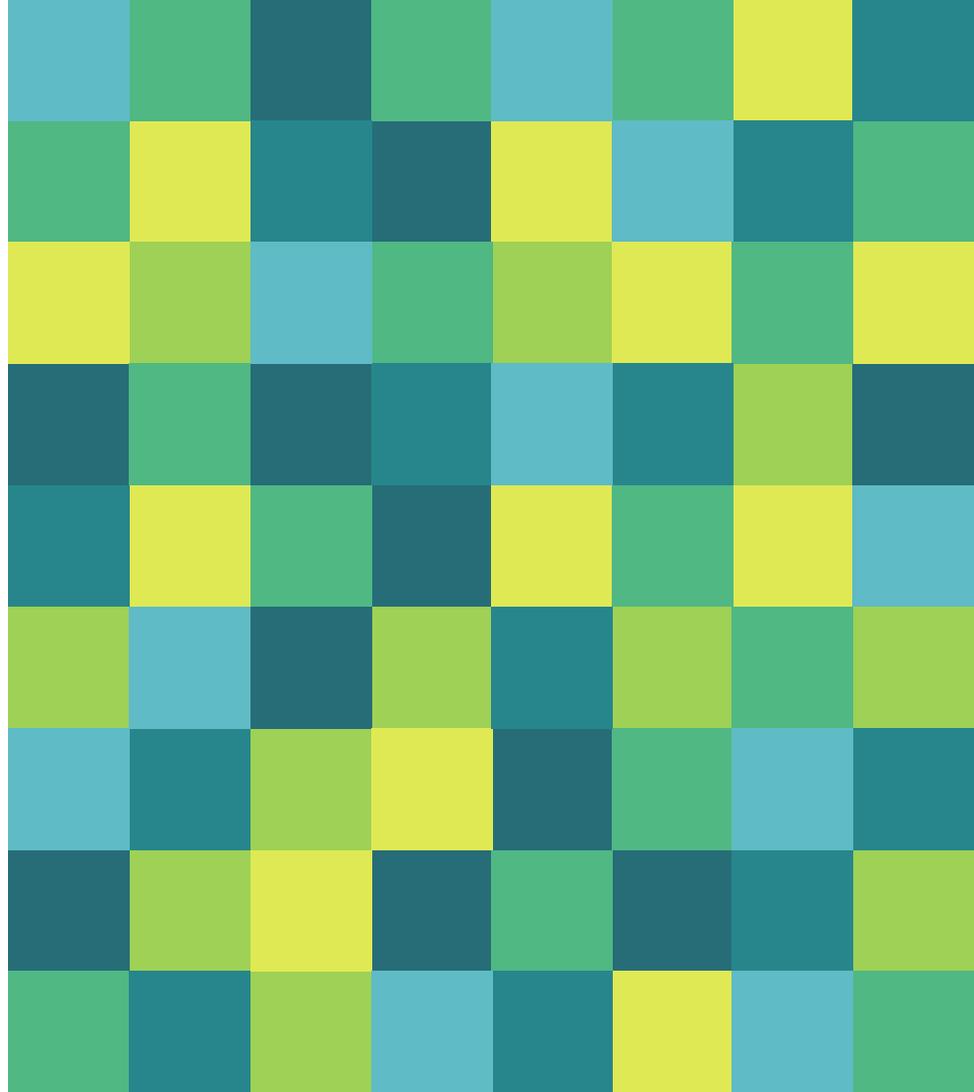


A decorative border composed of a grid of squares in various shades of teal, green, and yellow, framing the central text.

