Technology in WUSD Classrooms

Yolo Education Center

Westfield Wildcats

Elkhorn Tigers

Washington Middle College High School Panthers

Westmore Oaks Dragons

Riverbank Elementary School

Bridgeway Island K-8 Home of the Bees

Stonegate Lions

Washington Unified School District
West Sacramento

Southport Elementary School Home of the Ducks

River City High School

http://bit.ly/WUSDParentUniversityTech

Overview

1. Access to Online Curriculum
2. Digital Citizenship
3. Google for Education
4. Digital Literacy Standards
5. WeVideo
6. Screen Time Research

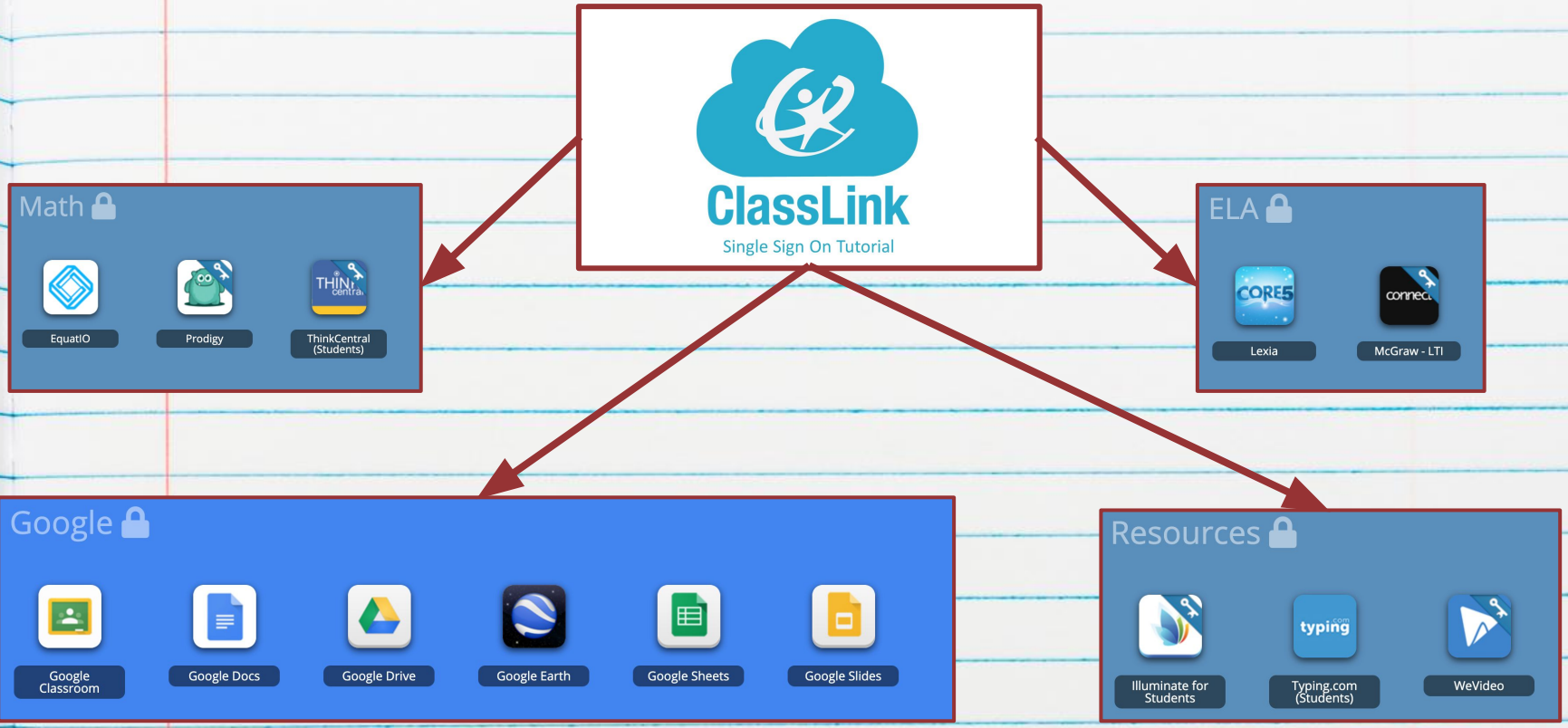
ClassLink Portal

ClassLink

Single Sign On Tutorial

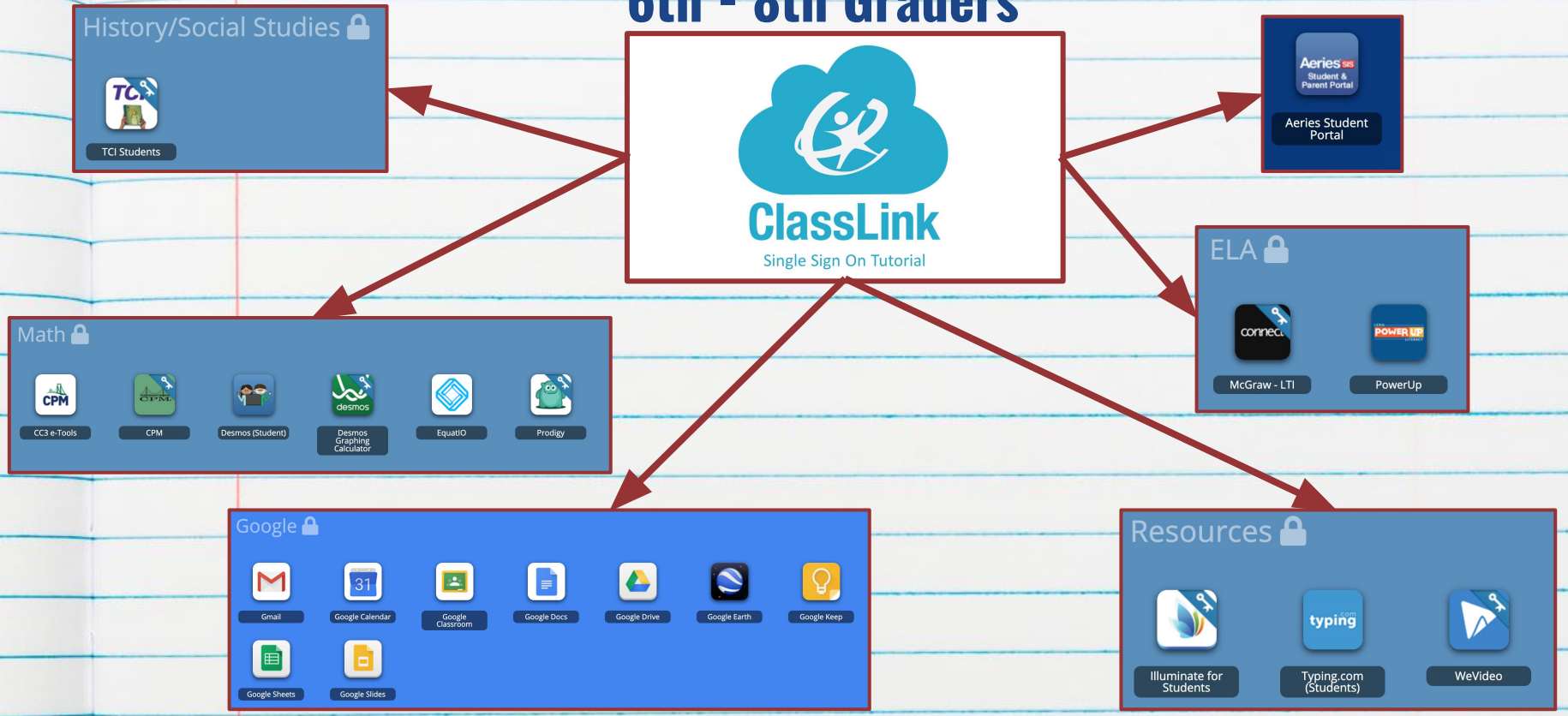
Access to Curriculum

K-5th Graders



Access to Curriculum

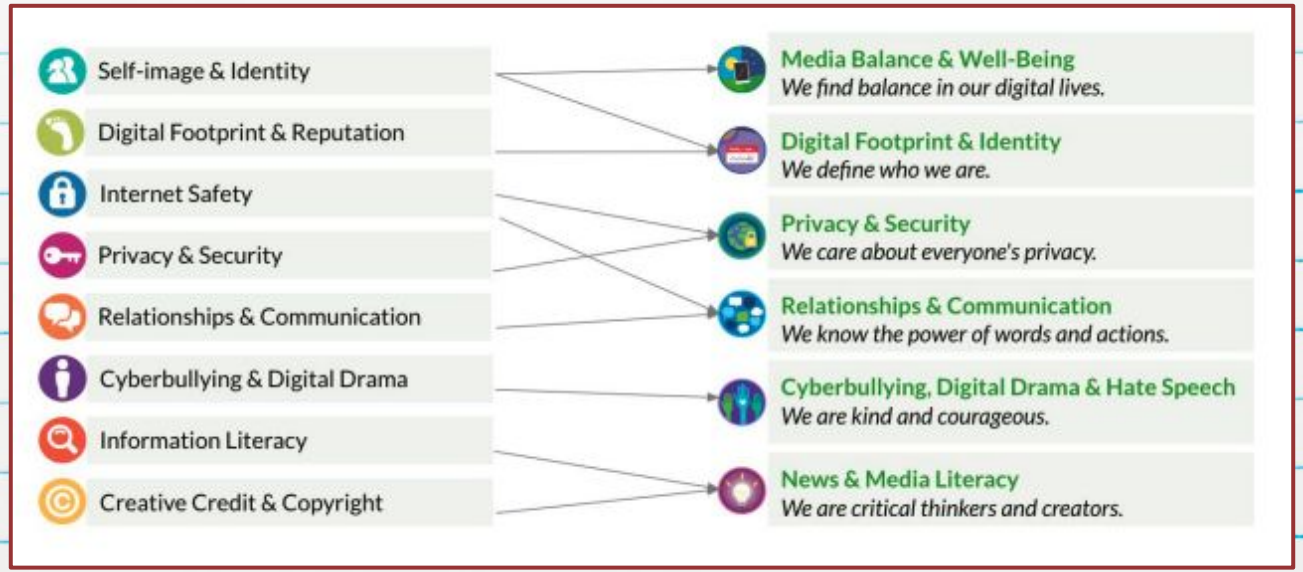
6th - 8th Graders



Digital Citizenship

WUSD K-12 Digital Citizenship Scope & Sequence

based on [Common Sense Media's K-12 Curriculum]



