



# DIGITAL LEARNING

2024-2025

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# Welcome to Digital Learning

Nassau County School District (NCSD) believes technology can be a tool that bridges teaching and learning. Through the effective use of technology, students are more engaged, and teachers can introduce students to people, places, and things like never before. NCSD believes students are digital by nature. Students learn and think digitally, so we must connect with them to effectively impact student achievement. Technology will never replace the teacher or the impact the teacher has on students in the classroom; however, the effective use of technology can connect teaching and learning, engage students in the classroom, equip students with 21st-century skills, and increase college and career readiness.

The district's Digital Learning Program provides each student with access to digital content, learning tools, and a digital device. Parents and guardians play an important role in the success of our Digital Learning Program. The district strives to maintain an environment that promotes the ethical and responsible use of digital resources. Parents, guardians, community organizations, and business leaders can partner with us to help educate students on digital citizenship and appropriately maintaining and utilizing technology.

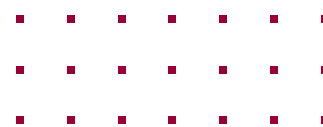
By signing the student/parent agreement, you are acknowledging you understand and accept the information contained in this document.



NCSD students and parents/guardians must understand that:

1. The term “equipment” or “technology” refers to devices, batteries, power cords/chargers. Each piece of equipment is issued as an educational resource. The term “device” includes laptops, tablets, notebooks, and desktop computers. The conditions surrounding this equipment can be equated to those of a school-issued textbook.
2. All students are allowed access to district devices unless the school is notified in writing by the parent/guardian.
3. All users of the NCSD network and equipment must always comply with the NCSD Responsible Use Policy.
4. Devices are on loan to students and remain the property of NCSD.
5. All users are accountable to school, district, local, state, and federal laws.
6. Use of the device and network must support education.
7. Students and families must follow all guidelines set forth in this document as well as those of principals, teachers, and NCSD staff.
8. All rules and guidelines for NCSD devices are in effect before, during, and after school hours regardless of whether the device is on or off the school campus.
9. All files stored on NCSD equipment, network, and cloud services are the property of the district and may be subject to review and monitoring.
10. Students are expected to keep NCSD devices in good condition. Failure to do so may result in bills for repair or replacement.
11. Students are expected to report any damage to their device as soon as possible, no later than the next school day.
12. Students who identify or know about a security problem are expected to convey the details to a NCSD staff member without discussing it with other students.
13. Students are expected to notify an NCSD staff member immediately if they come across information, images, or messages that are inappropriate, dangerous, threatening, or make them feel uncomfortable.
14. All users are expected to follow existing copyright laws and educational fair use policies.
15. Students may only log in under their assigned username. Students may not share their passwords with other students.
16. Students may not loan device components to other students for any reason. Students who do so are responsible for any loss of components.
17. Devices come with a standardized image already loaded.
18. Any failure to comply with the guidelines of this document may result in disciplinary action. NCSD may remove a user’s access to the network without notice at any time if the user is engaged in any unauthorized activity.
19. NCSD reserves the right to confiscate the equipment at any time.

# Devices



## PK - Grade 2

### **Chromebook**

NCSD started the Digital Learning Program with Lenovo Chromebooks. Chromebooks are designed to be used while connected to the Internet. Rather than use traditional software that resides on the device itself, Chromebooks utilize the web-based Google Chrome Operating System. In addition to utilizing cloud computing via the G-Suite (Google Apps for Education), Chromebooks have an internal hard drive that student work can be saved to. This internal hard drive provides students with some offline capabilities when a wireless connection is unavailable. Additionally, USB peripheral devices such as a wireless mouse, will work when connected to a Chromebook. Students, however, will not be able to install software or run executable files; these safeguards accompany many other advanced security features.

## Grades 3 - 12

### **Windows Device**

In the 2020-2021 school year, NCSD started a yearly update to incoming 6th and 9th grade students. Each incoming student will receive a Lenovo device. This device utilizes a Windows Operating System that connects to the Internet and provides internal storage if needed. Students may connect a USB peripheral device such as a wireless mouse as well. Even though these devices can hold software, students may not install any non-district approved software.

NCSD's Windows devices are the Lenovo 11e 5th Generation and Lenovo 500W 3rd Generation devices. These rugged devices are built with Windows 11 Education and offers access to cloud based applications and Microsoft Office productivity products.



