

# Digital Resources and Instructional Technology

January 26, 2026



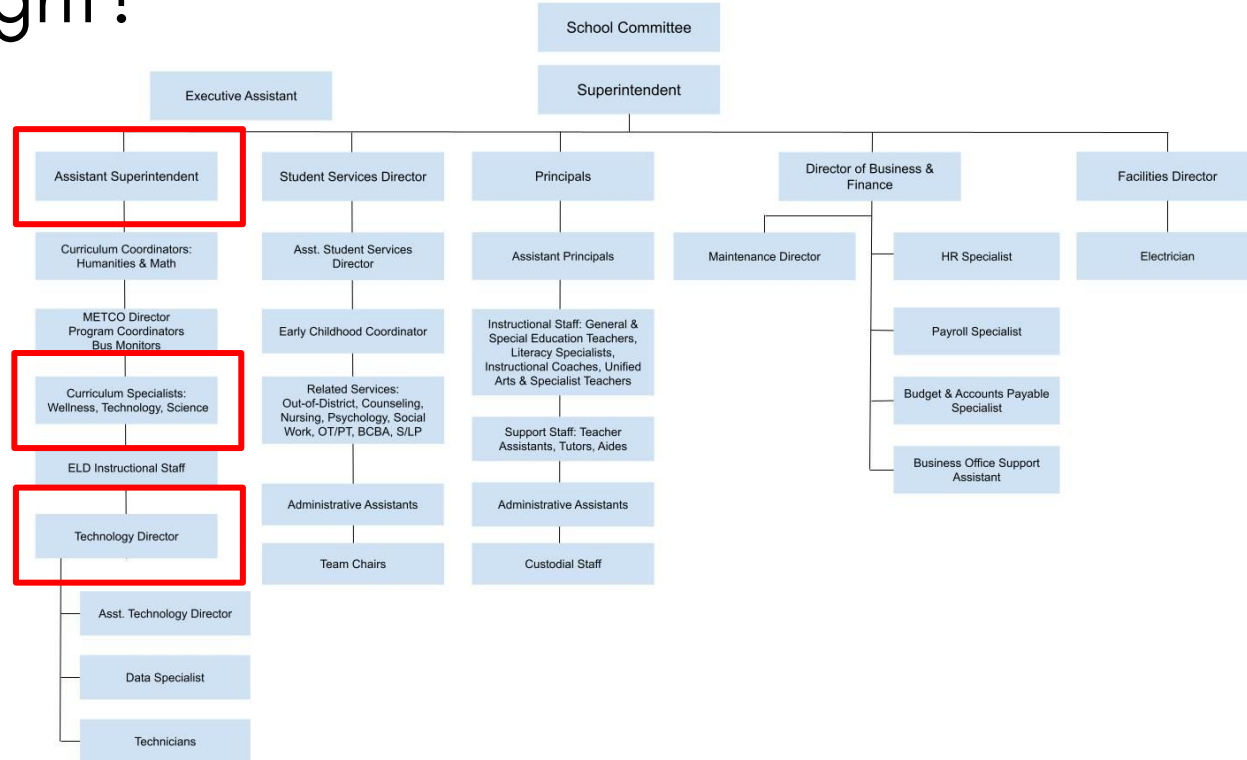
# Who is here tonight?

Annette Doyle  
*Assistant Superintendent*

Michael O'Brien  
*Director of Technology*

Shannon Famigletti  
& Liz Kerrigan  
*Instructional Technology  
Curriculum Specialists*

Sudbury Public Schools Organizational Chart



# Student Safety • Web Filtering



Children's Internet Protection Act (CIPA)



Web Filtering



History Trends Unlimited



YouTube Access - Restricted

# Student Safety • Google Workspace



Google Workspace for Education Plus



Managed Environment (Extensions, Google Logins, etc.)



Blocksy (Middle School)

# Student Safety • Student Data Privacy

## [Student Data Privacy Consortium](#) (SDPC)

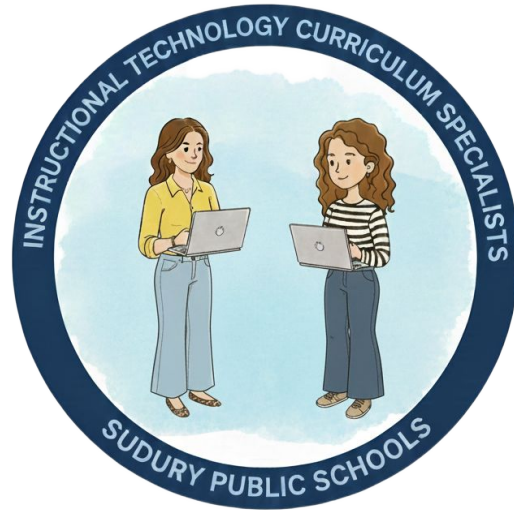
Data Privacy Agreements (DPAs) – every subscription

