SENATE AMENDMENTS

2nd Printing

Allison, González of El Paso, Minjarez, H.B. No. 2984 By: Lopez, et al. A BILL TO BE ENTITLED 1 AN ACT 2 relating to the essential knowledge and skills of the technology 3 applications curriculum. BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF TEXAS: 4 5 SECTION 1. Section 28.002, Education Code, is amended by adding Subsection (c-3) to read as follows: 6 7 (c-3) In adopting the essential knowledge and skills for the technology applications curriculum for kindergarten through grade 8 9 eight, the State Board of Education shall adopt essential knowledge and skills that include coding, computer programming, 10 computational thinking, and cybersecurity. The State Board of 11 12 Education shall review and revise, as needed, the essential knowledge and skills of the technology applications curriculum 13 14 every five years to ensure the curriculum: is relevant to student education; and 15 (1)16 (2) aligns with current or emerging professions. SECTION 2. Not later than December 31, 2020, the State Board 17

17 SECTION 2. Not fater than becember 31, 2020, the state Board 18 of Education shall review and revise, as needed, the essential 19 knowledge and skills of the technology applications curriculum as 20 required by Section 28.002(c-3), Education Code, as added by this 21 Act.

SECTION 3. This Act takes effect immediately if it receives a vote of two-thirds of all the members elected to each house, as provided by Section 39, Article III, Texas Constitution. If this

H.B. No. 2984 1 Act does not receive the vote necessary for immediate effect, this

2 Act takes effect September 1, 2019.

following for __.B. No. ____ Substitute

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ADOPTED

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.в. No. <u>2984</u>

C.S.__.B. No. ____

A BILL TO BE ENTITLED

AN ACT

2 relating to the essential knowledge and skills of the technology 3 applications curriculum.

4 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF TEXAS:

5 SECTION 1. Section 28.002, Education Code, is amended by 6 adding Subsection (c-3) to read as follows:

(c-3) In adopting the essential knowledge and skills for the 7 technology applications curriculum for kindergarten through grade 8 eight, the State Board of Education shall adopt essential knowledge 9 and skills that include coding, computer programming, 10 computational thinking, and cybersecurity. The State Board of 11 Education shall review and revise, as needed, the essential 12 knowledge and skills of the technology applications curriculum 13 every five years to ensure the curriculum: 14

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(1) is relevant to student education; and

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(2) aligns with current or emerging professions.

17 SECTION 2. Not later than December 31, 2020, the State Board 18 of Education shall review and revise, as needed, the essential 19 knowledge and skills of the technology applications curriculum as 20 required by Section 28.002(c-3), Education Code, as added by this 21 Act.

22 SECTION 3. The State Board of Education is required to 23 implement a provision of this Act only if the legislature 24 appropriates money specifically for that purpose. If the

1 legislature does not appropriate money specifically for that 2 purpose, the board may, but is not required to, implement a 3 provision of this Act using other appropriations available for that 4 purpose.

5 SECTION 4. This Act takes effect immediately if it receives 6 a vote of two-thirds of all the members elected to each house, as 7 provided by Section 39, Article III, Texas Constitution. If this 8 Act does not receive the vote necessary for immediate effect, this 9 Act takes effect September 1, 2019.

ADOPTED

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FLOOR AMENDMENT NO MAY 202019 Secretary of the Senate BY: Jane pelson Secretary of the Senate
Amend C.S.H.B. No. 2984 (senate committee report) by adding
the following appropriately numbered SECTIONS to the bill and
renumbering subsequent SECTIONS of the bill accordingly:
SECTION Subchapter A, Chapter 28, Education Code, is
amended by adding Section 28.0181 to read as follows:
Sec. 28.0181. COMPUTER SCIENCE STRATEGIC ADVISORY COMMITTEE.
(a) In this section, "advisory committee" means the computer
science strategic advisory committee established under this
section.
(b) The agency shall establish the computer science strategic
advisory committee to develop and provide recommendations for
increasing computer science instruction and participation in
public schools.
(c) The advisory committee is composed of at least 11 members.
The members must include:
(1) two members appointed by the governor;
(2) two members appointed by the lieutenant governor;
(3) two members appointed by the speaker of the house of
representatives;
(4) one member appointed by the chair of the senate
committee with primary jurisdiction over primary and secondary
education;
(5) one member appointed by the chair of the senate
committee with primary jurisdiction over higher education;
(6) one member appointed by the chair of the house of
representatives committee with primary jurisdiction over primary
and secondary education;