### **How do I access the device and content?**

Students can log in to their laptop and all other digital content using their district-provided username and password. The student username is StudentID@nassau.k12.fl.us students can get their password from any of their teachers. Students should not share their passwords with anyone else.



# Digital Resources

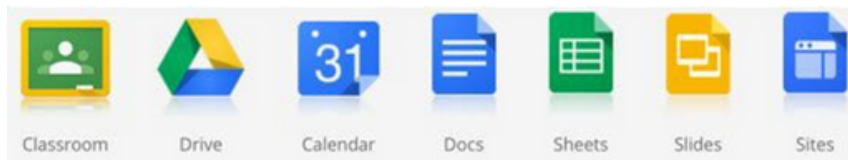
## Office 365

Students have access to Office365, the Microsoft Office tools designed to enhance and engage students in the classroom. Students can create, share, and collaborate on learning tasks in this platform. These items are created and housed within our NCSD Office365 Domain.



## G-Suite

Students have access to G-Suite, an online suite of productivity tools. Teachers and students are provided G-Suite accounts with varying levels of rights. G-Suite allows users to create and share collaborative presentations, documents, spreadsheets, and drawings. These items are created and housed within our NCSD Google domain.



## ClassLink



Students will have access to a variety of NCSD supported digital tools. These resources are vetted by a team of curriculum and instructional technology members and meet the specific curriculum and technology needs of students. These tools can be accessed through ClassLink. ClassLink is a Single Sign-On solution that provides students access digital content and resources from one username and password.

# Digital Resources

## Canvas

Canvas is a web-based learning management system, or LMS, used by learning institutions, educators, and students to access and manage online course learning materials and communicate about skill development and learning achievement. Our district uses Canvas to connect our students and teachers to online learning content.



## Focus

Nassau County School District utilizes Focus, a Student Information System, that allows parents/guardians to access grades, progress reports, attendance, and state reporting.

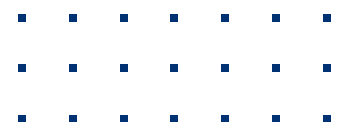


## Remind



Remind is a communication platform designed for educators, students, and parents to facilitate quick and secure messaging. It allows teachers to send updates, assignments, reminders, and announcements directly to students and parents via text messages, emails, or in-app notifications. Please contact your child's teacher to get more information on using Remind.

# Parent/Guardian Responsibilities



Nassau County School District makes every effort to equip parents/guardians with the necessary tools and information to ensure safe use of the devices in the home and to train students in using technology tools appropriately. There are several responsibilities assumed by the parent/guardian. These responsibilities are outlined below.

## 1

### Sign the Student/Parent Agreement

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In order for students to be allowed to take their devices home, a student and their parent/guardian must sign the Student/Parent Agreement.

## 2

### Accept Liability

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The parent/guardian/student is responsible for the cost of repair or replacement at the date of loss if the property is:

- Not returned
- Intentionally damaged
- Lost because of negligence
- Stolen, but not reported to school and/or police in a timely manner

## 3

### Monitor Student Use

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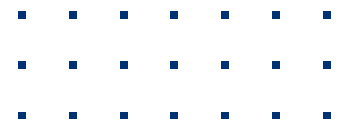
The parent/guardian must agree to monitor student use at home and away from school. The best way to keep students safe and on-task is to have a parent/guardian present and involved.

Suggestions:

- Investigate and apply parental controls available through your Internet service provider and/or your wireless router.
- Develop a set of rules/expectations for device use at home. Some websites provide parent/child agreements for you to sign.
- Only allow device use in common rooms of the home (e.g. living room or kitchen) and not in bedrooms.
- Demonstrate a genuine interest in what your student is doing on the device. Ask questions and request that they show you his or her work often.



# Parent/Guardian Responsibilities



## 4

### Support Student Safety

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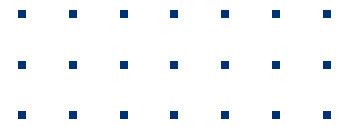
Student safety is always a high priority for schools and parents/guardians alike. If students are taking their device home from school, the precautions described in this section are intended to help students be safe on the path to and from school. Student safety always comes first.

