



LAGUNA BEACH
UNIFIED SCHOOL DISTRICT

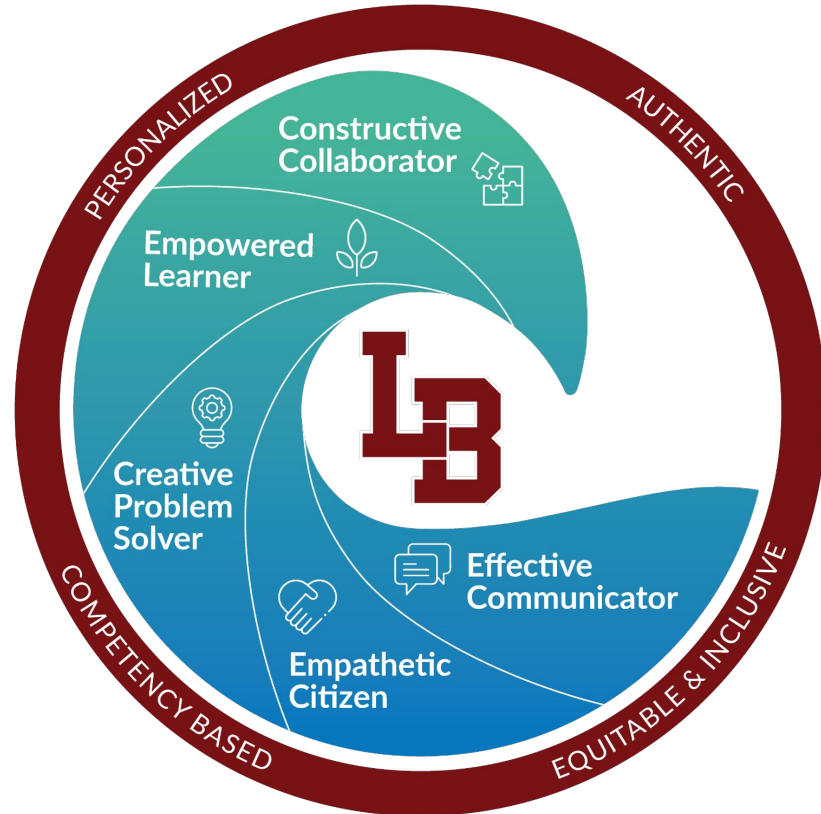
Deep Learning & Technology Use

August 14, 2025

Education as a Human-Centered Endeavor

Education as a Human-Centered Endeavor

LBUSD Learner Profile



Education as a Human-Centered Endeavor

[BP 6163.4 Student Use of Technology](#)

STUDENT USE OF TECHNOLOGY

The Governing Board intends that technological resources provided by the district be used in a **safe and responsible manner in support of the instructional program and for the advancement of student learning**. All students using these resources shall receive instruction in their proper and appropriate use.

Technology as an Purposeful and Integrated Practice

Required State Standards

Sample [State Standards](#):

K–2

English Language Arts

W.K.6

*With guidance and support from adults, **explore a variety of digital tools to produce and publish writing**, including in collaboration with peers.*

3–5

English Language Arts

SL.5.5

*Include **multimedia components** (e.g., graphics, sound) **and visual displays in presentations** when appropriate to enhance development of main ideas or themes.*

6–8

Science (CA NGSS)

MS-ETS1-2

*Evaluate competing solutions to a given technical problem, **analyzing how well each solution uses technology** and scientific principles and meeting constraints (with a focus on technologies for data collection or communication).*

T3 Framework

The T3 Framework for Innovation



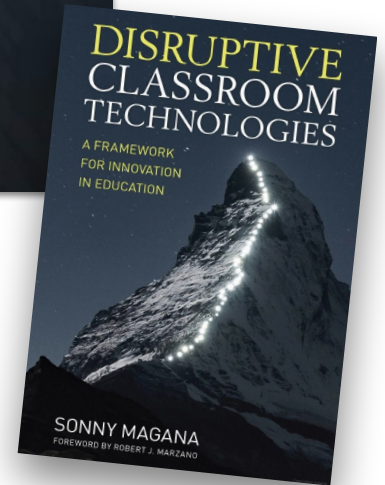
Example: students watch a video about the causes of homelessness and take a test based on its content



