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
     - Personalizing Learning- students learning activities are based upon their interests, readiness, and abilities.
     - 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.