Please review the recommended safety tips with your student:

- Walk to and from school in groups of two or more.
- Let someone know when you leave and when you arrive home.
- Follow the safest route to school.
- If someone follows you on foot, get away from him or her as quickly as possible. If someone follows you in a car, turn around and go in the other direction.
- If someone demands or threatens your safety for your device, give it to the person.
- Always tell a parent, guardian, school official, or trusted adult what happened right away.



# Digital Citizenship



Parents, guardians, and students are encouraged to support student safety in person and online. Common Sense Media is a useful resource that assists schools and parents with supporting students to make smart choices in life and digitally.

Common Sense Media provides Family Engagement Resources at <https://www.commonsense.org/education/family-resources>.



## 6 Core Topics of Digital Citizenship



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# Digital Citizenship Curriculum

Children are growing up with the power of digital media and technology to explore, connect, create, and learn in new ways. With this power, young people have great opportunities, but they also face challenges and dilemmas. Schools are dealing with the ramifications, including issues such as online safety, cyberbullying, privacy, hate speech, misinformation, and digital distraction. To address these issues, schools are creating a positive culture around media and technology by incorporating digital citizenship education as part of their curricula.

***Digital citizenship is the responsible use of technology to learn, create, and participate.***

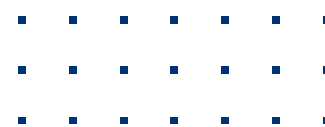
Common Sense's Digital Citizenship Curriculum addresses critical issues facing children in a fast-changing world of media and technology. The innovative lessons teach students to think critically and develop the habits of mind to navigate digital dilemmas in their everyday lives. It was created in collaboration with Project Zero at the Harvard Graduate School of Education, **guided by research** with thousands of educators and parents. The Digital Citizenship Curriculum:

- **Is flexible and easy to implement.** The curriculum includes 73 lessons across 13 grades (for ages 5 to 18), with 32 videos. Grades 2-12 include six lessons per year, and K-1 include three lessons per year. The lessons range from 30 minutes (K-2) to 45 minutes (grades 3-8) to 50 minutes (grades 9-12).
- **Addresses six core topics of digital citizenship.** The core topics, introduced on the next page, are based on the latest research on children, media, and technology.
- **Teaches skills and habits of mind.** The lessons teach the skills and habits of mind students need to stay safe, think critically, and take control of their digital lives.
- **Is developmentally engaging.** From characters and song videos for primary schoolers to digital dilemma scenarios and "Teen Voices" videos for secondary schoolers, complex topics are addressed in appropriate and engaging ways. Select lessons also have accompanying interactive games and extension activities.
- **Is available in Spanish.** All student materials and parent resources are available in Spanish for English-language learners.
- **Includes family engagement resources.** Tip sheets, advice, and turnkey presentations are included to educate families. All parent materials are available in Spanish, and select materials are available in Arabic, Chinese, Farsi, Korean, Russian, Spanish, Tagalog, Urdu, and Vietnamese.
- **Aligns with U.S. education standards:** These include Common Core (ELA), ISTE, CASEL, AASL, and TEKS.
- **Supports E-rate compliance.** The curriculum can be used as a criterion for CIPA compliance for E-rate.
- **Provides training resources.** The curriculum includes online professional development resources such as self-paced trainings and webinars.

The Digital Citizenship Curriculum is available to educators and schools for free, thanks to the generous support of our **funders**. Schools can use this program to bring students, families, and educators together in a whole-community approach to create a positive culture around media and technology.



# Device Rules & Guidelines



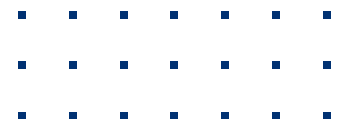
Rules and guidelines are provided to ensure students and parents/guardians are aware of the responsibilities students accept when they use a district-owned device. In general, this requires efficient, ethical, and legal utilization of all technology resources. **Violations of these rules and guidelines will result in disciplinary action.**

Students receive device-related training at school during the first weeks of school. Below you will find a summary of the main points of each training topic.

