



Classroom Chromebooks

Powerful & Purposeful Technology



MTSD Student Technology Model

Kindergarten

Small class set iPads
(6)

Grades 1-4

Classroom carts with a
Chromebook available
for every student

Grades 5-8

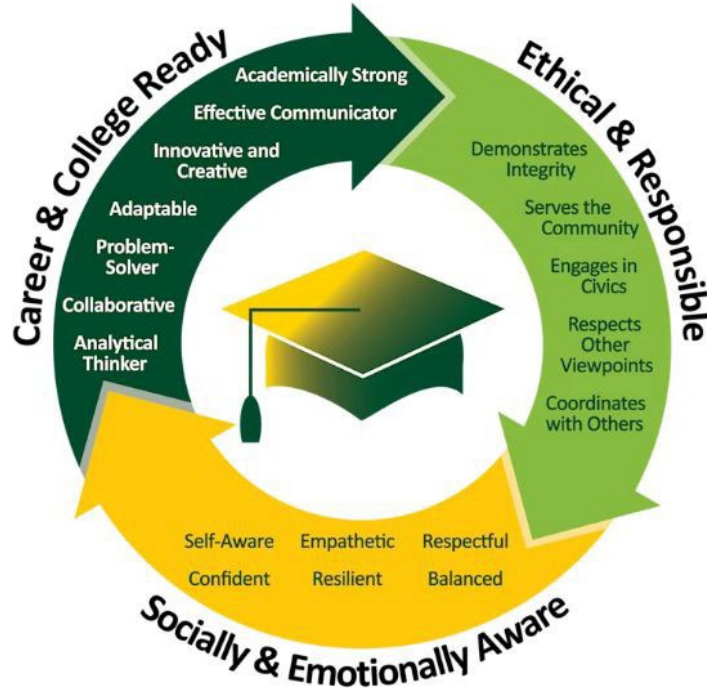
1 to 1 Take Home
Chromebooks

Grades 9-12

BYOD Bring your own
Device



The Role of a Public School is To Prepare the Next Generation with the Skills and Knowledge Needed to Contribute and Grow Society.



"Analytical thinking and creative thinking remain the most important skills for workers... Analytical thinking is considered a core skill by more companies than any other skill." — The Future of Jobs Report

"The most in-demand skill that people are looking for right now are people skills, human skills, communication, collaboration, compassion, empathy. The things that you need that are truly human, that can't be automated out." — Ryan Roslansky, CEO, LinkedIn

"Resilience and adaptability are the modern compass, guiding through challenges with grit and grace." — WEF insights on workplace

Core skills in 2025

1.  Analytical thinking
2.  Resilience, flexibility and agility
3.  Leadership and social influence
4.  Creative thinking
5.  Motivation and self-awareness
6.  Technological literacy
7.  Empathy and active listening
8.  Curiosity and lifelong learning
9.  Talent management
10.  Service orientation and customer service

Top 10 fastest growing skills by 2030

1.  AI and big data
2.  Networks and cybersecurity
3.  Technological literacy
4.  Creative thinking
5.  Resilience, flexibility and agility
6.  Curiosity and lifelong learning
7.  Leadership and social influence
8.  Talent management
9.  Analytical thinking
10.  Environmental stewardship

MTSD Technology Use Overview

In today's classroom, technology needs to do 5 things:

Increase Teacher Feedback

Digital Assessments Tools, Google Classroom

Promote Communication

Google Classroom, GMail, Drive

Create Interactive Lessons

KaHoot, EdPuzzle, Geogebra

Multiple Representations

Leveled Texts, Audio Books, Google Read & Write, Tutorials

Allow for Student Choice

Practice Sites and Software, Safari Montage and Databases





MTSD Technology Use Overview



ELEMENTARY

Star Reading and Math Assessments

Freckle-Reading and Math Practice Platforms

Lalio/Blast Playground

Savvas/Bridges Resources

RazKids/MyOn Digital Libraries

Book Creator/Google Slides

World Book for Kids

Online Math Games

Middle School

Star Reading and Math Assessments

Pear Assessment

Freckle-Reading, NewsELA (Leveled Resources)

Savvas Online (Envisions Math)

Google Classroom/Google Drive

Online Textbooks (In-class hard copies of texts)

Media Center Resources

Translation

HighSchool

Star Reading Assessments

Commonlit (Leveled Texts, Skill Support, Assessments)

