



HCS Focused Learning

Horry County Schools

Middle 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.



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
- 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

Students use these tools to:

- Create
- Collaborate
- Communicate

DIGITAL SAFETY & ACCESS

WHITELIST APPROACH



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



TIME

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

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

Subjects include:

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

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.



Approved 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