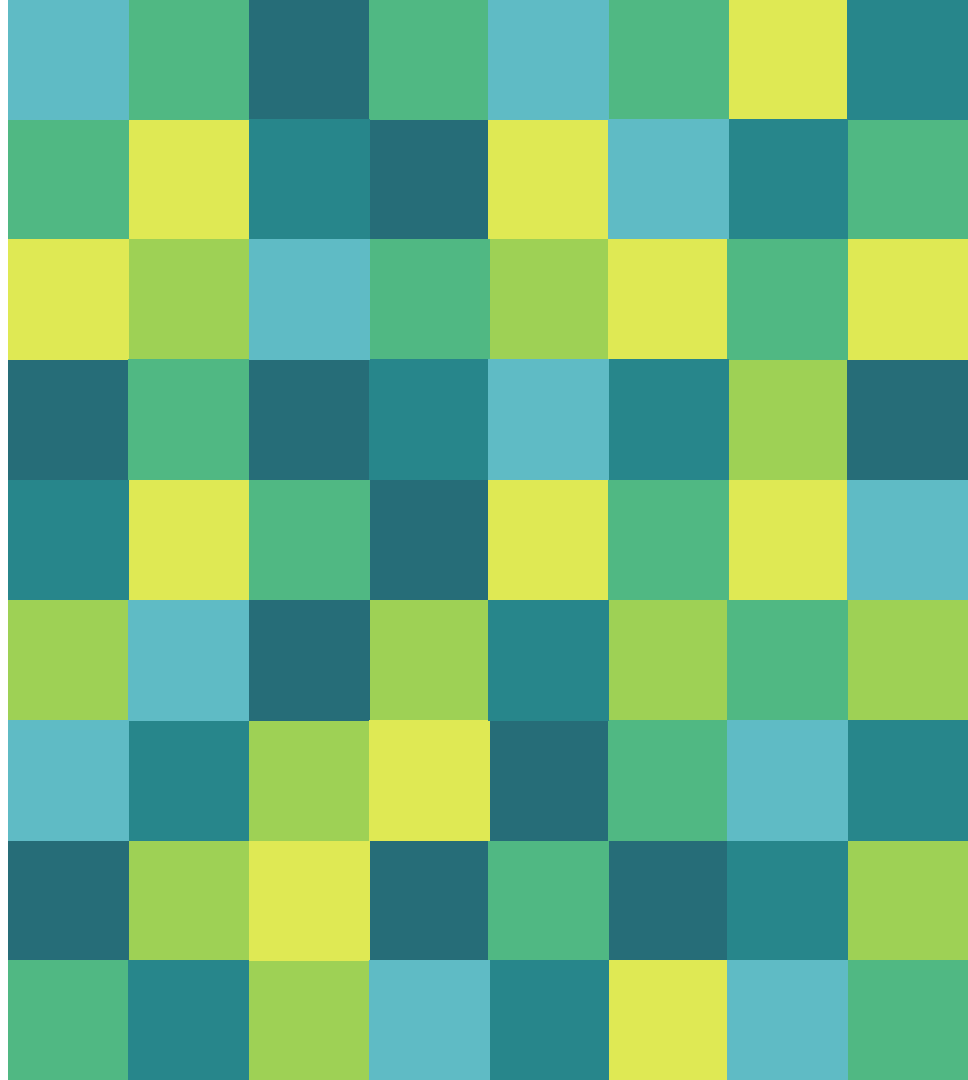


A decorative border composed of a grid of squares in various shades of green, teal, and yellow, framing the central text area.