WUSD K-12 Digital Citizenship Scope & Sequence

based on Common Sense Media's K-12 Curriculum

Kindergarten - 2nd Grade

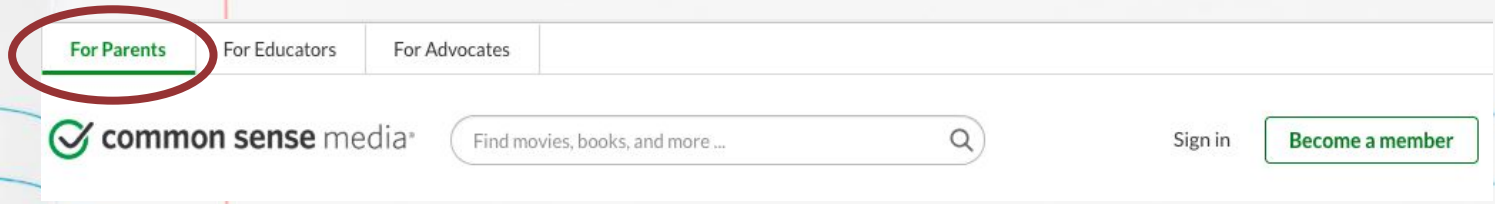
Grade	Introductory Song	Media Balance & Well-Being	Privacy & Security	Digital Footprint & Identity	Relationships & Communication	Cyberbullying, Digital Drama & Hate Speech	News & Media Literacy
K	Media Balance Is Important	Pause for People	Safety in My Online Neighborhood				
1	Pause & Think Online	How Technology Makes You Feel	Internet Traffic Light				
2	We the Digital Citizens	Device-Free Moments	That's Private!	Digital Trails	Who Is In Your Online Community?	Putting a STOP to Online Meanness	Let's Give Credit!

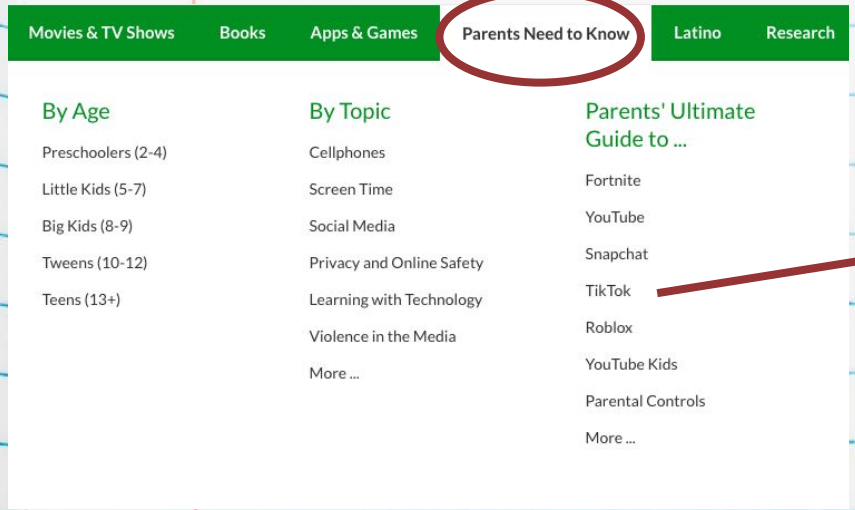
WUSD K-12 Digital Citizenship Scope & Sequence

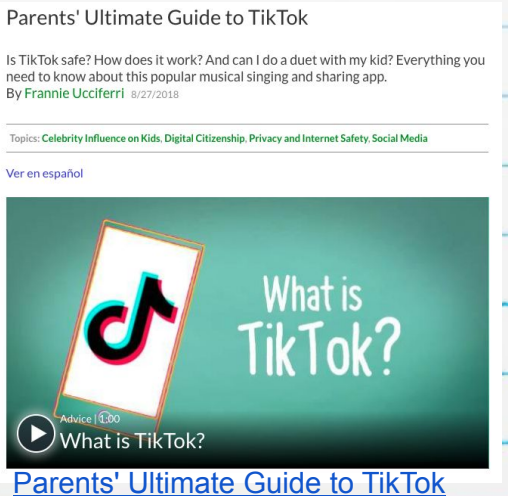
based on Common Sense Media's K-12 Curriculum

3rd - 8th Grade

Grade	Media Balance & Well-Being	Privacy & Security	Digital Footprint & Identity	Relationships & Communication	Cyberbullying, Digital Drama & Hate Speech	News & Media Literacy
3	Your Rings of Responsibility	Password Power-Up	This Is Me	Our Digital Citizenship Pledge	The Power of Words	Is Seeing Believing?
4	My Media Choices	Private & Personal Information	Our Online Tracks	Keeping Games Fun & Friendly	Be A Super Digital Citizen	A Creator's Rights & Responsibilities
5	Finding My Media Balance	You Won't Believe This!	Beyond Gender Stereotypes	Digital Friendships	Is It Cyberbullying?	Reading News Online
6	Finding Balance in a Digital World	Don't Feed the Phish	Who Are You Online?	Chatting Safely Online	Digital Drama Unplugged	Finding Credible News
7	My Media Use: A Personal Challenge	Big, Big Data	The Power of Digital Footprints	My Social Media Life	Upstanders & Allies: Taking Action Against Cyberbullying	The Four Factors of Fair Use
8	Digital Media and Your Brain	Being Aware of What You Share	Social Media & Digital Footprints: Our Responsibilities	Sexting & Relationships	Responding to Online Hate Speech	This Just In!