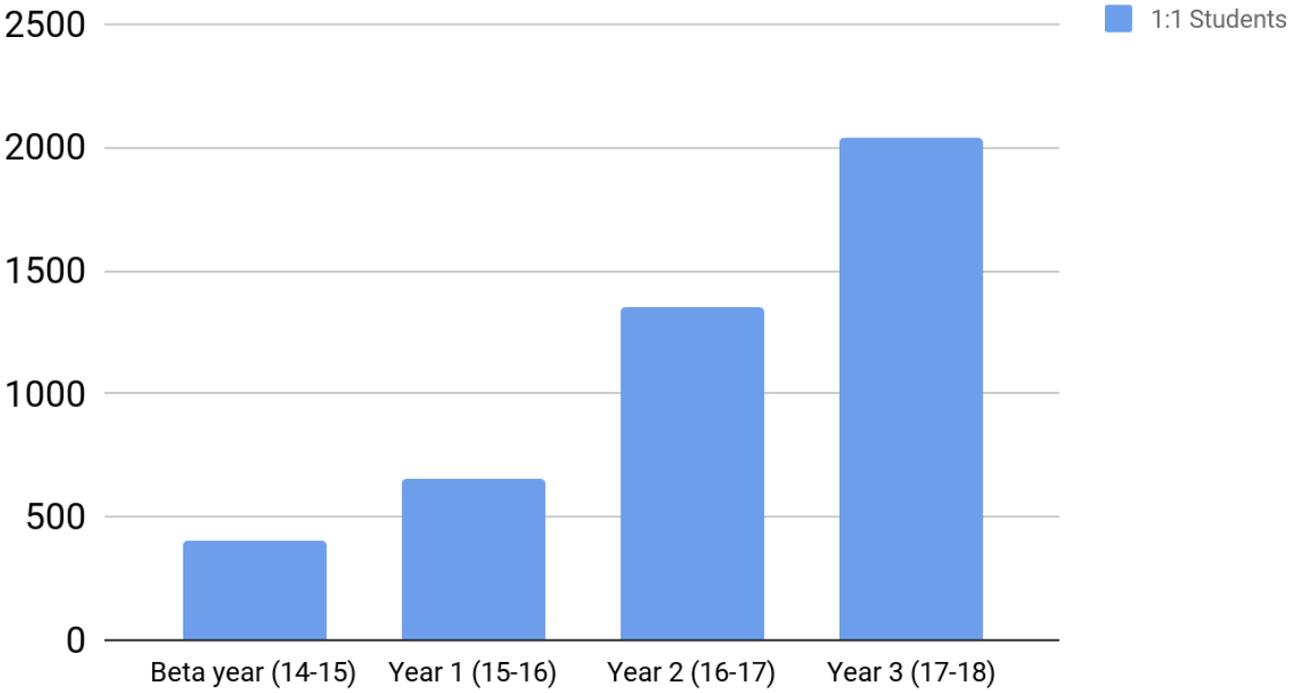
# Student Technology Experiences

1.