## Responsible Use Agreement

<b>General Guidelines</b>	All use of technology must: <ul style="list-style-type: none"><li>• Support learning</li><li>• Follow local, state, and federal laws</li><li>• Be school appropriate</li></ul>
<b>Security Reminders</b>	<ul style="list-style-type: none"><li>• Do not share logins or passwords</li><li>• Do not develop programs to harass others, hack, bring in viruses, or change others' files</li><li>• Follow Internet safety guidelines</li></ul>
<b>Activities Requiring Teacher Permission</b>	<ul style="list-style-type: none"><li>• Using headphones in class</li><li>• Playing games/music</li></ul>
<b>Appropriate Content</b>	All files must be school appropriate. Inappropriate materials include explicit or implicit references to: <ul style="list-style-type: none"><li>• Alcohol, tobacco, vaping, or drugs</li><li>• Gangs</li><li>• Obscene language or nudity</li><li>• Bullying or harassment</li><li>• Discriminatory or prejudicial behavior</li></ul>

# Device Rules & Guidelines

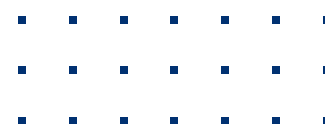


## Device Use, Care, and Classroom Routines

<b>Hallways</b>	<ul style="list-style-type: none"><li>• Always use two hands to carry the device.</li><li>• Never leave the device unattended for any reason.</li></ul>
<b>Classroom Habits</b>	<ul style="list-style-type: none"><li>• Center the device on the desk.</li><li>• Close the lid of the device before carrying it.</li></ul>
<b>Care of Device at Home</b>	<ul style="list-style-type: none"><li>• Charge the device fully each night.</li><li>• Store the device on a desk or table - never on the floor.</li><li>• Protect the device from:<ul style="list-style-type: none"><li>◦ Extreme heat or cold</li><li>◦ Food and drinks</li><li>◦ Small children and pets</li></ul></li></ul>
<b>Traveling To and From School</b>	<ul style="list-style-type: none"><li>• Completely shut down the device before traveling.</li><li>• Do not leave the device in a vehicle, especially on the seats.</li><li>• Use your backpack.</li><li>• If ever in a situation when someone is threatening you for your device, give it to them and tell a staff member as soon as you arrive at school or a parent/guardian when you arrive home.</li><li>• Devices are etched with NCSD property information. NCSD will work with police to locate stolen devices.</li></ul>
<b>Prohibited Actions</b>	<p>Students are prohibited from:</p> <ul style="list-style-type: none"><li>• Defacing NCSD issued equipment in any way. This includes, but is not limited to, marking, painting, drawing, or marring any surface of the device or cases.</li><li>• Putting stickers or additional markings on the devices, cases, batteries, or power cords/chargers.</li><li>• If such actions occur, the students will be billed the cost of repair or replacement.</li></ul>



# Device Rules & Guidelines

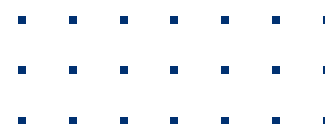


## Device Use, Care, and Classroom Routines

<b>Webcams</b>	<p>Each student's device is equipped with a webcam. This equipment offers students an extraordinary opportunity to experience a 21stCentury tool and to develop 21st Century communication skills.</p> <p>Webcams are to be used for educational purposes only, under the direction of a teacher. Examples include:</p> <ul style="list-style-type: none"><li>• Recording videos or taking pictures to include in a project</li><li>• Recording a student giving an educational speech and playing it back for rehearsal and improvement.</li></ul> <p><b><u>Important Note</u></b> Installing any Internet calling/video-conferencing software (i.e. Zoom) is prohibited on NCSD devices. Software for using the webcam is already installed on the NCSD device.</p>
<b>Printing</b>	<p>District devices and cloud storage options (Microsoft OneDrive/Google Drive) are primarily a paperless solution. Printing should not typically be required. In cases where the student needs to print a document at school, they should share that document with their teacher who can print it for them.</p>
<b>Copyright and Plagiarism</b>	<p>Students are expected to follow all copyright laws. Duplication and/or distribution of materials for educational purposes is permitted when such duplication and/or distribution would fall within the Fair Use Doctrine of the United States Copyright Law (Title 17, USC).</p>