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1	(7) one member appointed by the chair of the house of
2	representatives committee with primary jurisdiction over higher
3	education;
4	(8) one member appointed by the chair of the State Board
5	of Education; and
6	(9) any other members added by the advisory committee in
7	a manner determined by the committee in the committee's discretion.
8	(d) In appointing members to the advisory committee, the
9	governor, lieutenant governor, and speaker of the house of
10	representatives shall coordinate appointments to ensure that the
11	six individuals appointed to the advisory committee collectively
12	by those officers include:
13	(1) three educators who teach in a public school and are
14	certified in computer science;
15	(2) one parent or person standing in parental relation
16	to a student enrolled in a public school;
17	(3) one person employed in the technology industry; and
18	(4) one faculty member of an institution of higher
19	education.
20	(e) The governor shall designate a member of the advisory
21	committee as the presiding officer of the advisory committee to
22	serve in that capacity at the pleasure of the governor.
23	(f) The advisory committee may hold public meetings.
24	(g) Members of the advisory committee are not entitled to
25	compensation but are entitled to reimbursement for actual and
26	necessary expenses incurred in fulfilling committee duties.
27	(h) Staff members of the agency shall provide administrative
28	support for the advisory committee.
29	(i) Funding for the administrative and operational expenses
30	of the advisory committee shall be provided by appropriation to
31	the agency for that purpose. 2 19.140.192 MEW

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1 (j) Not later than September 1, 2020, the advisory committee shall submit to the governor and the legislature a report that 2 includes recommended changes to state law, including funding 3 proposals and timelines for the implementation of the recommended 4 5 changes. The report shall include recommendations that are 6 intended to: 7 (1) increase the number of certified computer science 8 teachers; (2) increase the number of public high schools offering 9 10 computer science courses; 11 (3) increase the number of high school students enrolled in computer science courses; 12 (4) encourage the enrollment of diverse student 13 14 populations in computer science courses; and (5) expand computer science learning opportunities, 15 including computer programming, computer coding, cybersecurity, 16 and computational thinking, in public schools. 17 (k) The advisory committee is abolished and this section 18 expires January 1, 2021. 19 SECTION ____. As soon as practicable after the effective date 20 of this Act, the appropriate persons, as provided by Section 21 28.0181(c), Education Code, as added by this Act, shall appoint 22 members to the computer science strategic advisory committee. 23

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FISCAL NOTE, 86TH LEGISLATIVE REGULAR SESSION

May 21, 2019

TO: Honorable Dennis Bonnen, Speaker of the House, House of Representatives

- **FROM:** John McGeady, Assistant Director Sarah Keyton, Assistant Director Legislative Budget Board
- **IN RE: HB2984** by Allison (Relating to the essential knowledge and skills of the technology applications curriculum.), **As Passed 2nd House**

Estimated Two-year Net Impact to General Revenue Related Funds for HB2984, As Passed 2nd House: a negative impact of (\$346,458) through the biennium ending August 31, 2021.

The State Board of Education is required to implement a provision of this Act only if the legislature appropriates money specifically for that purpose. If the legislature does not appropriate money specifically for that purpose, the State Board of Education may, but would not be required to, implement a provision of this Act using other appropriations available for that purpose.

The bill would make no appropriation but could provide the legal basis for an appropriation of funds to implement the provisions of the bill.

General Revenue-Related Funds, Five-Year Impact:

Fiscal Year	Probable Net Positive/(Negative) Impact to General Revenue Related Funds
2020	(\$214,697)
2021	(\$131,761)
2022	(\$44,850)
2023	\$0
2024	\$0

All Funds, Five-Year Impact:

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Fiscal Year	Probable Savings/(Cost) from General Revenue Fund
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2020	(\$214,697)
2021	(\$131,761)
2022	(\$44,850)
2023	\$0
2024	o per per la becaria a perma di \$0

Fiscal Analysis

The bill would require the State Board of Education (SBOE) to adopt certain Texas Essential Knowledge and Skills (TEKS) standards by December 31, 2020 for the technology applications curriculum for kindergarten through grade eight. This would include standards related to coding, computer programming, computational thinking, and cybersecurity. The SBOE would be required to review and revise the standards every five years as needed to ensure that the curriculum is relevant and aligned with current and emerging professions.

The bill would require the Texas Education Agency (TEA) to create a computer science strategic advisory committee to develop and provide recommendations to increase computer science instruction and participation in public schools. The committee would be required to submit a report to the governor and the legislature by September 1, 2020 that includes recommended changes to state law. The bill abolishes the committee January 1, 2021.

The bill would take immediate effect if it receives a two-thirds vote in each house of the Legislature. Otherwise, the bill would take effect September 1, 2019.

Methodology

According to the Texas Education Agency, the legislation would result in costs associated with reviewing the technology applications curriculum ahead of its currently scheduled review. Currently, the SBOE is not scheduled to adopt revised technology applications TEKS until 2022. The cost associated with with convening work groups to make recommendations to meet the schedule required by the bill would total \$100,050 in fiscal year 2020 and \$66,700 in fiscal year 2021. In fiscal year 2022, there would be a cost of \$44,850 to convene state review panels to review instructional materials aligned to the revised technology applications TEKS.