# Rise of Classroom Computing

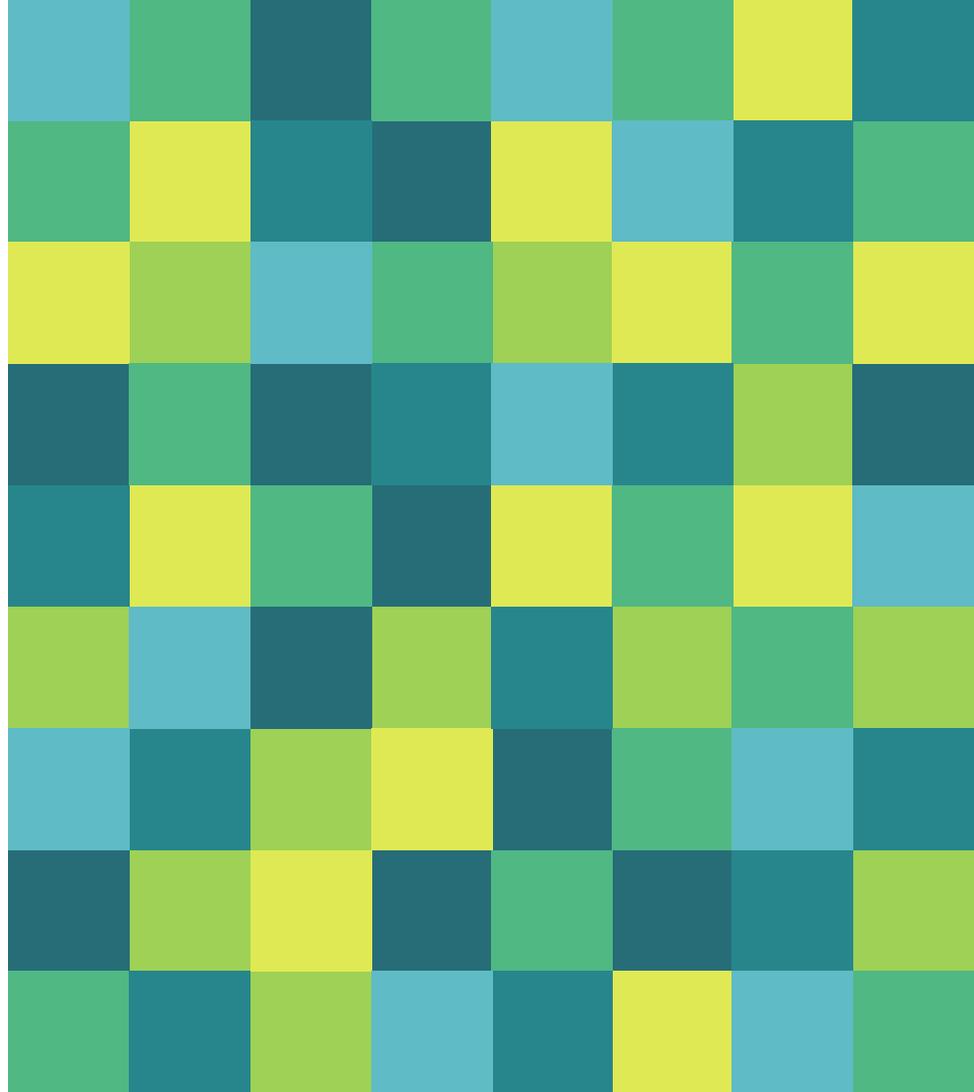


# 1:1 Students Over Time



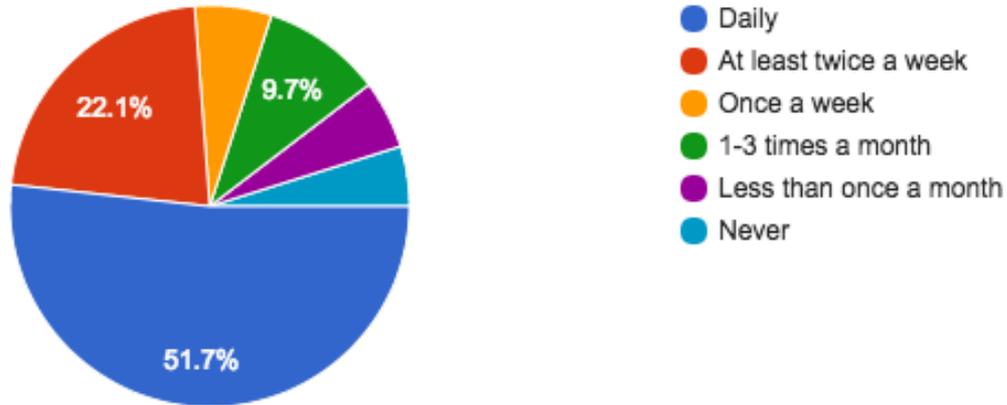
# Changes in Access and Classroom Practices

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



## How often do you use technology to deliver classroom instruction?

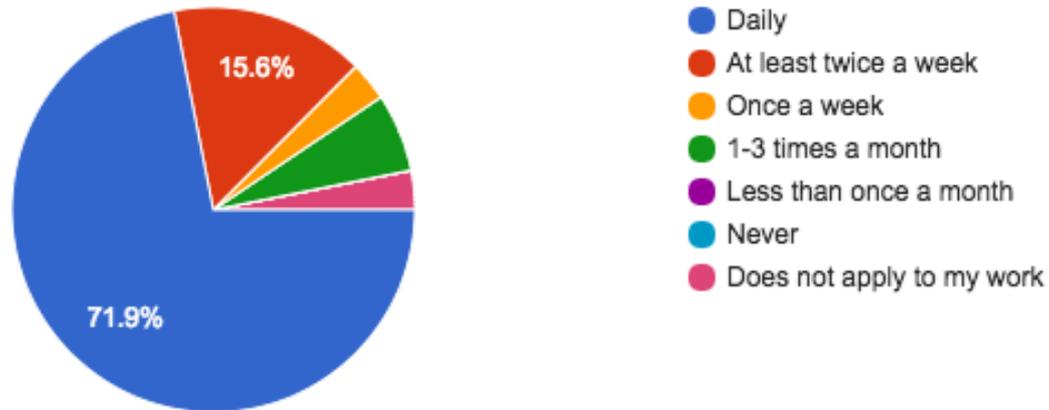
145 responses



2013-14 All Schools

