

INTENTIONAL TECHNOLOGY INTEGRATION



2012

202
5

1

Systematic Approach



| Environment



| Instruction



| Experience

2



Educational Environment

3



Protected & Curated

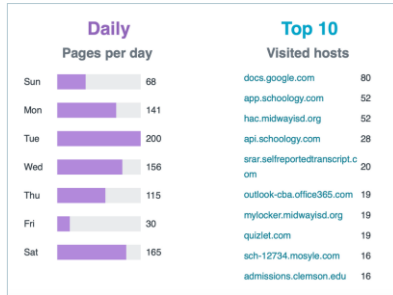
- Internet Content Filtering
- Limited access to district-approved apps
- Device monitoring and alert systems
- Data privacy agreements
- Vetting of applications
- Data encryption



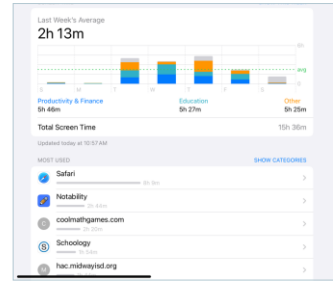
4



LMS Parent Access



Lightspeed Parent Portal



Screen Time Feature

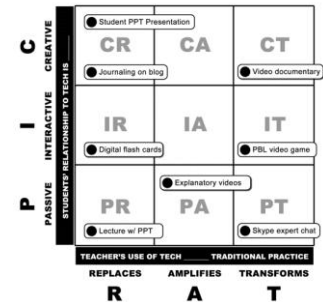
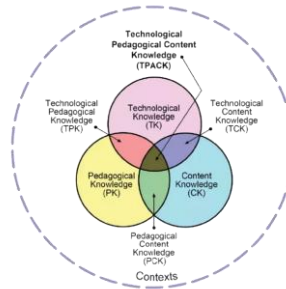
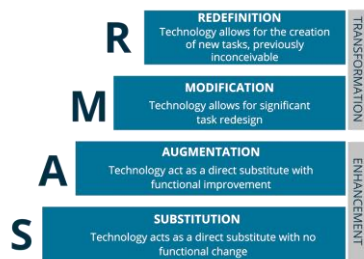
5



6



Research Based

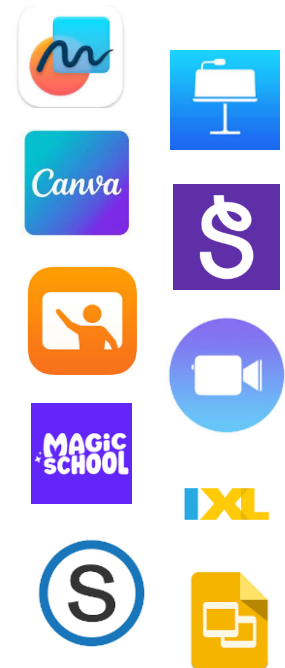


7



Professional Learning

- Innovative Instruction
- Adaptive Platforms
- Learning Management Systems
- Classroom Management Tools
- Apple Native Apps
- Google, Formative Assessment, AI



8



Student Experience

9



Elevated Experiences

- Interactive and meaningful learning
- Immediate and actionable feedback
- The ability to explore ideas beyond the classroom
- Personalized learning experiences
- Opportunities for creativity, collaboration, critical thinking, and communication

