



Office of

TEACHING & LEARNING

MIDWAY INDEPENDENT SCHOOL DISTRICT

Intentional Technology Integration

July 21, 2026

Intentional Technology Integration in Midway ISD

Digital media, including television, the internet, social media, video games, and interactive assistants, form the *digital ecosystem*. When this digital ecosystem is designed with children's unique developmental needs in mind, it can support learning and wellbeing.

American Academy of Pediatrics, Digital Ecosystems, Children, and Adolescents: Policy Statement
February 2026

Intentional Technology Integration in Midway ISD

Midway ISD Instructional Digital Ecosystem *Setting Conditions for Success*

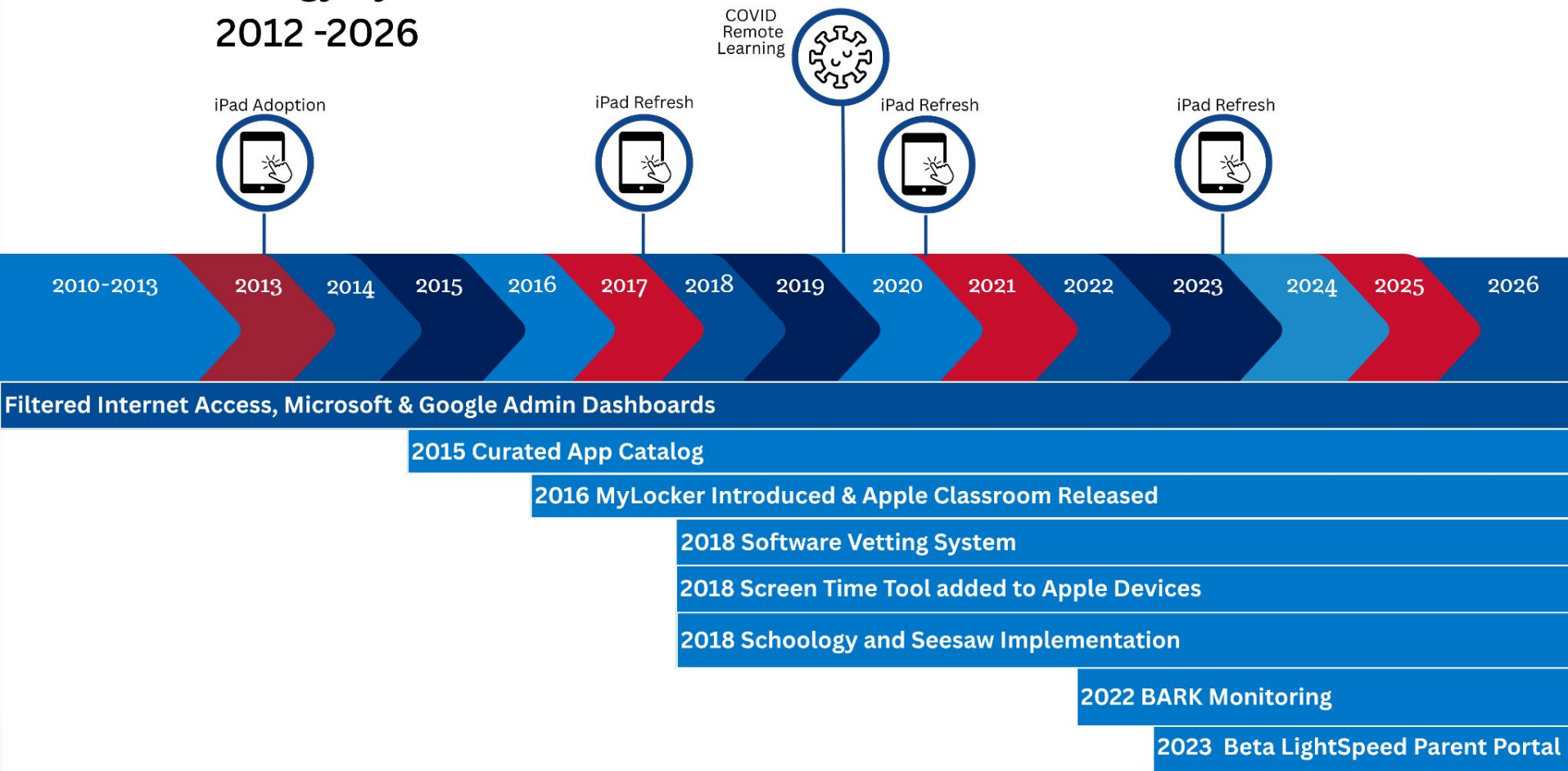
- Historical Systems and Supports
- Screen Time
- Student Access