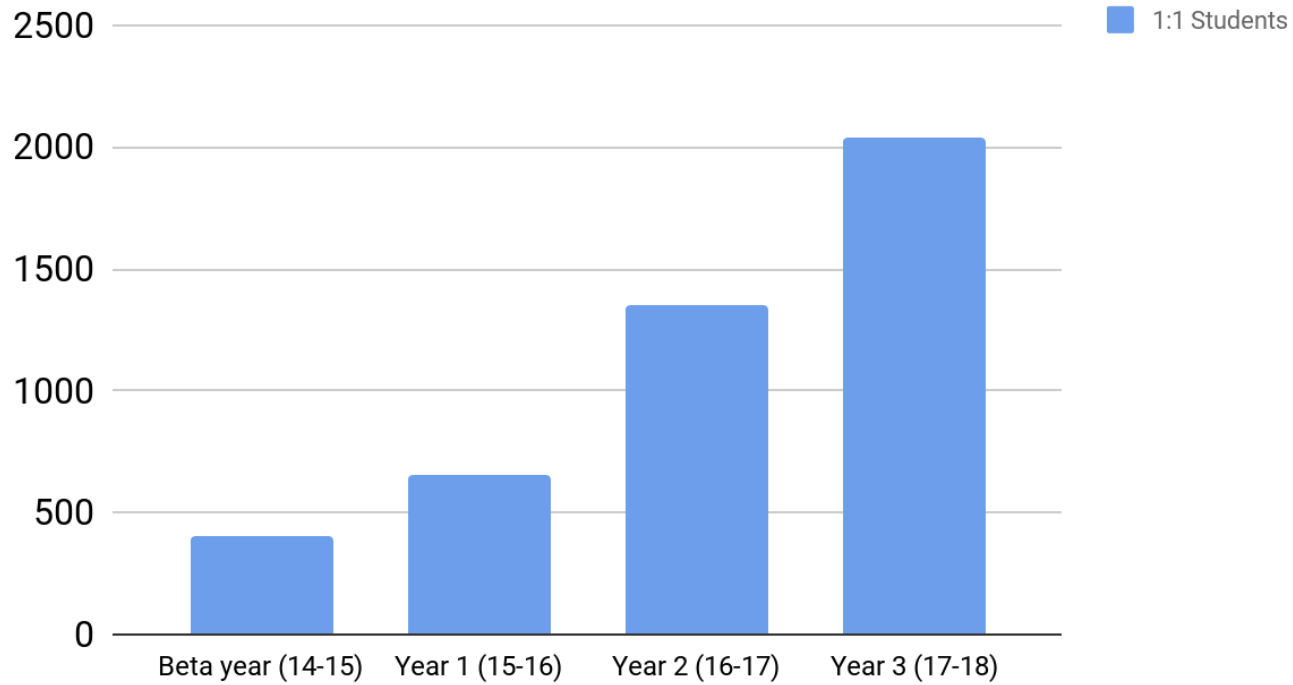
Student Technology Experiences

1.