Username Format

Principle of least data shared for usability

# Student Safety • Responsible Behavior

- [Acceptable Use Policy](#)/Annual Back to School Packet
- Behavior Rubrics
- Lights Out Hours
- Recreational Use (Not Permitted)
- Personal Device Policy
- Digital Literacy & Well-Being (More on this later)



Shannon Famigletti & Liz Kerrigan  
*SPS Instructional Technology Curriculum Specialists*

# Educational Technology Defined

## Digital Literacy & Computer Science Standards

### DLCS Standards Connections

- Production & Distribution of Writing (ELA Standards)
- Social Emotional Learning
- Digital Literacy & Well-Being

### Instructional Technology Tools

- Cross Content Connections

# WHAT DOES "SCREEN TIME" MEAN FOR K-12 STUDENTS?

**Screen Time:** A broad (but widely used) term to describe time spent in front of digital media. "Screen time" can refer to the use of televisions, video game consoles, computers, tablets, and any other device that uses a digital screen. The versions of "screen time" that affect K-12 spaces are outlined below.



## Educational Technology

EdTech (i.e. technology used in the classroom) is designed to support, not replace, high-quality teaching.

These technologies may be used to personalize student learning, drive engagement, build important workforce skills, and give ALL learners access to important content.

K-12 educators are trained to use EdTech with thought and balance as part of their overall structure for teaching and learning.



## Cell Phones/Social Media

**43%** of Tweens (Ages 8-12) and around **90%** of Teens (Ages 13-18) in the United States have their own cell phone. (*Common Sense Media, 2023*)

YouTube, TikTok, Snapchat, and Instagram are the most popular apps for teenagers with smart phones. (*Pew Research Center, 2023*)

Smart phone applications, specifically social media, have an incentive to engage users regularly and for long periods of time.



## Entertainment

Platforms that use a screen (video game systems, televisions, desktop computers, etc.) are used by children before they get their first cell phone.

**80%** of households with children have some form of tablet computer; **64%** of households WITHOUT children have a tablet computer (*U.S. Census Bureau, 2021*)

Much like EdTech, screen-based entertainment can be positive and relaxing if it is used thoughtfully and with **balance**.

# MA Digital Literacy & Computer Science Standards (DLCS)



# Vision

Digital literacy and computer science knowledge, reasoning, and skills are essential both to prepare students for personal and civic efficacy in the twenty-first century and to prepare and inspire a much larger and more diverse number of students to pursue the innovative and creative careers of the future. The abilities to effectively use and create technology to solve complex problems are the new and essential literacy skills of the twenty-first century.

## Learning Progression

Grade Spans	Strands			
K-2	<b>Computing and Society [CAS]</b> a. Safety and Security b. Ethics and Laws c. Interpersonal and Societal Impact	<b>Digital Tools and Collaboration [DTC]</b> a. Digital Tools b. Collaboration & Communication c. Research	<b>Computing Systems [CS]</b> a. Computing Devices b. Human & Computer Partnerships c. Networks d. Services	<b>Computational Thinking [CT]</b> a. Abstraction b. Algorithms c. Data d. Programming and Development e. Modeling and Simulation
3-5				
6-8				
9-12				

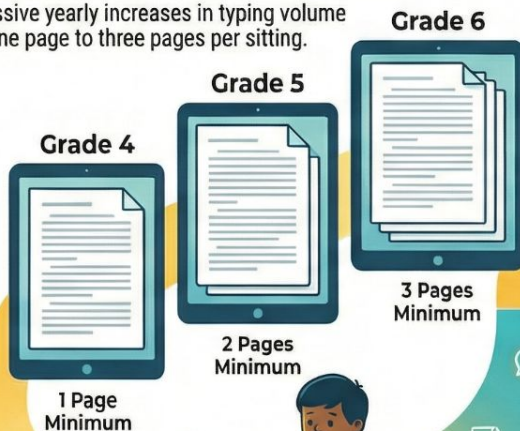
## Practices

Connecting, Creating, Abstracting, Analyzing, Communicating, Collaborating, Research

# The Digital Writing Journey: K-8 Progression of Standards

## Grades 4-6: Keyboarding Stamina

Successive yearly increases in typing volume from one page to three pages per sitting.



## Foundations of Digital Literacy (K-Grade 6)



## K-2: Guided Exploration

Students explore and use digital tools with adult support to publish and collaborate.