Example: students collaborate to research the causes of homelessness and make a video of their findings



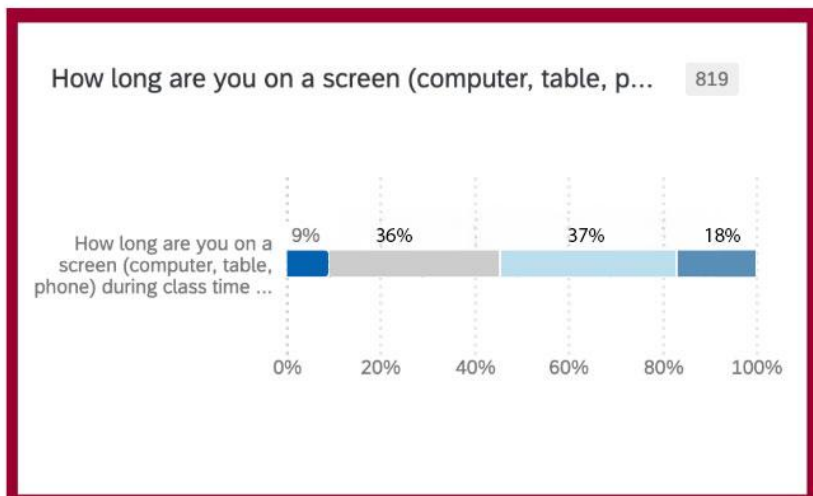
Example: students choose to produce a short film about homelessness in Laguna and enter it in a film festival