Rise of Classroom Computing

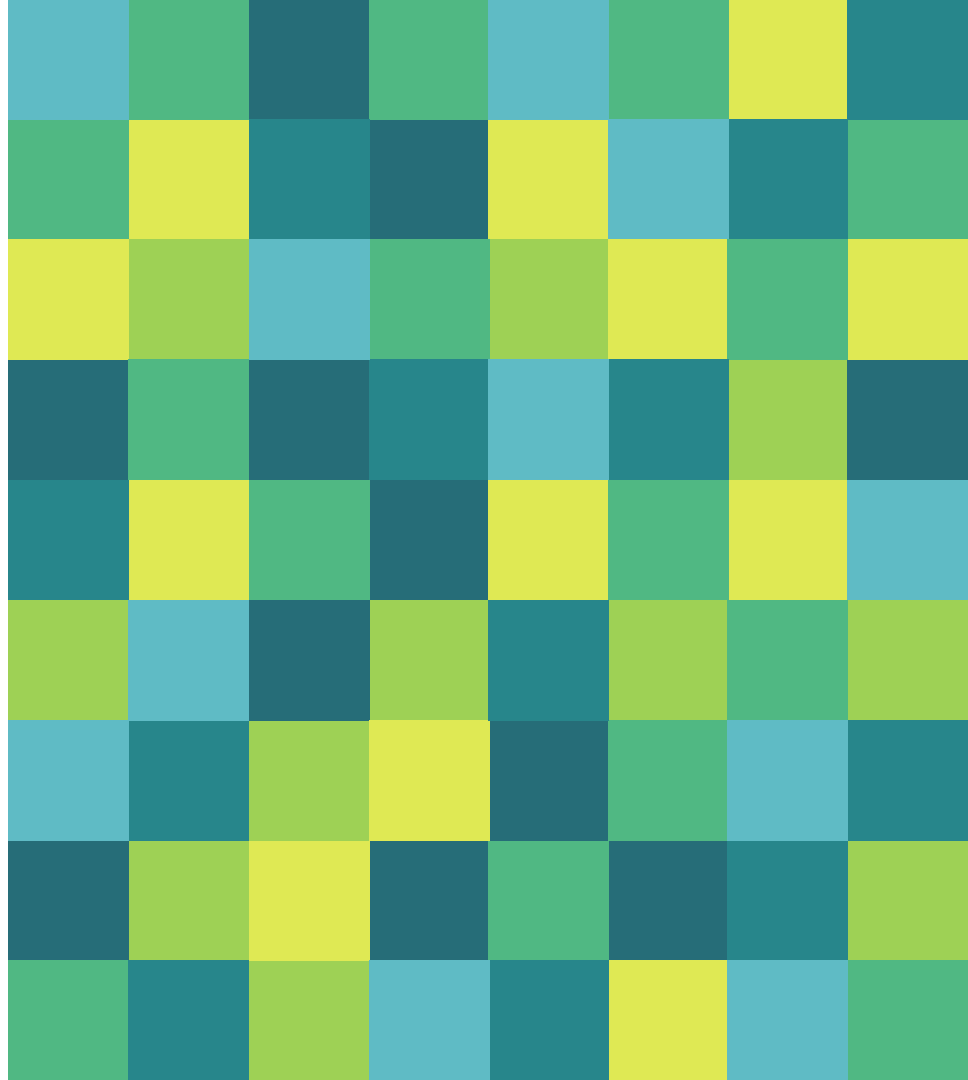


1:1 Students Over Time



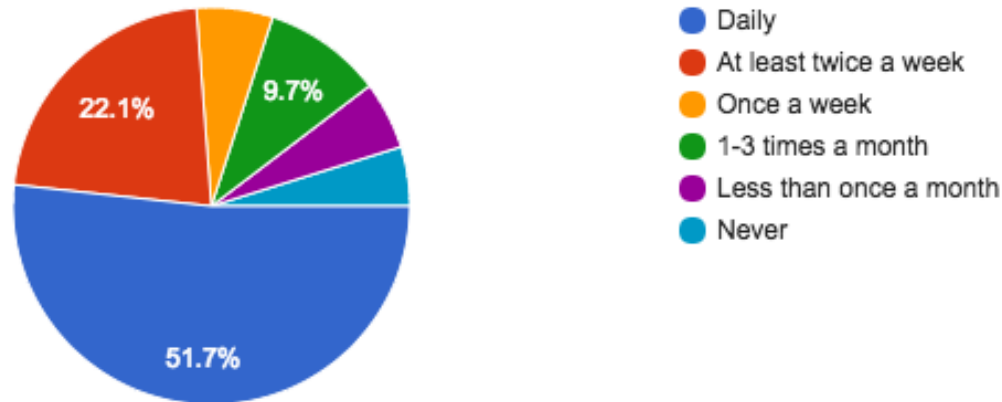
Changes in Access and Classroom Practices

Data from 2013-14 and 2016-
17 Teacher Tech Surveys



How often do you use technology to deliver classroom instruction?

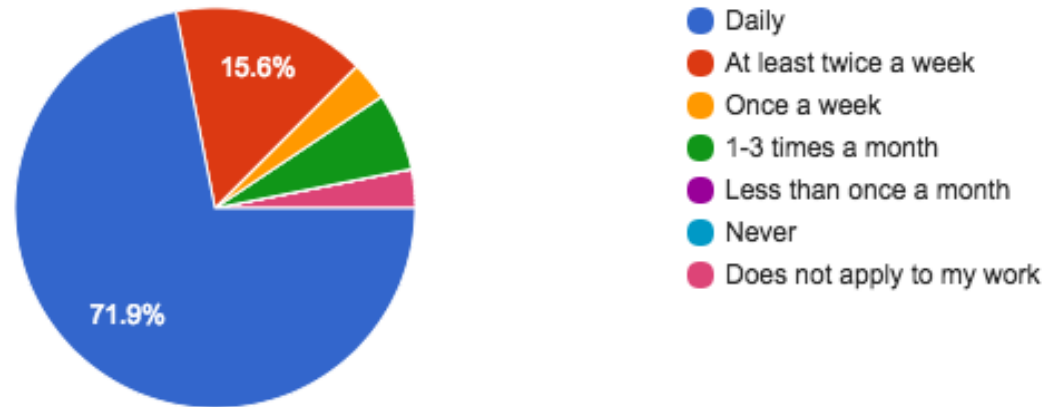
145 responses



2013-14 All Schools

How often do you use technology to deliver classroom instruction?

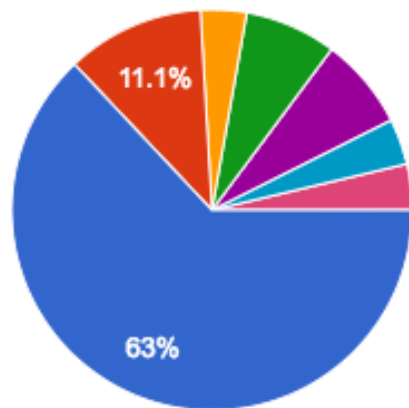
32 responses



2016-17 Elementary Example

How often do you use technology to deliver classroom instruction?

27 responses

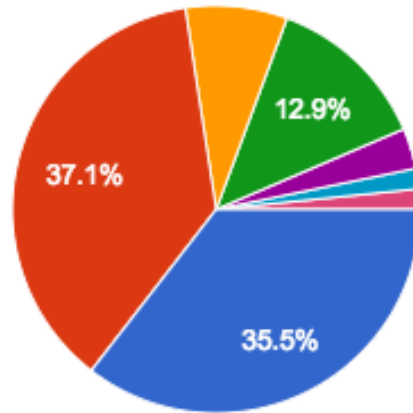


- Daily
- At least twice a week
- Once a week
- 1-3 times a month
- Less than once a month
- Never
- Does not apply to my work

2016-17 Middle School

How often do you use technology to deliver classroom instruction?

62 responses

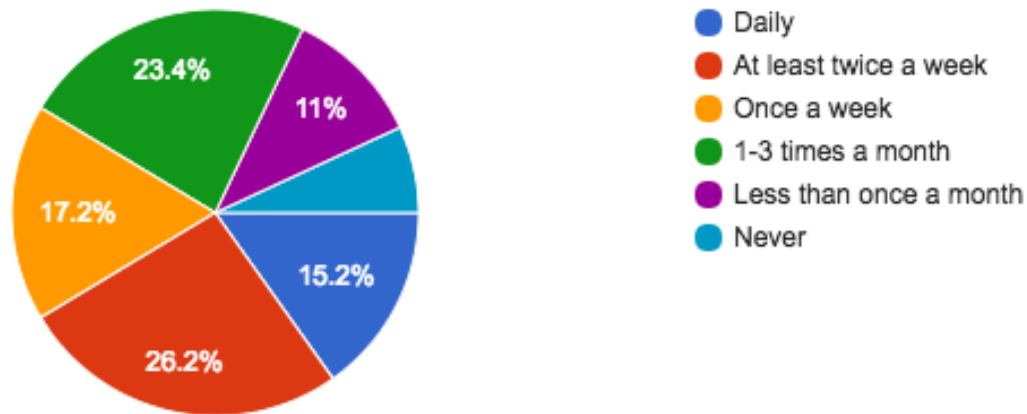


- Daily
- At least twice a week
- Once a week
- 1-3 times a month
- Less than once a month
- Never
- Does not apply to my work

2016-17 High School

How often are students using technology to complete assignments in your class/course?