## How often do you use technology to deliver classroom instruction?

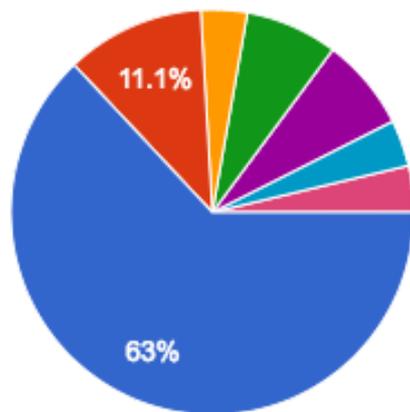
32 responses



2016-17 Elementary Example

## How often do you use technology to deliver classroom instruction?

27 responses

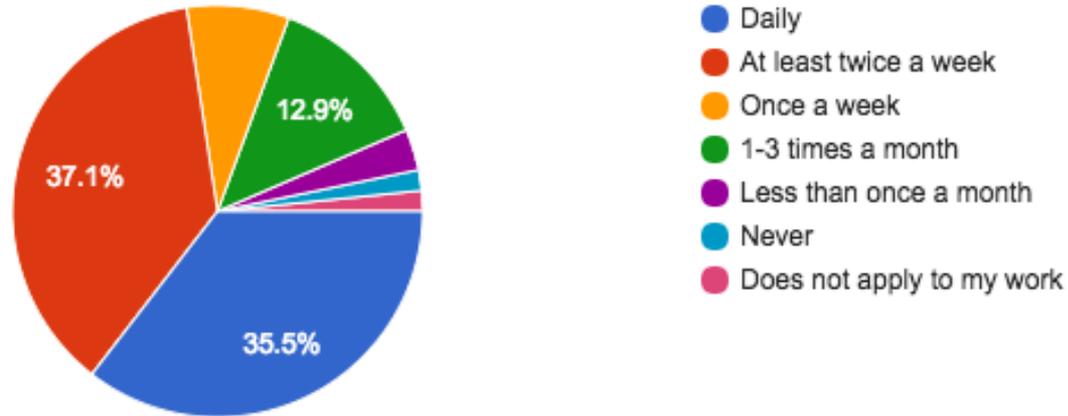


- Daily
- At least twice a week
- Once a week
- 1-3 times a month
- Less than once a month
- Never
- Does not apply to my work

