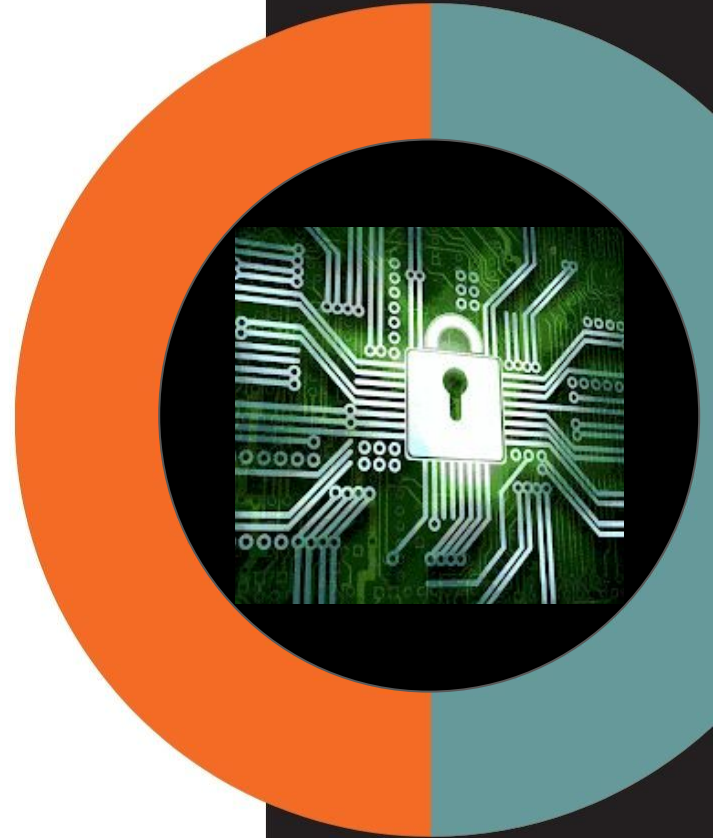


Online Safety

Layered Approach

- SOC (Security Operations Center)
 - Scans networks both internal and external for vulnerabilities
 - Informs of concerning activities
 - Monitors logins from around the world



Online Safety

Layered Approach

- Network Level Filtering
 - Filters content while devices are on district networks
 - Protection from malicious sites



Online Safety

Layered Approach

- Device Level Filtering
 - Agent on devices filters content while on and off district networks
 - Antivirus protection - Endpoint Detection and Response (EDR)



Online Safety

Layered Approach

- Google Environment
 - Granular settings to allow or disallow access to features.
 - Settings can be applied by groups or grade levels to give access as age appropriate.



Online Safety

Applications and Online Resources

- Applications go through approval process
 - Teacher(s) request through building principal
 - Building Principal brings to Instruction and Learning Team
 - I&L Team reviews and/or approves



Online Safety

Applications and Online Resources

- Approved applications meet CIPA/FERPA/HIPPA compliance
- List of approved applications is published on the district website:

www.slpschools.org/families

Student Data Privacy Software Information

Learn more about the software systems used by St. Louis Park Public Schools for student learning.

Software Information



Classroom Use

How often are students using digital resources?
Last 60 days...

Campus Name	Avg. Daily Screen Time Hours (In School)
Susan Lindgren Elementary	0.78
Aquila Elementary	0.77
Peter Hobart Elementary	0.55
Park Spanish Immersion Elementary	0.53



Classroom Use

How often are students using digital resources?
Last 60 days...

Campus Name

Avg. Daily Screen
Time Hours (In
School)

St. Louis Park Middle School

1.24



Classroom Use

How often are students using digital resources?
Last 60 days...

Campus Name

Avg. Daily Screen
Time Hours (In
School)

St. Louis Park High School

1.33



Classroom Use

Vision for Digital Learning

The St. Louis Park Public Schools learning environment integrates digital literacy with a commitment to empower students by amplifying voice, fostering critical thinking, and prioritizing digital citizenship, online safety, innovation, and equity in education.



Classroom Use

Vision for Digital Learning

- Reorganizing as Innovation and Learning
 - Media Specialists reassigned
 - District-wide coordination
 - Development of vertically aligned curriculum
 - Digital Citizenship, Online Safety



Classroom Use

MN ELA Standards: LSVEI


LSVEI 3 Media Literacy in Exchanging Ideas: Thoughtfully and safely access, analyze, and create written, oral, and digital content, applicable to task, purpose, audience, and discipline.

<p>0.3.3.1 Create written, oral, and digital content that communicates knowledge and ideas in a variety of presentation styles, with prompting and support.*</p> <p>0.3.3.2 With prompting and support, create an individual or shared multimedia work for a specific purpose (e.g., to share lived or imagined experiences, to present information, to entertain, or as artistic expression), considering digital footprint.*</p>	<p>1.3.3.1 Create written, oral, and digital content that communicates knowledge and ideas in a variety of presentation styles.</p> <p>1.3.3.2 Create and share work using a teacher-selected digital tool, articulating the advantages and limitations of the tool, related to task, purpose, and audience, considering digital footprint.*</p>	<p>2.3.3.2 Create and share work, choosing a digital tool from teacher-provided lists, and critique effectiveness of chosen tool regarding the task, purpose, and audience, (e.g., to create or integrate knowledge, to share experiences or information, to persuade, to entertain, or as artistic expression.) demonstrating understanding of digital footprint.*</p>	<p>3.3.3.1 Create written, oral, and digital content that communicates knowledge and ideas including relevant facts and descriptive details, in a variety of presentation styles.</p> <p>3.3.3.2 Create and share work, using self-selected digital tools, and critique effectiveness of chosen tool regarding the task, purpose, and audience, demonstrating understanding of digital footprint.*</p>
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Classroom Use

Digital Learning and Innovation Inspiration Menu

	AUTHENTIC	STRATEGIC	CONNECTORS	EMPOWERED	NIMBLE	DREAMERS
3rd Grade	<p>PBL: Record community problem-solving plans in Seesaw or WeVideo targeting school-wide care topic of choice. <i>ISTE: 1.7</i></p>	<p>Inquiry: Collect recycling data and report findings via WeVideo using the Quick Recorder. <i>ISTE: 1.3</i></p>	<p>Collaborative: Use a shared GoogleSlides for groups to place reflections from a reading activity and then discussing perspectives as a class. <i>ISTE: 1.6</i></p>	<p>PBL: Interview peers in Seesaw or WeVideo about opportunities for students to share their voice or become leaders in your school. <i>ISTE: 1.1</i></p>	<p>Reflection: Use Google Slides and Google Draw to document "The Evolution of My Thinking" during a science investigation. <i>ISTE: 1.4</i></p>	<p>Creation: Design a "Perfect Day" itinerary in another place around the world using PebbleGo and WeVideo, Seesaw or Book Creator. <i>ISTE: 1.6</i></p>



Online Safety & Classroom Use of Digital Tools

Questions

