

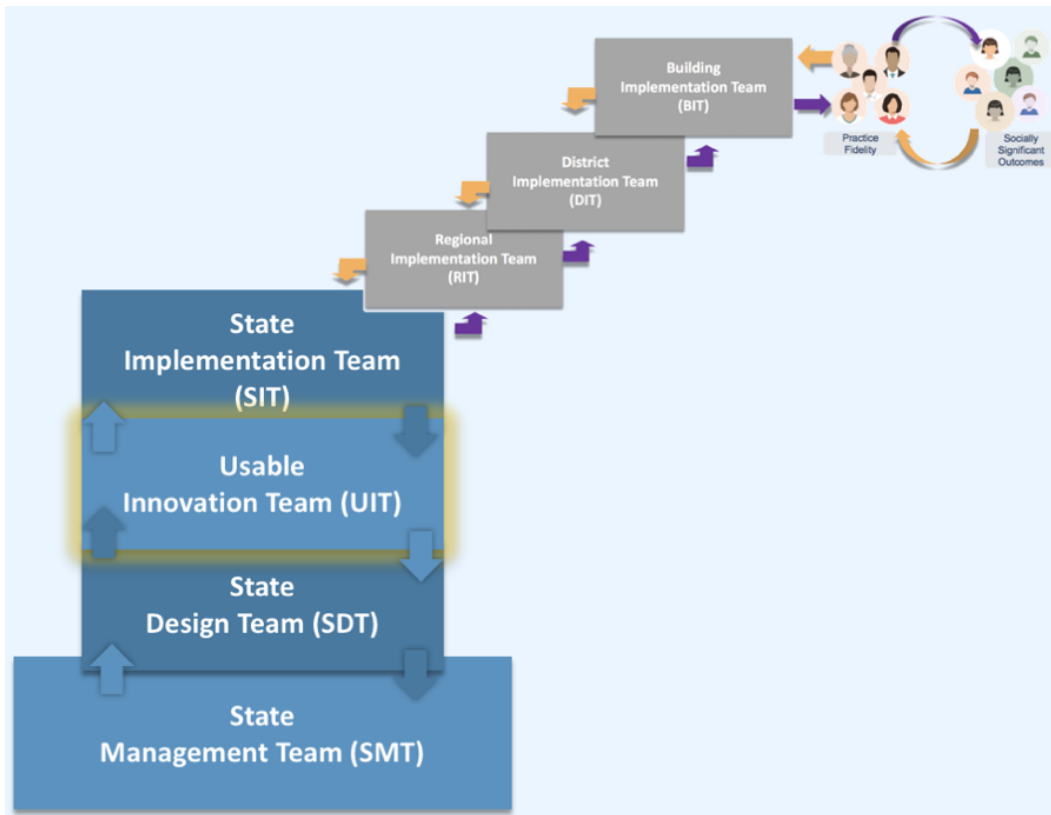
Handout: Implementation Teams

Usable Innovation Team (UIT)



ROLE

The Usable Innovation Team (UIT) consists of a diverse body of stakeholders who are carefully selected for subject matter content and implementation expertise. Their goal is to select and operationalize innovations as needed and assure the innovation content is accurately reflected in training, coaching, fidelity assessments, and data systems. Workgroups are used as needed to engage diverse stakeholders with the needed expertise and perspectives.



FUNCTION

To provide support for effective use of evidence-based practices or evidence information innovations, organizations have to ensure the practice or innovation is well defined. The Usable Innovation Team (UIT) ensures that the selected innovation meets the criteria of a usable innovation including: 1) a clear description of the innovation including philosophy, principles, inclusion, and exclusion criteria; 2) identified essential functions of the innovation; 3) operationalized definitions of the essential functions; and 4) a practical fidelity assessment.

To accomplish this purpose, the UIT:

- Collects information on best practice using literature searches, surveys, semi-structured interviews, and document reviews;
- Develops practice profiles based on the best available information regarding an innovation;
- Uses an initiative Inventory to identify innovations already in use with evidence of effectiveness in schools and districts;
- Evaluates existing (and potential new) programs using the Hexagon Tool to facilitate a discussion of six contextual fit and feasibility indicators to assist in selection of innovations with evidence of effectiveness;
- Creates or modifies the content of training materials, fidelity measures, and evaluation tools for effective use of the usable innovation;
- Follows a plan for internally and externally communicating and reporting activities and progress of the UIT; and;
- Actively engages in Improvement cycles (e.g., Usability Testing) for continuous improvement of products and processes related to the usable innovation.

The Usable Innovation Team
makes effective innovations
teachable, learnable, doable and
observable in practice.