



MIDDLE SCHOOL ACCEPTABLE TECHNOLOGY USE



Purposeful technology. Powerful learning.

Technology should support learning, promote growth, and prepare students for the future.



TOOLS



1:1 HCS-Issued Device
Each student is assigned a district-issued device for learning.



Learning Management Systems (LMS)
Examples: Schoology, Google Classroom
Access digital resources, submit assignments, and communicate with teachers.



Digital Textbooks and Resources
Examples: Textbooks, approved applications, Desmos calculator



Device Embedded Resources & Native Tools
Built-in tools and features that support learning and productivity.



Productivity Platforms
Examples: Canva, Google Suite, Microsoft Office
Create, collaborate, and communicate.

DIGITAL SAFETY & ACCESS



Whitelist Approach
Devices allow access only to pre-approved educational websites and applications.



TIME

RECOMMENDED DAILY USE



Approximately
1-2 HOURS PER DAY
total screen time during school hours



ONE DEVICE-FREE DAY PER WEEK PER COURSE
to encourage balance and varied instructional practices.

SUGGESTED TIME LIMITS

APPROVED DIGITAL CONTENT



Maximum of
20 MINUTES PER DAY PER SUBJECT

- ELA
- Math
- Science
- Social Studies
- Intervention
- Discoveries



TASKS

Technology use should be purposeful, balanced, and connected to student learning outcomes.

APPROPRIATE USES OF TECHNOLOGY



Approved Digital Content



Interactive Labs



Targeted Instruction & Remediation



Research and Inquiry Activities



Assessments

INSTRUCTIONAL EXPECTATIONS

Use technology to promote:



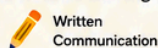
- ✓ Encourage a balance between digital instruction and non-digital learning experiences.
- ✓ Utilize station teaching models and deliberate, intentional practice opportunities.
- ✓ Digital instruction should align with instructional goals and grade-level expectations.

GUIDING PRINCIPLE

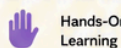
Technology should enhance learning experiences while maintaining opportunities for:



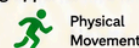
Face-to-Face Discussion



Written Communication



Hands-On Learning



Physical Movement



Social Interaction & Collaboration