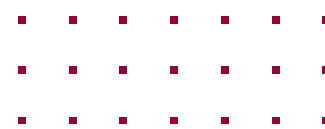
# Device Rules & Guidelines



## Device Use, Care, and Classroom Routines

<b>Listening to Music</b>	<p><b><u>At School</u></b> Listening to music on your device is not allowed during school hours – without permission from the teacher. Permission will be given only for media used to complete a school assignment.</p> <p><b><u>At Home</u></b> Listening to music on your device (from a streaming website) is allowed at home with permission from parents/guardians.</p>
<b>Watching Movies</b>	<p><b><u>At School</u></b> Watching movies on your device is not allowed during school hours – without permission from the teacher. Permission will be given only for media used to complete a school assignment.</p> <p><b><u>At Home</u></b> Watching movies on your device (from a streaming website) is allowed at home with permission from the student's parents/guardians.</p>
<b>Gaming</b>	<p><b><u>At School</u></b> Online gaming is not allowed during school hours.</p> <p><b><u>At Home</u></b> Online gaming is allowed at home if all of the following conditions are met:</p> <ul style="list-style-type: none"><li>• The content of the game is school appropriate.</li><li>• You have permission from your parent/guardian.</li><li>• The game is in support of education.</li><li>• All school work is complete.</li><li>• No download of any kind is needed.</li></ul>

# Technology Discipline



## Behaviors and Discipline Related to Student Computer Use

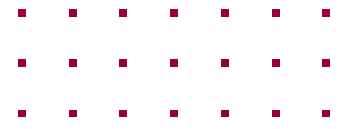
Tech-Related Behavior Violation	Equivalent "Traditional" Classroom Violations
Email, instant messaging, Internet surfing, computer games (off-task behavior)	Passing notes, looking at magazines, games (off-task behavior)
Cutting and pasting without citing sources	Plagiarism
Cyberbullying	Bullying, harassment
Damaging, defacing, or endangering device or accessories	Vandalism, property damage
Using profanity, obscenity, racist terms	Inappropriate language
Accessing pornographic material, inappropriate files, or files dangerous to the integrity of the network	Bringing pornographic or other inappropriate content to school in print form
Using an electronic resources account authorized for another person	Breaking into or using another student's locker

### Tech Violations

*Behavior unique to the digital environment without a "traditional" behavioral equivalent*

- Using electronic resources for individual profit or gain, product advertisement, political action or political activities, or for excessive personal use
- Making use of the electronic resources in a manner that serves to disrupt the use of the network by others
- Unauthorized downloading or installing software
- Attempts to defeat or bypass the district's Internet filter
- Modification to district browser settings or any other techniques designed to avoid being blocked from inappropriate content or to conceal Internet activity

# Technology Discipline



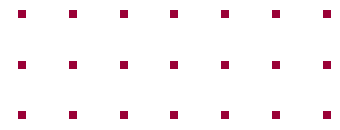
## Examples of Unacceptable Use

Unacceptable conduct includes, but is not limited to, the following:

- Using the network for illegal activities, including copyright, license, or contract violations
- Unauthorized downloading or installation of any software including shareware and freeware
- Using the network for financial or commercial gain, advertising, or political lobbying
- Accessing or exploring online locations or materials that do not support the curriculum and/or are inappropriate for school assignments
- Vandalizing and/or tampering with equipment, programs, files, software, network performance, or other components of the network; use or possession of hacking software is strictly prohibited
- Gaining unauthorized access anywhere on the network
- Revealing the home address or phone number of one's self or another person
- Invading the privacy of other individuals
- Using another user's account or password, or allowing another user to access your account or password
- Coaching, helping, observing, or joining any unauthorized activity on the network
- Posting anonymous messages or unlawful information on the network
- Participating in cyberbullying or using objectionable language in public or private messages, e.g., racist, terroristic, abusive, sexually explicit, threatening, stalking, demeaning, or slanderous
- Falsifying permission, authorization, or identification documents
- Obtaining copies of, or modifying files, data, or passwords belonging to other users on the network
- Knowingly placing a computer virus on a computer or network
- Attempting to access or accessing sites blocked by the NCSD filtering system
- Downloading music, games, images, videos, or other media without the permission of a teacher



# Devices Needing Repair



Occasionally, unexpected problems do occur with the devices that are not the fault of the user (computer crashes, software errors, etc.) If you experience these issues, please follow the following process.

