Intaspordia^{sm} Schools

CBC Primary School, JSS, School of Sports, School of Media & Technology and School of Art & Design.

ED-TECH and Digital Learning Policy

1. **Introduction: Embracing ED-TECH as a Crucial 21st Century Learning Requirement.**

At Intaspordia Schools, we recognize that digital literacy is fundamental to thriving in a rapidly evolving, TECHNOLOGY-driven world. In embracing the digital landscape, we are committed to integrating advanced EDUCATIONAL TECHNOLOGY (ED-TECH) tools and systems to facilitate learning for our students. Our aim is to equip them with the skills they need to navigate, contribute to, and create within a 21st-century knowledge economy. As such, Intaspordia Schools has adopted a range of digital learning platforms and technologies, to actualize our vision for our students.

2. Commitment to a Dynamic and Engaging Digital Learning Environment.

We are dedicated to creating a dynamic digital learning environment that actively engages students in the learning process. We will do this by adopting a combination of technologies that are generally referred as EDUCATIONAL TECHNOLOGY or ED-TECH. These include but are not limited to: Learning Management Systems (LMS); Content Management Systems (CMS); Digital Learning Platforms and Online Courses; Virtual Classrooms and Video Conferencing; Gamified Learning Platforms; Student Information Systems (SIS); Adaptive Learning Technologies; Augmented Reality (AR) and Virtual Reality (VR) Applications; Artificial Intelligence (AI) and Machine Learning (ML) Tools; Coding and STEM Platforms; Productivity and Collaboration Tools; Assessment and Grading Tools; E-books and Digital Content Platforms; Digital and Interactive Displays; Parental Engagement Platforms; Special Education and Accessibility Tools; Content Curation and Knowledge Sharing; Language Learning Models & Platforms and School Administration Information Management Systems (IMS).

We aim to use ED-TECH to provide a highly interactive, accessible, and personalized learning experience for our learners. Our commitment extends to continuous improvement of our digital resources, and utilization capacity ensuring that our tools and systems meet the highest standards and global best practices and accessibility for all learners.

3. Requirement for Compulsory Laptops and Tablets for Students

To facilitate our commitment as stated in (2) above, all students are required to possess either a laptop or tablet that meets basic general specifications, which are essential for compatibility with our platforms and software requirements. For a functional device that supports everyday tasks and multitasking, a students should have a setup with a fast processor to keep things running smoothly (quad-core processor recommended) and enough memory to handle multiple programs at once (8GB RAM recommended). For storage, the recommendations is 256GB , preferably in an SSD format, as it provides quicker access to files and programs. The device should have a battery that lasts all day (at least 8 hours) so a student won't need to constantly recharge. Students are expected to keep devices charged and updated to avoid disruptions in their learning experience. Wi-Fi capability for reliable internet access is basic a requirement. A device running Windows, macOS, or iPadOS (for tablets) will give the student the compatibility they need for most software and educational apps.

4. Acceptable Use Guidelines

To maintain a productive, respectful, and secure digital learning environment, we have established the following Acceptable Use Guidelines. These guidelines outline the expected standards for responsible device use, protecting both the learning experience and the integrity of our digital systems.

a. Acceptable Use:

➢ Devices should be used for EDUCATIONAL PURPOSES, ONLY, including accessing approved digital learning platforms, engaging in course activities, and conducting academic research.
➢ Respect for privacy and security is paramount; students must avoid sharing personal or sensitive information online without permission.
➢ Students are expected to handle their devices responsibly and ensure proper maintenance and security.

b. Unacceptable Use:

➢ Unauthorized access to websites, platforms, or digital content unrelated to educational activities.
➢ Attempts to circumvent school network security or accessing inappropriate content.
➢ Cyberbullying, harassment, or other forms of disrespectful communication on digital platforms.
➢ Misuse of software to copy, plagiarize, or tamper with others' work.

c. Sanctions for Unacceptable Use:

Violations of these guidelines may result in disciplinary action, including but not limited to:

➢ Temporary suspension of access to school digital resources.
➢ Confiscation of devices if misuse disrupts the learning environment.
  (Note that for the sanctions of these two violations, it means that the student will have to forego learning since there is no other way of delivering learning at Intaspordia)
➢ Meetings with parents and counseling sessions for guidance on responsible use.
➢ Persistent or severe violations may lead to suspension or expulsion from Intaspordia Schools.

5. Conclusion

Through this ED-TECH and Digital Learning Policy, Intaspordia Schools remains committed to harnessing the potential of ED-TECH to inspire curiosity, enable independence, and prepare students for a future where digital competency is indispensable. With a collective responsibility for maintaining this environment, we can ensure that our school community remains a model for 21st-century learning.