Delta Math, Geogebra

Google Classroom/Google Drive

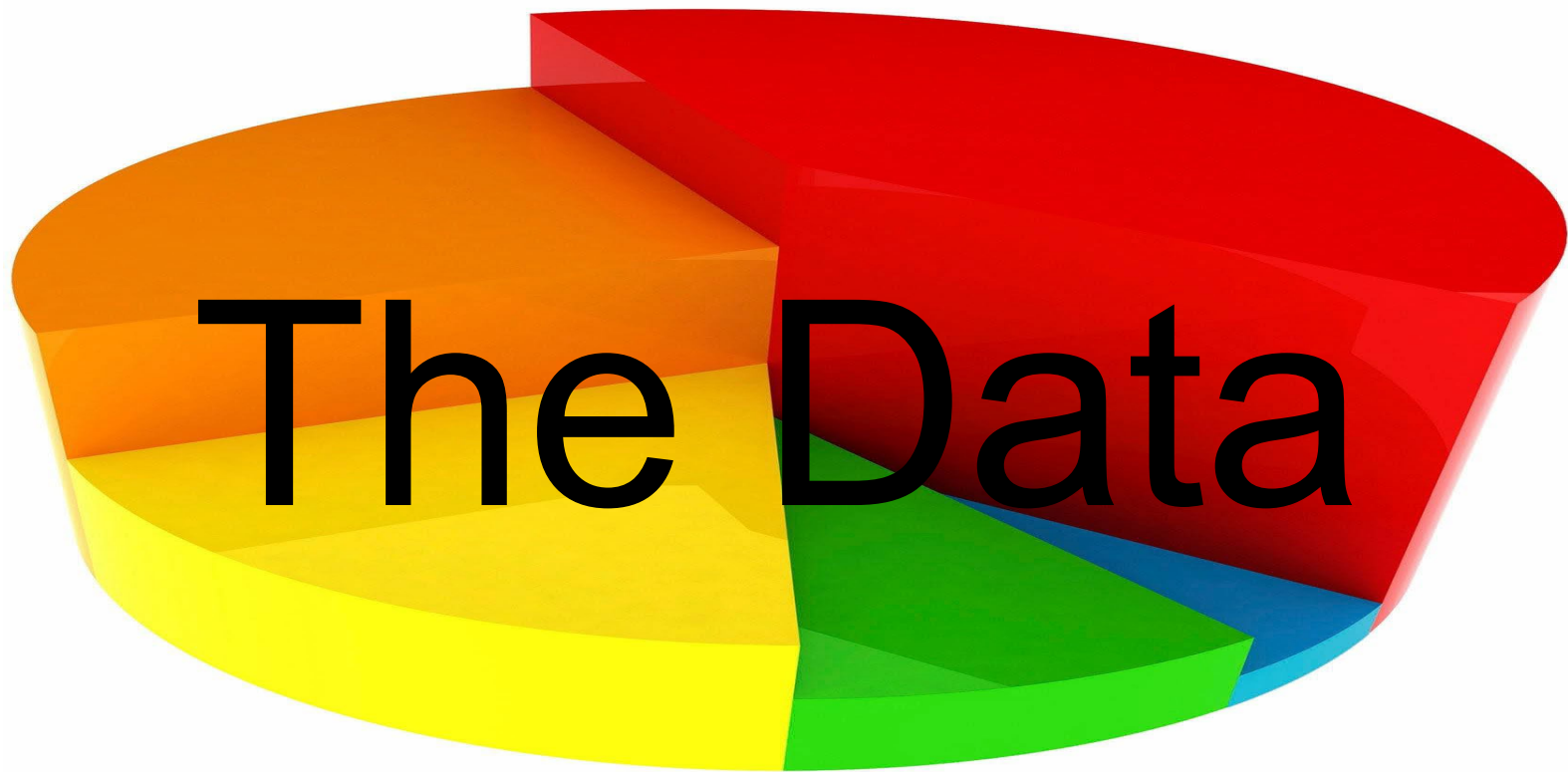
Pivot Simulations

Online Textbooks (In-class hard copies of texts)

Media Center Resources - Primary Resources

Translation





Important Data Qualifiers

1. All Data is an Average

The GoGuardian Data reflects the average for ALL students in the grade. Individual student experiences, especially after school hours, may vary.

2. Building Schedules Impact

- **OHES/VES:** Total instructional minutes in core subjects.
- **LMS:** 4 Blocks of 52 Minutes (Math, ELA, Sci, SS).
- **UMS:** 3 Blocks of 80 Minutes (Math, ELA, Sci, SS, WL).

3. Weekly Teacher Estimates

- Variation exists between individual teachers.
- Projects and seasonal shifts impact Chromebook usage in both directions.