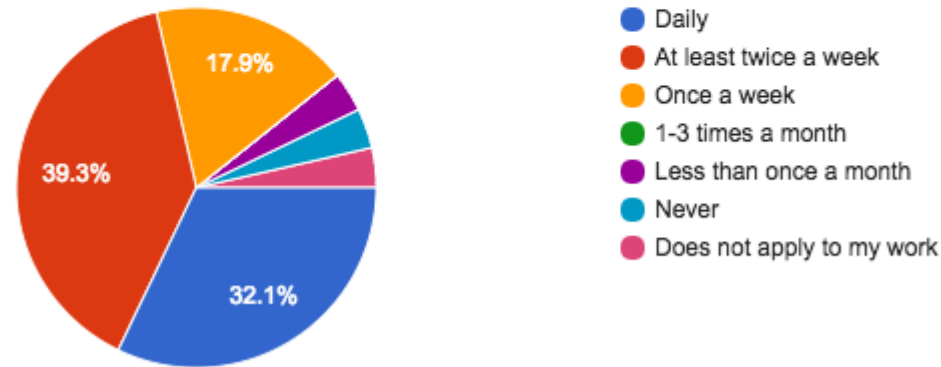
145 responses



2013-14 All Schools

How often are students using technology to complete assignments in your class/course during the school day?

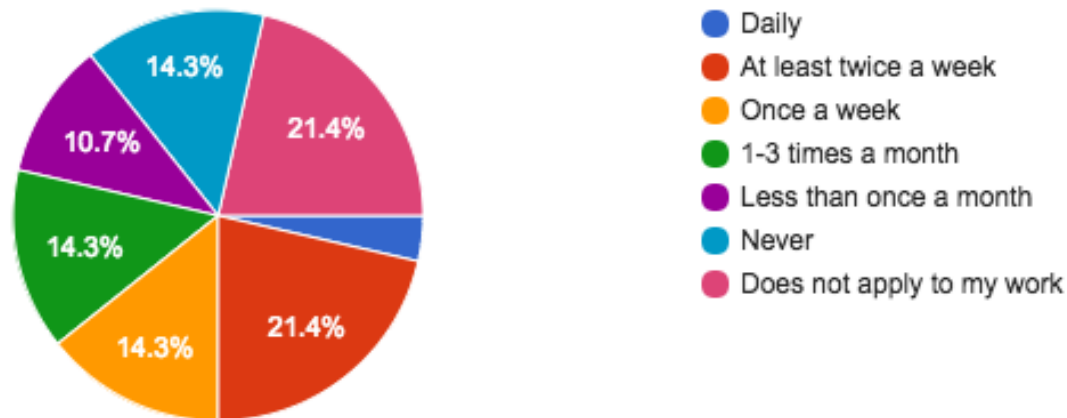
28 responses



2016-17 Elementary Example

How often are students using technology to complete homework assignments in your class/course?

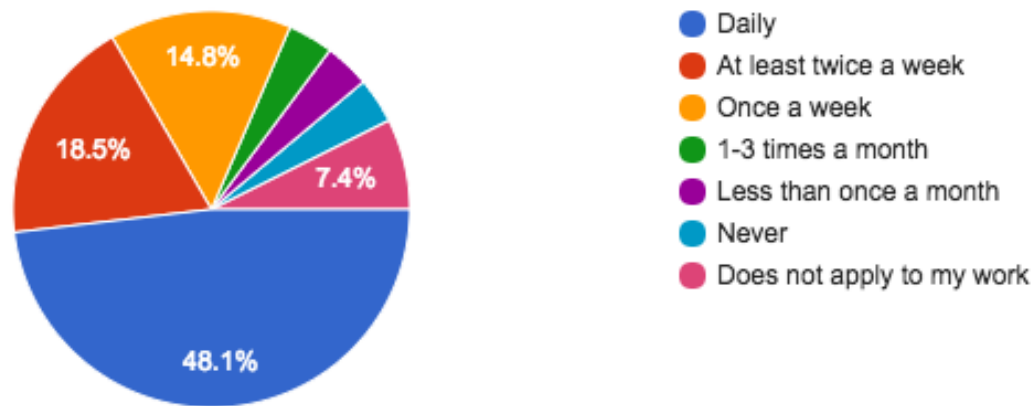
28 responses



2016-17 Elementary Example

How often are students using technology to complete assignments in your class/course during the school day?

