

THE TOWN SCHOOL

TECHNOLOGY CURRICULUM SUMMARY

SCHOOL-WIDE GOALS:

- TO EXPLORE WAYS TO USE DIFFERENT TOOLS AND SKILLS TO THINK CREATIVELY, REASON SYSTEMATICALLY, AND WORK COLLABORATIVELY TO SUPPORT TEACHING AND LEARNING INCLUDING: DIGITAL VIDEO PRODUCTION, COMPUTER PROGRAMMING, INTERACTIVE MULTIMEDIA SUCH AS BLOGS, VIDEOCASTS, PODCASTS, WIKIS, SCREENCASTS AND WORD PROCESSING.**
- TO PREPARE STUDENTS TO BE EFFECTIVE "DIGITAL CITIZENS" AS BOTH PRODUCERS AND CONSUMERS OF MEDIA.**
- TO UNDERSTAND THE IMPORTANCE OF THE TOWN ACCEPTABLE USE POLICY IN THE ETHICAL CONTEXT OF THE INTEGRAL AND POWERFUL ROLE THAT TECHNOLOGY HAS TO CREATE, COMMUNICATE, RESEARCH, COLLABORATE, AND PUBLISH.**
- TO SUPPORT TEACHING AND LEARNING WITH AN ONLINE COURSE MANAGEMENT SYSTEM FOR ALL CLASSES TO ACCESS AND SHARE INFORMATION AND USE INTERACTIVE MULTIMEDIA, TO ENRICH ACADEMIC AND CO-CURRICULAR PROGRAMS BY INTEGRATING TECHNOLOGY AT EVERY LEVEL.**

The goal of technology at Town is to ensure that all students have a strong foundation in the computer and multimedia skills needed to support their academic work and to provide a strong foundation in the ethical uses as 21st century citizens. Technology is integrated at every level in each division to expand learning opportunities to encourage reflective thinking, systematic reasoning and collaboration among students and faculty. Our infrastructure is designed to focus on student learning and support innovation across the curriculum.

Over the past year, Town has implemented technology infrastructure at an amazing pace, including hardware, software and teacher support. With SmartBoards in every classroom, a powerful intranet system to bring classroom learning online, a school-wide wireless platform designed for mobile learning, and a new state-of-the-art Technology and Media Learning with both Macs and PCs, Town is building a learning landscape that allows students to prosper in a digital society.

NURSERY/KINDERGARTEN

Technology in the N/K Division includes using an iPod to create a recording, listen to a story or capture a choice time activity with video, use software such as Google Earth or Skype, compose a picture with a digital camera, or explore a specific website using the class SmartBoard. Regardless of the tool, technology is used intentionally to enable students to explore an inquiry, express an observation, create something new, share an inquiry or capture the process of learning over time. Over the course of the year, students have increased opportunities to use technologies independently, supported by teacher modeling and by classroom protocols to ensure safe and effective use.

LOWER SCHOOL

Technology in the Lower School is seen as a gateway to research, collect, connect, revise, share, and publish. While technology devices are a natural part of our everyday lives, technology is used intentionally in all subjects as a tool to further an inquiry, think critically, solve a problem, share learning, and expand opportunities for deeper understanding.

In First Grade, students are introduced to the use of our two computer labs, with a focus on the Windows operating system, MS Office, how to access and use the school's network, and how to use the Internet effectively. While technology is integrated at every level, regular class time is provided for Third and Fourth Grade to build their keyboarding skills and receive more detailed instruction on the usage of such resources as Google Earth and web-based multimedia tools such as blogs, videocasts, podcasts, wikis and screencasts. Microsoft Word, Excel, and PowerPoint as well as Google Docs are used to support projects in all subjects.

Many Lower School faculty members are issued personal laptops to support faculty communication and collaboration using shared documents, shared calendars and online classroom forums.

UPPER SCHOOL

Technology in the Upper School includes students learning how to use technology effectively to find, sort, evaluate, cross-reference, revise, share and contribute to the world of knowledge that is at our fingertips. In a digital world of accelerating change, more is not necessarily better; rather, it requires a new ethic of learning that is more intentional, creative, collaborative, and global. This ethic draws upon the computer science notion of "computational thinking," defined as learning how to develop the ability to interpret problems, design solutions to solve problems more effectively, and make meaningful connections. The focus of integrating technology in Upper School is not only to focus on specific "stand alone" tools to enhance learning, but rather to offer integrated computer instruction into the curriculum along with specific projects and assignments. In this way, learning experiences are tied with relevant tools so that our students move beyond "information literacy" requirements, and learn to use technology to think creatively, reason systematically, and "go deeper" to achieve new levels of understanding and meaning. In Upper School, special emphasis is on Web 2.0 collaborative and cross-platform resources to support across subjects, such as Google for Education.

