



The focus of this edition is **Technology**

## Chromebooks, Fire, Dojo, Bloomz, MobyMax, and More-Oh My!

Welcome to the future! Google provides a virtual paperless classroom experience for students on their Chromebooks! With Google Classroom, teachers can effectively manage student work quickly, all in one place. Students can share resources with each other and interact in the class stream or by email. Students can collaborate with their classmates and their teacher using Google Docs, Slides, Sheets, Calendar, Gmail, Drive, and Forms.

The Kindle Fire tablets for K-2 have arrived and students have started to use them for things such as station time, setting goals and keeping track of personal data, and apps for learning enhancement. The kids are so excited to use these tools!

The ability to have quick and simple access to the happenings inside the classroom are important for parents. Teachers on our campus have all incorporated two-way communication apps so parents have instant access to student progress. With apps such as Classroom Dojo, Remind 101, and Bloomz, teachers can text student progress to parents with the ability to receive responses. They can also assign points, send pictures, and show off all of the great happenings in class!

WIN-WIN time is a great time to "Sharpen the Saw!" With programs such as MobyMax and IXL, students are refining the skills they have learned about. These programs are self-paced allowing students to move on from content they do well with, and remediate skills they are struggling with.

## Why Computer Science?

Every student should have the opportunity to learn computer science. It helps nurture problem-solving skills, logic and creativity. By starting early, students will have a foundation for success in any 21st-century career path. With technology changing every industry on the planet, computing knowledge has become part of a well-rounded skillset. However, fewer than half of all schools teach computer science! The good news is, we are on our way to change this! If you heard about the Hour of Code last year, you might know it made history. 100 million students have now discovered how accessible and fun computer science can be by doing just one Hour of Code.

## What is Hour of Code?

The Hour of Code started as a one-hour introduction to computer science, designed to demystify "code", to show that anybody can learn the basics, and to broaden participation in the field of computer science. It has since become a worldwide effort to celebrate computer science, starting with 1-hour coding activities but expanding to all sorts of community efforts. Check out the [tutorials and activities](#) at Code.org. This grassroots campaign is supported by over [400 partners](#) and 200,000 educators worldwide. Code.org organizes the annual [Hour of Code](#) campaign December 5-9, which has engaged 10% of all students in the world. BISD and Mound participated last year for the first time and we were blown away by the 1000's of lines of code our students produced in a week's times. This year, with all of our devices, our students will learn the new games of code between Nov. 28-Dec 2. They will then join students around the world on December 5-9 in the Hour of Code!

# How can parents support technology at home?

## Kids & Tech: Tips for Parents in the Digital Age



In a world where children are "growing up digital," it's important to help them learn healthy concepts of digital use and citizenship. Parents play an important role in teaching these skills.

### Tips to Help Families Manage the Ever Changing Digital Landscape:

- **Make your own family media use plan.** Media should work for you and within your family values and parenting style. When used thoughtfully and appropriately, media can enhance daily life. But when used inappropriately or without thought, media can displace many important activities such as face-to-face interaction, family-time, outdoor-play, exercise, unplugged downtime and sleep. Make your plan at [HealthyChildren.org/MediaUsePlan](https://www.healthychildren.org/MediaUsePlan).
- **Treat media as you would any other environment in your child's life.** The same parenting guidelines apply in both real and virtual environments. [Set limits](#); kids need and expect them. Know your children's [friends](#), both online and off. Know what platforms, software, and apps your children are using, what sites they are visiting on the web, and what they are doing online.
- **Set limits and encourage playtime.** Media use, like all other activities, should have reasonable limits. Unstructured and offline play stimulates creativity. Make unplugged playtime a daily priority, especially for very young children. And—don't forget to [join your children in unplugged play](#) whenever possible.
- **Families who play together, learn together.** Family participation is also great for media activities—it encourages social interactions, bonding, and learning. Play a [video game](#) with your kids. It's a good way to demonstrate good [sportsmanship](#) and gaming etiquette. You will have the opportunity to introduce and share your own life experiences and perspectives—and guidance—as you play the game.
- **Be a good role model.** Teach and model kindness and good manners online. Because children are great mimics, limit your own media use. In fact, you'll be more available for and connected with your children if you're interacting, hugging and playing with them rather than simply staring at a screen.
- **Know the value of face-to-face communication.** Very young children learn best through two-way communication. Engaging in back-and-forth "talk time" is critical for [language development](#). Conversations can be face-to-face or, if necessary, by video chat with a traveling parent or far-away grandparent. Research has shown that it's that "back-and-forth conversation" that improves language skills—much more so than "passive" listening or one-way interaction with a screen.