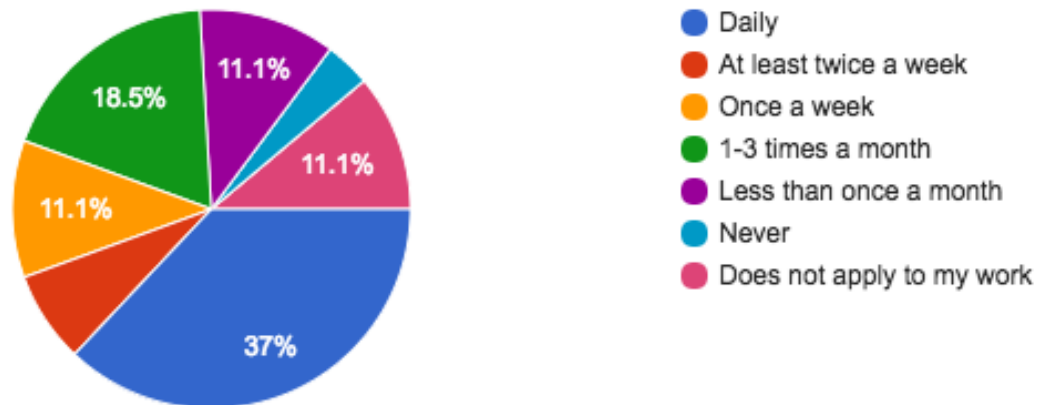
27 responses



2016-17 Middle School

How often are students using technology to complete homework assignments in your class/course?

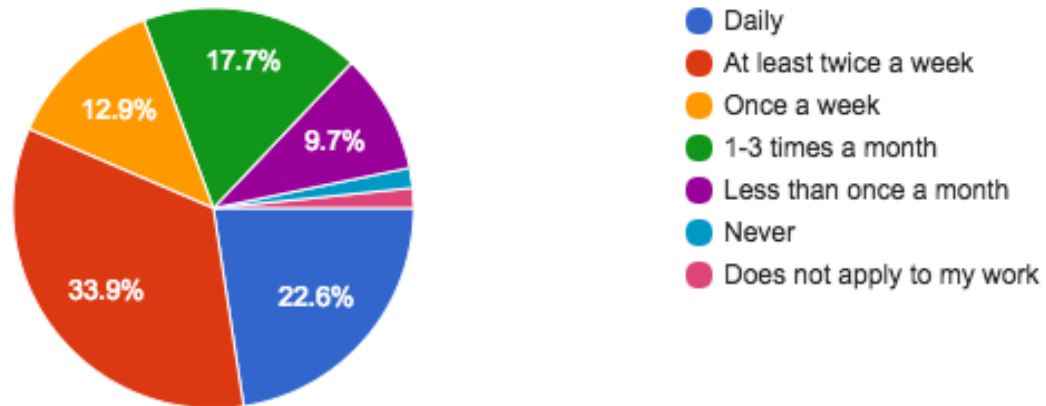
27 responses



2016-17 Middle School

How often are students using technology to complete assignments in your class/course during the school day?

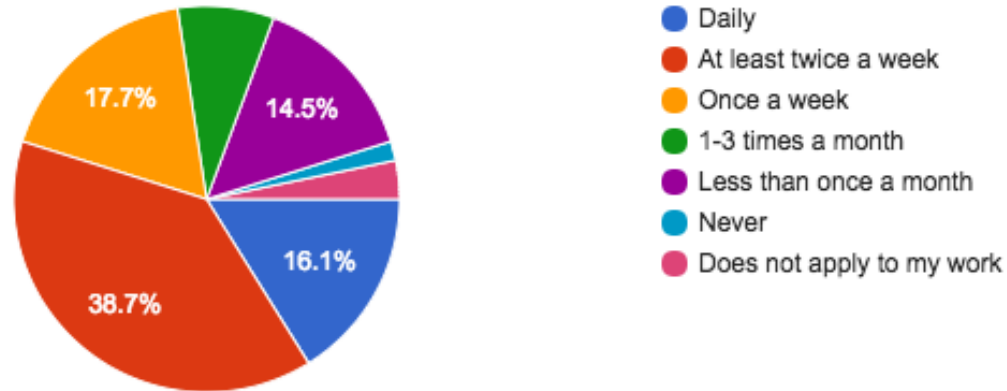
62 responses



2016-17 High School

How often are students using technology to complete homework assignments in your class/course?

62 responses



2016-17 High School

Reflection

- We've encouraged a play phase and a culture of experimentation
- The next phase is about learner empowerment and agency
- Support comes from tech team in the form trainings, conferences, and rescues

A decorative border composed of a grid of small squares in various shades of green, teal, and yellow, framing the central white area.

Actions

Report Card Language K-6

(Progress Marks)

Digital Citizenship

Self-monitored habits that sustain and improve the digital communities you enjoy or depend on **(Focus on behavior)**

Digital Literacy

Use of information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills **(Focus on learning)**

Report Card Language 7-12 (comments)