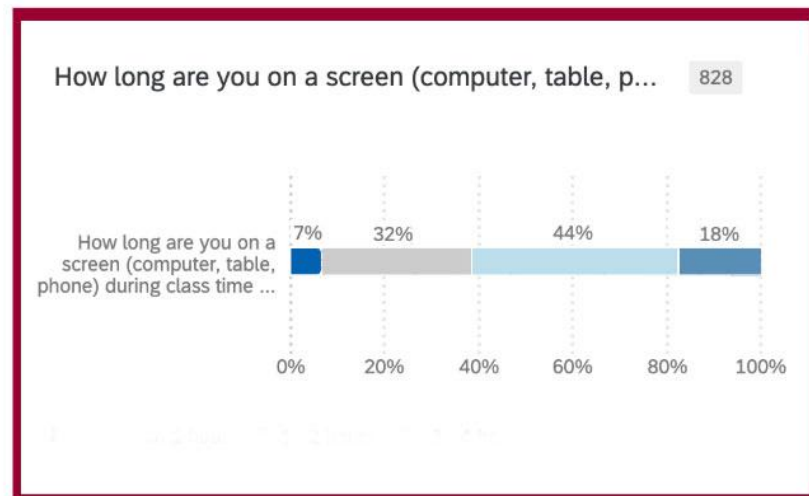
Current Status

Current Status: Grades 3-12

● 2024



● 2025

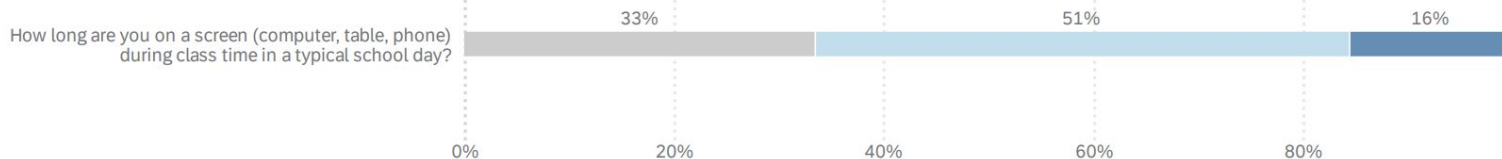


■ less than 1 hour ■ 1 or more ■ 3 or more ■ 5 or more hours

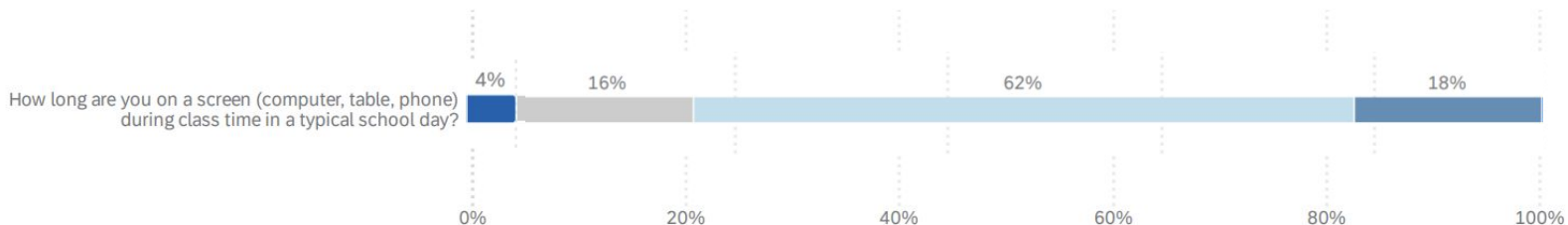
Current Status: Elementary School (Grade 3-5)

2024

How long are you on a screen (computer, table, phone) during class time in a typical school day? 45



How long are you on a screen (computer, table, phone) during class time in a typical school day? 119

