ACCEPTABLE USE AND INTERNET SAFETY POLICY FOR ELEMENTARY STUDENTS

Elementary Students agree to follow these regulations in their work with computers in the Scarsdale schools:

- Copyright laws protect school computer software. Students may not copy software from school computers.

- Computer software may only be used for work related to school.

- Students may not reveal personal information, such as their name and address, when using the Internet or E-mail.

- Students must respect the privacy of others. Students may only access networked computers with their own name and password.

- Students shall not seek, learn, change, or share other users' passwords, modify other users' files or data, or misrepresent other users of the network.

- Students must respect the school's computer equipment. Students must treat hardware and disks with care.

- Students may not tamper with computer network wiring.

- Students may not harass other students by sending them electronic messages.

- The Internet may only be used for gathering information related to school work.

- Students may only visit "teacher approved" web sites or search engines when using the Internet.

- Students may not change software settings or tamper with software installed on school computers.

Illustrate with Pixie

Organize Research with Kidspiration

Develop Math Skills with Virtual Manipulatives

Research using Library Web Sites

Create Multimedia Projects with Keynote

Google Earth Our Neighborhood

Develop Keyboarding Skills with Type to Learn

Videoconference with an Expert or Buddy

Create Communities with Neighborhood Map Machine
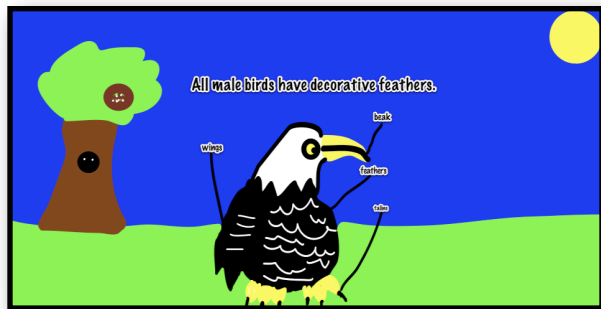
… and so many more project possibilities!

Edgewood School

Second Grade Technology Expectations

Founded in 1919

Mr. Paul Tomizawa, Technology Teacher

Second graders illustrate to demonstrate understanding of their research

Our Philosophy of Technology Education

The Scarsdale elementary schools seek to promote a safe and meaningful experience with the tools of technology for all students in grades K-5.

Through desktop computers, laptops, digital cameras, video camcorders, video conferencing stations, digital audio recorders, and a myriad of software each child has opportunities to inquire, learn, create and share using these tools and more.

Projects are tailored to the needs of the core curriculum and is shaped by the interests of teachers and students. Class projects often vary from year to year, as they adapt to changing student inquiries and technology. In this regard, project development is often a collaboration of classroom teacher, technology teacher, librarian, and students.

Technology is not a button to be pushed or a list to be checked. Instead it is woven through our studies of language, math, history, and the arts and sciences. Its application in the classroom provides students with skills needed to locate, access, evaluate, and convey their understanding of research information. These skills are critical to their success as educated citizens in the global partnership of today and tomorrow.

Equally important, technology is an arts medium telling stories with texture, emotion, and rhythm much like music and dance. It provides a canvas for rich multimedia presentations that reflect research and personal history, stirring the artist within every child of every age.

Second Grade Technology Expectations

All Scarsdale first graders will be expected to engage in the following skills through meaningful project integration.

Creativity & Innovation
Use computers to express ideas learned through curriculum studies using different media elements that include text, graphics, and sound with moderate assistance.

Use more advanced drawing tools, colors, and shapes.

Make appropriate choices from the tool palette.

Communication & Collaboration
Use computers to publish a short story, poem, or expository writing involving the use of text and graphics with appropriate spacing and punctuation.

Collaborate and interact with peers to create a team multimedia project communicating curriculum ideas.

Research & Information Retrieval
Within teacher-selected websites, explore information on various curriculum topics.

Critical Thinking, Problem-Solving, & Decision Making
Begin to use technology to gather information, solve problems and complete projects with assistance.

Use computers to explore and develop math skills (i.e., counting, addition, subtraction, measurement and length).
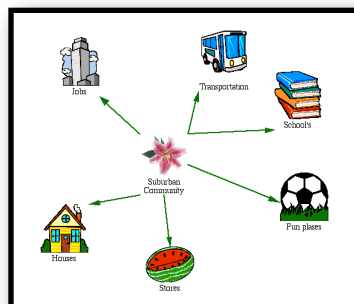
Kidspiration helps break the big ideas into smaller ones

Students create communities with Neighborhood Map Machine

Digital Citizenship
Respect others' accounts and work.

Practice safe and responsible use of online resources.

Technology Operations & Concepts
Login into network account with minimal assistance.

Use the mouse, keyboard and peripherals (i.e., headphones) appropriately.

Introduce using two hands on the keyboard.

Launch and quit applications with minimal assistance.

Locate, open and save files on the network with minimal assistance.

Ask for assistance when needed; assist peers when appropriate.

Transfer knowledge of basic operations to new applications.