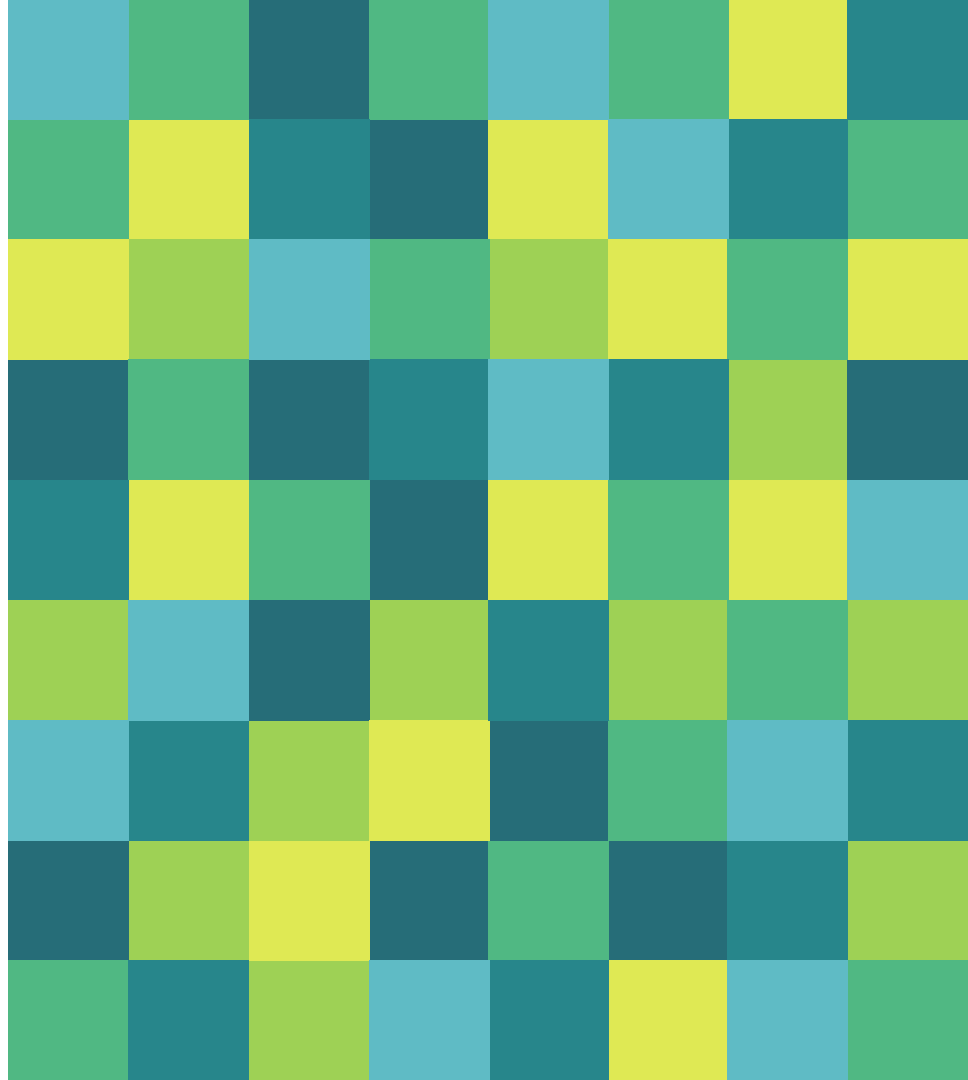
Responsible and effective use of technology