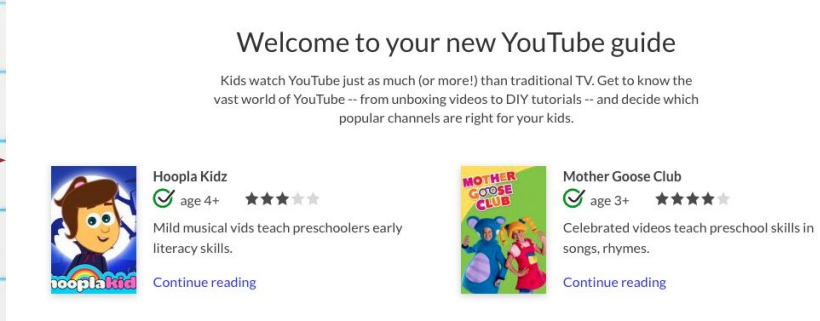






[Parents' Ultimate Guide to TikTok]

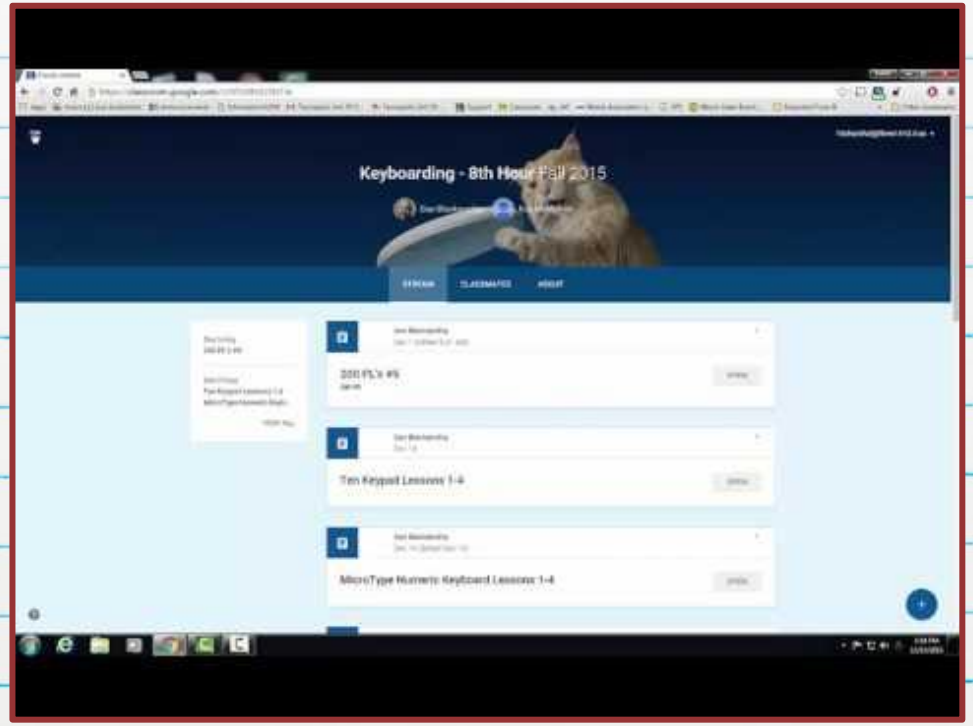
YouTube Reviews by Common Sense Media
https://www.commonsensemedia.org/youtube-reviews



Google Apps for Education

1. **Student Accounts**
    a. First Name Last Initial Last 4 of Lunch ID
        i. amandad2345@wusdstudents.org
    b. Passwords
        i. 6-8th graders - security questions
        ii. 9-12th graders- security questions & phone recovery options
2. **Privacy & Security**
    a. Walled Garden
3. **Digital Portfolio**
    a. Google Drive & Google Site
4. **Google Classroom**

Google Classroom



Brief Introduction to Google Classroom - for Parents

Digital Literacy Standards

Common Core State Standards K-12 - Technology Skills Scope & Sequence

Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software, and connectivity.