## Grade 3: Tech Independence

Shift to independent technology use for publishing, incorporating specific keyboarding skills and interaction.

## Advanced Research & Synthesis (Grades 7-8)



## Grade 7: Digital Research Integrity

Utilizing web-based platforms to actively link to and cite external sources.

## Collaborative Distribution

## Grade 8: Strategic Communication

Efficiently presenting complex relationships between information and ideas using digital tools.

# ELA Standard Progression with Technology Strands Embedded

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

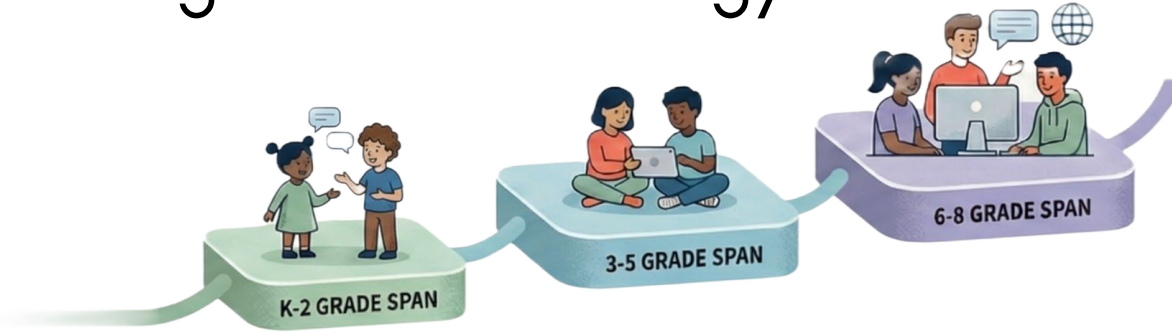
2: With guidance and support from adults, use a variety of digital tools to produce and publish writing, including collaboration with peers.

4: Use technology, including current web-based communication platforms, to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to type a minimum of one page in a single sitting.

6: Use technology, including current web-based communication platforms, to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to type a minimum of three pages in a single sitting.

8: Use technology, including current web-based communication platforms, to produce and publish writing and present the relationships between information and ideas efficiently as well as to interact and collaborate with others.

# Social Emotional Learning with Technology Strands Embedded



DLCS STRAND	PRIMARY SEL CONNECTION	K-8 FOCUS AREA
 <b>Computing and Society</b> 	 <b>Responsible Decision-Making</b>	<b>Ethics, Laws, and Safety</b>
 <b>Digital Tools &amp; Collaboration</b> 	 <b>Relationship Skills</b>	<b>Communication and Research</b>
 <b>Computational Thinking</b> 	 <b>Self-Management</b>	<b>Persistence in Problem-Solving</b>

# Digital Literacy & Well-Being

## Common Sense Media Topics

Healthy Habits • Privacy & Safety • Digital Footprint & Identity • Relationships & Communication • Cyberbullying & Online Harms • Information & Media Literacy

K-5  
Library Class

6-8  
Digital Literacy &  
Computer Science

Privacy & Safety • Digital  
Footprint & Identify •  
Relationships &  
Communication • AI  
Awareness

6 & 7  
Library  
Pathways

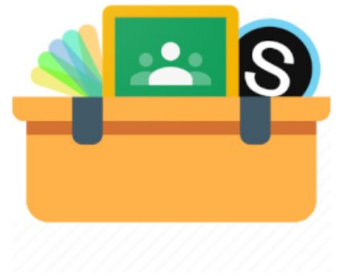
Privacy & Safety • Information  
& Media Literacy



























































































6-8  
Wellness












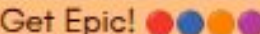
















Healthy Habits • Relationships  
& Communication •  
Cyberbullying & Online Harm •  
Information & Media Literacy








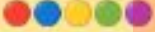




















# Instructional Technology Tools

## Cross Content Connections



K	1	2	3	4	5	6	7	8
Seesaw      	Google Classroom     		Schoology      					
		Google Apps (Docs, Slides, Sheets, Forms, Sites)      						
Bridges Math Apps & Additional Resources   		Bridges Math Apps   						
		Canva    						
		Screencastify Submit     						
		EdPuzzle      						
		Peardeck      						
		NoodleTools   						
		Get Epic!    						
					PhET Interactive Simulations   			
		Typing Club   						
		Math Fact Lab   						
							IXL (Math)  	
							Amplify (Math)   	
							Soundtrap (Music)  	
							Noteflight (Music)  	
							Delightex Edu (DLCS)  	
							Tinkercad (Engineering)   	
							Storyboard That    	
		 = DLCS  = ELA  = MATH  = SCI/ENGINEERING  = HISTORY & SOCIAL SCIENCE  = SEL						

