



HIGH 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
Access digital resources, submit assignments, and communicate with teachers.



High Quality Instructional Materials (HQIM)

Examples: Textbook resources, 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 tools and applications must align with district-approved instructional resources and student privacy expectations.

TIME

RECOMMENDED DAILY USE



Approximately
1.5 to 3 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

Technology use will be differentiated based on:

- Instructional needs of the course and learning activity
- Content-specific learning supports
- Student accessibility and accommodation needs
- Instructional delivery and support opportunities
- Communication and collaboration needs
- Assessment and feedback purposes

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:

- Collaboration
- Creative Problem Solving
- Problem Solving
- Accountability
- Independent Learning

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