- ★ Basic Operations (K-12)
- ★ Word Processing (K-12)
- ★ Spreadsheets - Tables/Charts & Graphs (K-12)
- ★ Mathematical Applications (**6** - 12)
- ★ Multimedia & Presentation Tools (K-12)

Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school, and in society

- ★ Acceptable Use, Copyright, and Plagiarism (K-12)

Demonstrate the ability to use technology for research, critical thinking, decision making, communication and collaboration, creativity & innovation

- ★ Research & Gathering Information (K-12)
- ★ Communication & Collaboration(K-12)

https://www.cde.state.co.us/cdesped/accommodationsmanual_ccss_k12_techscope

Digital Literacy Categories	Alignment to CCSS/ SBAC	Skills	K	1	2	3	4	5
Multimedia and Presentation Tools	W 6	Create, edit and format text on a slide		I	R	M	M	M
	W 6	Create a series of slides and organize them to present research or convey an idea			I	R	M	M
	W 6, SL 5	Copy and paste or import graphics; change their size and position on a slide			O	I	R	M
	W 6, SL 5	Use painting and drawing tools/ applications to create and edit work			I	R	M	M
	W 6, RL 7, SBAC testing skills	Watch online videos and use play, pause, rewind and forward buttons while taking notes	I	R	M	M	M	M

Digital Literacy Categories		Alignment to CCSS/SBAC	Skills	6	7	8	9	10	11	12
Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.	Multimedia and Presentation Tools	SMP 3, SL 5	Create presentations for a variety of audiences and purposes with use of appropriate transitions and animations to add interest.	R	M	M	M	M	M	M
		SMP 5, W 6	Use a variety of technology tools (e.g., dictionary, thesaurus, grammar checker, calculator/graphing calculator) to maximize the accuracy of work.	R	M	M	M	M	M	M
		SL 5	Make strategic use of digital media to enhance understanding	R	M	M	M	M	M	M
		W 6, SL 5	Use painting and drawing tools/ applications to create and edit work	R	M	M	M	M	M	M
		RL 7, RI 7, SBAC testing skills	Use note-taking skills while viewing online videos and using the play, pause, rewind and stop buttons.	R	M	M	M	M	M	M
		SMP 3, SL 5	Independently use appropriate technology tools (e.g., graphic organizer, audio, visual) to define problems and propose hypotheses	I	R	M	M	M	M	M

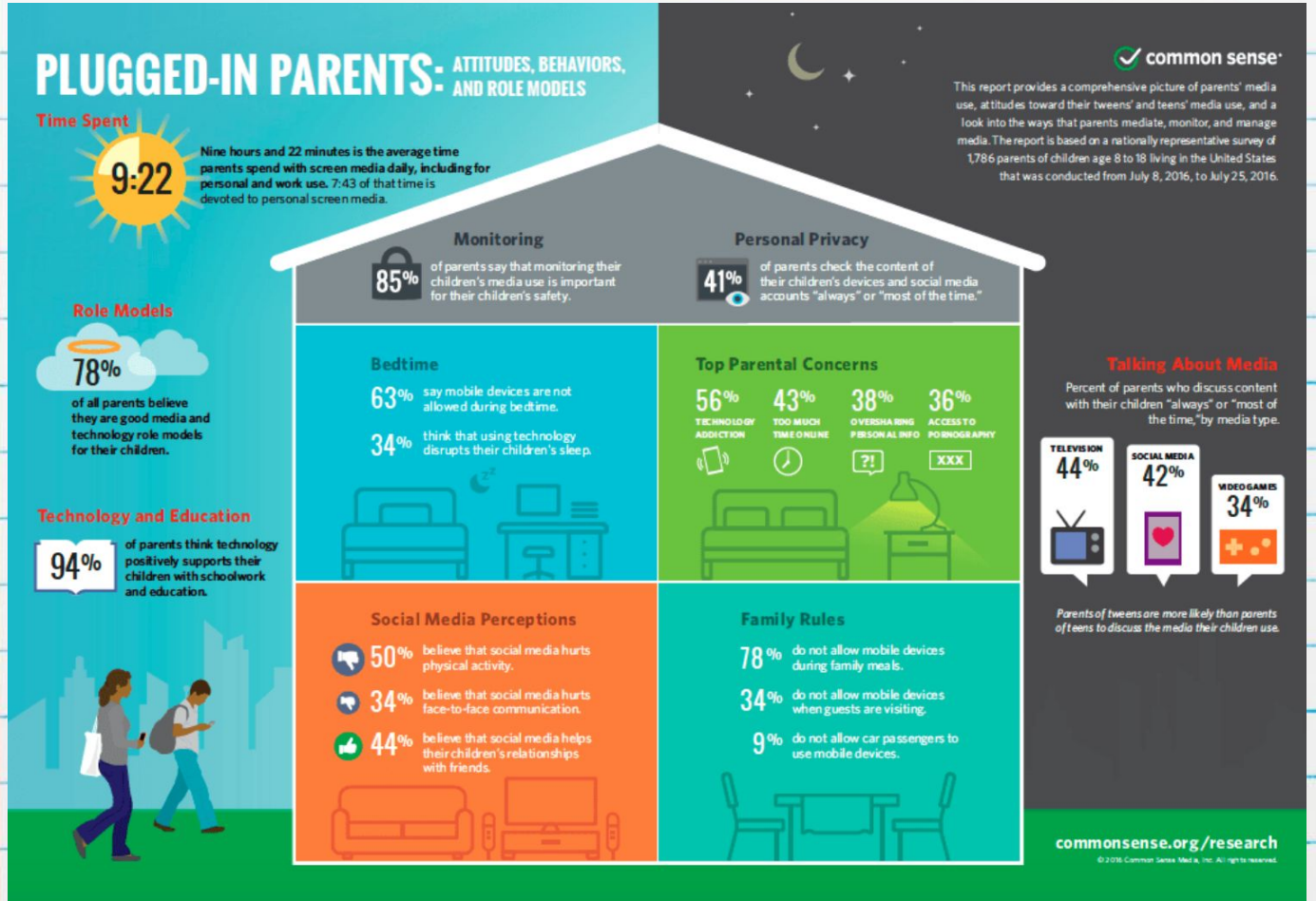
I – Introduce R – Reinforce M – Mastery (ability to teach others) O – Optional for grade level