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Timeline of **SYSTEMS** and **SUPPORTS**

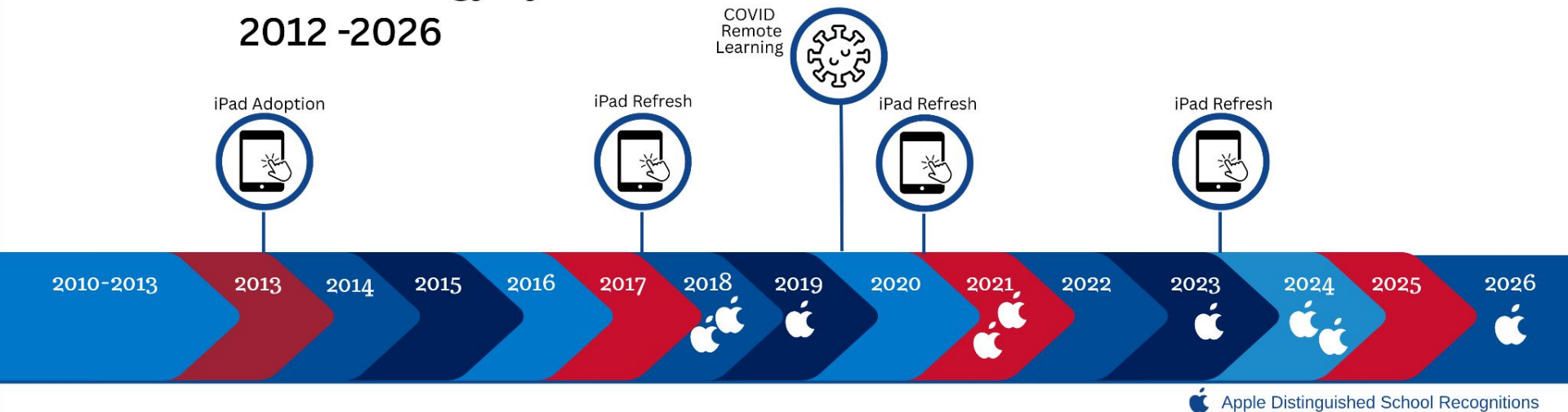
Technology Systems

2012 -2026



Instructional Technology System

2012 -2026



Trainers

Instructional Technologists	Innovation & Learning Specialists	Learning Coaches
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Topics: Research-Based Instructional Technology Frameworks

SAMR - 4Cs	TPACK - Momentum - Midway Mindset	PICRAT - Bloom's
		Artificial Intelligence
		Screen Time

Training and Support: Ongoing Year-Round

New Panther Orientation	Back to School Summit	Coaching and Campus PL	Yearly Embedded PL Days	Summer and Online Courses
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SCREEN TIME



DIVE BRIEF

LAUSD imposes screen time limits starting in 2026-27

One Los Angeles Unified School District (LAUSD) is implementing a policy to reduce passive screen time in classrooms for the 2026-27 school year. This initiative includes limiting daily and per-class screen time by grade level, replacing digital assignments with physical books and pen-and-paper tasks, and increasing recess time. The policy responds to parental concerns about technology overuse impacting student focus and communication skills. This shift aligns with similar actions by other districts such as Los Angeles Unified School District (LAUSD), reflecting a broader trend in education.