And

Often distracted by off-task use of technology

Adjustment of Lesson Plans

Design lessons and others
move from 5th, to 4th grade



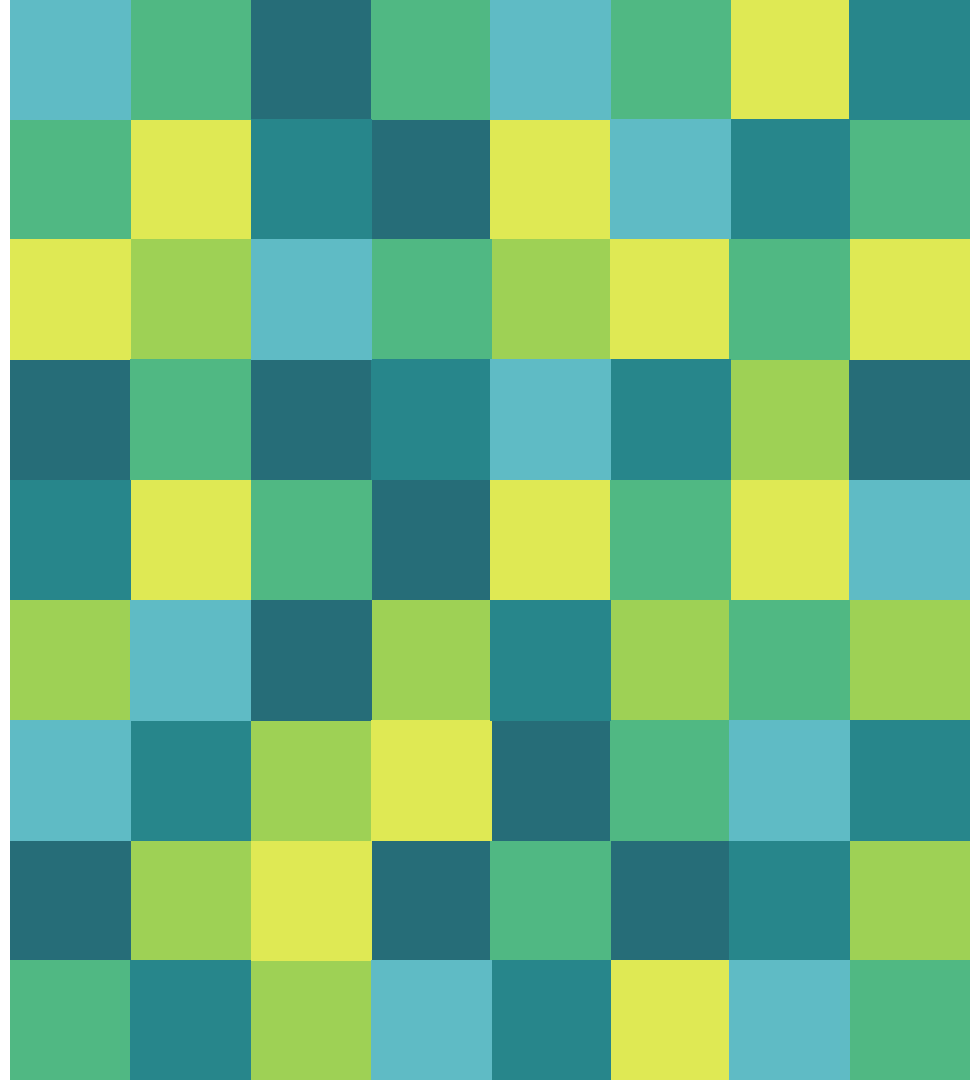
On Demand Training

Depending on the need,
we schedule trainings
for students and
teachers.

Ex. peer comments,
discipline consults,
lesson innovations

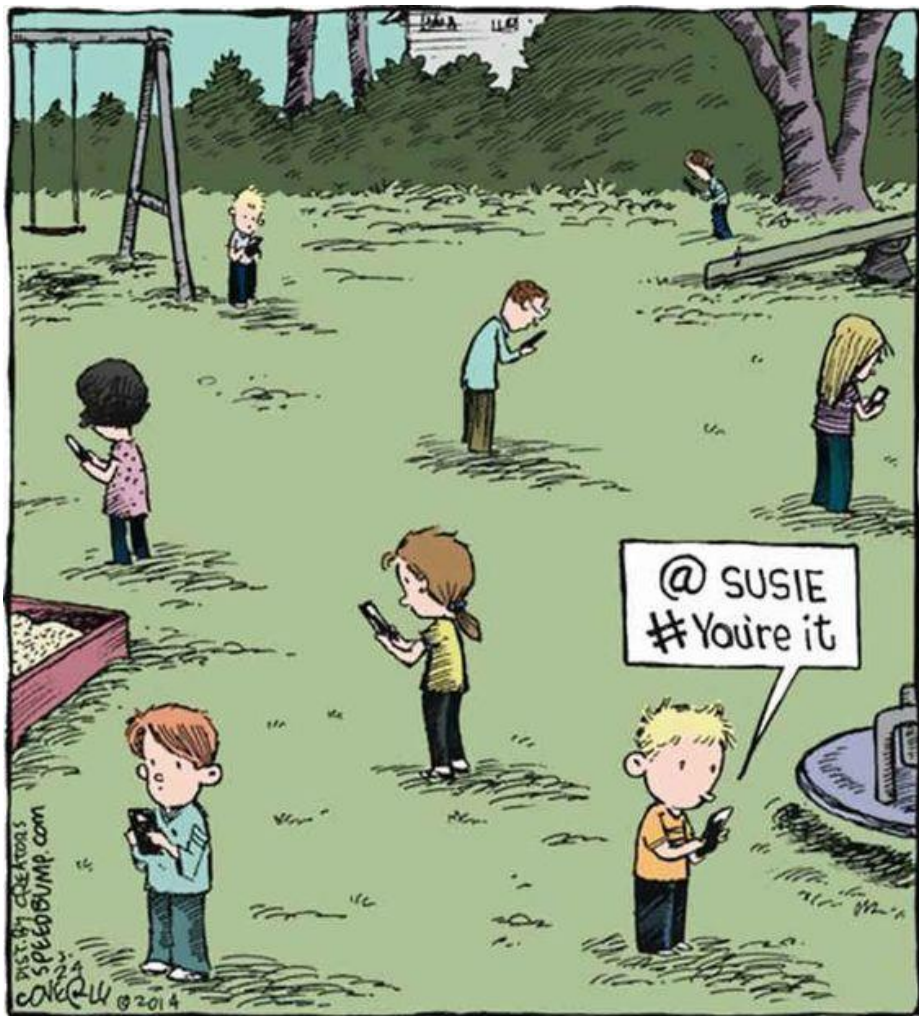
2.

Student Opinion: Formation of tech councils





© 2014



dist. by
creators
SPEEDBUMP.COM
© 2014

9-12

- Self discipline vs. school discipline
- Technology bans would not equal spontaneous sports play
- We need to practice problem solving in person

9-12

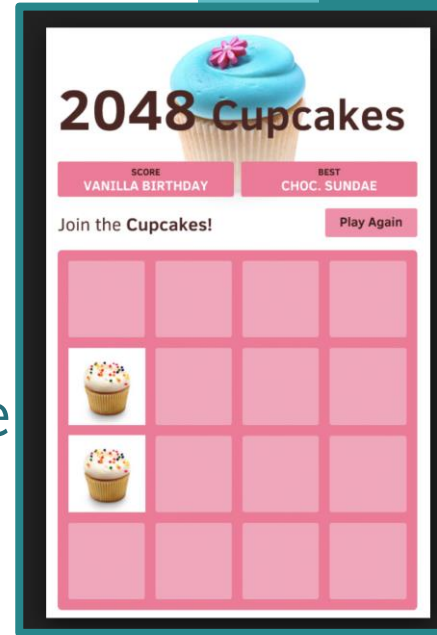
- Training on group work needed
- School could help develop healthy habits
- Youtube wastes time
- Teachers having cell rules in class is good