2016-17 Middle School

## How often do you use technology to deliver classroom instruction?

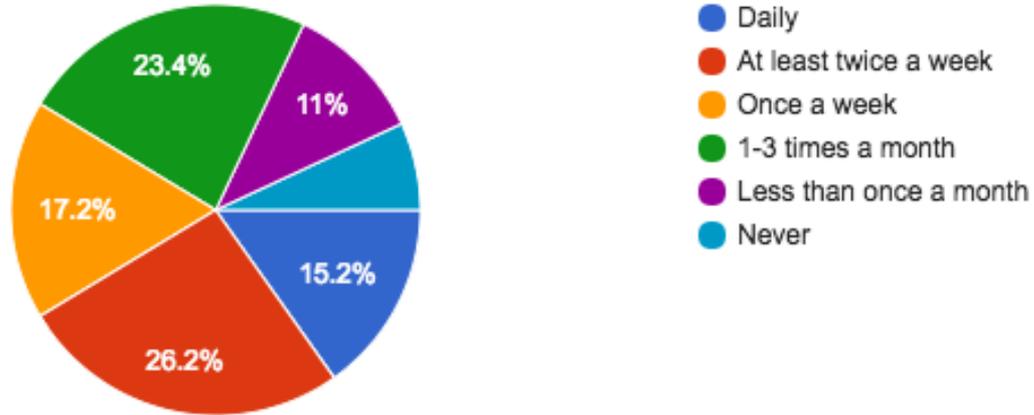
62 responses



2016-17 High School

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

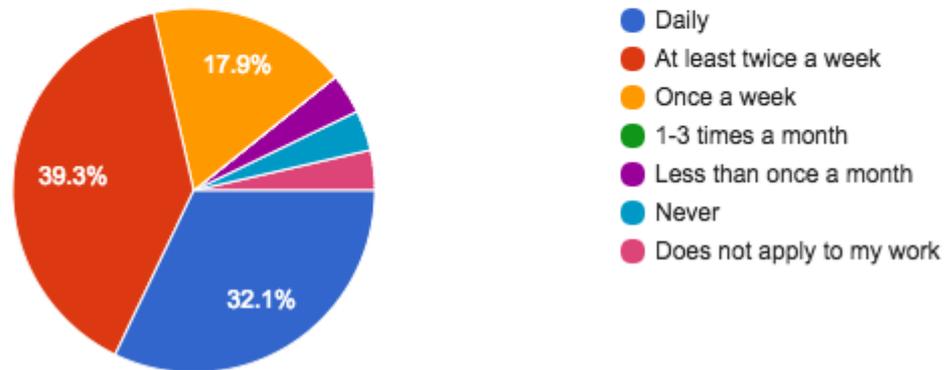
145 responses



## 2013-14 All Schools

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

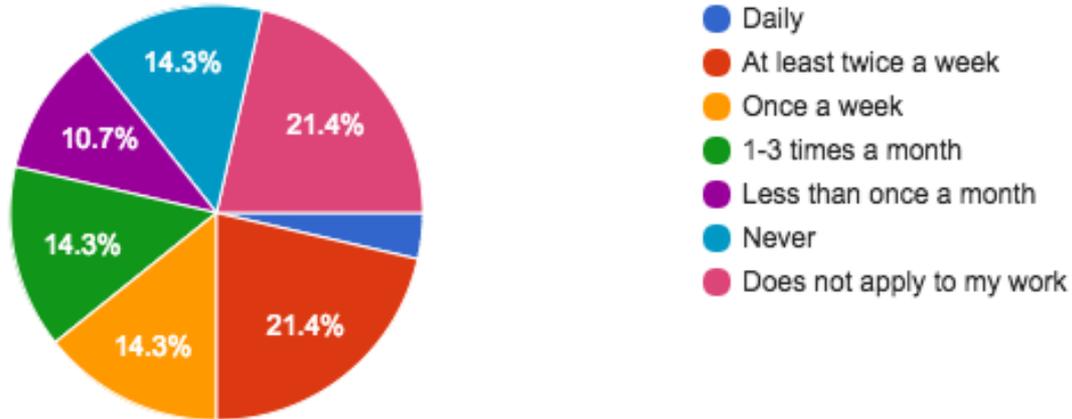
28 responses



2016-17 Elementary Example

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

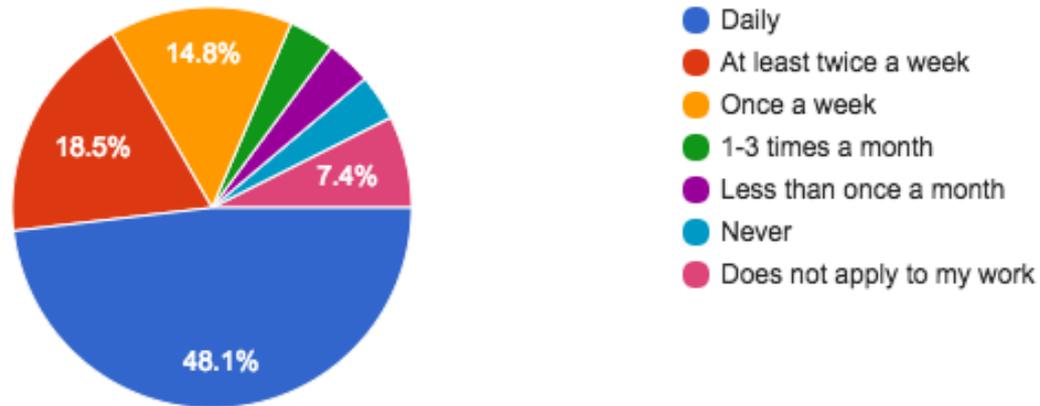
28 responses



2016-17 Elementary Example

