

W.P.S. Tech News and Resources

Bill Tiefenbach / Instructional Technology Specialist
wtiefenbach@watervlietps.org / (269) 463-0793
www.watervlietps.org/technology/



W.H.S. 1:1 Initiative Update

At the beginning of the 17-18 school year, all high school students at Watervliet were issued Dell Chromebooks to use both in the classroom and at home. There were also 5 teachers in the middle school who received classroom sets to use with their students throughout the day. In total, 560 devices were distributed to the HS / MS. We are pleased to note that every device was returned in June in proper working order. This shows the responsibility that our students have and how much they respect their education so that we can continue moving forward with this initiative.

Just a very few list of examples of how these devices were used throughout the year include:

- Mrs. O'Toole's Biology class using stop-animation movies to recreate the cell cycle
- Mrs. Sibley's math classes used an application called FlipGrid to record (instead of writing on paper) student feedback on assignments
- Mr. Prom's science classes used Google Sites to create student portfolio websites of student work, study guides and collaborations with other students
- Many teachers used Google Forms for assessments and to collect information to differentiate instruction
- Students were also exposed to Google Classroom by most teachers which is a learning management platform where each teacher has their own place within that classroom to generate discussions, handout notes / assignments in one place so that students had access to classroom materials at all times

So many other successes were had in the classroom with these devices and students were able to extend their learning at home with them.

While the above feats should be noted as a success, this was only the first year of the 1:1 initiative and we have learned from those first year experiences to make improvements moving forward. We are excited for year 2 and the learning opportunities it will bring to our students. High school students will be receiving information in the mail in the next few weeks with regards to picking up their Chromebooks before the beginning of school along with other documents pertaining to their school issued devices.



1:1

What I Should Know About My Child's Online Gaming??

- Check the rating. For packaged (boxed) games, check the front and back of the box and look up the game's rating summary by searching on ESRB.org or the rating search app.
- Set parental controls for game consoles, mobile, handheld gaming devices, PCs, smartphones and tablets.
- Familiarize yourself with interactive features. For digital and mobile storefronts that display ESRB ratings, look for interactive elements listed along with the age rating and content descriptors.
- Check reviews for additional information about a specific game, which in many cases will include screenshots, videos, and/or user comments, prior to purchase or download.
- Establish ground rules with your children about what types of games are OK, if there are any time restrictions, and how much they are allowed to spend on in-app/game content and who is going to pay for it. It's also a good idea to discuss whether they are allowed to play online multiplayer games and, if so, with whom.
- Speak up (or get your child to) when other online players behave in an inappropriate way. You can notify a game's publisher or online service about the offender. Watch for warning signs that your child is the target of cyberbullying, such as changes in computer usage, increased anxiety or depression, reluctance to go to school and/or socialize.
- Teach your children that the ability to be anonymous or invisible when interacting with others online is not a license to be disrespectful, profane or cruel. For teens this is especially important, not just for ethical reasons, but for future employment and academic opportunities, as employers and universities increasingly conduct social media background checks which can reflect poorly on your child.
- Have fun! There's no rule that says you can't sit down and play a game with your children. Not only will it deepen your understanding of what they like about the games they play, but you'll discover that it's also a great way to spend some quality family time. Always remember that staying involved is the best way to cultivate a conversation with your children about the apps they want to install and the games they love to play.

For more information, please check out the ESRB (Entertainment Software Gaming Board) website:

http://www.esrb.org/about/parents_tips.aspx