WHAT LICENSING POLICIES AND/OR AGREEMENTS APPLY? If software is being submitted, please attach a copy of the company's licensing policies and/or agreements.

All Skill Stuck courses are delivered through a browser-based software platform and are subject to Skill Struck's standard licensing policies and user agreement.

Licenses grant authorized users - such as teachers, students, and administrators - access to the platform, curriculum, and all included features for the duration of the licensing term. Each license is non-transferable and intended for use by the assigned individual or institution.

Use of the platform is governed by Skill Struck's Terms of Service and Privacy Policy, which outline acceptable use, data privacy practices, and user responsibilities. These documents ensure compliance with all applicable federal and state regulations, including FERPA and COPPA.

10. WHAT STATES HAVE ADOPTED THE SUBMISSION? List some of the states in which this submission is currently adopted.

Skill Struck has been adopted in districts across 37 states in the US. Some of the states where our program is in use include:

Florida, Utah, Texas, Indiana, South Carolina, North Carolina and Virginia.

These implementations include both district-level and statewide partnerships, supporting a range of instructional models and student populations.

11. WHAT OPEN EDUCATIONAL RESOURCES RELATED TO THIS BID DO YOU MAKE AVAILABLE(S)? List and describe each of the components, including a format description. (Open Educational Resources (OER) are high-quality, openly licensed, online educational materials that offer an extraordinary opportunity for people everywhere to share, use, and reuse knowledge.)

The instructional materials included in this submission are part of Skill Struck's proprietary platform and are not classified as Open Educational Resources (OER).

All of the course content, coding activities, and supplemental materials are original to Skill Struck and provided under a licensing agreement.

However, outside the scope of this bid, Skill Struck also offers a free, publicly accessible K–12 AI Literacy courses that is available to educators. These resources are designed to support early understanding of artificial intelligence concepts and are shared with the goal of broadening access to emerging technology education. While not included in the submission materials for adoption, this offering reflects Skill Struck's commitment to supporting open access where possible.

12. Although not called for in the state adoption, do you have advanced placement (ap) or accelerated program instructional materials available for the course(s) bid for adoption?

Skill Struck's curriculum is intentionally designed to support a wide range of learners, including those who are ready for more advanced challenges. Within the course, students have opportunities to progress at their own pace, engage in open-ended coding challenges and explore deeper applications of computer science concepts. These opportunities provide challenge for all students, including advanced learners.

Skill Struck offers advanced and accelerated instructional materials for secondary students. These include full course offerings aligned to AP Computer Science Principles (AP CSP) and AP Computer Science A (AP CSA), as well as pathways that prepare students for industry-recognized certifications in computer science and web development. While these advanced programs are not part of this specific bid, they are available to Florida schools as part of Skill Struck's broader K–12 computer science pathway.

13. What, if any, foreign language translations do you have available?

All Skill Struck courses can be translated into Spanish.

14. Do you provide access point scaffolding or an access point correlation upon request?

Skill Struck does not currently provide a formal access point correlation or dedicated access point scaffolding as part of this submission. However, the platform includes general guidance for supporting students with diverse learning needs, including strategies for accommodating students in special education settings. Upon

request, Skill Struck is able to work with schools and districts to identify additional supports or adjustments that may help align instruction with Florida's access points.

15. ESSA LEVELS OF EVIDENCE: To be considered an evidence-based program (or practice), it is required to have evidence to show that the program is in fact effective at producing results and improving outcomes in reading when implemented. Identification of evidence level alignment, Levels 1-4 (as outlined in the specifications), for the entirety of the program, part of the program, or individual practices within the program is required. Please explain how your product meets these requirements.

While Skill Struck does not currently have evidence demonstrating improvement in student reading scores, we do have compelling data showing student growth in computer science proficiency and success in industry certification exams. These outcomes support Skill Struck's alignment with ESSA Level 4: Demonstrates a Rationale.

Our model is based on Universal Design for Learning (UDL) and Constructivist Learning Theory, and research supports that computer science instruction enhances cognitive flexibility, logical reasoning, and academic performance in subjects, like math.

A notable real-world example includes an educator-led intervention in Northwest Georgia, where third-grade students struggling in math used Skill Struck's platform to develop computational thinking skills. This group demonstrated a 17.7% increase in MAP Math scores over the school year and improved from below grade level to proficient on state assessments - suggesting a promising correlation between CS instruction and math remediation outcomes.

A 2024–25 end-of-year internal efficacy study across thousands of Skill Struck users showed significant growth in CS proficiency, including:

- 50% growth in HTML assessments
- 33% growth in Python and CSS assessments

In addition, recent district-level certification data from Palm Beach County School District - a Florida Skill Struck partner - demonstrates strong student outcomes tied to program usage:

- HTML/CSS Coding Specialist: 89% pass rate (n = 2,545)
- Python Information Tech Specialist (ITS): 81% pass rate (n = 229)
- Python Coding Specialist (PCS): 80% pass rate (n = 142)
- Python Coding Apprentice (PCA): 70% pass rate (n = 102)

- JavaScript Coding Specialist: 100% pass rate (n = 10)
- Aggregate pass rate across all certifications: 87% (n = 3,028 students)

These high pass rates - especially when students complete 20+ lessons on the platform - underscore Skill Struck's effectiveness at improving student learning and readiness for industry certification exams.

While we continue building toward more rigorous experimental and quasi-experimental evidence, current results support a strong rationale that Skill Struck's platform improves academic performance and prepares students for success in computer science careers.

Certification

I certify that the information provided is accurate and complete and that this submission complies with the Florida Instructional Materials Adoption Policies and Procedures.

Signature of Authorized Company Representative:

Printed Name/Title:
Date: