

USE OF TECHNOLOGY IN INSTRUCTION**Copyrights**

Staff shall strictly observe copyright laws related to computers and educational technology. A designated employee shall ensure that software is used and duplicated in accordance with software licensing agreements. Public domain software may be duplicated and exchanged with other schools or staff. No illegal copies of copyrighted software shall be accepted or used in the District.

(cf. 6162.6 - Use of Copyrighted Materials)

Selection of Educational Software

The following guidelines shall be considered when evaluating educational software:

1. Skill levels required to operate the program are commensurate with the skill levels being taught or practiced
2. Instructions are clear and complete, and the program operates as specified in the instructions
3. Program objectives relate to course objectives and are explicitly stated or readily apparent to the learner
4. Responses to learners are helpful and encouraging
5. Users can easily and independently operate the program
6. The pace of the program can be controlled by the teacher or learner, unless pacing is an essential element of the instructional strategy
7. Unanticipated learner input does not disrupt program operation
8. Screens are well-formatted, with appropriate use of sound and graphics
9. Support materials include:
 - a. A description of the hardware required to use the program
 - b. Procedures for installing the software

USE OF TECHNOLOGY IN INSTRUCTION

- c. Provisions for the replacement of defective software and
 - d. Descriptions of the program's content and objectives, usage in various instructional settings, and suggested related classroom activities
10. Ability to upgrade
11. Cost