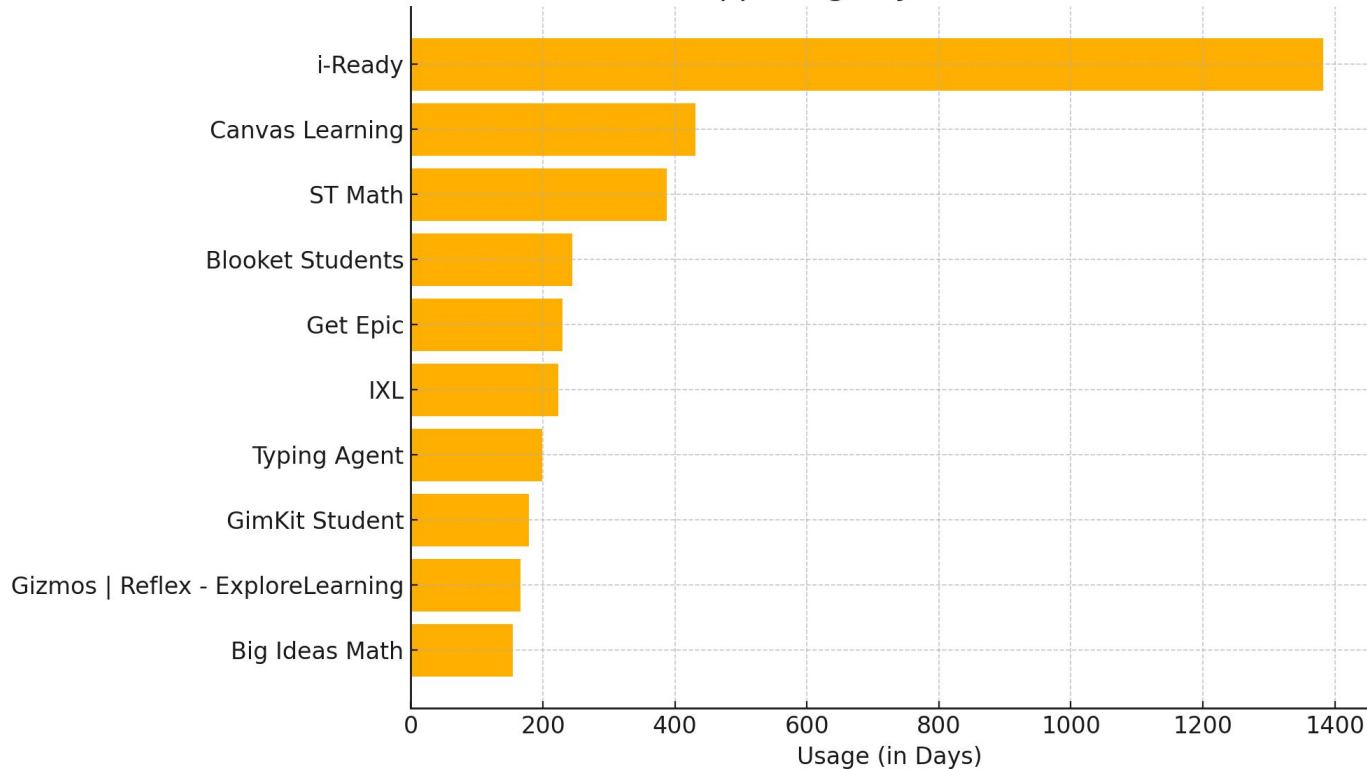


■ less than 1 hour ■ 1 or more ■ 3 or more ■ 5 or more hours

2025

Current Status: Tech-Based Learning Program Usage

App Usage by Total Time



For iReady, this is, on average, under 10 minutes per day per student

Current Status: Examples of Technology Use

Category	Purpose	Examples
Media Creation	Project-based learning, student expression	Slides, Canva, video editing
Recording & Analyzing Data	Supporting hands-on learning	Google Sheets for lab reports
Computer-Aided Instruction	Personalized practice, immediate feedback, and skill building	i-Ready, ST Math, iXL Math
Ideation & Collaboration	Brainstorming, sharing, and group thinking	Padlet, Google Forms
Formative Assessment	Feedback, reteaching, grouping	Pear Deck, Blooket, Quizizz
Research & Inquiry	Developing critical thinking and knowledge	Google Search, Britannica School, Gale, College Research
Attendance & Check-In	Sign up for tutorial classes and attendance	LBHS/TMS Flex App
Learning Management System (LMS)	To accept work give feedback, provide grades, and track progress.	Canvas LMS-TMS/LBHS / Google Classroom-Elementary