STATE & LOCAL NEWS

Richardson ISD Limits Classroom Screen Time

May 17, 2026

✓ Regulatory Compliance

🌐 Digital Infrastructure

🎒 Education

Richardson Independent School District (ISD) in Texas is implementing a policy to reduce passive screen time in classrooms for the 2026-27 school year. This initiative includes limiting daily and per-class screen time by grade level, replacing digital assignments with physical books and pen-and-paper tasks, and increasing recess time. The policy responds to parental concerns about technology overuse impacting student focus and communication skills. This shift aligns with similar actions by other districts such as Los Angeles Unified School District (LAUSD), reflecting a broader trend in education.

Chairman Cruz Announces Kids Screen Time Hearing

📅 January 8, 2026

Question: *Is there guidance on the amount of screen time a child should have at school? I've seen articles that talk about limiting non-educational screen time, but I'm wondering what guidelines schools might use, especially as technology often makes learning more accessible to certain groups of students, and with the increased focus on AI in education.*

As the **Department of Education** noted in its 2024 report A Call to Action for Closing the Digital Access, Design, and Use Divides. 2024 National Educational Technology Plan:

“Because school systems deployed so much technology on an emergency basis without the benefit of thoughtful planning, change management, or in the service of shared goals, many school systems are struggling to make the most of these new technologies.”

-www.aap.org

Are there Screen Time Guidelines for school?

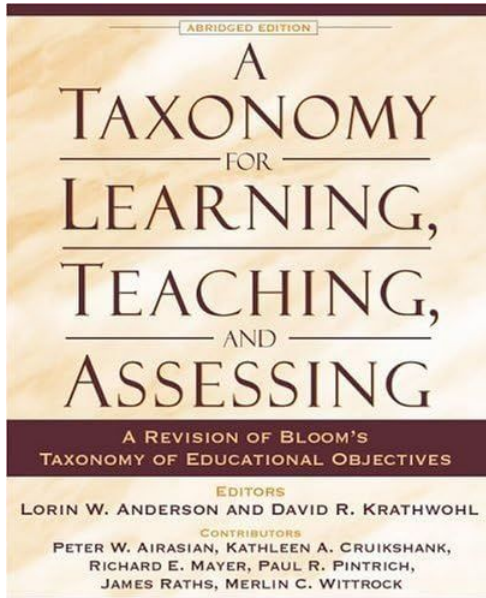
The short answer is no. Rather than focusing on time, the Department of Education stresses the importance of **active** versus **passive** use of technology.

- **Active Use** involves critical thinking and includes activities such as coding, immersive simulations, media production, interaction with experts, making global connections, design, and peer collaboration.
- **Passive Use** includes activities such as filling out digital worksheets or consuming digital content without accompanying reflection, imagination, or participation.

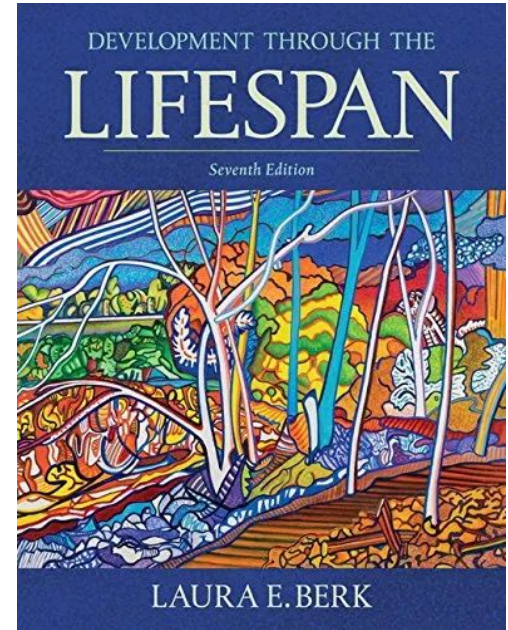
As you can see, the Department of Education recommends that schools build curricula and training approaches that allow students to engage in more active technology use at school, while minimizing passive use. We searched multiple other US-based educational organizations, and none provided specific time-limit recommendations.

