



High School




Technology Applications At-Home Resources




Online or screen time resources



Offline/no screen time resources

TECHNOLOGY APPLICATIONS RESOURCES (SCREEN TIME OR WITH TECHNOLOGY) 		
Name of Site and Link	Description/Directions/Explanation	Course
Digital Media Literacy Tutorial https://edu.gcfglobal.org/en/digital-media-literacy/	Digital Media: Read or watch the parts of this tutorial on Social Media and smartphones (or other parts that interest you). Create a video with tips about digital media to teach other students about being smart online. You can edit your film using WeVideo (In Schoology tools on the left in any course) or another video editing software.	ALL
The Effects of Screen Time (Video) https://www.common sense.org/education/videos/screen-time-how-much-is-too-much	Digital Citizenship: Take an inventory of how many hours you spend in front of a screen. (Laptop, tablets, video games, etc.) Does the amount of screen time surprise you? What could be some things you do in order to limit your time on these devices?	ALL
Scratch Activity Guides https://scratch.mit.edu/ideas	Coding: Scratch is a fun and free coding-based website in which students can create a variety of projects. The link above will take you to a variety of starter templates that will help students get started.	ALL

TECHNOLOGY APPLICATIONS RESOURCES/ACTIVITIES (NO SCREEN TIME OR TECHNOLOGY) 	
Description	Course
<p>Digital Media: Set up your own video conferencing “studio” in your home. Be creative. This can be a corner, in a closet, or some place on the wall. What background is behind you that speaks to your character? Make or hang a poster backdrop for your friends to see when you speak. How would this be different with different audiences? What if you created your own newscast? How would your studio look then?</p>	ALL
<p>Digital Citizenship: Sometimes we can get carried away with negative comments on posts in social media. Brainstorm a list of positive comments that you can say to your friends and family. Keep this list of comments to use later to make them feel special.</p>	ALL
<p>Coding: App development begins with a plan. Visualize the entire screen and map out how your app will work. Create an app prototype using these free mobile device templates.</p> <p>App Prototype Templates</p> <p>https://marvelapp.com/sketchpad/</p>	ALL
<p>Coding: Explore if/then conditional statements with this simple cause and effect activity. In this STEM activity, students will create if/then statements to reinforce problem solving skills.</p> <p>Examples: 1. If the mailman rings the doorbell and the dog is home, what will happen? 2. If I select a different ringtone for specific people, what will happen?</p> <p>Students will explore the importance of if/then statements, which are a vital part of computer programming language.</p>	ALL