Current Status: Professional Development

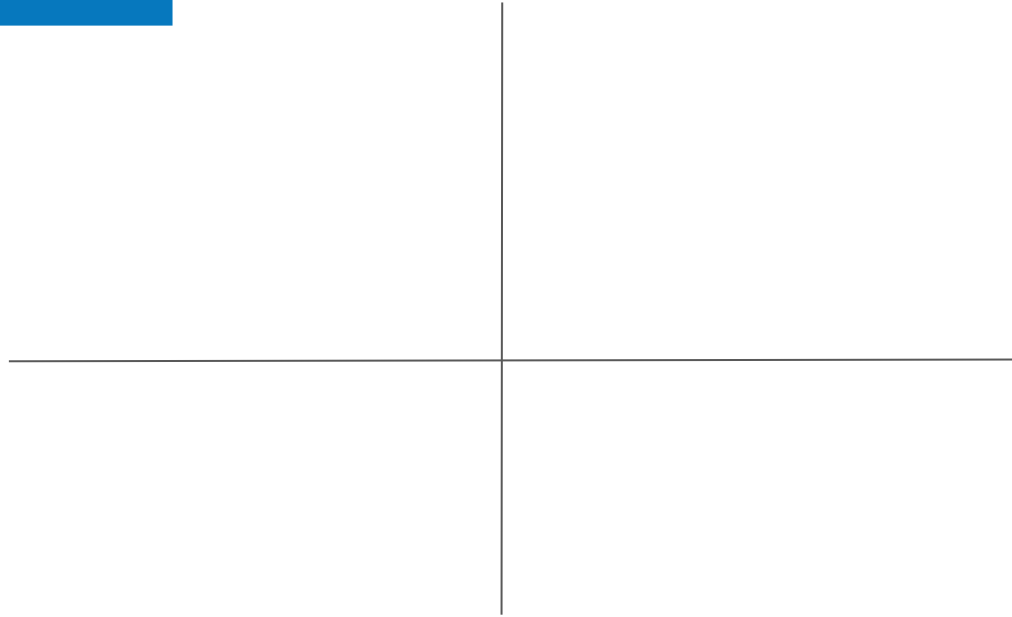
Unit Design Training

HIGH TECH

PASSIVE

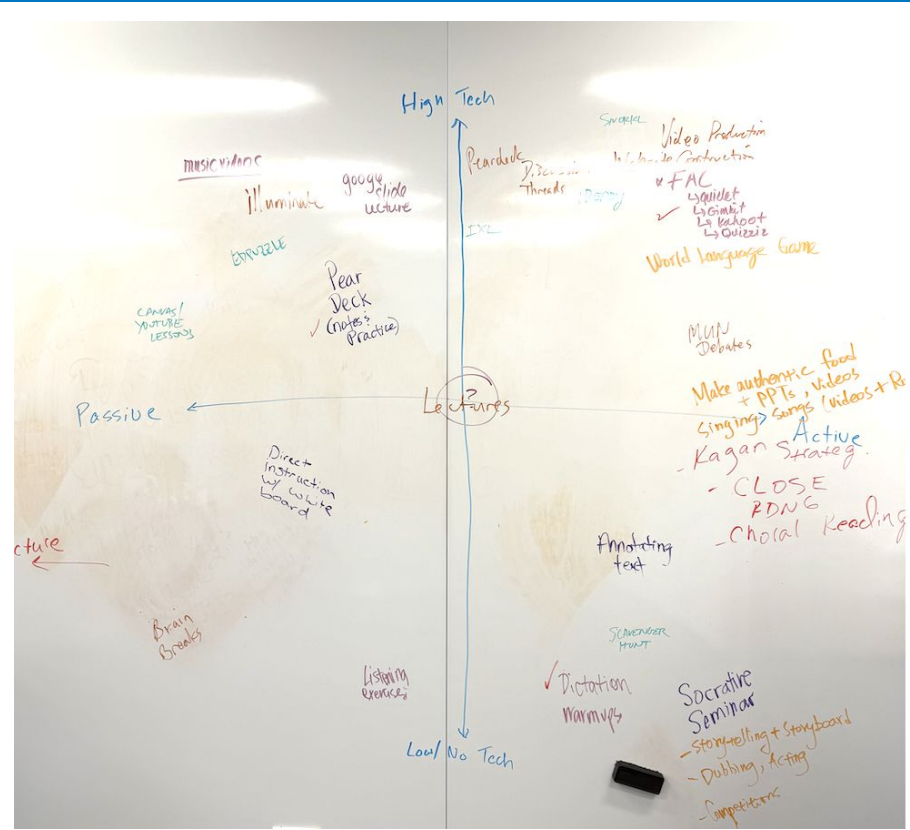
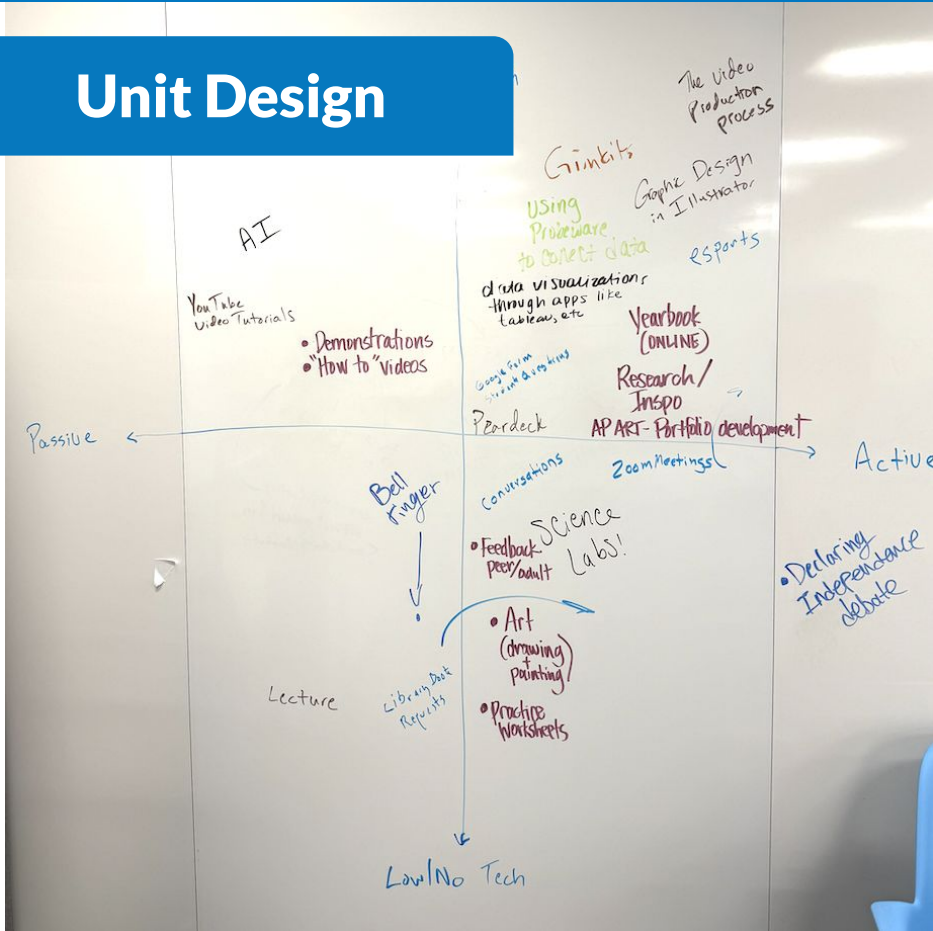
ACTIVE

