

Rationale;

Technologies enrich and impact on the lives of people and societies globally. Society needs enterprising students who can make discerning decisions about the development and use of technologies, develop solutions to complex challenges and contribute to sustainable patterns of living. Technologies can play an important role in transforming, restoring and sustaining societies and natural, managed and constructed environments.

The Western Australian Curriculum: Technologies describes two distinct but related subjects:

- Design and Technologies, in which students use design thinking and technologies to generate and produce solutions for authentic needs and opportunities
- Digital Technologies, in which students use computational thinking and information systems to define, design and implement solutions.

Through the practical application of technologies including digital technologies, students develop dexterity and coordination through experiential activities. Technologies motivates young people and engages them in a range of learning experiences that are transferable to family and home.

Organising Elements

The Technology capability learning continuum is organised into five interrelated elements:

- Applying social and ethical protocols and practices when using Technology.
- Investigating with Technology.
- Creating with Technology.
- Communicating with Technology.
- Managing and operating Technology.

Digital Technologies aims to develop the knowledge, understandings and skills to ensure that, individually and collaboratively, students:

Use computational thinking and the key concepts of abstraction; data collection, representation and interpretation; specification, algorithms and implementation to create digital solutions.

Confidently use digital systems to efficiently and effectively transform data into information and to creatively communicate ideas in a range of settings.

Apply systems thinking to monitor, analyse, predict and shape the interactions within and between information systems and understand the impact of these systems on individuals, societies, economies and environments.

Schools Curriculum Standards Authority of WA

Whole School Beliefs

At EFPS Our Technology Program;

Provides students with practical opportunities to use technology and to be innovative developers of digital solutions and knowledge.

Aims to develop the knowledge, understandings and skills to ensure that, individually and collaboratively, students;

- Investigate, design, plan, manage, create and evaluate solutions
- Understand how technologies have developed over time.
- Make informed and ethical decisions about the role, impact and use of technologies in our community.
- Has a structured, coordinated and whole school approach from Year K – 6. Incorporated within are year group strategies, assessment, monitoring, planning and resourcing.
- Focuses on the explicit teaching of fundamental and higher order problem solving skills
- Involves regular Phase of Learning meetings to ensure a shared approach to Technologies teaching and learning.
- Ensures each stakeholder has a shared and common understanding of their roles within the Technology Plan. ie; Board, Coordinator, Committee, Teacher and Student.

*EFPS Technology Operational Plan 2020-2022**



EAST FREMANTLE PRIMARY SCHOOL; TECHNOLOGY POLICY

IPads and EFPS

iPads will be used to:

- enhance student learning in literacy, science and numeracy
- expand teachers' methods of learning;
- facilitate the development of creative approaches to teaching and learning.

The iPad program has been introduced at EFPS to enhance and extend your child's literacy, numeracy, science and research skills.

The use of iPads in the classroom setting offers new and engaging ways for the students to practise a wide range of skills identified in the WA Curriculum. The iPads will support learning programs and staff and students will ensure they only use teacher authorised apps during school hours.

**These documents are distributed each year and can be viewed on the EFPS Website.*

Responsible Use of Digital Technologies

In developing and acting with the information and communication technology capability, students:

- recognise intellectual property
- apply digital information security practices
- apply personal security protocols
- apply strategies for appropriate use of digital technologies

Consistent with teacher duty of care to students, teachers are required to adequately supervise students when using digital technology in the classroom. EFPS have measures in place to ensure students are appropriately supervised when engaged in online learning. These include:

- moving around the room to regularly monitor screens
- accessing software that enables teacher access to individual students' 1 to 1 learning device used in class
- actively reinforcing learning and behavioural expectations during the activity
- ensuring students use their allocated device and log in accordingly.
- Allocation of 'avatars' when accessing online sites to protect privacy eg athletics

Management Re; Appropriate Use of Devices

These include;

- Student Acceptable Use Agreements *
- Student and Parent/ Guardian DoE 3rd Party and Online Agreement*
- Explicit Lessons on appropriate use of devices and their management
- Explicit lessons on "bystander" behaviours
- Explicit lessons on Cyber-safety
- Personalised iPads; The allocation of numbered iPads for use between two students only
- The protocol of Logging-in with student username and passwords on both the Department of Education (DoE) and iPad devices.

EFPS; Security at a School Managed Level

Use of the DoE firewalls. This includes the weekly maintenance from our school technician.

The use of an external Panel Integrator to audit our security measures each term.

The use of the Apple Class Manager software that allows teacher to;

- Manage their class on a virtual level and keep students focused on their education — regardless of where they are learning. This includes restricting websites, apps and the camera, locking all student devices at once and monitoring all student content on each device from the teacher home screen.
- Teachers can also quickly identify where students are at with regard to the objective of the lesson.