9-12

- Some distractions when using devices
- Promote activities for students to engage in at break or lunch
- We need to take advantage of technology to help students accelerate in the future

7-8

- More students on task this year over 7th grade
- 7th grade transition from 6th allows more freedom on devices, may be initially tough
- Games getting blocked quieted some kids



7-8

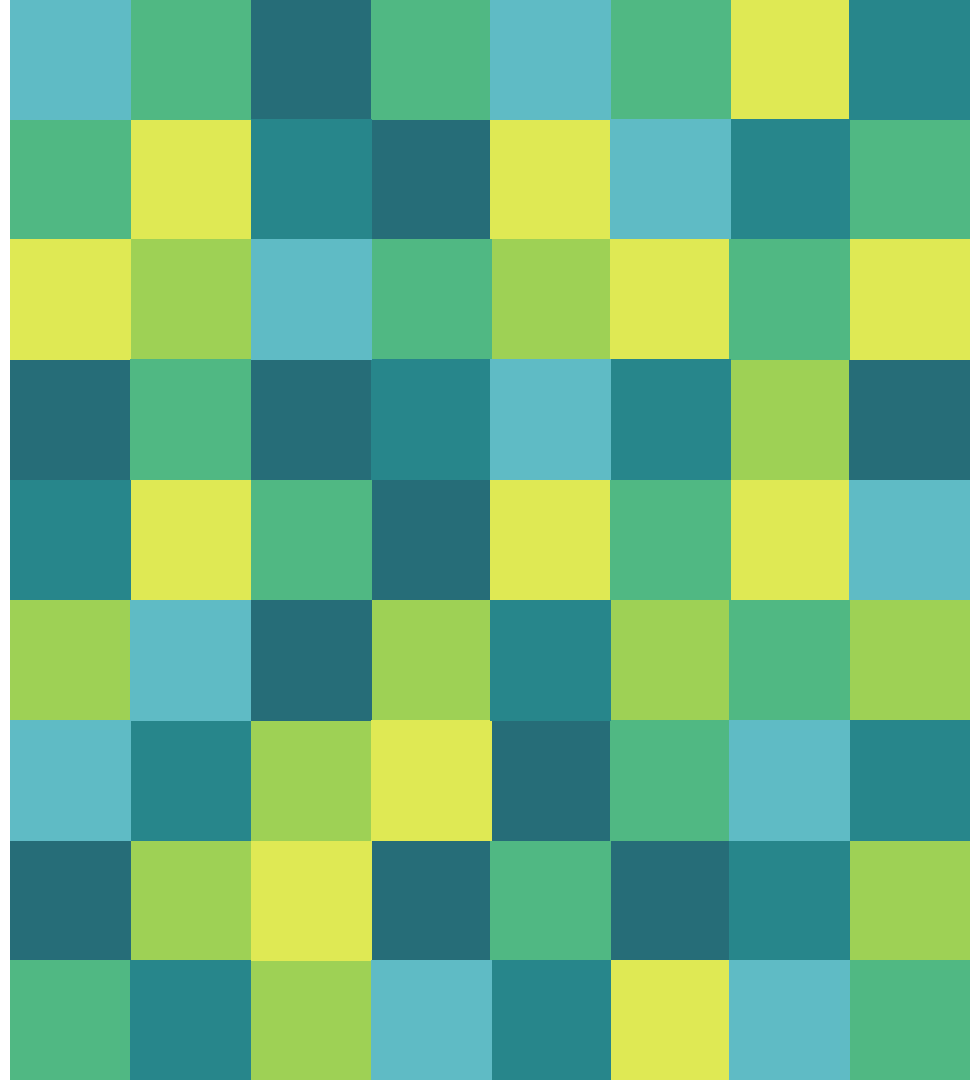
- Gaming is a very social experience among friends
- Some parents have strict rules about phone use
- Awareness about self-monitoring beginning for some students

We will play video games during lunch to reduce gaming in class. We need the following sites and related servers unblocked : istrolid.com/game.html
all sites and servers related to warframe
all sites, servers, and files related to STEAM

Student request in ticket system, from Video Game Club- 11/2/17

3.

Defining the Issues



“

*Well-defined problems lead to
breakthrough solutions.*

What Needs Exist?

- Social skills? Relationship building?
- Outlets for innovation and creativity?
- Personal safety? (cell phones away on stairs)
- Self-moderation lessons?
- Tech mindfulness skill building?
- Playtime, downtime, family time?
- Homework assessment?
- Better devices?

Next Steps

- Launch of the drafting plan for new tech goals
- Will include focus groups (students, teachers, parents, industry/community members)
- Continued parent and teacher support

Discussion



Credits

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by [SlidesCarnival](#)
- Photographs by [Unsplash](#)