AMERICAN ACADEMY OF CHILD & ADOLESCENT PSYCHIATRY

WWW.AACAP.ORG



U.S. CENTERS FOR DISEASE
CONTROL AND PREVENTION



World Health
Organization

INTENTIONAL INSTRUCTION

MIDWAY SCREEN TIME GUIDELINES

**THE TIMES LISTED ARE MAXIMUM GUARDRAILS, NOT TARGETS.
INTENTIONAL INSTRUCTION WILL DETERMINE ACTUAL USE.**

Intentional Instructional Focuses On:

Active Engagement - Creation, Collaboration, Research

Limiting Passive Use - Video Lectures, Digital Worksheets

Complementing Hands-on-Learning with Meaningful Technology Integration

No iPad Free Time

LEVELS OF THINKING

LEVELS OF THINKING

GRADES PRE K - K

Tech < 60 minutes per day
Learning and Developmental Stage:
Play-Based Learning, Developing Social
Skills, Rapid Language Development



REMEMBER - UNDERSTAND



GRADES 1 - 2

Tech ≤ 90 minutes per day
Learning and Developmental Stage:
Emerging Self-Regulation,
Increasing Peer Collaboration Skills,
Emerging Cognitive Skills with Adult Guidance

UNDERSTAND - APPLY

UNDERSTAND - APPLY

GRADES 3 - 5

Tech $\leq$ 120 minutes per day

Learning and Developmental Stage:

Peer Interactions are Context for Learning Social Skills, Longer Focus on Tasks, Uses Sophisticated Strategies of Organization and Grouping, Applies Logical Rules, Monitors Personal Progress



APPLY - ANALYZE



GRADES 6 - 8

Tech $\leq$ 150 minutes per day

Learning and Developmental Stage:

Beginning of Abstract Thinking, Growing Autonomy, Sense of Self Rooted in Peer-Group Identity, Begins Applying Systematic and Hypothetical-Deductive Reasoning

ANALYZE - EVALUATE - CREATE



Tech ≤ 150 minutes per day
Learning and Developmental Stage:
Beginning of Abstract Thinking, Growing
Autonomy, Sense of Self Rooted in Peer-Group
Identity, Begins Applying Systematic and
Hypothetical-Deductive Reasoning