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

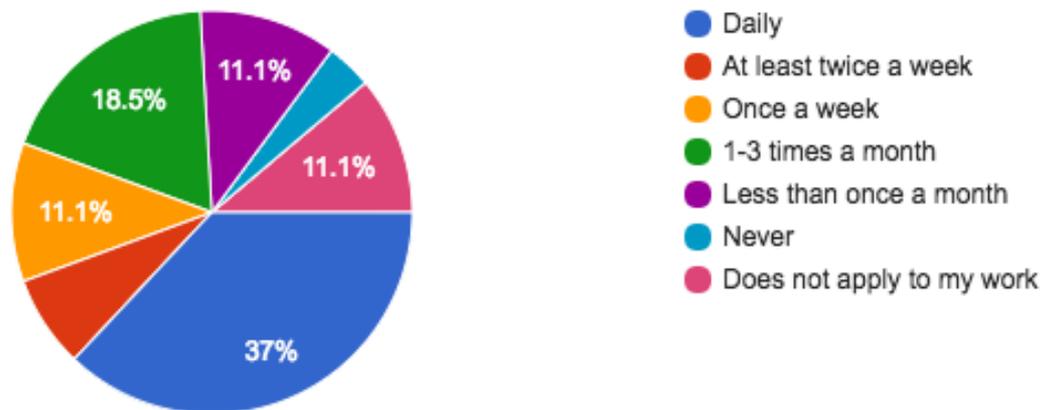
27 responses



2016-17 Middle School

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

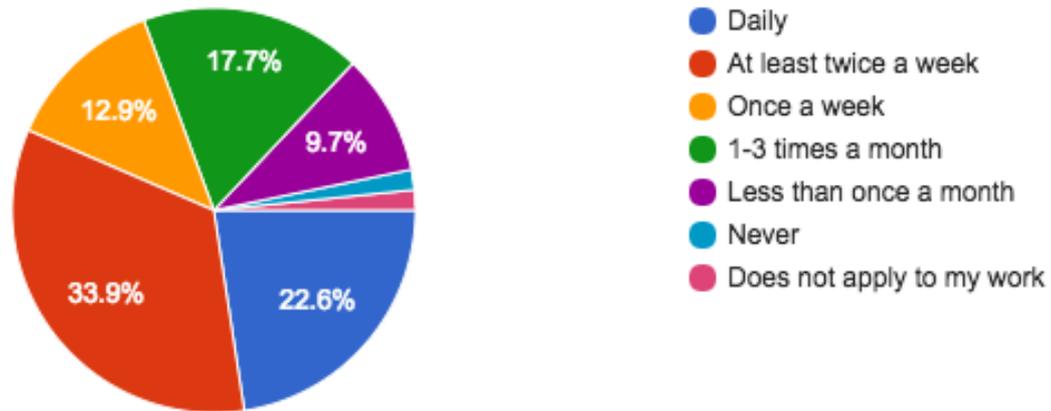
27 responses



2016-17 Middle School

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

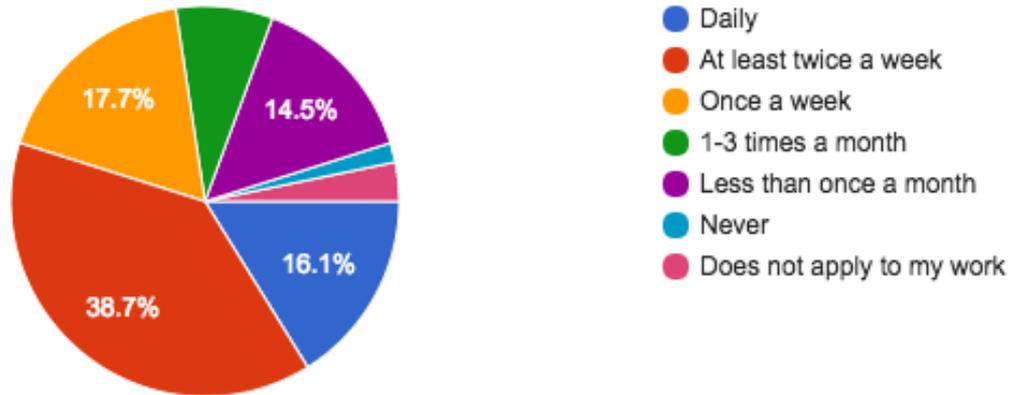
62 responses



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



# 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)

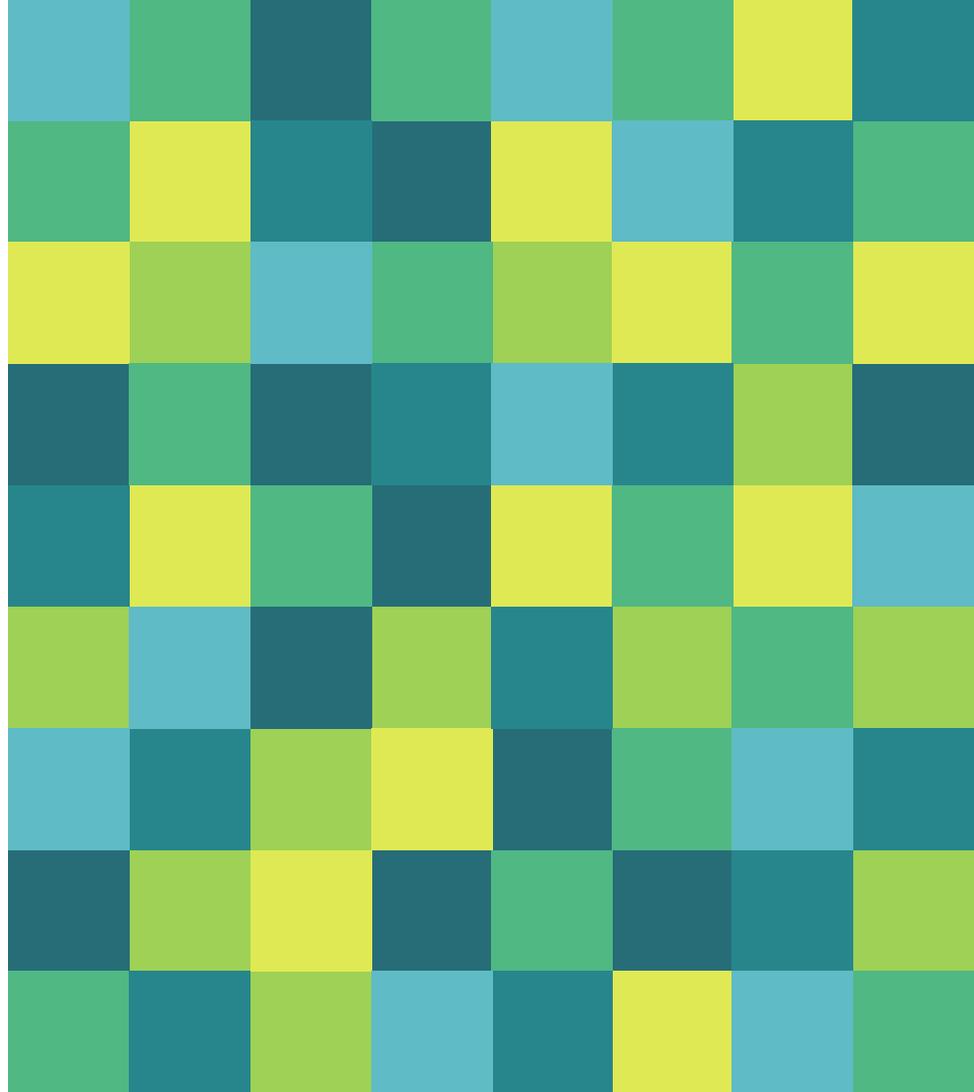
Responsible and effective use of technology