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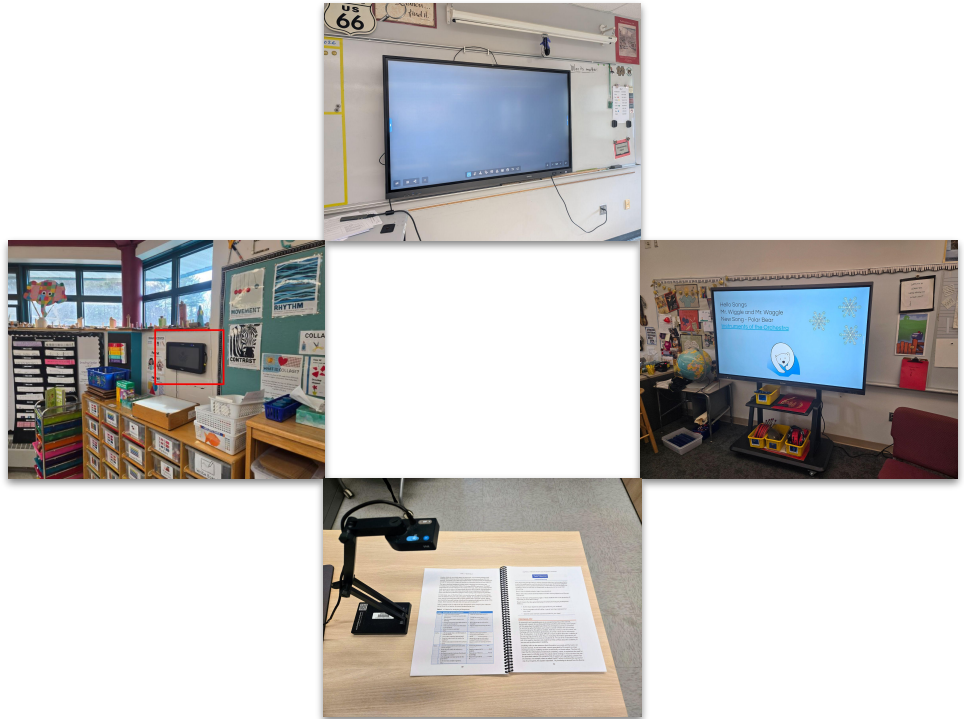
K	1	2	3	4	5	6	7	8
<b>Assistive Technology</b>								
Google Read & Write								
Kami								
Chromebook Built-in Accessibility Tools								
Google Apps Built-in Tools								
Seesaw		Google Classroom				Schoology		
		Google Apps (Docs, Slides, Sheets, Forms, Sites)						
Bridges Math Apps & Additional Resources		Bridges Math Apps						
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				Storyboard That				

# Staff Learning Opportunities

- New Teacher Orientation
- ILAP Sessions
- Staff/Department Meetings
- Book Studies
- Summer Courses
- DESE AI Literacy Workshop for Educators (February 24th)

# Resources – UDL Classroom

- Interactive Display
- Audio System
- Document Camera
- Wireless projection, etc.
- 5-Year Plan (completed 2 years)
- Roughly 230 instructional spaces



# Resources

- Teachers and support staff - a Chromebook
- Elementary school students - classroom-based Chromebook carts
- Middle school students - 1:1 program allows students to use a Chromebook at school and take it home
- Technology office hours provides for on-site troubleshooting

# Operations

Wired & Wireless Infrastructure

Phone System

Security Cameras

Cafeteria Point of Sale

Aspen Family Portal

Badge & Door System

Community Messaging Platforms

Student Information System

State & Federal Reporting

Nurses' Offices

Coordinating Contracts & Vendors

District Website

District & School Websites

Library Collection & Circulation

Payroll & Purchase Orders

Forms & Surveys

Staff Absence & Sub Management

Professional Development Tracking

Student Scheduling

Inventory

Assessment Rostering (MCAS, NAEP, TMP, etc.)

Chromebook repair

Assessment Data Support

Setting up 100s of Chromebooks/year

Syncing online data systems

Student Data Privacy Contracts

Budget Development & Planning

Bus Route Management

New Student Registration

Staff Evaluation System

Report Cards & IEP Progress Reports

Cybersecurity

ADA Compliance

School Assembly Spaces (AV)

etc.

Save the date  
for  
an online parent Listen & Learn AI Event  
Monday, March 30th



# **An online parent “Listen & Learn AI” Event**

Monday, March 30th

7PM