- **Limit digital media for your youngest family members.** Avoid digital media for toddlers younger than 18 to 24 months other than video chatting. For children 18 to 24 months, watch digital media with them because they learn from watching and talking with you. Limit screen use for preschool children, ages 2 to 5, to just 1 hour a day of high-quality programming, and watch it with them so you can help them learn from what they're seeing. See [Healthy Digital Media Use Habits for Babies, Toddlers & Preschoolers](#).
- **Create tech-free zones.** Keep [family mealtimes](#), other family and social gatherings, and children's bedrooms screen free. Turn off televisions that you aren't watching, because background TV can get in the way of face-to-face time with kids. Recharge devices overnight—outside your child's bedroom to help children avoid the temptation to use them when they should be sleeping. These changes encourage more family time, healthier eating habits, and better sleep, all critical for children's wellness.
- **Don't use technology as an emotional pacifier.** Media can be very effective in keeping kids calm and quiet, but it should not be the only way they learn to calm down. Children need to be taught how to identify and handle strong emotions, come up with activities to manage boredom, or calm down through breathing, talking about ways to solve the problem, and finding other strategies for channeling emotions.
- **Apps for kids – do your homework.** More than 80,000 apps are labeled as educational, but little research has demonstrated their actual quality. Products pitched as "interactive" should require more than "pushing and swiping." Look to organizations like [Common Sense Media](#) for reviews about age-appropriate apps, games and programs to guide you in making the best choices for your children.

Media and digital devices are an integral part of our world today. The benefits of these devices, if used moderately and appropriately, can be great. But, research has shown that face-to-face time with family, friends, and teachers plays a pivotal and even more important role in promoting children's learning and healthy development. Keep the face-to-face up front, and don't let it get lost behind a stream of media and tech.

*Editor's Note: The tips above were written from two AAP policies, "[Media Use in School-Aged Children and Adolescents](#)" and "[Media and Young Minds](#)," and the technical report entitled "[Children and Adolescents and Digital Media](#)," which were published in the November 2016 edition of *Pediatrics*. They were also drawn from the proceedings of the AAP Sponsored [Growing Up Digital: Media Research Symposium](#), a gathering of media experts, researchers and pediatricians held in 2015 to address new developments in research and media and their impact on children.*

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## **[Upcoming Events at The Academy of Leadership and Technology:](#)**

November 28-December 14: Heart for the Kids Toy Drive-Bring an unwrapped toy to put under our tree.

December 5-9: PTO Peppermint Village Holiday Shopping Experience for Students

Dec. 12: Holiday Scarves Dec. 13: Holiday Socks Dec. 14: Pajama Day!

