

LEARNING TECHNOLOGIES POLICY

RATIONALE

Students come into daily contact with complex technologies in the home, school and during leisure activities.

Students need specific knowledge, skills and time to master present and emerging technologies in order to participate effectively in a society that is increasingly dependent upon technology.

Using these technologies and skills enriches the student learning environment across the curriculum. To use these effectively students need to develop new literacies.

DEFINITION

Information and Communications/ Learning Technology is the hardware and software that enables data to be digitally processed, stored and communicated. ICT/LT can be used to access, process, manage and present information, model and control events, construct new understandings and communicate with others.

In keeping with Learning Technologies' widespread application in society, students should use a range of equipment and resources including computers, printers, scanners, digital cameras, video cameras and the internet.

New Literacies

Literacy has now come to mean more than just the ability to read, write and be numerate. It involves the ability to use and communicate in a diverse range of technologies.

Since the computer and the internet have increasingly become a means of communication, images and sounds have become just as important as words and numbers in their ability to communicate.

PRINCIPLES

1. For general principles about teaching and learning refer to the SSPS Teaching and Learning Policy.
2. The use of Learning Technologies involves literacy skills to which every child has a right to fair and equitable access.
3. Learning Technologies are strategic tools to be utilised in the learning and teaching environment to enhance student learning.
4. Learning Technologies as tools support particular learning styles.
5. Learning Technologies provide opportunities and environments to promote children's critical thinking.
6. Adequate and ongoing professional development is essential to the successful implementation of Learning Technologies.
7. Students and parents will agree to SSPS guidelines for the use of Learning Technologies within the school.

GOALS

Learning Technologies Education aims to ensure that all students have equitable access to the program and to develop in students:

1. a systematic and creative approach to using technology for a range of roles and to perform a variety of problem solving tasks
2. computer fluency
3. a sense of self-confidence and self sufficiency in dealing with Learning Technologies
4. the ability to articulate procedures to use and create programs and presentations

STRATEGIES

1. Due to the rapid developments in Learning Technologies staff will be provided with PD to develop and extend their skills.
2. Adequate resources will be available.
3. Learning Technologies education will be taught through:
 - a. a developmentally appropriate integrated curriculum
 - b. peer support and mentoring learning activities
 - c. technology processes which include investigating and designing, producing, analysing and evaluating.
4. Teachers will encourage all students to explore a range of learning technologies.
5. Students, staff and parents will comply with the "Using the Internet at Spensley Street Primary School" guidelines and policy statement.
6. Raise the awareness of parents and carers about the use of Learning Technologies at Spensley Street Primary School.

REFERENCES

- SSPS Teaching and Learning Policy and Program
- Victorian Essential Learning Standards
- Learning Technologies in Victorian Schools 1998-2001
- "Using the Internet at Spensley Street Primary School" guidelines for students
- "Using the Internet and Intranet at Spensley Street Primary School" policy statement

Original Policy 1998

Revised 2007