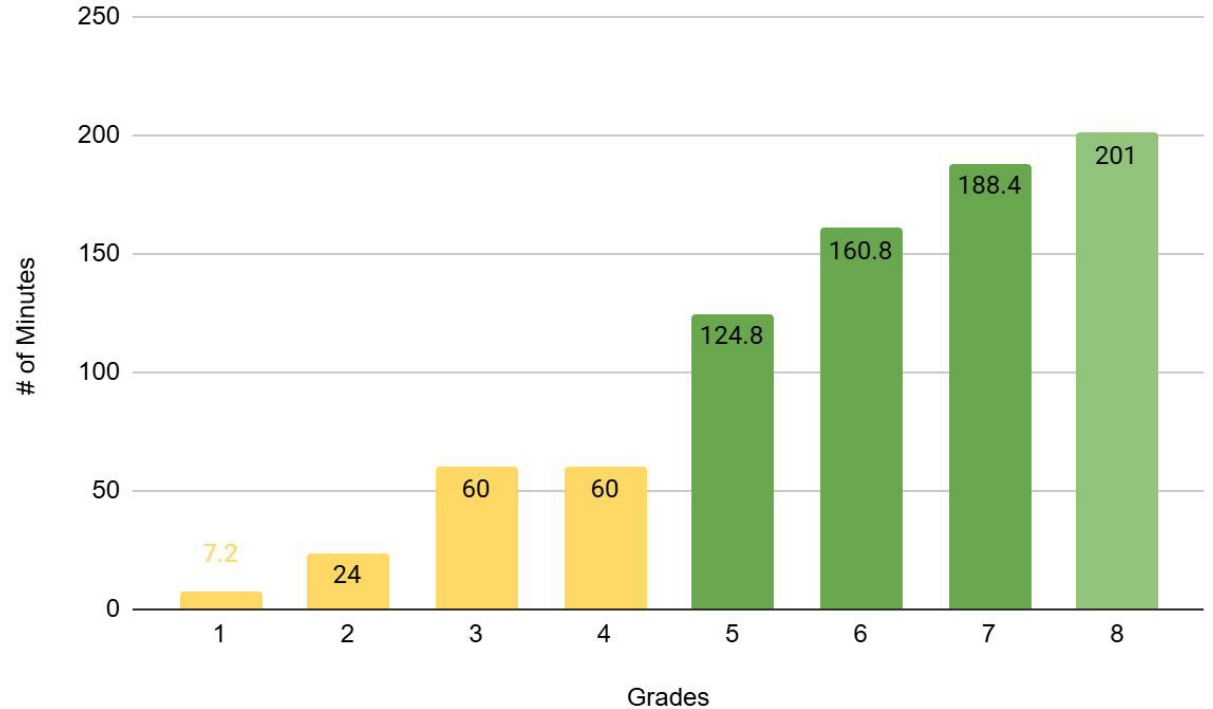
4. K-8 Core Content Focus

- Provides a more consistent look at the student experience.
- Usage in "Related Arts" varies significantly based on the specific discipline.



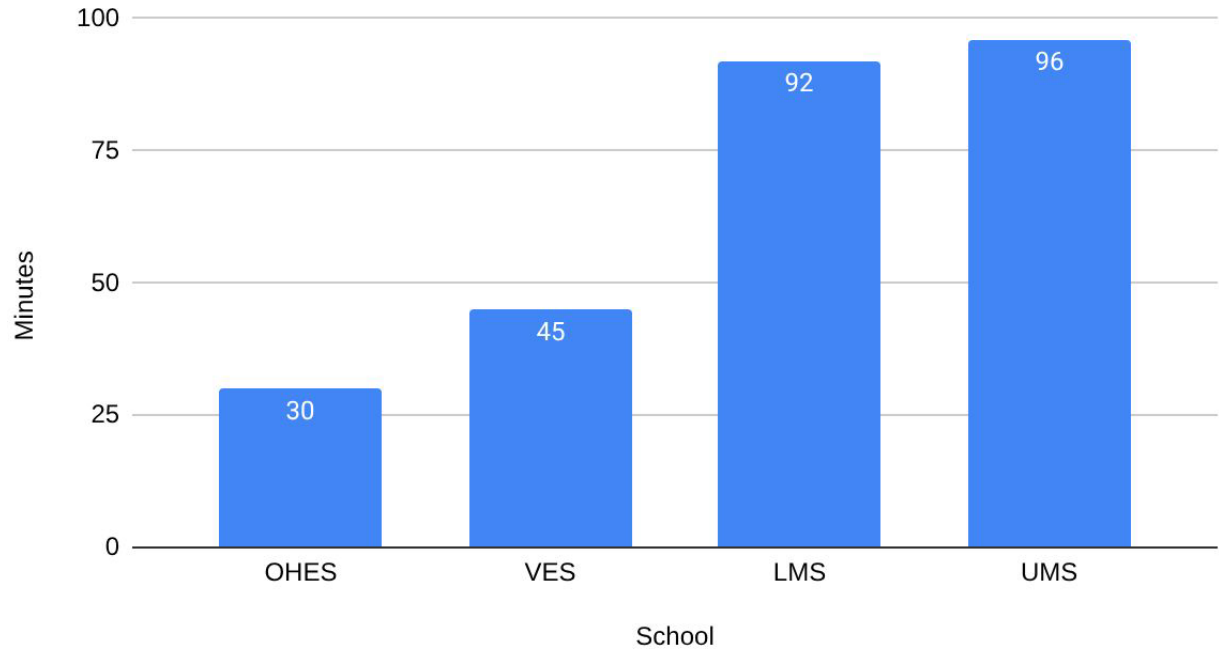
GoGuardian Data. by Grade

- Grade 5 begins the 1:1 take home program.
- Data was collected on a “sample” week, M-F
- Minutes are averaged over a 24-hr day, including homework and recreational use

