



Connecticut Commission for Educational Technology June 2024 Executive Director's Report

2024 Legislative Session (CGA.CT.GOV)

- [Senate Bill 2](#): An Act Concerning Artificial Intelligence (not passed)
 - Passed in House, not raised in Senate
 - Would create AI Advisory Council and offers consumer protections, support for workforce training, and digital equity
- [Senate Bill 3](#): An Act Concerning Consumer Protection (not passed)
 - Passed Senate, failed in House
 - Provided low-cost broadband assurances, support for digital equity outreach (Digital Equity Plan alignment)
- [Senate Bill 5](#): An Act Concerning School Resources (passed)
 - Passed ([PA 24-74](#)), AI and digital literacy provisions shifted to HB-5524 (PA 24-151)
 - CSDE to lead AI pilot program and teacher training ([page 193](#))
 - CSDE to collaborate with Commission for Educational Technology to develop model digital citizenship curriculum ([page 194](#))

Advocacy

Congressional Visits Thursday, May 2

[Educational Technology, Media, and Materials Program](#) (May 10, 2024)

- Supports full appropriation of \$37.4M through the US Department of Education for digital materials through grants, contracts, and cooperative agreements
- Has had impact on making materials accessible to students with disabilities in K – 12 and higher education
- Prompting from Office of Senator Christopher Murphy

[Affordable Connectivity Program Extension Act of 2024](#) (April 11, 2024)

- Would have appropriated \$7B to continue ACP through 2024
- Support from Connecticut delegation
- Not successful in moving beyond House Committee on Appropriations
- Encouraging adherence to [NDIA Low-Cost Model](#)

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