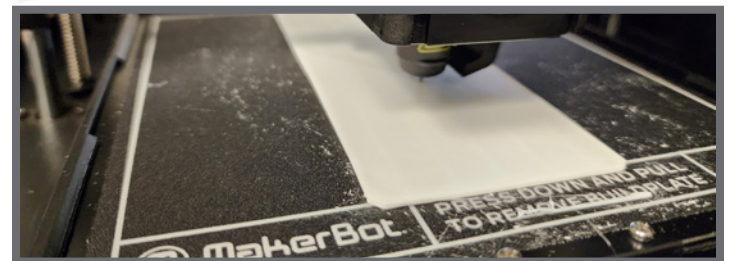# Learning About Wampum Belts using 3D Printing

The fourth-grade team at Brewerton is finishing up a 3D printing project as part of its New York Native Americans unit.

The students were first taught the basics of the program Tinkercad, which they would be using on their Chromebooks to create a wampum belt. They learned how to add shapes, resize them, move them in three dimensions, and check to make sure everything was lined up from all perspectives.

Each student was then tasked with finding three symbols in Tinkercad that were important to them or that described who they were. Once they found symbols, they brought in a plain rectangle to use as the base of the belt, and then moved their symbols to be just inside of the base to look like an engraving. The belts were printed on white material so the students could color and decorate them how they wanted.

Through the unit and this project, students learned about Native American customs and how they used their resources. This included learning about how to decompose a problem into smaller steps and how to use a variety of digital tools and resources to create digital artifacts.

Coming soon: eSports!

There is a new exciting after school activity that is en route to Paul V Moore: eSports!

Currently, the amazing maintenance team is in the process of building a super cool gaming lab in the library. It will feature gaming PCs (the cool ones with the lights), controllers and awesome gaming monitors.

We hope to have the space fully functional after Christmas break, so the students can get ready to contend against other regional schools during Spring eSports Leagues.

Games that we will be looking to compete in are (but not limited to): League Of Legends, Rocket League, Super Smash Bros. and Mario Kart. More games will be announced!

Please feel free to share the news with your students, as we want them to be as excited for this inclusive opportunity for all as we are here at Paul V. Moore!

Be on the lookout for more information from eSports advisors Erin Daino and Janie Wainwright.

Computer Science and Digital Fluency Standards Approved for NYS

Employment in computer and information technology jobs is projected to grow about 13 percent between 2016 and 2026, according to the U.S. Department of Labor Bureau of Labor Statistics. That's faster than the average across all occupations, and the career field is projected to add about 557,100 new jobs in that time. These hundreds of thousands of new jobs offer significantly higher-than-average pay; the median wage for computer and information technology occupations is higher than all other occupations.

The New York State Education Department understands and respects that not all students will pursue a career in technology. It is important to note, however, that for all other occupations, the number of jobs that require medium- to high-level technology skills are growing, and the number of jobs requiring no technology skills are shrinking.

As New Yorkers, we must prepare all students to live and work in our dynamic, technology-driven 21st-century world. This imperative is the basis of the vision for the New York State K-12 Computer Science and Digital Fluency Standards.

The Central Square School District embraces the idea that "technology is a path for teaching and learning, but it is also a body of practices, skills and knowledge to be learned." A small subcommittee of teachers, instructional technology coaches, parents and administrators have worked together to prioritize the standards and create a process for teachers to select or create learning experiences that help move students toward meeting these standards.

The Guiding Principles behind the standards include:

- **Equity and Access** - All students should have equal access to technology and be recognized for their proficiencies.
- **Interdisciplinary Connections** - These standards should be embedded across all curriculum.
- **Coherence** - The standards are clear, demonstrate alignment and a clear learning progression.
- **Relevance and Engagement** - The learning experiences based on these standards should be motivating and empowering, focus on real-world applications and will prepare students for a world with continual technological advancements.

Please take note of all the places you see your student's schoolwork that requires a technological tool to assist in the learning process. It could be devices such as Chromebooks, iPads, hotspots, printers, cameras, or it could be software such as Google, Canvas, SeeSaw, Castle Learning, Reading A-Z, etc.

How to be an Informed Digital Media Consumer

Have you ever wondered how to be informed about what your children are watching or playing?

Common Sense Media can help. Common Sense reviews everything from movies, TV, games, books, podcasts and apps. You can search by title or by age. It also has a whole page dedicated to parent tips and FAQs such as how much screen time is too much; can my child become addicted to video games; what is the right age for a cellphone, or how do I set up parental controls on apps and hardware?