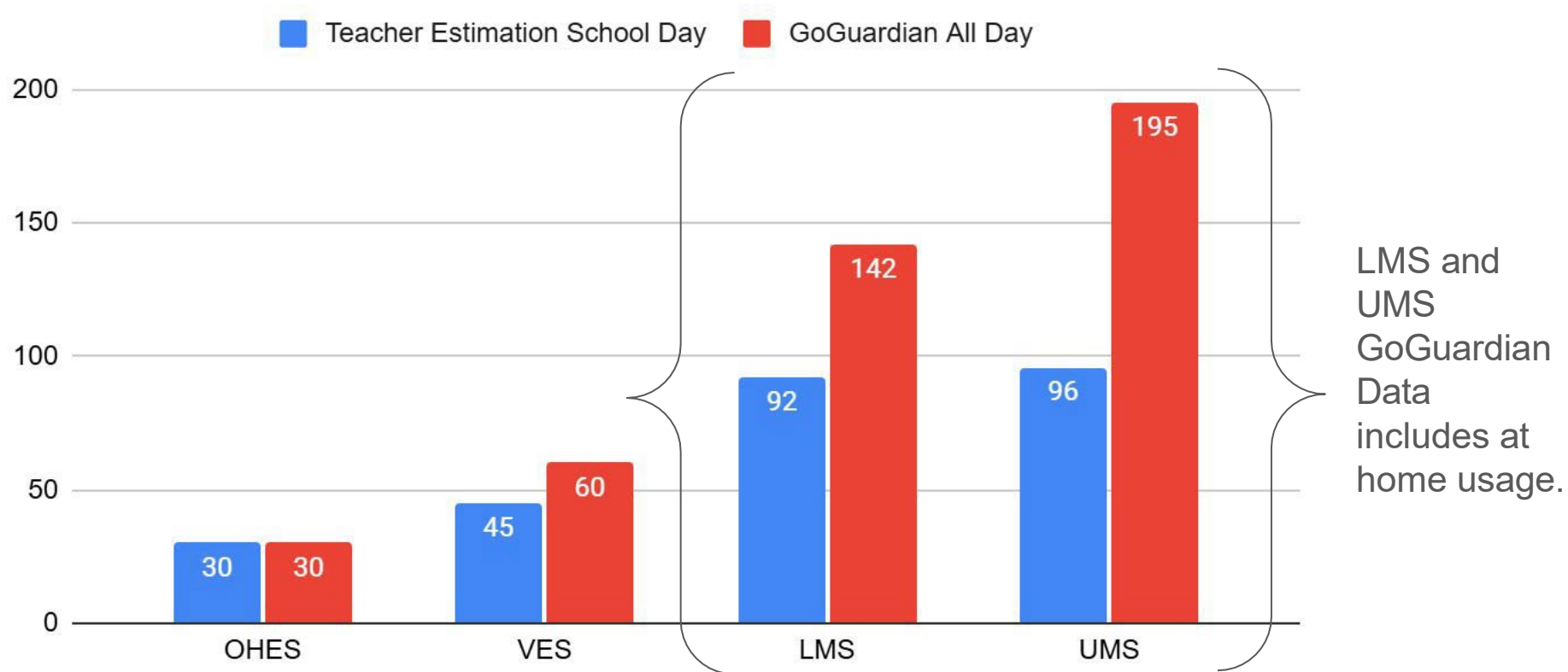


Teacher Estimate of Number of Minutes on Classroom Chromebooks per **School Day**

- OHES & VES
Teachers Estimated
Number of Minutes
Daily
- LMS Teachers
Estimated Number of
Minutes in a 52
Minute Period (4
Periods a Day)
- UMS Estimated
Number of Minutes in
a 80 Minute Block (5
Blocks in 2 Days)