LOW or NO TECH



Current Status: Professional Development

Unit Design



Unit Design Template

LOW/NO TECH OPTIONS

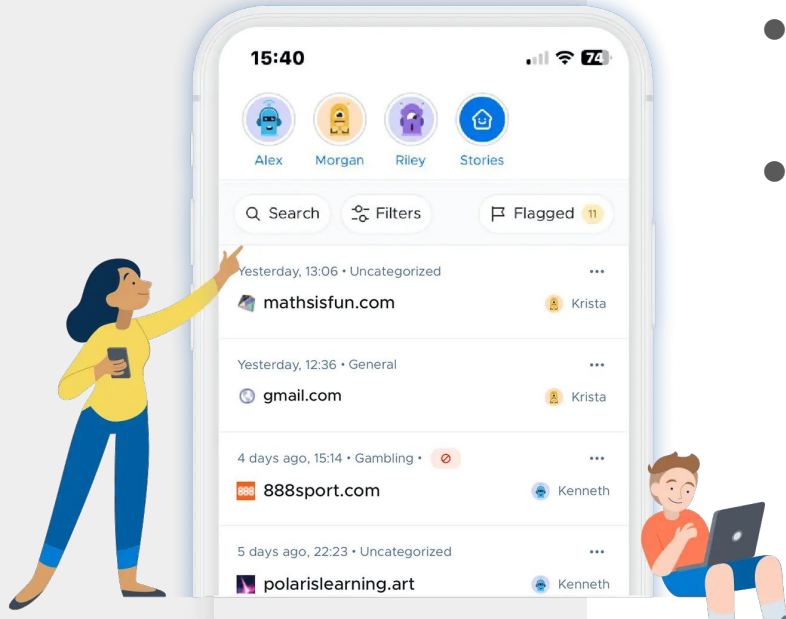
What low or no-tech learning experiences will your students have?

