SMSD TEACHING with TECH

1 Balance

- ❖ Effective Lesson Design **=** *10-20 minutes of Input/Instruction or device use balanced with opportunities for physical activity and interaction.*

- ❖ Recess **=** *Physical Activity & Interacting with peers* **≠** Use of device

- ❖ Seminar = *Academic Screen Time Only*

- ❖ Not all screen time is created equally. Share with kids the difference.
    Academic vs. Entertainment

- ❖ Balance = screen time used for different purposes: consumption, communication, creation, or collaboration.

2 Purpose

- ❖ Consider the function of learning for purposeful device use.
    - ➢ **Collection of Data** to drive instructional decisions
    - ➢ **Collaboration ~** Students work together with peers in digital spaces.
    - ➢ **Create information-** students are empowered to create products of learning
    - ➢ **Communication**

    Effectively consume information and use technology for connecting with others

    Find information efficiently and evaluate its credibility, accuracy, and corroboration with other sources.

    Use information accurately and ethically.

3 Communicate

- ❖ Teachers and District share with parents the apps and/or websites being used and why.

- ❖ Ensure students can explain the purpose and learning intention.

- ❖ Create norms and agreements for device use in the classroom.

- ❖ Be explicit and cue what students should do with their eyes, earbuds, and devices during instruction.

- ❖ Share with students expectations for communicating in a virtual environment to promote strong digital citizenship.