And

Often distracted by off-task use of technology

# Adjustment of Lesson Plans

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



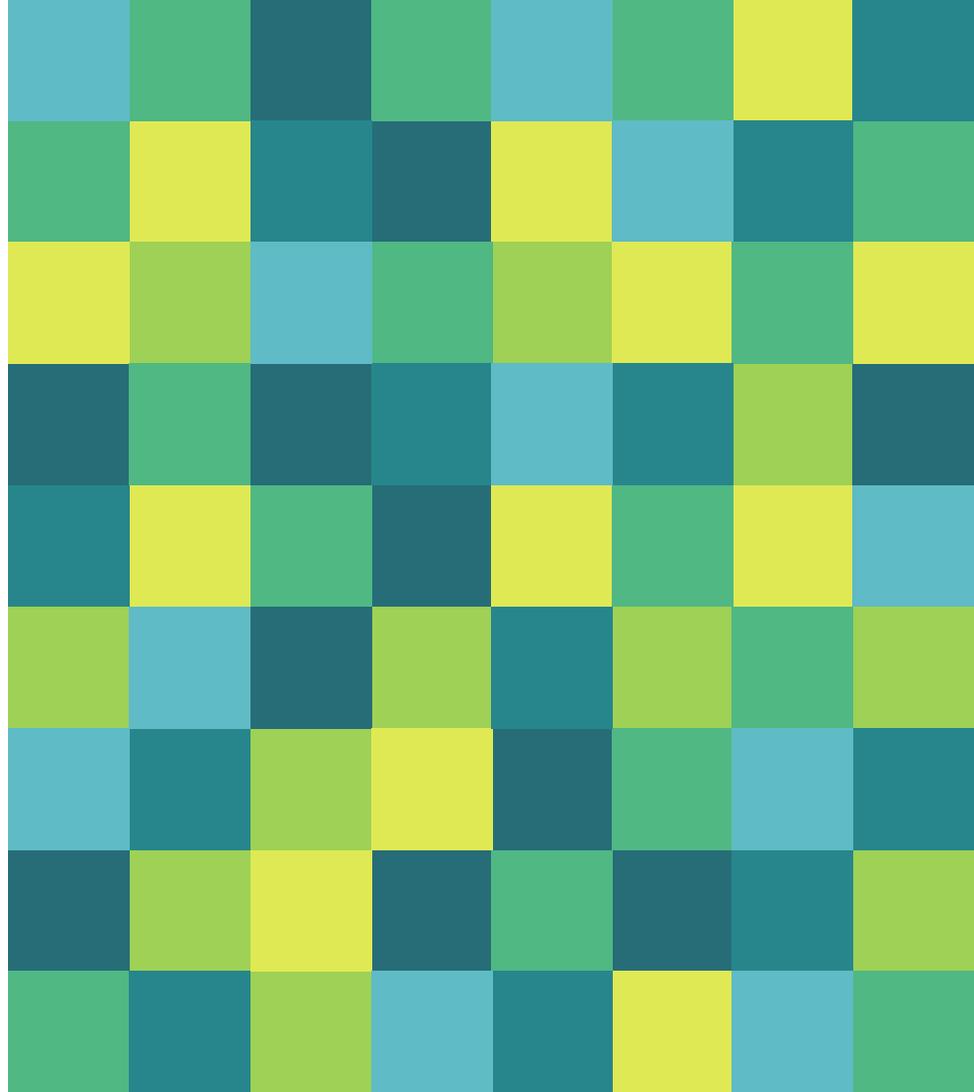
# On Demand Training

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

Ex. peer comments,  
discipline consults,  
lesson innovations

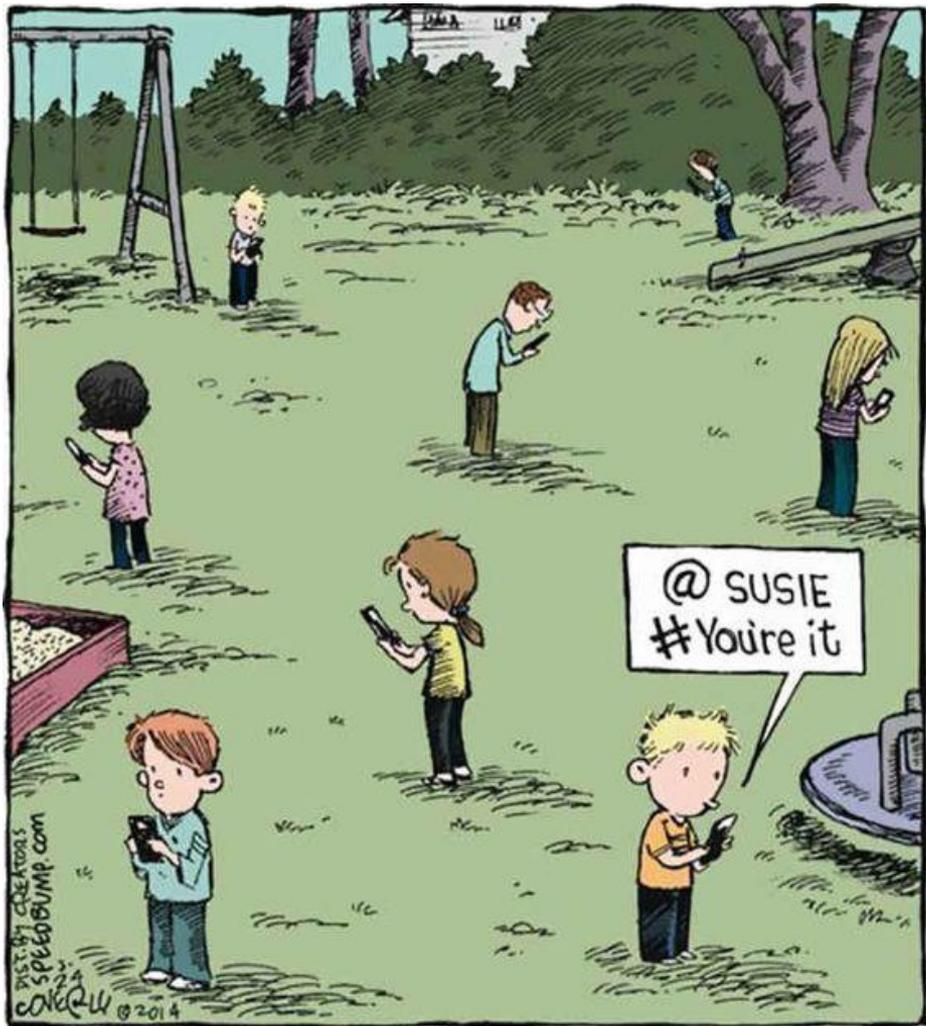
2.