Dec. 15: Santa Hats & Winter Parties @ 2pm

Dec. 16: Jeans and Holiday Sweater Day, Early Release at 11:45am

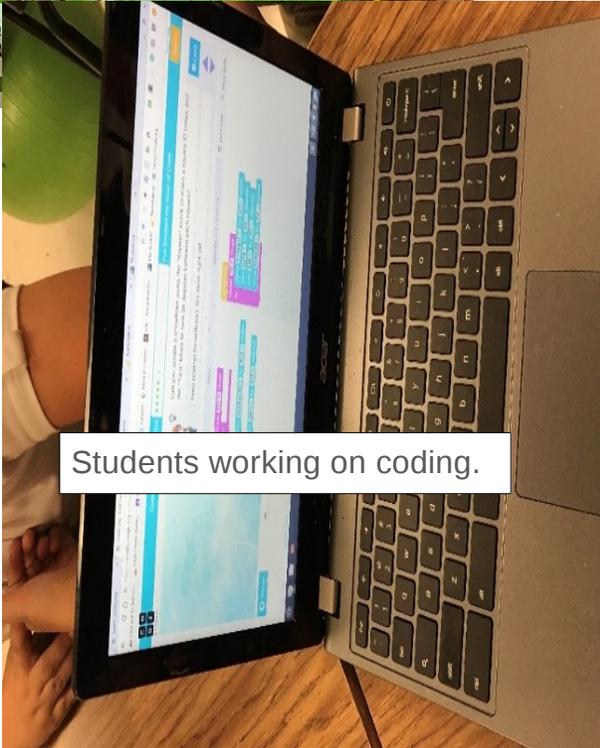
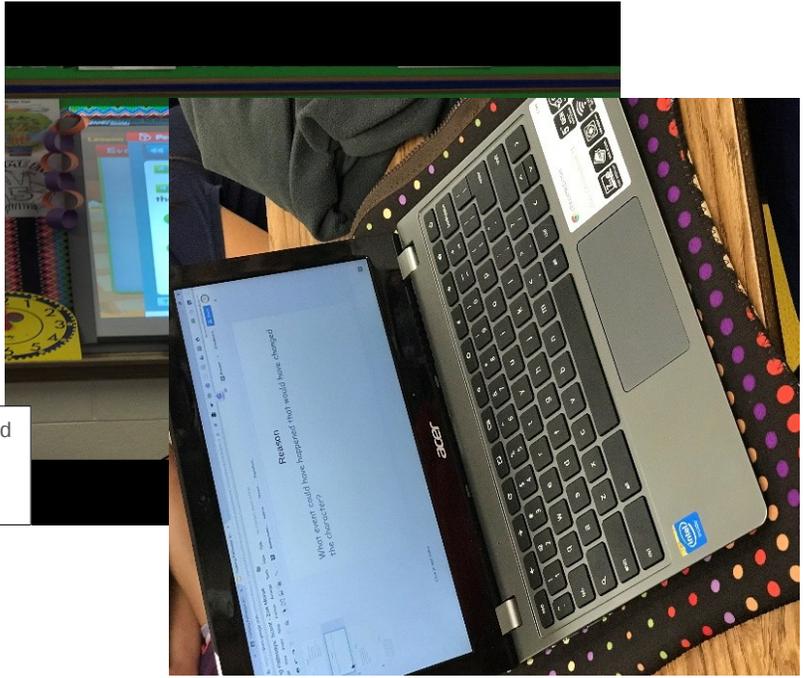
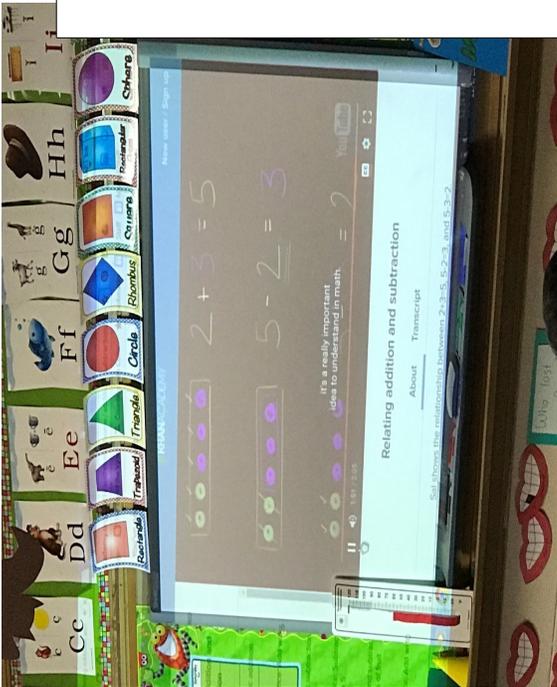
Dec. 19-Jan. 2 Holiday Break Jan. 16: No School

Tuesday, January 24<sup>th</sup>-5:30pm Student Led Activities by the Courageous Cougars Team-STEM Night

Tuesday, February 28<sup>th</sup>-5:30pm Student Led Activities by the Proactive Pandas Team

Tuesday, April 18<sup>th</sup>-5:30pm Student Led Activities by the Fearless Tigers

Our students are using SMART board technology and their Chrome books to learn new things.



Students working on coding.

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The Academy