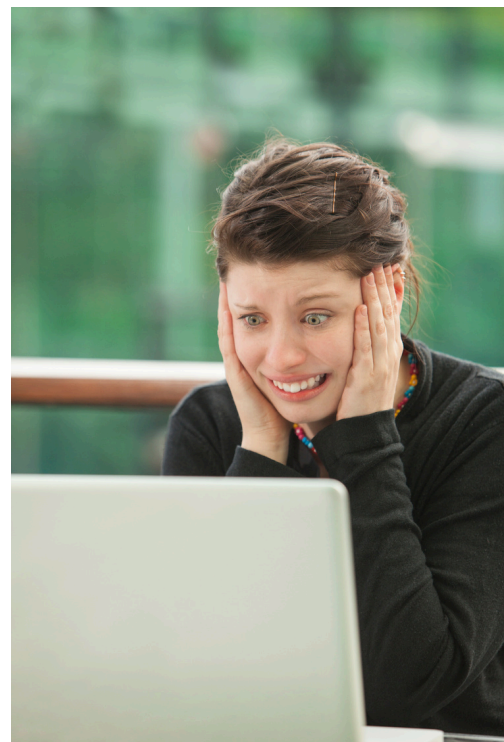
1. Always try restarting the device as the first step in troubleshooting.
2. If restarting the device or the student's teacher cannot resolve the issue, students should not waste too much time attempting to repair the device so they need to focus on their instruction. They should take the device to the media specialist, who may attempt to resolve the issue.
3. If a media specialist is unable to troubleshoot the device, the media specialist will submit a trouble ticket to IT staff for resolution.
  - a. If the Hardware Technician deems appropriate, the student will be given a swap device while their device is repaired.
4. When the student's normal device is repaired, the student can pick it up from the media center.

## **Loaner Devices - "Swaps"**

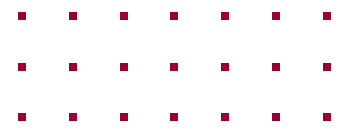
Temporary replacements, known as "swaps", are available at each school so learning is not disrupted by the repair process. Students are responsible for the care of the swap as if it were their issued device.

## **Accidental Damage vs. Negligence**

Accidents do happen. If, however, after an investigation by school administration and determination by the authorized repair company, the device is deemed to be intentionally or negligently damaged by the student, the student may be subject to discipline and the cost of repair or replacement.



# Lost or Stolen Equipment



## Lost Equipment

### **Reporting Process**

If any equipment is lost, the student or parent must report it to the school immediately. Students can let a teacher or administrator know, and the staff member will assist him/her.

### **Financial Responsibility**

The circumstances of each situation involving lost equipment will be investigated individually. Students/parents/guardians may be billed for damaged or lost equipment.

## Stolen Equipment

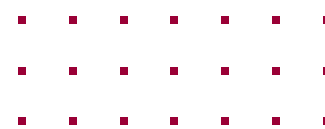
### **Reporting Process**

If equipment is stolen, a police report must be filed, and a copy of the report must be provided to the school by the student or parent in a timely manner (10 business days). If there is not clear evidence of theft, or the equipment has been lost due to student negligence, the student and parent will be responsible for the full cost of replacing the item(s). Failure to report the theft to the proper staff and follow the proper filing procedure may result in a bill for full replacement cost to the student.

### **Financial Responsibility**

After investigation, if a device is deemed stolen, the district will cover its replacement cost and the student will be issued a replacement computer.

# Replacement Costs



Students may receive a statement from the school with exact costs for repairs or replacements. Approximate costs for common repairs are below.

## **Lenovo 300e Chromebook**

Flat Repair Fee	\$75.00
Full Device Replacement	\$363.00

## **Thinkpad Yoga 11e Chromebook - 3rd Generation**

Replacement Charger	\$28.00
LCD & Digitizer	\$155.50
Full Device Replacement	\$363.00

## **Thinkpad Yoga 11e 5th Generation - Windows**

Flat Repair Fee	\$75.00
Protective Case	\$28.00
Replacement Charger	\$28.00
Full Device Replacement	\$419.06

## **Lenovo 500W - 3rd Generation**

Flat Repair Fee	\$75.00
Replacement Charger	\$28.00
Protective Case	\$27.00
Full Device Replacement	\$484.00

\*List does not include all possible costs and costs may vary due to vendor pricing.

## **Payment Timeline**

Parents/guardians/students have 30 days to pay any bills. If bills are not cleared within 30 days, the parent/guardian/student will be billed for the full cost of repairs, and a claim will be filed by the school.

The school may setup payment plans to clear bills, if needed. Payment plans should begin with a minimum \$25 payment. For those with true financial hardships, please contact the Director of Technology.