



Digital Learning Update

New Technical tools

for 26-27

- *Google settings to restrict sharing between schools and limiting the number of shares and email recipients*
- *Piloting a new teacher tool at the Middle School and High School to give teachers more control over sites students can visit*

New Learning and Innovation Structure

Former Media Specialists now Digital Learning Specialist Role

- *Building age appropriate digital citizenship by utilizing the Common Sense Media Digital Literacy & Wellbeing Curriculum*
- *Building student agency as creators & innovators through specific digital skills within our SLP digital toolbox*
- *Teaming across the district to ensure equitable experiences with digital learning*

TECHNOLOGY WITH PURPOSE

STUDENT LEARNING AT THE CENTER

St. Louis Park Public Schools believes technology should serve learning. When students have intentional access to digital tools, they have opportunities to explore, think, create, communicate, collaborate and contribute in meaningful ways.

THE LEARNING JOURNEY

OPPORTUNITIES
FOR EVERY
LEARNER



EXPLORE

Find and
explore
information



INVESTIGATE

Ask questions
and deepen
understanding



CREATE

Design and
make new
ideas



COMMUNICATE

Share and
express
learning



COLLABORATE

Work and
design
together



CONTRIBUTE

Make a positive
difference in
our community
and beyond

EARLY LEARNING TO GRADE 12+



**'26-'27
Focus**



Intentional Use for Learning



VS.

Device as Distraction



MAXIMIZE LEARNING TIME



DEEPEN ENGAGEMENT



ELEVATE EXPECTATIONS



SUPPORTS CLASSROOM COMMUNITY



DILUTES ACADEMIC FOCUS



FRAGMENTS ATTENTION



WEAKENS A SHARED CULTURE



HARDER TO MEET HIGH EXPECTATIONS



***The Digital Learning Advisory Committee
brings together diverse perspectives to ensure
that technology and artificial intelligence are
used intentionally, responsibly, equitably and
in ways that enhance learning in SLP Schools.***

New Digital Learning Advisory Committee

Focused on answering three questions:

- *What can technology for learning make possible that was otherwise difficult?*
- *Where can technology create unintended challenges or consequences?*
- *What should we be asking to determine when technology should be used for learning and when it should not?*

New Digital Learning Advisory Committee

Summary from Committee Discussion

- Start with purpose: Consider whether technology helps students create and think or replaces the work of learning.
- Support attention and focus: Examine how technology use affects students' ability to concentrate and stay engaged in learning.
- Preserve deeper thinking: Ensure technology does not oversimplify complex skills or reduce opportunities for students to reason through challenges.
- Support varied learning needs: Explore how technology can provide accommodations that help students access and demonstrate learning.
- Enable collaboration: Use digital tools to help students share ideas, work together, and learn from one another.
- Consider mental health: Examine how technology use may negatively affect students' mental health and well-being.
- Keep students doing the thinking: Consider when AI supports learning and when it does the work for students, limiting reasoning and skill development.



Digital Learning Update

Questions?