

USE OF TECHNOLOGY IN INSTRUCTION

The Governing Board encourages the instructional use of computers, videotapes, interactive videodisks, distance learning, cable television and other technologies. The Board perceives that these technologies:

1. Give students new ways to access information and practice skills;
2. Help teachers meet a wide range of learning styles;
3. Enable teachers to move from whole-class instruction to a mixture of small-group and individualized instruction;
4. Help students develop reasoning and problem-solving abilities;
5. Will be a part of students' everyday lives.

The Board recognizes that trained teachers are needed to make the best use of the district's technology. Teachers and instructional aides shall receive training in using the technologies available to them. All district schools shall have the opportunity to obtain computers, software and other equipment.

The district's educational software shall be carefully selected and evaluated so as to meet the teachers' and students' needs and conform with district policy and regulations.

(cf. 3512 - Equipment)
(cf. 4132/4232/4332 - Publication or Creation of Materials)
(cf. 6161.1 - Selection and Evaluation of Instructional Materials)
(cf. 6161.11 - Supplementary Instructional Materials)
(cf. 6162.6 - Use of Copyrighted Materials)

Legal Reference:

EDUCATION CODE
51865 California distance learning policy
51870-51884 Educational Technology Act of 1992

Management Resources:

CDE PUBLICATIONS
The California Master Plan For Educational Technology, April 1992

Policy
adopted: December 12, 2000

VISALIA UNIFIED SCHOOL DISTRICT
Visalia, California

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Copyrights

Staff shall strictly observe copyright laws related to computers and educational technology. A designated employee shall ensure that software is used and duplicated in accordance with software licensing agreements. Public domain software may be duplicated and exchanged with other schools or staff. No illegal copies of copyrighted software shall be accepted or used in the district.

(cf. 6162.6 - Use of Copyrighted Materials)

Selection of Educational Software

The following guidelines shall be considered when evaluating educational software:

1. Skill levels required to operate the program are commensurate with the skill levels being taught or practiced.
2. Instructions are clear and complete, and the program operates as specified in the instructions.
3. Program objectives relate to course objectives and are explicitly stated or readily apparent to the learner.
4. Responses to learners are helpful and encouraging.
5. Users can easily and independently operate the program.
6. The pace of the program can be controlled by the teacher or learner, unless pacing is an essential element of the instructional strategy.
7. Unanticipated learner input does not disrupt program operation.
8. Screens are well-formatted, with appropriate use of sound and graphics.
9. Support materials include:
 - a. A description of the hardware required to use the program,
 - b. Procedures for installing the software,
 - c. Provisions for the replacement of defective software, and

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- d. Descriptions of the program's content and objectives, usage in various instructional settings, suggested related classroom activities.