To find out more, visit commonsensemedia.org.

Technology Aids in Communication

The Central Square School District takes advantage of several methods of communication with students, parents and the community.

Listed below are the tools used by the district, their purpose and their primary audience:

WEBSITE

PURPOSE: The website contains most of the District information readily available to anyone with Internet access.

ALERT CAPABILITIES: The website can send email information to anyone who signs up. You do not need to have students in school to sign up.

SIGN UP FOR ALERTS AT: https://www.CSSD.org/emailsignup.cfm

SCHOOLTOOL

PURPOSE: SchoolTool is our Student Management System. Through SchoolTool, the District houses data related to students such as attendance and grades.

ALERT CAPABILITIES: The District can email one parent, groups of parents or all parents with important information.

SIGN UP: There is no need to sign up. All parents with a viable email can receive information through SchoolTool.

DISTRICT FACEBOOK PAGE

PURPOSE: The purpose of the District Facebook page is to provide a forum for the District and community to interact.

SIGN UP: There is no need to sign up. Just follow our official page at Facebook.com/CentralSquareSD.

The District has only one official FB PAGE.

SUPERINTENDENT'S BLOG

PURPOSE: This Blog is intended to provide additional updates and direct communications from the Superintendent.

SIGN UP: On the District website, click Superintendent's Message. In the upper right corner, submit your email to receive notifications.

TWITTER AND OTHER FORMS OF SOCIAL MEDIA

PURPOSE: The purpose of social media is to communicate real-time information with people of similar interests.
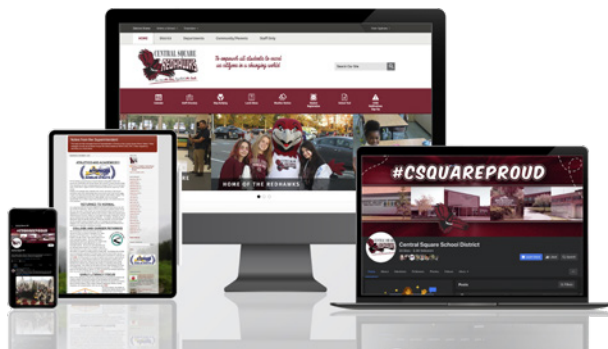
SIGN UP: You can follow any of our official social media accounts, such as Twitter or Instagram.

LINKS: Twitter.com/CentralSquareSD Instagram: @CentralSquareSchoolDistrict

OTHER DISTRICT COMMUNICATIONS

PURPOSE: The District provides several other forms of communication including District Newsletters, press releases, and other written communications sent via U.S. Mail or with students.

APP SIGN UP: Sign up for the SchoolTool App, Blackboard App and Community Engagement System to receive updates and urgent messages, such as school closings due to the weather.
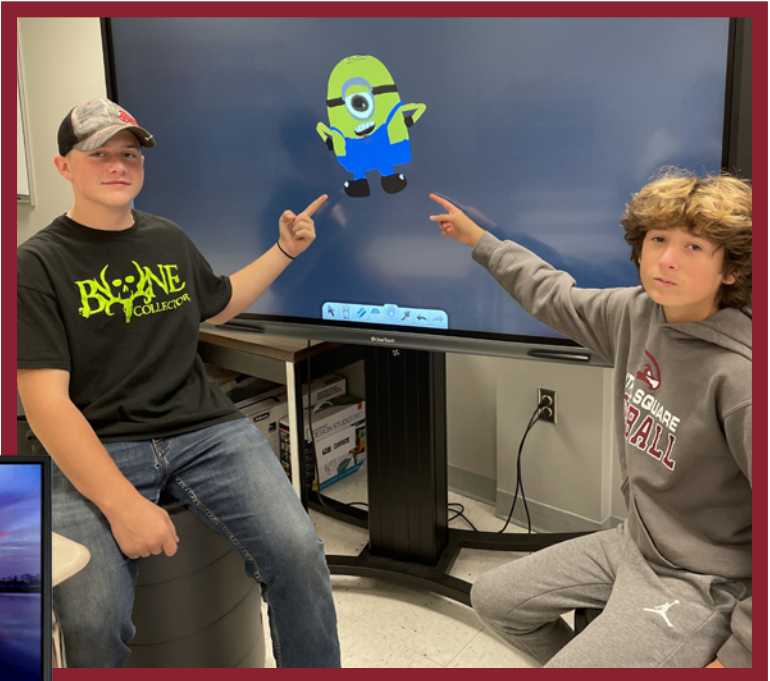
Redhawks SOARING to new heights with cutting-edge tech

