



Focused Learning

Elementary School Acceptable Technology Use

Purposeful technology. Powerful learning.

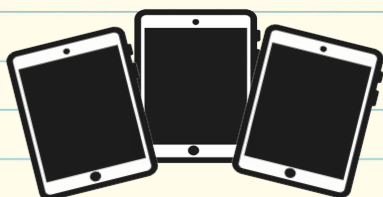
Technology should support learning, promote growth, and prepare students for the future.



TOOLS

Technology we use to support learning student learning.

STUDENT DEVICES



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

LEARNING MANAGEMENT SYSTEMS (LMS)



Examples: SeeSaw, Schoology Classroom

- Access digital resources
- Submit assignments
- 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: SeeSaw, Schoology Classroom

- Create
- Collaborate
- Communicate

DIGITAL CITIZENSHIP & SAFETY



Digital tools and applications used safely and responsibly.



TIME

Balanced screen time that makes the most of the school day.

RECOMMENDED DAILY USE



**CD - 0 MINUTES
PER DAY**

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



**K - 2 - 0 - 30 MINUTES
PER DAY**

is the total screen time during school hours



**3 - 5 - 0 - 45 MINUTES
PER DAY**

is the total screen time during school hours

KEY MESSAGE & TAKE AWAY

Technology should be used intentionally to support learning, not replace meaningful interactions, hands-on experiences, movement, communication, and collaboration.



TASKS

How technology helps students build skills for life.

APPROPRIATE USES OF TECHNOLOGY

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



Digital Content



Interactive Labs



Targeted Instruction and Remediation



Research and Inquiry Activities



Assessments



Communication and Collaboration

INSTRUCTIONAL EXPECTATIONS

Use technology to promote:

- Collaboration
- Creativity
- Problem Solving
- Accessibility
- Independent Learning

Expectations for Technology Integration

- Encourage a balance between digital instruction and non-digital learning experiences.
- Utilize suitable teaching models and collaborative, intentional practice opportunities.
- Ensure digital instruction aligns with instructional goals and grade-level expectations.

GUIDING PRINCIPLE

Technology should enhance student learning experiences while maintaining:



Face-to-Face Discussion



Written Communication



Hands-On Learning



Physical Movement



Social Interaction and Collaboration