



ELEMENTARY SCHOOL ACCEPTABLE TECHNOLOGY USE



Purposeful technology. Powerful learning.

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

TOOLS



Student Device
Each classroom will have small group device sets for work stations.



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



High Quality Instructional Materials (HQIM)
Examples: Textbook resources, approved applications, Desmos calculator



Digital Tools & Applications
Built-in tools and features that support learning and productivity.



Productivity Platforms
Examples: Google Workspace, Microsoft 365 (Docs, Slides, Forms, etc.)
Create, collaborate, and communicate.



Digital Citizenship & Safety
Digital tools and applications used safely and responsibly.

TIME

RECOMMENDED DAILY USE



CD - 0 MINUTES PER DAY

total screen time during school hours
(No student devices in CD)



Approximately
K-2 - 0-30 MINUTES PER DAY

total screen time during school hours



Approximately
3-5 - 0-45 MINUTES PER DAY

total screen time during school hours

TASKS

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

APPROPRIATE USES OF TECHNOLOGY



Digital Content



Interactive Labs



Targeted Instruction & Remediation



Research and Inquiry Activities



Assessments



Communication & Collaboration

INSTRUCTIONAL EXPECTATIONS

Use technology to promote:



Collaboration



Creativity



Problem Solving



Accessibility



Independent Learning

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

GUIDING PRINCIPLE

Technology should enhance student learning experience while maintaining:



Face-to-Face Discussion



Written Communication



Hands-On Learning



Physical Movement



Social Interaction & Collaboration