

Use Of Technology In Instruction

The principal or designee shall oversee the management of each school's technological resources. He or she shall ensure that all students using these resources receive training in their proper use as well as copies of related district Acceptable Use Policies and regulations.

When the school site and district administrators develop instructional programs and strategies to provide staff development in technology, the following will be considered:

1. Equal access to technology, electronic resources and other equipment with consideration given to extended access times and adaptive technology needs.
2. Student access to information and integration of information literacy skills.
3. Ways for staff to address the needs of students with differing learning styles, languages, cultures and special needs.
4. Technology delivered and managed instruction for extended and alternative learning opportunities.
5. Technology tools aligned with and integrated into standards-based instruction to provide alternative instructional strategies and resources.
6. Students learn and practice technology skills required of the work force in the 21st century.
7. Technology as a management tool in the areas of grading, alternative assessment, student information, attendance, portfolio, diagnostics and prescription, e-mail, calendaring, lesson plans and communication with parents.
8. Instructional software, multimedia software, authoring software and major applications as a teaching/presentation tool.
9. Creation of presentations and electronic publications that demonstrate information, knowledge and understanding in a variety of ways.
10. Staff development for teachers and students in accessing information, storing information and synthesizing information in order to create knowledge used in reasoning and problem solving in a setting away from traditional methods of instructions.
11. Technology- oriented classroom management methods that allow staff to make better instructional decisions, to spend a greater portion of their time in the instructional activities.
12. Instructional/tutorial software, on-line information resources and multimedia software as learning tools.

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