## Student Opinion: Formation of tech councils





© 2014



## 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

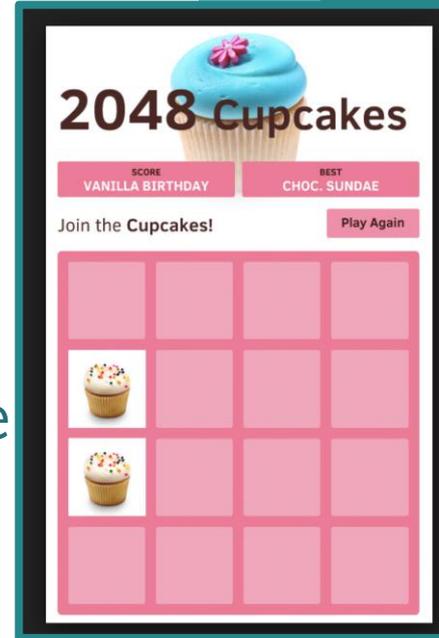
- Training on group work needed
- School could help develop healthy habits
- Youtube wastes time
- Teachers having cell rules in class is good

## 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

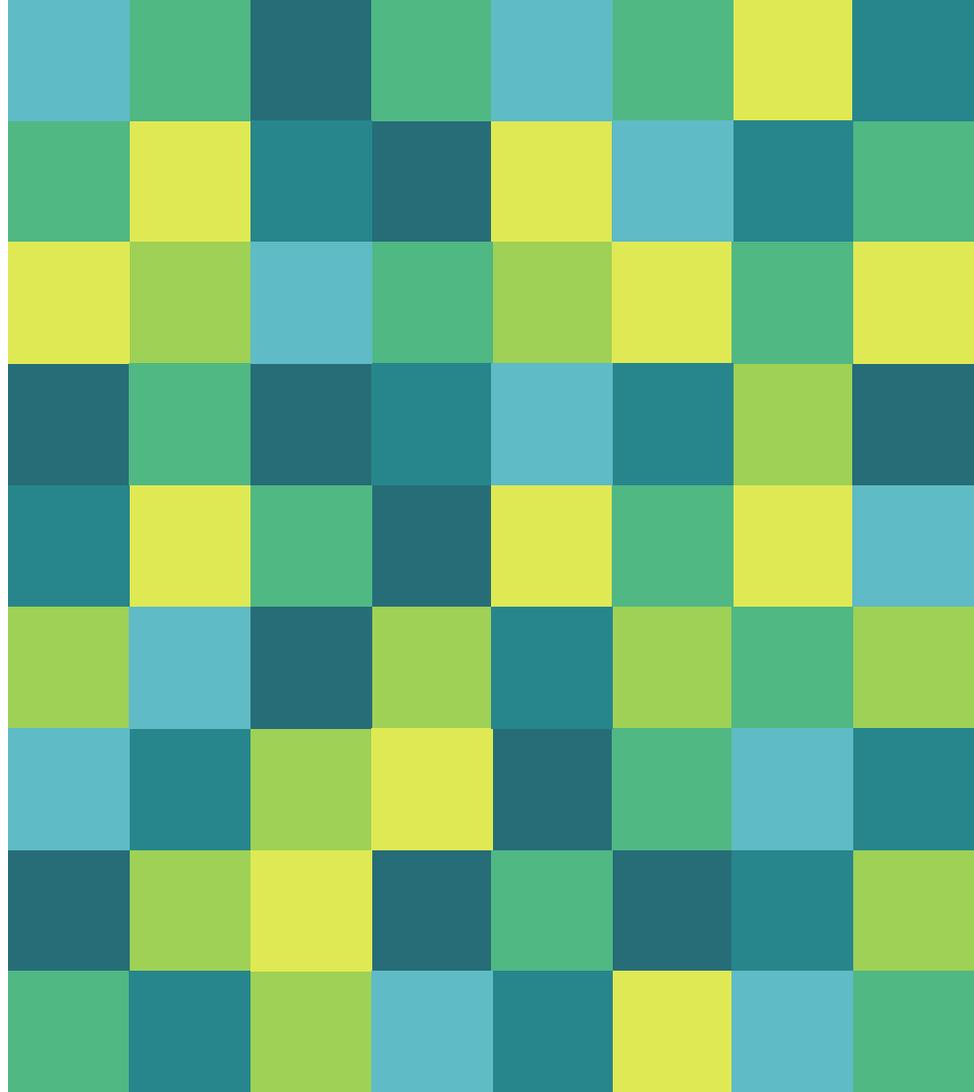
- Gaming is a very social experience among friends
- Some parents have strict rules about phone use
- Awareness about self-monitoring beginning for some students

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](http://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.*

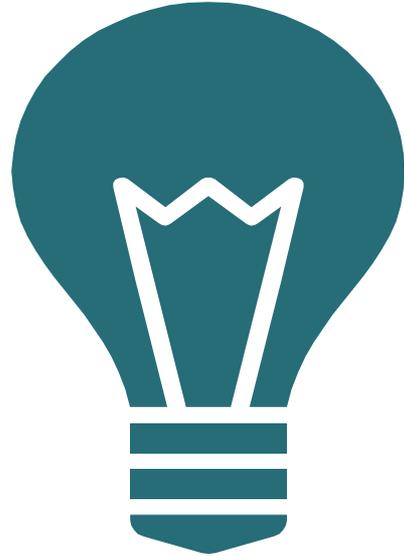
# What Needs Exist?

- 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](#)