

Mark Twain Elementary School

Technology Policy

This document outlines the understanding and implementation of educational technology at our school. It aims to articulate our beliefs about technology's purpose and identify our practices all of which support Mark Twain's Mission statement:

Mark Twain is a community of life-long learners built upon a collaborative spirit that fosters inquiry-based learning. Our purpose is to promote and develop responsible active, and reflective citizens of the world.

The goal of educational technology at Mark Twain is to aid and expand teaching and learning. To reach this goal, it is necessary to share common and essential understandings about technology applications and literacy. Our shared understandings are that technology at Mark Twain:

- Is accessible to and integral for all learners
- Facilitates classroom environments to include diverse learners
- Enhances curriculum design
- Adapts to cultural and physical contexts
- Supports intercultural and global engagement
- Provides access for multiple language development
- Fosters the creation and design of significant transdisciplinary content
- Is a shared responsibility among all teachers and administrators

To implement our goals and integrate technological application tools into transdisciplinary instructional practice, we use IB's technology framework - Agency, Information, and Design - combined with the State Standards. IB defines the AID lens as:

Agency, a way of being, enhances what teachers and learners can do and be, as technology extends abilities, especially concerning academic honesty, digital participation, and internet safety.

Information, a way of knowing, assists in searching, analyzing, and formulating information with the resources learners use to expand their understanding of the world.

Design, a way of doing, generates creative ideas and develops ideas into tangible products or outcomes.

In the development of technology literacy, we implement six strands of curriculum identified by Texas Education Agency based on the National Educational Technology Standards for Students and teach their subsequent objectives for students to meet expectations.

Ways of Being Curriculum Strands	Ways of Knowing Objectives	Ways of Doing Expectations
Creativity and innovation.	construct knowledge and develop products using design thinking to connect "real world" experiences with conceptual learning	<ul style="list-style-type: none">• Apply prior knowledge to develop new ideas, products, processes• Apply design thinking that emphasizes the reiteration of analysis and problem solving, trial and error

		<ul style="list-style-type: none"> • Create original products using a variety of resources • Explore virtual environments, simulations, models, and programming languages • Evaluate and modify steps to accomplish tasks.
Communication and collaboration	reinforce and promote learning, both locally and globally	<ul style="list-style-type: none"> • Use communication tools that allow universal access to interact, collaborate, publish • Participate in digital communities to develop cultural understanding by interacting with learners of multiple cultures • Format digital information for a defined audience and communication medium
Research and information fluency	acquire and evaluate digital content	<ul style="list-style-type: none"> • Use search strategies to access information to guide inquiry • Use research skills to build a knowledge base regarding a topic, task • Evaluate the usefulness of acquired digital content
Critical thinking, problem solving, and decision making	collect, analyze, and report information	<ul style="list-style-type: none"> • Identify what is known and unknown, and what needs to be known regarding a problem and explain the steps to solve the issue. • Evaluate the appropriateness of a digital tool to achieve a desired product. • Evaluate products prior to final submission • Collect, analyze, represent data using digital tools
Digital citizenship	act responsibly	<ul style="list-style-type: none"> • Adhere to acceptable use policies reflecting appropriate behavior in a digital environment • Comply with acceptable digital safety rules, fair use guidelines, and copyright laws • Practice the responsible use of digital information regarding intellectual property • Understand school's Academic Honesty Policy • Act with integrity regarding academic honesty
Technology operations and concepts	Learn related terms, concepts, and skills	<ul style="list-style-type: none"> • Use appropriate terminology regarding technological applications and literacy • Perform basic software application functions • Use a variety of storage devices

We recognize that implementing technology into our curriculum will enable our students to access and develop a world view and promote their sense of global citizenry. We aim to integrate the ever-new-and-changing learning devices in an authentic and respectful way, emphasizing content creation, problem solving, innovation, creativity, and responsibility.