ANALYZE - EVALUATE - CREATE

GRADES 9 - 12

Tech ≤ 180 minutes per day

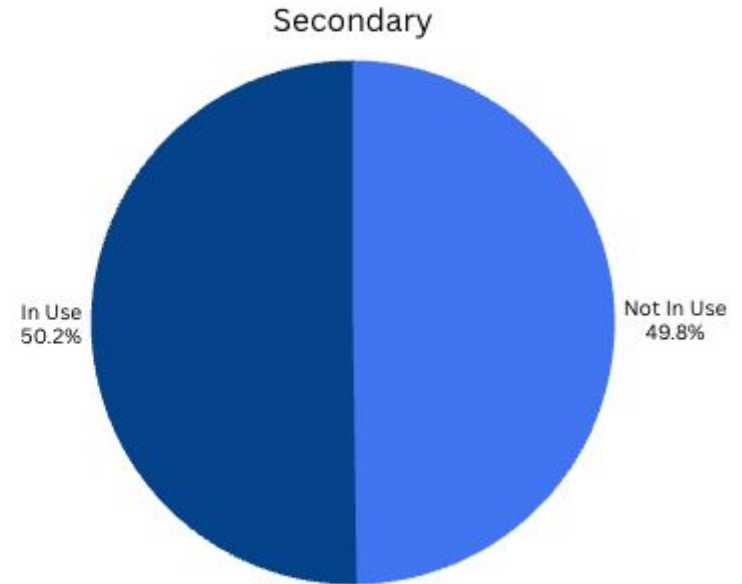
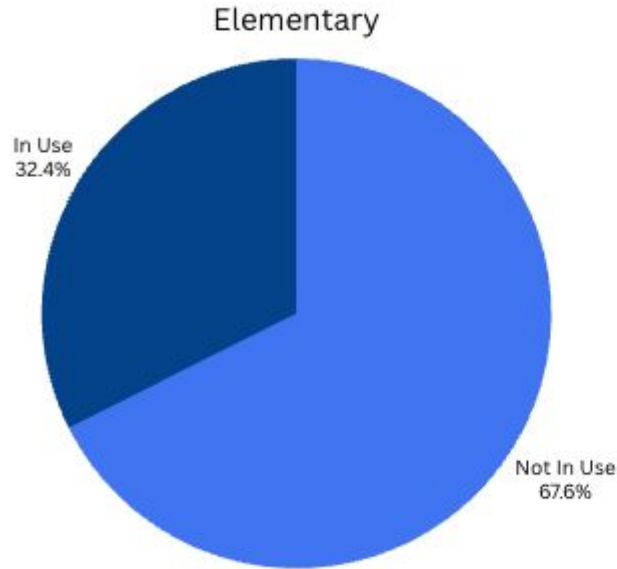
*This number will increase as students participate in more advanced coursework that requires additional work outside of class time.

Learning and Developmental Stage:
Thinks Systematically and Critically to Solve
Problems, Begins to Consistently Use Abstract
Thinking, Can Manage Complex Tasks, Growing
Autonomy, Demonstrates Sense of Self-Identity
and Sense of Self-Worth, Ability to Regulate
Emotions and Cope with Challenges, Established
Vocational and Life Goals



INNOVATIVE BY CHOICE, INTENTIONAL BY DESIGN

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*data collected during 25-26 classroom walkthroughs

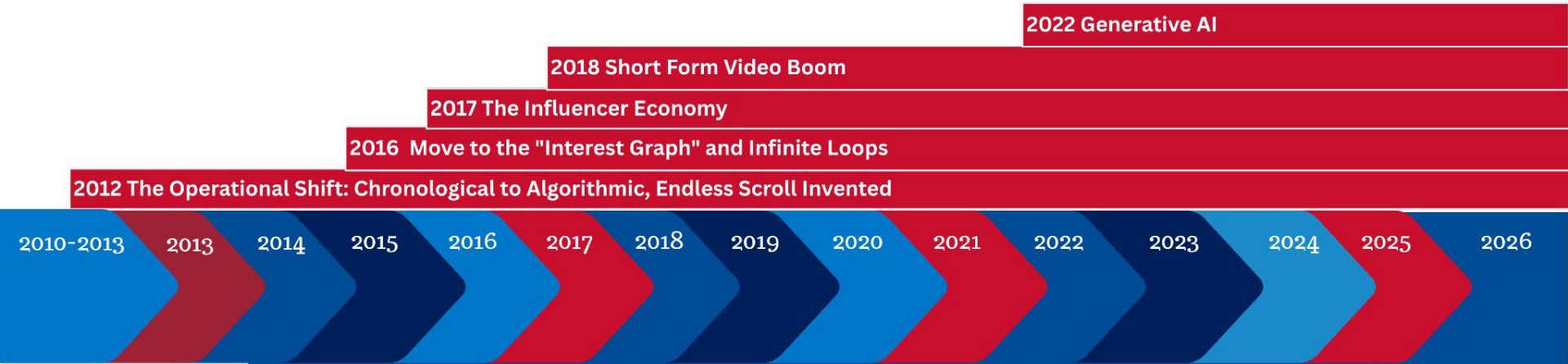
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TIERED STUDENT ACCESS