WeVideo

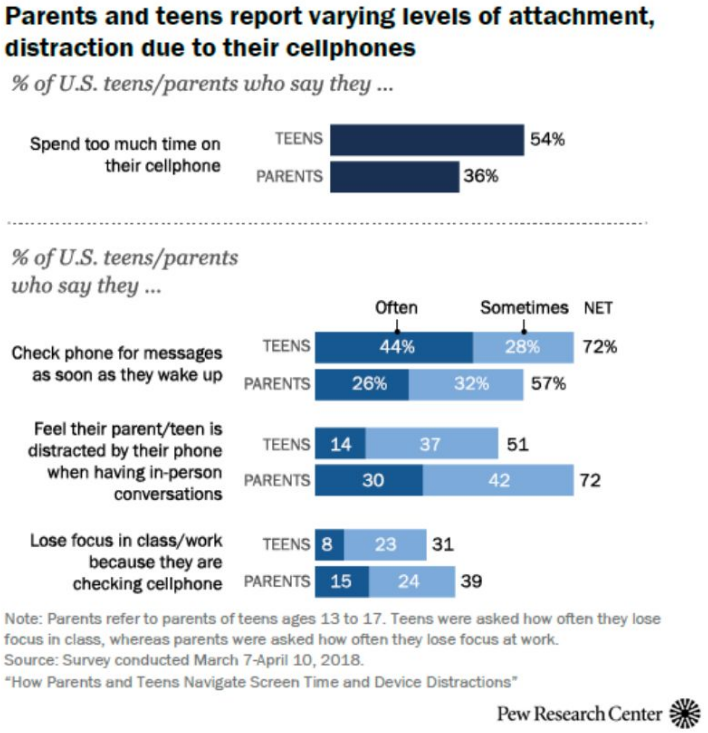
Kahoot

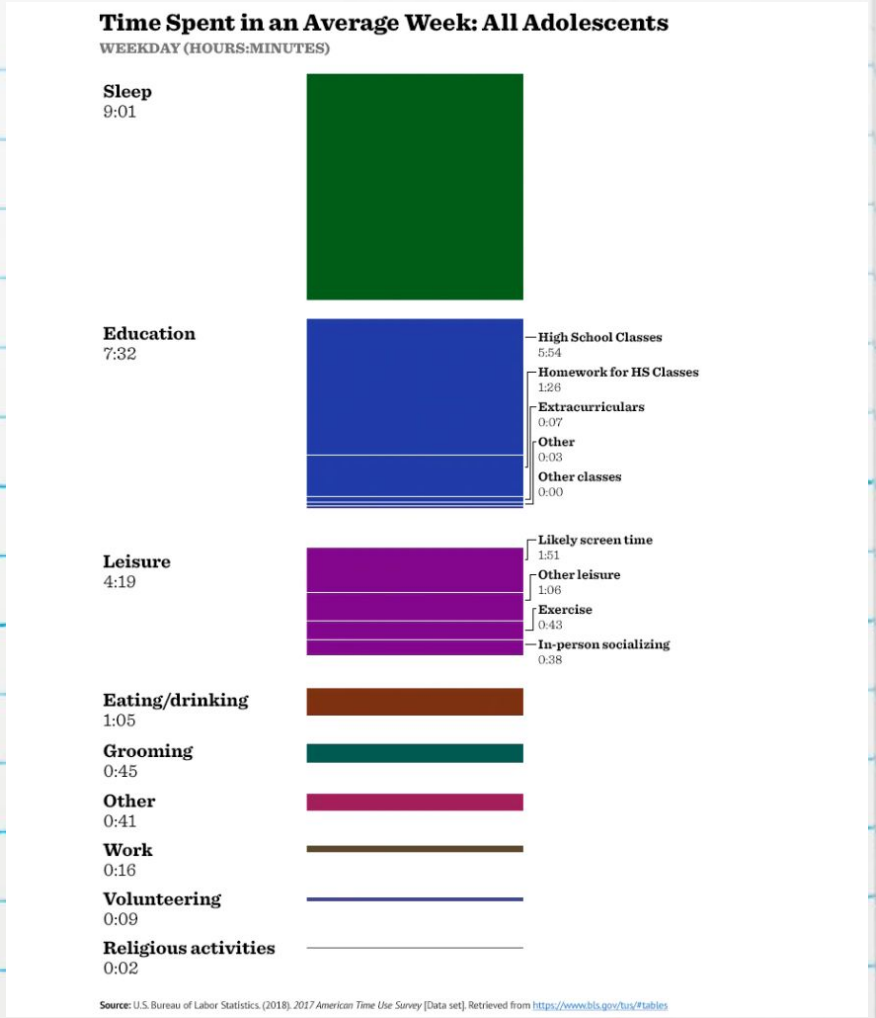
https://kahoot.com/

Screentime


PLUGGED-IN PARENTS: ATTITUDES, BEHAVIORS, AND ROLE MODELS
common sense
This report provides a comprehensive picture of parents' media use, attitudes toward their tweens' and teens' media use, and a look into the ways that parents mediate, monitor, and manage media. The report is based on a nationally representative survey of 1,786 parents of children age 8 to 18 living in the United States that was conducted from July 8, 2016, to July 25, 2016.
Time Spent
9:22
Nine hours and 22 minutes is the average time parents spend with screen media daily, including for personal and work use. 7:43 of that time is devoted to personal screen media.
Monitoring
85% of parents say that monitoring their children's media use is important for their children's safety.
Personal Privacy
41% of parents check the content of their children's devices and social media accounts "always" or "most of the time."
Role Models
78% of all parents believe they are good media and technology role models for their children.
Bedtime
63% say mobile devices are not allowed during bedtime.
34% think that using technology disrupts their children's sleep.
Top Parental Concerns
56% TECHNOLOGY ADDICTION
43% TOO MUCH TIME ONLINE
38% OVERSHARING PERSONAL INFO
36% ACCESS TO PORNOGRAPHY
XXX
Talking About Media
Percent of parents who discuss content with their children "always" or "most of the time," by media type.
TELEVISION 44%
SOCIAL MEDIA 42%