Low/No Tech

Current Status: Securly Parent Access

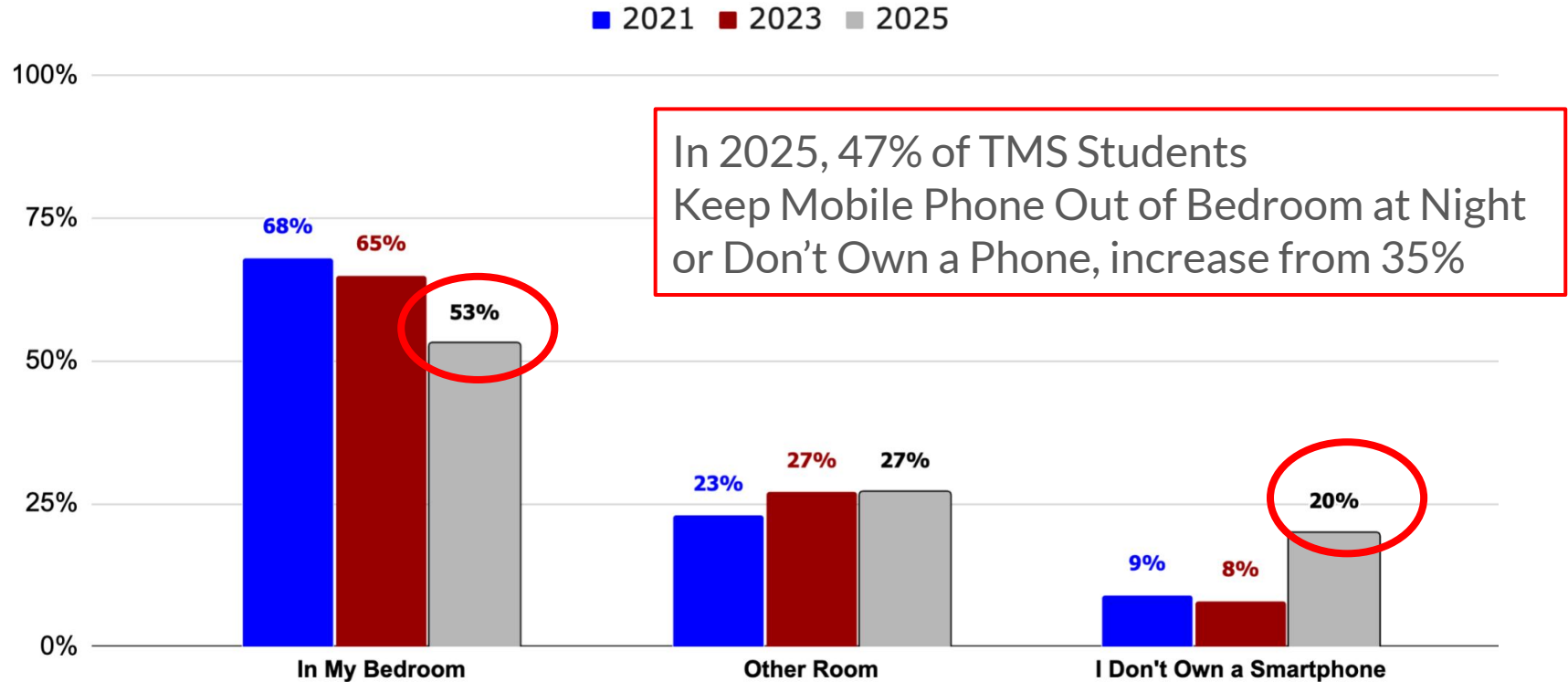
**Deployment:
August 2025**

- View online activity
- Set offline schedules
- Review weekly usage reports
- Get urgent alerts

A screenshot of the 'New Schedule' form in the Securly Parent Access app. The form has a title bar with a back arrow, the text 'New Schedule', and a 'Save' button. Below the title bar is a section for 'Child name*' with three radio button options: 'Jane' (selected), 'Kita', and 'Richard'. The next section is 'Date & time*' with a 'Date & time Presets' button. Under 'Date & time Presets', there are two options: 'School nights (Sun - Thu)' (checked) and 'Weekend nights (Fri - Sat)' (unchecked). Below these are the start and end times: 'Start: 10:00 PM' and 'End: 7:00 AM+1', with a visual timeline bar between them. At the bottom, there is a 'Create custom date & time' button.

Current Status: Smartphone Access at Home

Challenge Success Survey: Thurston Middle School, Where Do I Keep My Phone at Night?

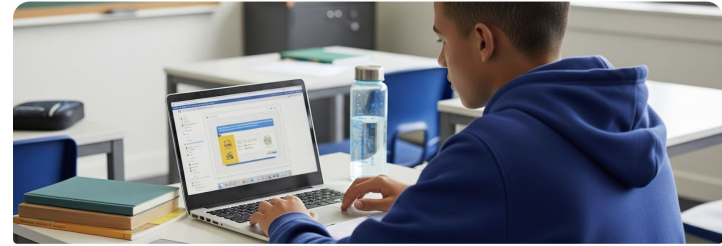


Proposal

Proposal

Action Steps

- Meet and collaborate with grade-level and department groups to refine guidelines.
- Present the revisions and updates to the board for further discussion.



**LBUSD Screen Time Guidelines -
DRAFT**

[Link to the document](#)

LBUSD Screen Time Guidelines - DRAFT

Purpose & Rationale

Laguna Beach USD is committed to using technology intentionally to enhance student learning, promote well-being, and support equity. While digital tools offer many benefits, research shows that excessive screen time can negatively impact physical health, attention span, and emotional regulation.

These guidelines aim to:

- Ensure a balance between screen-based and face-to-face learning
- Support healthy tech habits
- Provide consistency across classrooms and grade levels
- Encourage high-quality, purposeful use of digital tools

Proposal

Recommended Average Daily Screen Time (During Class)

<u>Grade Span</u>	<u>Maximum Daily Screen Time School</u>
K-2	Less than 1 hour
3-5	Less than 2 hours
6-8	Less than 3 hours
9-12	Less than 3 hours

**American Association of Pediatrics recommendation for grades K-2 and 3-5.*

THANK YOU



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