Home/Public Access



Filtered Internet Access

2015 Curated App Catalog

2016 Apple Classroom Released

2018 Software Vetting System

2018 Screen Time Tool added to Apple Devices

2018 Schoology and Seesaw Implementation

2022 BARK Monitoring

School Access

2023 Beta LightSpeed Parent Portal

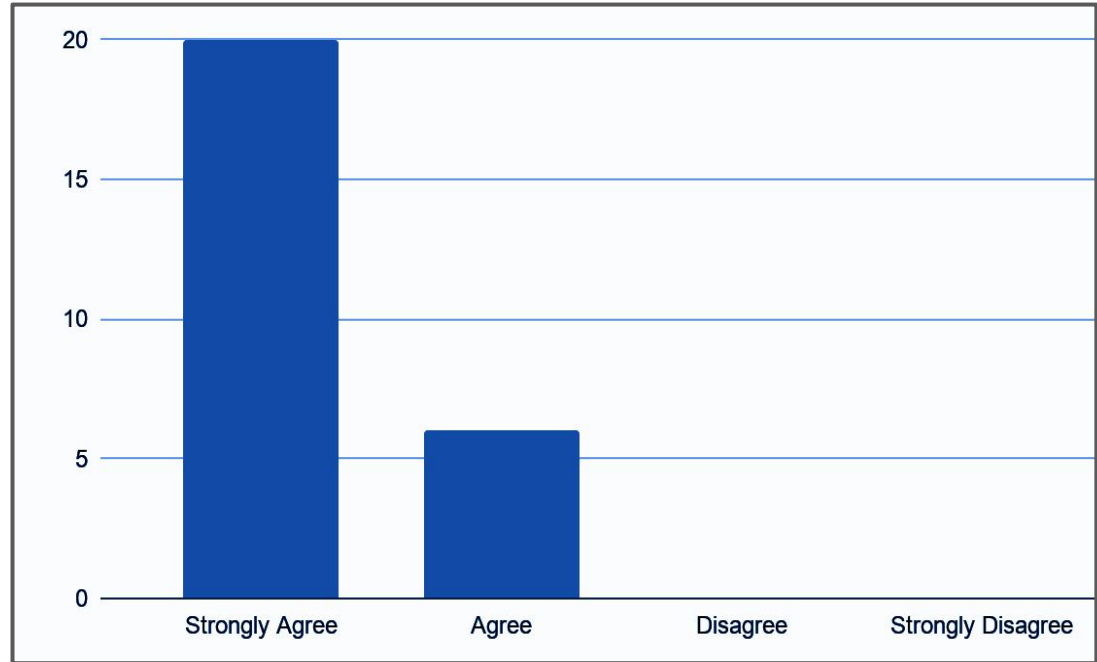
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Are there digital tools that were instructionally effective in the past but have changed in ways that no longer align with MISD's instructional goals?

Should a student's developmental stage influence their access to technology?

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Do you think
technology access
should be scaffolded
based on student age?



*data collected from MISD Technology and MAST Committees

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Tool	Grades K-5	Grades 6-8	Grades 9-12
Email	No Access	Internal Only *Registered Guardians	No Restrictions
Research	Kiddle, Databases, School Filtered Google	School Filtered Google & School Databases	School Filtered Google & School Databases
Collaboration	Peer to peer internal only	Peer to peer internal only	No Restrictions
AI	Magic School Only	Magic School Only	Magic School +
YouTube	No Searching, access only with teacher provided link	No Searching, access only with teacher provided link	No change to current access



Represents a change



Represents no change



Intentional Technology Integration in Midway ISD

Response to Changes in the Ecosystem

- Screen Time Guidelines
- Right Side of Screen Time Presentation (Administrators, Staff, MAST, NPO, PTA)
- AI Training for 6-12th Grade Students
- Digital Citizenship Lessons and Resources for Students
- Tiered Student Access
- Ongoing Evaluation of Apps/Software
- Increased RUA communications with students
- Increased communication with campus administrators regarding technology platforms and responses to student behaviors

