### 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 ethnically.

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.