SARAH L. LAYTON

LEARNING EXPERIENCE DESIGN | DIGITAL LEARNING PRODUCTS | PROGRAM LEADERSHIP

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PROFESSIONAL PROFILE

Learning designer and program leader with 17 years of experience connecting instructional strategy, digital learning products, adult training, and program implementation. Design practical solutions to performance gaps, guide teams through adoption, and refine learning experiences using evidence. Bring K–8 math expertise, interactive prototyping, educator onboarding, and multi-program leadership to help people perform independently.

LEARNING SYSTEMS DESIGN & LEADERSHIP

A. G. Wright Middle School · Stafford County Public Schools · 2022–Present

• Measurable outcome: In 2025–26, my students achieved the district's highest pass rate on Virginia's standardized Grade 8 mathematics assessment among teachers serving similar specialized student populations—approximately 15–25 percentage points above peer results.

• Integrated notebook skill anchors, repeated feedback cycles, differentiated small-group support, self-checking activities, and assessment checkpoints to build independent performance.

• Used whiteboard checks and student work to identify misconceptions, model targeted corrections, and return learners to independent practice; coordinated small-group interventions with a co-teacher.

• Analyzed Synergy, MasteryConnect, Excel, and assessment responses to identify recurring gaps and target review, feedback, and next-step instruction.

• Iteratively refined directions, scaffolds, and task structures based on learner performance and usability barriers.

• Designed and implemented a year-long Pre-Algebra learning system across six classes, progressing from accessible skill models and guided practice to unfamiliar applications and independent problem solving.

DIGITAL LEARNING PRODUCT DESIGN

Learning architecture · Interactive experiences · Prototyping

• Directed AI-assisted development of two interactive algebra applications, specifying instructional goals and functional requirements, then repeatedly testing and refining mathematical accuracy, learner interactions, feedback, and progression.

• Designed and piloted the applications with particular attention to clear directions, accessible practice, and independent usability for students requiring significant instructional support. Live: expressionswithtiles.netlify.app and balance2stepequations.netlify.app.

• Asana adult-learning case study: designed decision-based workplace scenarios and practice tasks around independent workflow performance—not a feature-by-feature software tour.

• Game-based Math 8 practice platform (in development): directing the design of an engaging, standards-focused experience intended primarily for independent student use.

ADULT LEARNING, MENTORING & LEADERSHIP

• Led building-level implementation of the district's Mentor 360 program for four years, supporting approximately 25–30 new teachers through mentor matching recommendations (subject to principal approval), mentor training, onboarding coordination, and ongoing instructional support.

• Refined mentoring activities to reduce unnecessary administrative work while retaining the program's intended coaching and onboarding value.

• Designed and facilitated hands-on software-rollout training for 30–40 educators, starting with a learner-facing experience before guiding colleagues to build usable classroom applications; prioritized practical adoption over feature demonstrations.

• Hosted and mentored student teachers across multiple semesters, providing instructional guidance and feedback aligned with university requirements.

• Serve as eighth-grade team lead, facilitating team meetings and coordinating grade-level field trips and events.

SUMMER LEARNING PROGRAMS

• Directed four summer learning programs, coordinating enrollment, staffing, supplies, budgets, and PTO-supported resources while managing teams of 5–8.

• Designed master bell schedules, student class assignments, and instructional groupings within district guidelines; organized teacher and paraprofessional assignments, special education coverage, and daily staffing for teams of 5–8.

• Led day-to-day program operations, adapting staff coverage and resolving behavioral, transportation, lunch, and scheduling challenges to maintain an organized and engaging learning environment.

DESIGN METHODS & TOOLS

Learning experience design • Digital learning product prototyping • Adult training and software adoption • Educator onboarding and coaching • Program leadership and operations • K–8 math curriculum • Formative assessment and differentiated feedback • Performance-data analysis (Synergy, MasteryConnect, Excel)

EDUCATION & CREDENTIALS

Administration & Supervision PreK–12 Endorsement — Longwood University | 2019

M.Ed., Curriculum & Instruction — University of Mary Washington | 2011

B.A., History, Political Science, Philosophy — Virginia Tech | 2007

CAREER HISTORY

A. G. Wright Middle School | Stafford County Public Schools — Math 8 Teacher | 2022–Present

Carl Sandburg Middle School | Fairfax County Public Schools — Physical Science Teacher | 2019–2022

Potomac Middle School | Prince William County Public Schools — 7th Grade Life Science, U.S. History & Civics Teacher | 2015–2019

Luther Jackson Middle School | Fairfax County Public Schools — Physical Science Teacher | 2011–2015

Rodney Thompson Middle School | Stafford County Public Schools — 7th Grade Life Science & Civics Teacher | 2010–2011