VIDEO GAMES 34%
Parents of tweens are more likely than parents of teens to discuss the media their children use.
Technology and Education
94% of parents think technology positively supports their children with schoolwork and education.
Social Media Perceptions
50% believe that social media hurts physical activity.
34% believe that social media hurts face-to-face communication.
44% believe that social media helps their children's relationships with friends.
Family Rules
78% do not allow mobile devices during family meals.
34% do not allow mobile devices when guests are visiting.
9% do not allow car passengers to use mobile devices.
commonsense.org/research

Latest research from Nature of Human Behaviour





2019

THE COMMON SENSE CENSUS: MEDIA USE BY TWEENS AND TEENS

Amount of daily screen use, not including for school or homework

Tweens: **4 hours, 44 minutes**

Teens: **7 hours, 22 minutes**

By socioeconomic status

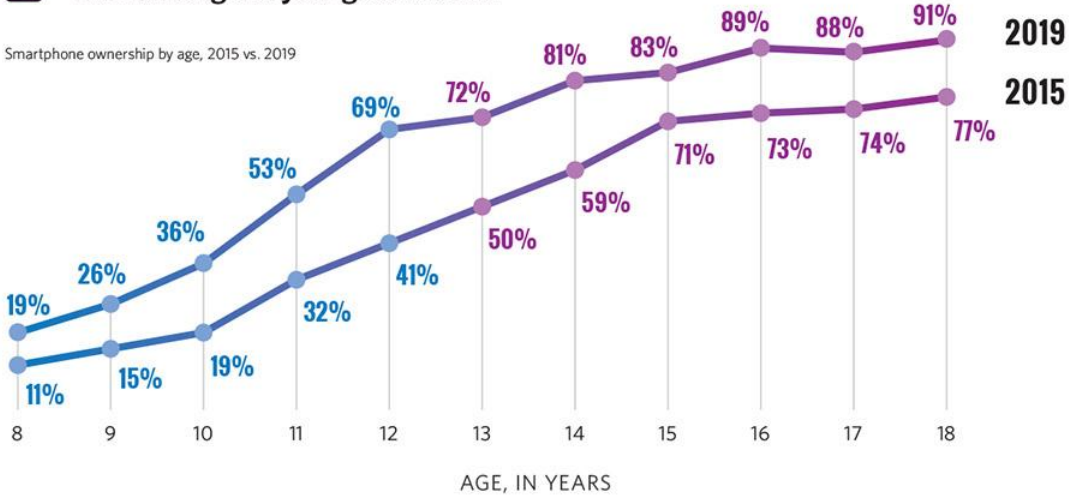
Tweens in higher-income homes: **3:59**

Tweens in lower-income homes: **5:49**

Young people in lower-income homes use nearly two more hours of screen media a day than their peers in higher-income homes.

Note: "Lower income" is <$35,000; "higher income" is $100,000+ per year.

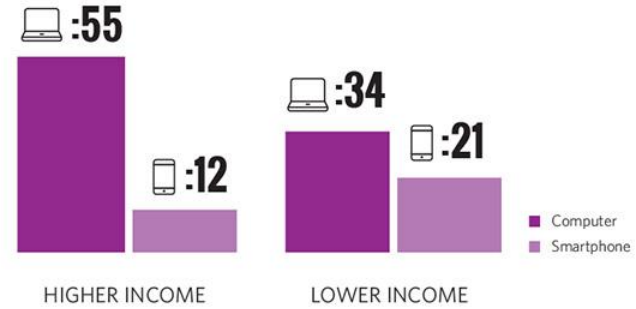
Smartphone ownership has risen dramatically, even among the youngest tweens.



Homework gap

Teens in lower-income homes spend less time using computers and more time using their phones for homework than their peers in higher-income homes.