Teacher Estimation School Day and GoGuardian All Day, by School



*Not including Related Arts

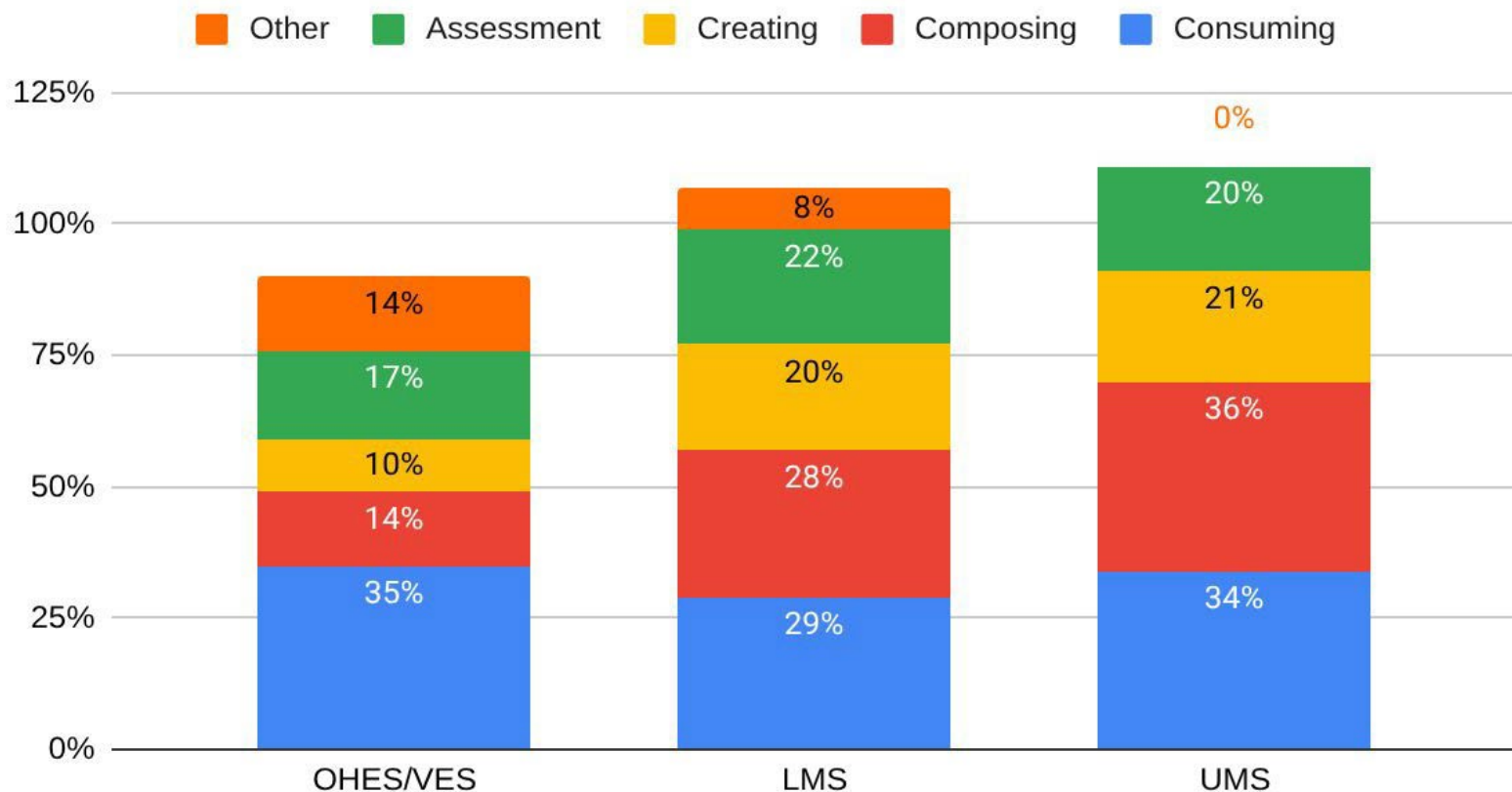
All Technology Use is Not Equal

Understanding how our students are using classroom Chromebooks is a critical piece of this conversation. Teachers were asked to estimate the percentage of the total number of minutes which their students use Chromebooks for each of the following types of learning activities:

- **Consuming Content-Based Information** (Reading, Viewing)
- **Composing** (Using Google Docs to complete class assignments, note taking, or worksheet completion)
- **Creating** (Using digital tools to produce a product demonstrating learning)
- **Assessment** (Do Nows, Quizzes, Assessments, Exit Tickets)
- **Other**

