



Count Play Explore's Strategic Plan Executive Summary



This executive summary provides high-level components from a strategic planning process for **Count Play Explore**, formerly known as the California Statewide Early Math Initiative, led by the Fresno County Superintendent of Schools' Early Care and Education Department.

Vision

Every child from birth through third grade—of any background, race, culture, ethnicity, language, gender, ability, or socioeconomic status—and every family, caregiver, and educator experiences math, science, and computer science with confidence, joy, and belonging. Children from birth through third grade develop strong math, science, and computer science skills which provide a foundation for academic success and career access.

Mission

Driven by a desire for equitable math, science, and computer science outcomes for every child, Count Play Explore provides culturally affirming capacity building, professional learning, resources, and messaging to support equitable math, science, and computer science learning among children from birth through third grade.

Core Principles

- 1** We ground our work in four fundamental principles of early math, science, and computer science learning
 - Math, science, and computer science are everywhere
 - Math, science, and computer science are for everyone
 - Math, science, and computer science are fun and playful
 - Math, science, and computer science mindsets matter
- 2** We lead with equity for children, families, and educators
- 3** We operate in all places children and families live, play, and learn across the full birth through third grade continuum
- 4** We leverage and align with state, regional, and local efforts
- 5** We build towards sustainability



Strategies

Count Play Explore's work is organized around four key strategies:

- Communicate with Early Learning Supporters (i.e., Families, Educators, Professional Learning Providers, and Systems and Organizations)
- Develop and Curate Resources
- Provide Professional Learning
- Build Capacity to Support Professional Learning

Impact Statement

Ultimately, Count Play Explore (CPE) seeks to positively impact children from birth through third grade. In alignment with its overall vision, CPE works to ensure that each child from birth through third grade:

- Has a positive math, science, and computer science identity, including confidence in their abilities
- Learns and develops knowledge and skills in math, science, and computer science from an early age
- Has greater access to education and career pathways in math, science, and computer science related field

Goals

Birth through Third Grade **Educators and Professional Learning Providers (PLPs):**

- 1** Educators and PLPs have a positive math, science, and computer science mindset with the understanding that every child can enjoy and succeed in math, science, and computer science learning.
- 2** Educators and PLPs continuously build their knowledge of early math, science, and computer science content, pedagogy, and developmental progressions.
- 3** PLPs effectively facilitate adult learning for teaching math, science, and computer science to children from birth through third grade, and implementing accessible and high-quality, culturally and linguistically affirming instructional practices.
- 4** Educators effectively teach math, science, and computer science to children from birth through third grade and implement accessible and high-quality, culturally, and linguistically affirming instructional practices.





Goals (continued)

Families of Children Birth through Third Grade:

- 5** Families see themselves as playing an important role in their children's math, science, and computer science learning and enjoy engaging their children in early math, science, and computer science learning.
- 6** Families recognize how math, science, and computer science concepts appear in their everyday experiences and routines and use those experiences to support their children's math, science, and computer science learning.
- 7** Families access and use math, science, and computer science activity resources that are accessible and culturally and linguistically appropriate.



Systems and Organizations:

- 8** Statewide, regional, and local leaders and organizations understand the importance of and how to support early math, science, and computer science teaching and learning.
- 9** Statewide, regional, and local systems and organizations coordinate and collaborate efforts to support early math, science, and computer science teaching and learning.

