

Fireweed Academy Technology Policy

KPBSD Standards:

Education Technology Standards:

<https://kpbsd.org/departments/assistant-superintendent/instructional-services/curriculum/education-technology-curriculum/>

Common Sense Media Curriculum:

<https://kpbsd.org/departments/assistant-superintendent/instructional-services/curriculum/common-sense-media-lessons-and-materials/>

KPBSD Language Arts Standards (writing standards include typing/research standards):

<https://kpbsd.org/departments/assistant-superintendent/instructional-services/curriculum/language-arts-curriculum/>

1. Purpose of the Technology Policy

The purpose of this Technology Policy is to outline the rationale for use of technology, ensure the responsible, mindful, and balanced use of digital devices and screens by students at Fireweed Academy. This policy aims to promote healthy screen habits, safeguard students' well-being, and optimize educational opportunities using technology in a thoughtful and structured manner. We recognize that rapidly advancing technology and use of digital screens can have both positive and negative impacts on children's brain development, learning, and well-being. While technology offers opportunities for educational growth and skill-building, excessive use of screen time can hinder attention, creativity, social interactions. Therefore, it is essential to establish a balanced and thoughtful approach to technology use that supports the developmental needs of learners, promotes healthy habits, and enhances the educational experience while minimizing potential risks.

2. Fireweed Philosophy on Technology

Fireweed Academy chooses curriculum and activities that emphasize hands-on and interactive learning experiences to engage students with the world and people around them. Fireweed educators balance this priority with meeting Digital Literacy standards and teaching students responsible and mindful use of technology. Technology is a tool that is used to enhance, simplify, and/or differentiate instruction.

3. Rationale for use of Technology

- Integrating technology into the classroom at Fireweed Academy enhances, simplifies and differentiates learning in ways that traditional methods may not always accomplish. Through multimedia resources, interactive apps, and virtual field trips, technology can make subjects more engaging, accessible, and tailored to individual learning needs. Adaptive platforms adjust content based on student progress, ensuring that each learner receives appropriate support and challenge.
- Technology also streamlines educational processes, making it more efficient to track assignments, conduct assessments, and provide instant feedback, which contributes positively to the learning environment. This approach is aligned with state Digital Literacy standards and complies with district and state assessment requirements.
- Furthermore, technology improves accessibility for students with disabilities and addresses a variety of learning styles. Interactive, self-paced apps allow students to learn at their own level, apply feedback immediately, and experience concepts through visuals and collaborative tools. Educators at Fireweed Academy may supplement traditional methods with digital tools when they determine it will benefit students, helping to reduce barriers to learning and increase motivation.

4. Guiding Questions

- Does the use of digital technology consider the health and safety of our students?
- Does the use of digital technology enhance and simplify learning for our students?
- Does the use of digital technology outweigh the value gained through social, collaborative interactions?
Or, Does it promote these interactions?
- Will the use of digital technology go above and beyond what can be achieved with more traditional methods of learning?

5. Appropriate Use Guidelines

- **Educational Use Only:** During school hours, digital devices (e.g., tablets, laptops, computers) and screens should only be used for educational purposes as directed by the teacher.
- **Age-Appropriate Content:** Teachers must ensure that all digital resources and activities are age-appropriate and align with the school's educational values. Because technology is used differently in each grade level, please communicate with your child's teacher to learn more specifics about how it is used in their classroom.
- **Monitoring and Supervision:** Teachers (or assisting staff members) are responsible for teaching appropriate screen use, keeping students on-task, ensuring devices are used for intended purposes only in accordance with district policy.
- **Inappropriate Use:** Any misuse of digital devices (e.g., accessing unauthorized content, cyberbullying, or using devices without permission) will result in a loss of screen privileges and may lead to further disciplinary action as outlined in the school's disciplinary policy.
- **School-Owned Devices:** Personal devices are not addressed in this policy, as all devices used in the classroom will be school-provided and used for educational purposes only. Students are responsible for the care of these devices. Any damage must be reported immediately.
- **Personal Devices:** Students will keep their device(s) in their backpack, at home, or give to a staff member to keep safe during the day. Wearable devices are to be left in "schooltime" or airplane mode.

6. Digital Citizenship

- **Respectful Use:** Students must practice respectful, responsible behavior when using digital devices and interacting online. Cyberbullying, inappropriate content, or misuse of technology will not be tolerated.
- **Privacy and Security:** Students should not share personal information online, and passwords should be kept private. Any concerns about privacy or safety should be reported to school staff immediately.

The following is information only and is not part of the technology policy. It is shown here during the development of this policy as a reference for those interested in the

policy on personal devices, please refer to the

[Student Device Contract Contract](#) (When personal devices don't effectively stay in backpacks)