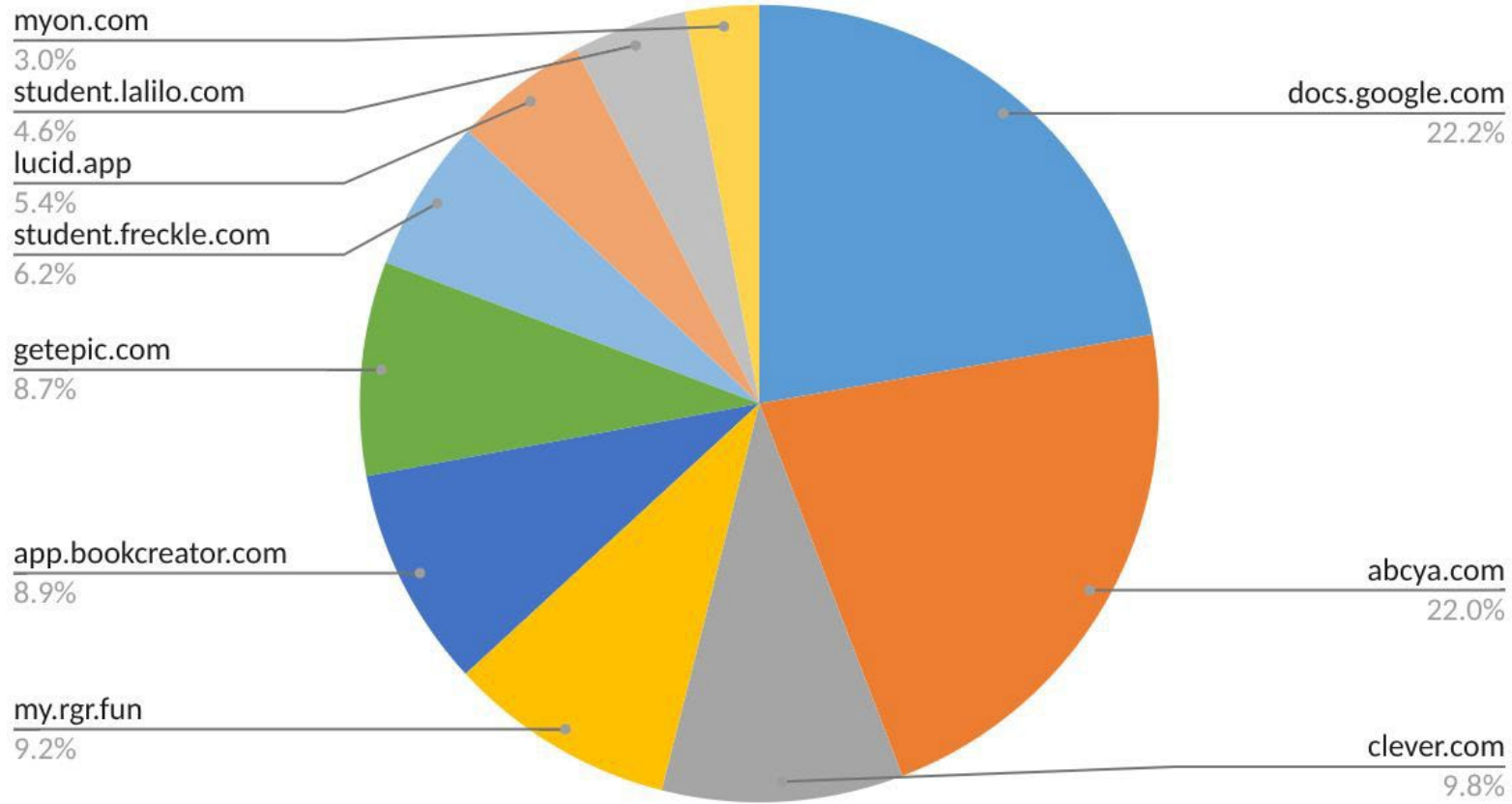


Consuming, Composing, Creating, Assessment and Other

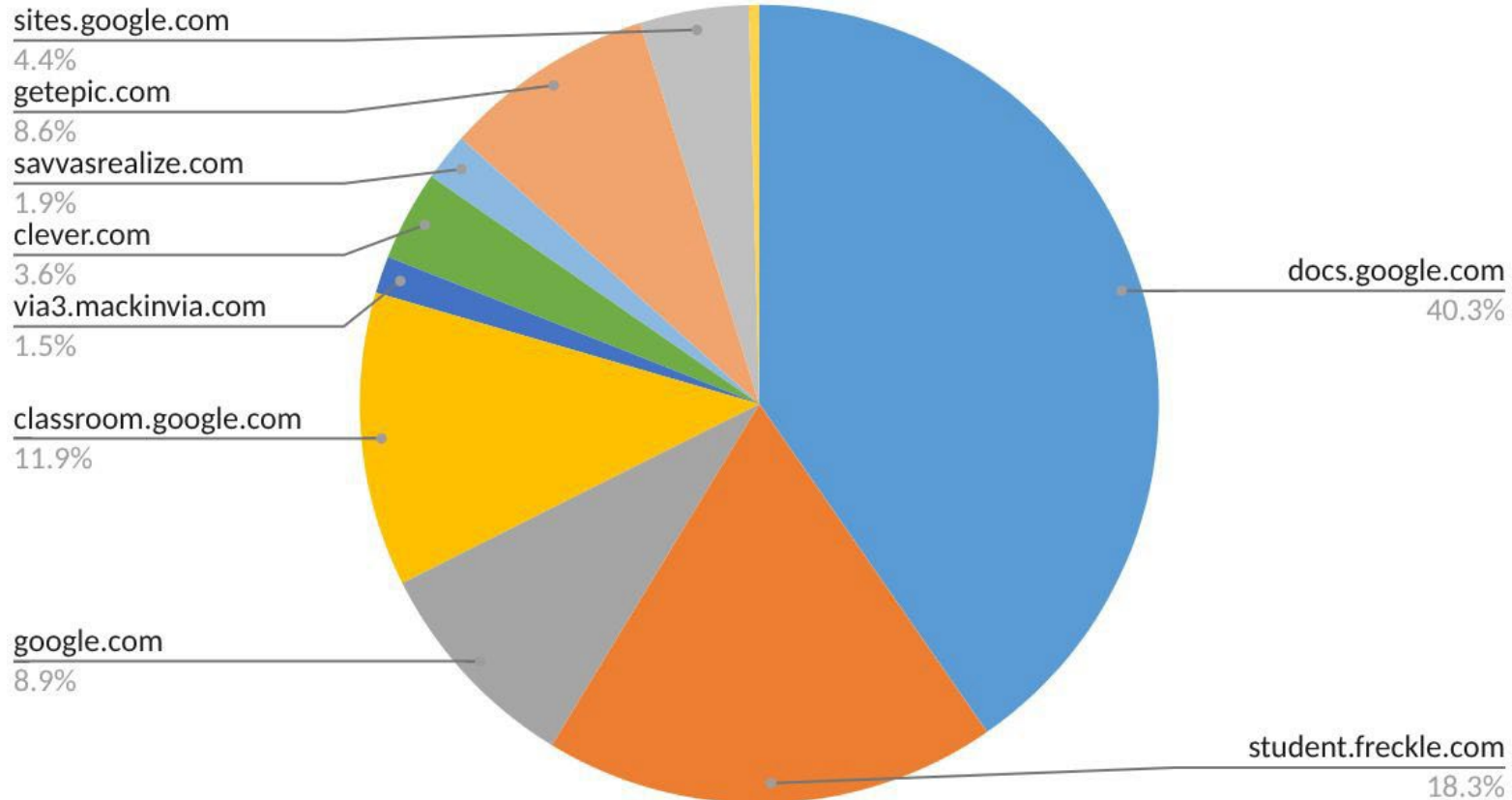


**Each category was averaged creating a >100% in some schools.

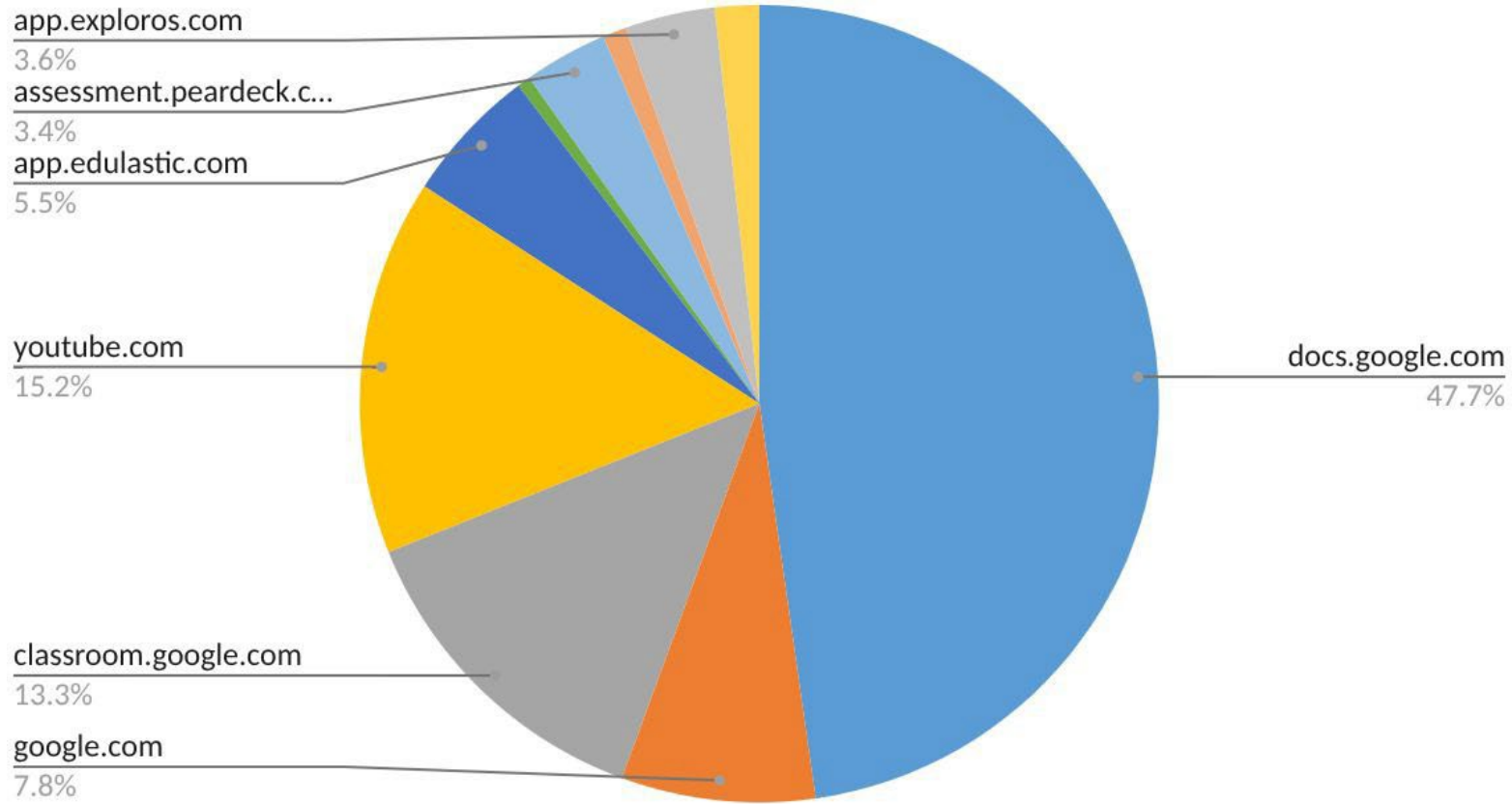
Top 10 Sites Used in Grade 2



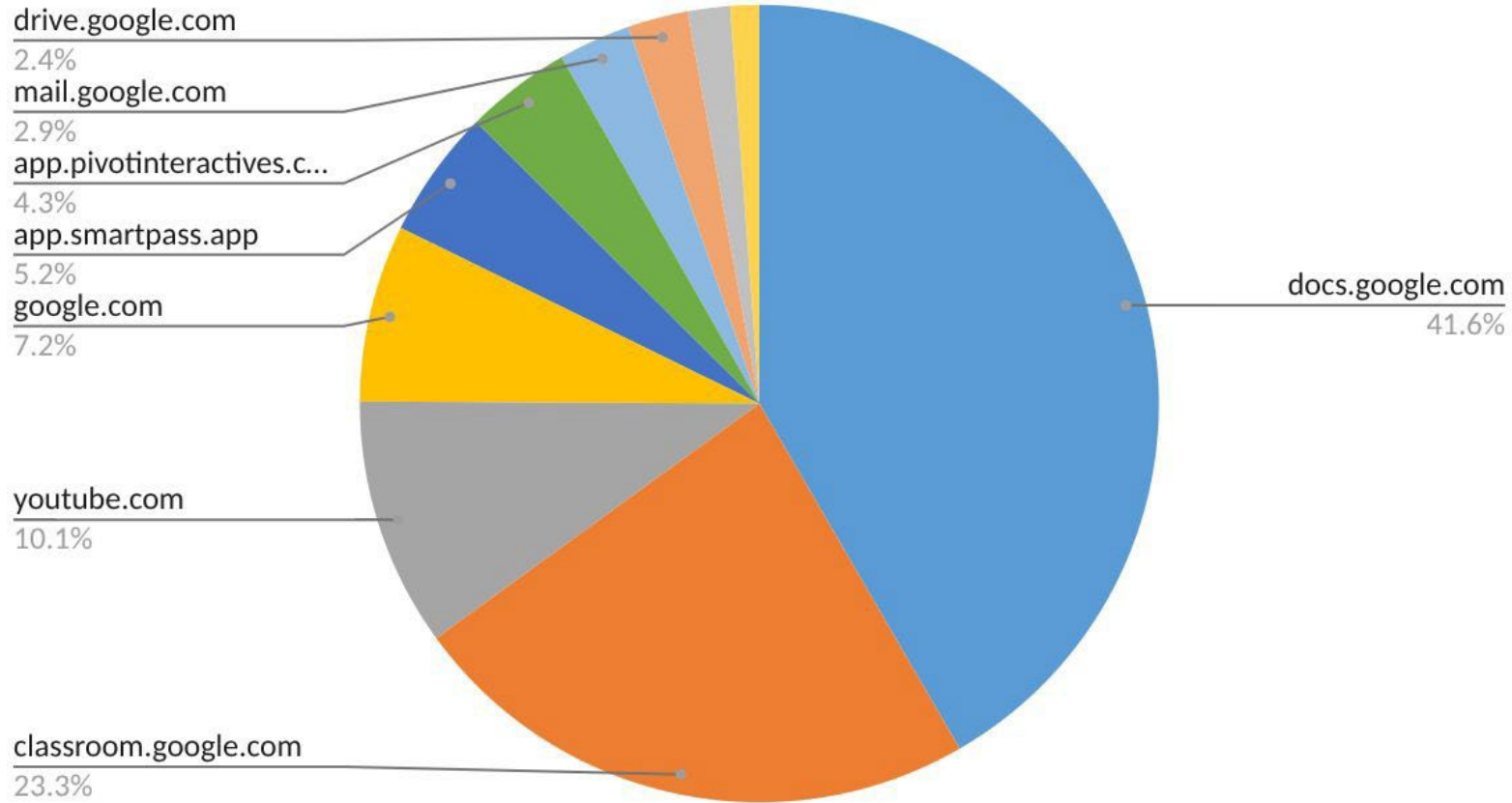
Top 10 Sites Used in Grade 4



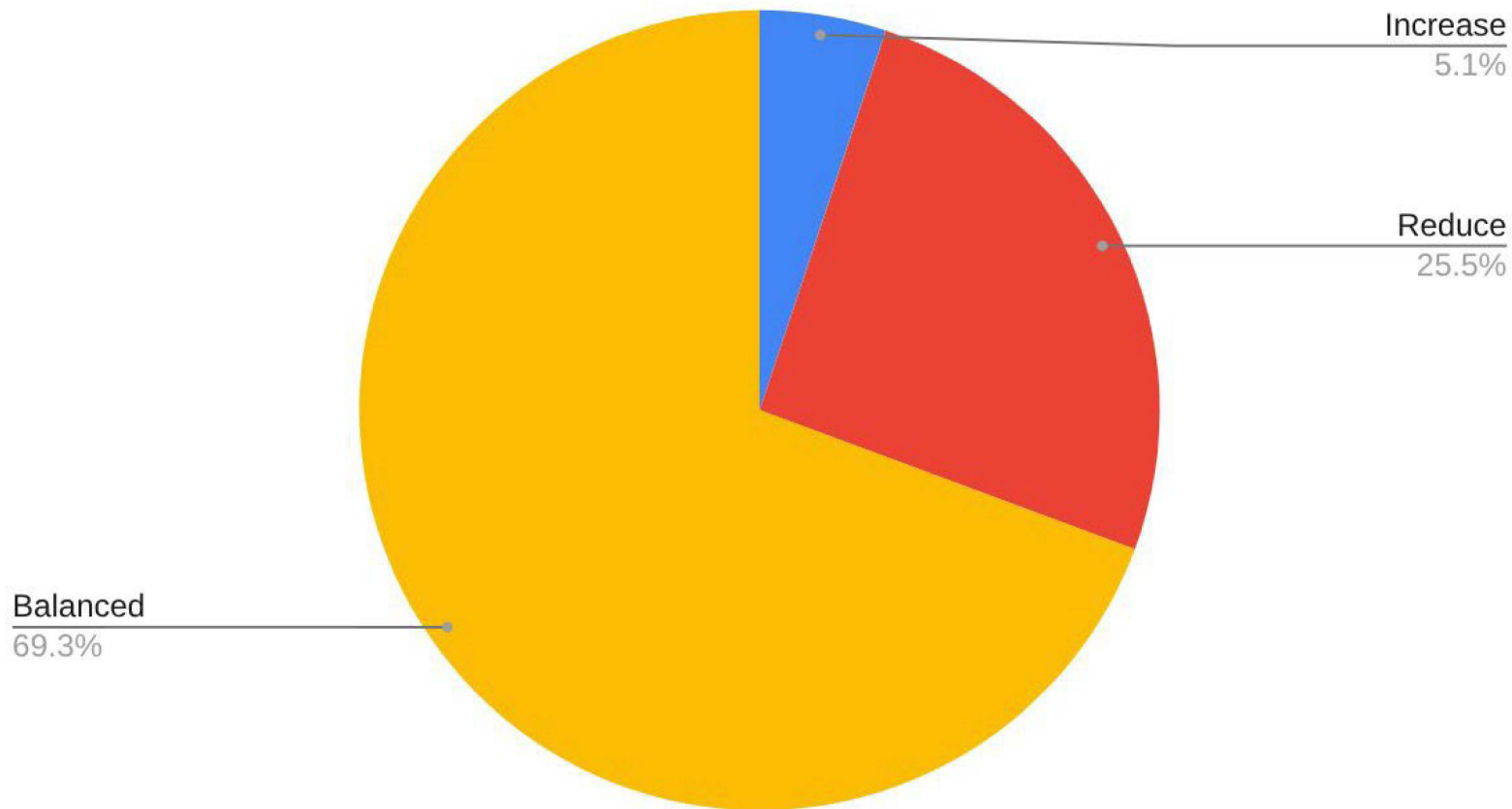
Top 10 Sites Used in Grade 6



Top 10 Sites Used in Grade 8



Current Teacher Perception of Technology Use K-8



MTSD Values

- We use digital resources to personalize instruction through choice, leveling, and multiple means of representing the same concept.
- Digital platforms do not replace primary instruction through person-person experiences.
- Authentic uses of technology in academic settings should build workplace readiness skills, including critical thinking, synthesizing, analysis, and creation.
- Students should build digital discernment regarding how, when, and what to access in their digital toolboxes.
- Digital tools should empower learners all learners, but especially be used as bridges for students with specific learning needs.



National Average

Children's Screen Time Increases With Age

An advisory from the surgeon general's office warns that excessive use of smartphones, gaming systems, TVs and other devices can have far-reaching mental and physical health effects on children. The average amount of time kids spend on their devices grows as they age, from about an hour for those under 2 and reaching nearly nine hours per day for 13- to 18-year-olds.

