

Digital Technologies Policy

Purpose: To outline the basis on which students engage with the internet, on-line material and activities.

Scope: Key Mentors, students and their families

Implemented by: Key Mentors

Approved by: KVS Board

Digital Technologies Definition

Digital technologies are electronic tools, systems, devices and resources that generate, store or process data. These includes social media, online games and applications, multimedia, productivity applications, cloud computing, interoperable systems and mobile devices.

Overview

Koonwarra Village School values the learning opportunities that engagement with the internet provides. It facilitates the exploration of topics, connection with others and development of new skills in ways that are becoming standard practice in our society. We believe it is important that students are provided with regular and ongoing opportunities to develop their skills and understanding of the online world so that they can be creative, thoughtful, empowered users of this space.

Implementation Guidelines

- All children and staff at our school will have access to the internet.
- We will help children to develop the skills necessary to filter, analyse, interpret and evaluate online content.
- The School Coordinator will liaise with staff and technical support technicians to ensure all devices are running to a good standard with web filters at settings which are appropriate for the users' age levels.

- The school undertakes to ensure that information published on the Internet by children or the school meets legal requirements and standards of best practice within the community in relation to safety and decency.
- Student's access to online social environments will be supervised and moderated by a Key Mentor.
- All students shall be made aware of their responsibility for notifying their teacher of any inappropriate material so that access can be blocked.
- All staff shall be made aware of their responsibility to evaluate material and programs used in learning programs, prior to their use, to ensure they do not expose students to inappropriate content.
- The school's Digital Technologies program will include regular lessons with strategies to enable children to keep themselves safe online, understand online etiquette and what to do if they experience cyberbullying.
- Level 2-6 students and their parents will be required to sign a Digital Technologies Code of Practice annually which will be kept in the student's office file.
- Privacy of students, parents, staff and other users will be recognized and respected at all times. Information will be sought from families to determine which mediums they are willing to allow their child's image to be used. When it is necessary to identify students, only their first name will be used.
- KVS does not condone the use of violence for the purposes of entertainment in online material, games or social environments.

Related Documentation

Digital Technologies Code of Practice – Levels 2-6

Guiding Principles

Behaviour Management Pathway

Photo & Impromptu Excursion Permission Form

Related Policies

- Behaviour Management Policy
- Bullying and Harassment Policy
- Privacy Policy