

POLICY E-301

FACILITIES AND TECHNOLOGY

The Department shall provide safe and secure educational facilities. All school facilities will conform to the latest safety and building codes. All students and staff will have access to school facilities of similar standard, and school will be handicapped accessible. All school facilities will contain sufficient classroom space to accommodate class size guidelines and curriculum, as well as the programmatic needs and policies approved by the Board of Education.

The Department is committed to leveraging existing and emerging media and technology as a means to enhance learning, increase student achievement, prepare students for success in a global society and facilitate employee performance and the administration and operation of its schools. Technology should support innovative teaching and the sharing of best practices to meet the dynamic educational needs of all students. Toward that end the Department supports students and staff in creating and maintaining a 21st century digital learning environment in which technology enables staff and students to communicate, learn, collaborate, create, solve problems, manage their work and become self-directed learners.

To accomplish this the Department is committed to providing equitable access to technology, in-service training for staff and the necessary personnel and equipment within available resources and to promoting responsible, ethical, and appropriate use of information technology and network resources.

The Department will maintain an educational environment that integrates technology in a safe and secure manner for all students and staff

Rationale: Productivity in an educational setting means educating all students to their highest academic potential at a reasonable cost to the taxpayer. A critical dimension of a quality educational program is the extent to which it provides the necessary safe digital learning environment to enhance student learning for the purpose of preparing students to be college, career and community ready.

[Approved: 02/17/2015]