10



Innovative Lessons



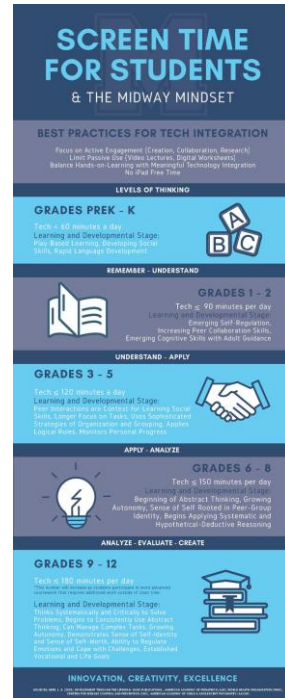
11



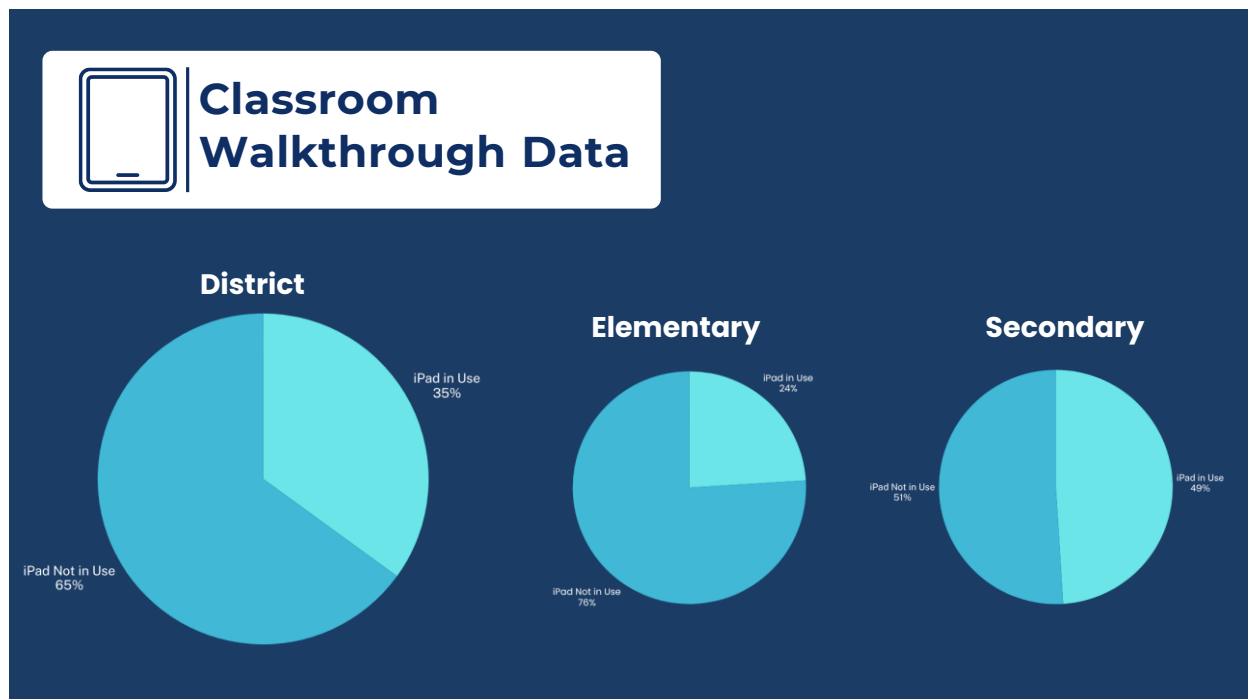
Screen Time

12

While we are proud of our systematic approach to technology integration, we remain attentive to trends and research. Given the recent attention on cell phones and the negative impacts of passive device use, we are using this opportunity to highlight screen-time guidelines, ensuring our staff stays informed and evaluates classroom iPad use thoughtfully.



13



14

SCREEN TIME FOR STUDENTS

& THE MIDWAY MINDSET

BEST PRACTICES FOR TECH INTEGRATION

Focus on Active Engagement (Creation, Collaboration, Research)
Limit Passive Use (Video Lectures, Digital Worksheets)
Balance Hands-on-Learning with Meaningful Technology Integration
No iPad Free Time

15

LEVELS OF THINKING

GRADES PREK - K

Tech < 60 minutes per day
Learning and Developmental Stage:
Play-Based Learning, Developing Social
Skills, Rapid Language Development



REMEMBER - UNDERSTAND

16

REMEMBER - UNDERSTAND**GRADES 1 - 2**

Tech ≤ 90 minutes per day
 Learning and Developmental Stage:
 Emerging Self-Regulation,
 Increasing Peer Collaboration Skills,
 Emerging Cognitive Skills with Adult Guidance

UNDERSTAND - APPLY

17

UNDERSTAND - APPLY**GRADES 3 - 5**

Tech ≤ 120 minutes per day
 Learning and Developmental Stage:
 Peer Interactions are Context for Learning Social
 Skills, Longer Focus on Tasks, Uses Sophisticated
 Strategies of Organization and Grouping, Applies
 Logical Rules, Monitors Personal Progress

**APPLY - ANALYZE**

18

APPLY - ANALYZE



GRADES 6 - 8

Tech ≤ 150 minutes per day

Learning and Developmental Stage:
Beginning of Abstract Thinking, Growing
Autonomy, Sense of Self Rooted in Peer-Group
Identity, Begins Applying Systematic and
Hypothetical-Deductive Reasoning

ANALYZE - EVALUATE - CREATE

19

ANALYZE - EVALUATE - CREATE

GRADES 9 - 12

Tech ≤ 180 minutes per day

*This number will increase as students participate in more advanced coursework that requires additional work outside of class time.

Learning and Developmental Stage:
Thinks Systematically and Critically to Solve
Problems, Begins to Consistently Use Abstract
Thinking, Can Manage Complex Tasks, Growing
Autonomy, Demonstrates Sense of Self-Identity
and Sense of Self-Worth, Ability to Regulate
Emotions and Cope with Challenges, Established
Vocational and Life Goals



INNOVATION, CREATIVITY, EXCELLENCE

20

INNOVATION, CREATIVITY, EXCELLENCE

SOURCES: BERK, L. E. (2022). DEVELOPMENT THROUGH THE LIFESPAN. SAGE PUBLICATIONS., AMERICAN ACADEMY OF PEDIATRICS (AAP), WORLD HEALTH ORGANIZATION (WHO), CENTERS FOR DISEASE CONTROL AND PREVENTION (CDC), AMERICAN ACADEMY OF CHILD & ADOLESCENT PSYCHIATRY (AACAP)

21



Questions?

22