

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
 - **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.