According to the Texas Education Agency, it is anticipated that in fiscal year 2020 the following costs would be associated with the computer science strategic advisory committee: reimbursement for travel expenses for the committee members would total \$30,960; the cost for streaming and archiving committee meetings on the TEA website would total \$12,000; and costs associated to develop and submit the required report would total \$50,000.

Technology

The bill would require revisions to the Texas State Data System PEIMS system to capture data from new courses that are developed as a result of the bill's requirements. These costs would total \$21,687 in fiscal year 2020 and \$65,061 in fiscal year 2021.

Local Government Impact

School districts and charter schools could see increased costs related to curriculum development, professional development and training, and instructional materials.

Source Agencies: 701 Texas Education Agency **LBB Staff:** WP, THo, HL, AM

FISCAL NOTE, 86TH LEGISLATIVE REGULAR SESSION

May 14, 2019

TO: Honorable Larry Taylor, Chair, Senate Committee on Education

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- **FROM:** John McGeady, Assistant Director Sarah Keyton, Assistant Director Legislative Budget Board
- **IN RE: HB2984** by Allison (Relating to the essential knowledge and skills of the technology applications curriculum.), **Committee Report 2nd House, Substituted**

Estimated Two-year Net Impact to General Revenue Related Funds for HB2984, Committee Report 2nd House, Substituted: a negative impact of (\$253,498) through the biennium ending August 31, 2021.

The agency would be required to implement a provision of this Act only if the legislature appropriates money specifically for that purpose. If the legislature does not appropriate money specifically for that purpose, the agency may, but would not be required to, implement a provision of this Act using other appropriations available for that purpose.

The bill would make no appropriation but could provide the legal basis for an appropriation of funds to implement the provisions of the bill.

General Revenue-Related Funds, Five-Year Impact:

Fiscal Year	Probable Net Positive/(Negative) Impact to General Revenue Related Funds
2020	(\$121,737)
2021	(\$131,761)
2022	(\$44,850)
2023	\$0
2024	\$0

All Funds, Five-Year Impact:

Fiscal Year	Probable Savings/(Cost) from <i>General Revenue Fund</i> 1
2020	(\$121,737)
2021	(\$131,761)
2022	(\$131,761) (\$44,850)
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The bill would require the State Board of Education (SBOE) to adopt certain Texas Essential Knowledge and Skills (TEKS) standards by December 31, 2020 for the technology applications curriculum for kindergarten through grade eight. This would include standards related to coding, computer programming, computational thinking, and cybersecurity. The SBOE would be required to review and revise the standards every five years as needed to ensure that the curriculum is relevant and aligned with current and emerging professions.

The bill would take immediate effect if it receives a two-thirds vote in each house of the Legislature. Otherwise, the bill would take effect September 1, 2019.

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Local Government Impact

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Source Agencies: 701 Texas Education Agency **LBB Staff:** WP, THo, HL, AM

FISCAL NOTE, 86TH LEGISLATIVE REGULAR SESSION

May 8, 2019

TO: Honorable Larry Taylor, Chair, Senate Committee on Education

- **FROM:** John McGeady, Assistant Director Sarah Keyton, Assistant Director Legislative Budget Board
- **IN RE: HB2984** by Allison (Relating to the essential knowledge and skills of the technology applications curriculum.), **As Engrossed**

Estimated Two-year Net Impact to General Revenue Related Funds for HB2984, As Engrossed: a negative impact of (\$253,498) through the biennium ending August 31, 2021.

The bill would make no appropriation but could provide the legal basis for an appropriation of funds to implement the provisions of the bill.

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The bill would take immediate effect if it receives a two-thirds vote in each house of the Legislature. Otherwise, the bill would take effect September 1, 2019.

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Source Agencies: 701 Texas Education Agency **LBB Staff:** WP, HL, AM, THo

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FISCAL NOTE, 86TH LEGISLATIVE REGULAR SESSION

April 1, 2019

TO: Honorable Dan Huberty, Chair, House Committee on Public Education

- **FROM:** John McGeady, Assistant Director Sarah Keyton, Assistant Director Legislative Budget Board
- **IN RE: HB2984** by Allison (Relating to the essential knowledge and skills of the technology applications curriculum.), **As Introduced**

Estimated Two-year Net Impact to General Revenue Related Funds for HB2984, As Introduced: a negative impact of (\$253,498) through the biennium ending August 31, 2021.

The bill would make no appropriation but could provide the legal basis for an appropriation of funds to implement the provisions of the bill.

General Revenue-Related Funds, Five-Year Impact:

Fiscal Year	Probable Net Positive/(Negative) Impact to General Revenue Related Funds
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The bill would take immediate effect if it receives a two-thirds vote in each house of the Legislature. Otherwise, the bill would take effect September 1, 2019.

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