Average minutes per day 13- to 18-year-olds spend using each device for homework, by income, 2019



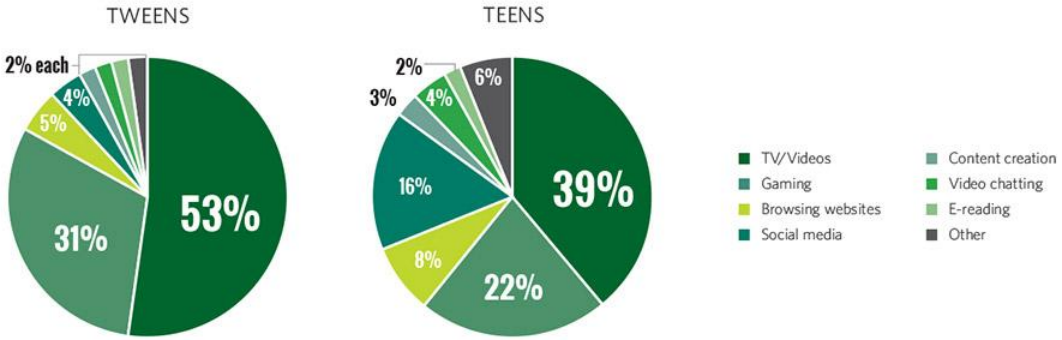
Note: "Lower income" is <$35,000; "higher income" is $100,000+ per year.

Top screen media activities for tweens and teens

Proportion of screen time devoted to various media activities, 2019

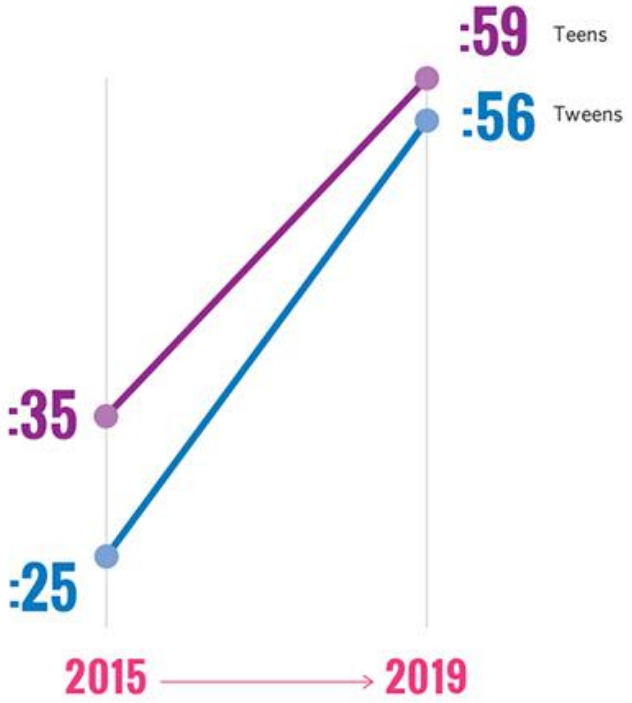
#1 Watching TV/videos

#2 Playing games



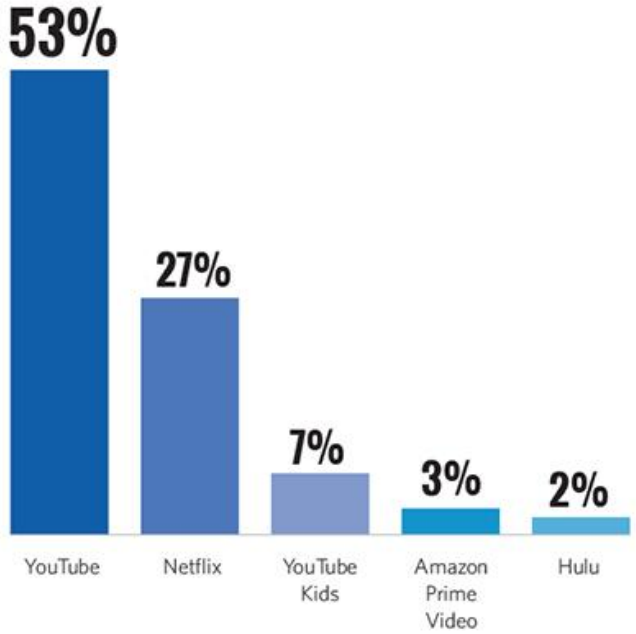
Note: Content creation includes writing on digital devices, making art, or creating digital music. "Other" includes using GPS or other functional apps, using email, shopping, and doing any other digital activities not specifically asked about in the survey.

Time spent watching online videos has increased substantially.



For tweens, YouTube dominates the online video space.

Online video or subscription platforms used "the most" by 8- to 12-year-olds



Screen Time Research

- Common Sense Media - Screen Time:
  - https://www.commonsensemedia.org/screen-time
- Bill Selak - Screen Time:
  - https://wke.lt/w/s/aB53Ay

Questions and Feedback

Three options to ask questions & provide feedback:

1. Post-it
    a. Leave your question and/or feedback on the post-it and leave on the whiteboard

2. Email me at adivelbiss@wusd.k12.ca.us

3. Fill out this google form:
    a. http://bit.ly/duckparent

I will work on a FAQ with Mr. Ainsworth to share.