

**E.E. Oliver Elementary**

**Technology Guidelines**

At E.E. Oliver, we are committed to using technology for educational purposes. Please consider the following when choosing technology:

* **Purpose**: Choose technology tools and resources that align with the curriculum and learning objectives. Ensure that the technology enhances the learning experience and facilitates understanding of concepts.
* **Differentiation**: Use technology to provide personalized learning experiences for students with diverse learning needs. Choose adaptive learning platforms and tools that can adjust to individual student abilities and preferences.
* **Teacher Supervision**: Supervise students closely when they are using technology in the classroom. Provide guidance and support as needed, and monitor student progress to ensure that they are staying on task and making meaningful learning gains.
* **Non-Educational Apps**: The use of Minecraft, Roblox, Cool Math games, etc., should be discouraged as these apps are more for fun and not learning.

As technology is only a tool to assist in learning, we must teach socialization skills to our students. Such skills include, talking appropriately to each other, taking turns during a game, building friendships with peers, being respectful to each other, and learning to work together. Therefore, instead of using technology before school, during lunch eating time, inside recesses, or D.E.A.R. time, consider the following:

* **Conversations:** Teach conversation skills to students during unstructured times.
* **Board Games:** These types of games are good for promoting critical thinking and turn taking like, chess, connect 4, checkers, etc. Have a competition with students.
* **Colouring /Crafts:** Involving students with colouring or crafts is beneficial for developing fine motor skills, and creative thinking.