Central Square classrooms have recently undergone a complete technological overhaul. We have removed all of our old, outdated technology and replaced it with new state of the art tools for teaching and learning.
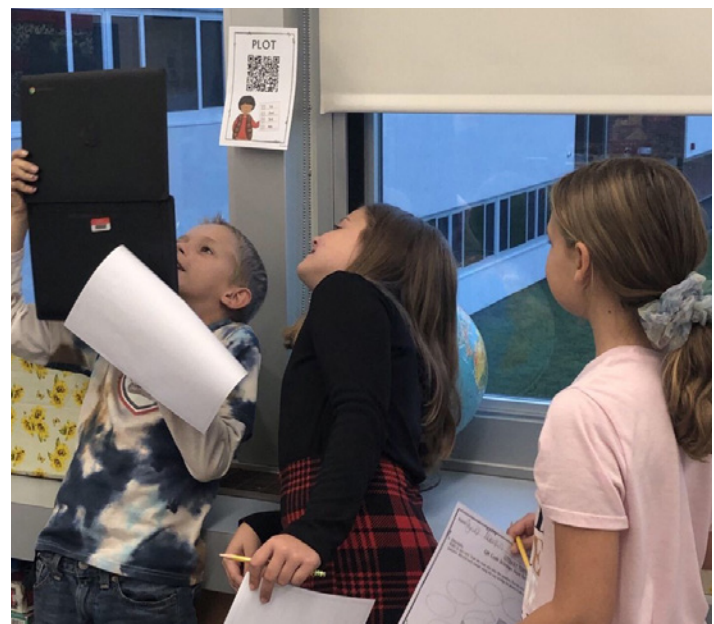
Hardware

Using COVID Stimulus grants and Smart School Bond Act funds we have supplied every classroom in the district with:

- An Interactive Clear Touch panel which allows teachers to write on top of content that is displayed, save all notes and content and provide thousands of interactive lessons. Several students can work on the panel at once. The panel content can be cast to student Chromebooks, and a student's Chromebook can be cast to the panel. Each building also has a panel that can be converted to a tabletop display. Multiple students can work on the panel collaboratively.

- All teacher desktops were replaced with new HP desktops. These desktops connect to the Clear Touch panels to provide optimum performance for the teacher and students.

- Every classroom also received an iPEVO document camera. This device allows teachers and students to share hardcopy documents by casting to the Clear Touch panel. Students or teachers can work through content while the class follows along.

- Webcams were distributed during COVID for use during remote learning, but they are still used for a variety of purposes. Some teachers record lessons to post on Canvas while others create classroom videos for teaching purposes.

- Every student was provided with a new Chromebook. Elementary classrooms have a wired cart and students primarily use their devices while at school. Middle School and High School students use their devices to work within their classes and to complete work outside of class.

Utilizing technology, Central Square students are able to overcome barriers and reach for the stars. Above, students show off the drawing tools on a Clear Touch panel. Below, students work on their early explorer's project utilizing digital notes.

All of these devices work together to create a technologically rich learning environment for Central Square students.

Virtual Reality

Central Square offers two virtual reality (VR) kits for teachers to loan out. Each kit is an entire class set worth of devices and headsets. Teachers from elementary schools to the high school have loaned these out.High school students have used these in science class to explore the insides of a cell and explore the Great Wall of China "up close". Teachers using Nearpod, an interactive presentation tool, can utilize built in 360-degree photos to give students an up close look at different parts of the world. Even YouTube has immersive 360-degree videos that they can explore. With these kits, teachers can bring the world to students at a time where it's been hard to bring students out to the world.

Applications at CSSD

At Central Square, we use a number of tools and systems to streamline and enhance both student experience and possibilities for staff. These applications help us ensure student data is safe and secure while also keeping the latest information and technology at our fingertips.

Canvas

Learning Management System (LMS)
Used to post assignments, notes, quizzes and lessons virtually
Parents can access and view student resources with their own accounts

SchoolTool

Student Information System (SIS)
Official Source of grades and student data
Progress Reports and Report Cards are posted here digitally

Nearpod

Student Engagement tool
Similar to PowerPoint or Google Slides
Embeds questions and assessment inside presentation

ClearTouch

Snowflake, Note and Chorus are used as digital whiteboards
Multiple students can go to the board at the same time to work
Teachers can reserve portable units that lie flat for immersive learning

GoGuardian

Student monitoring system
Teachers can view what sudents are doing during classroom instruction
Teachers can open tabs and close windows on student devices

WeVideo

Video editor and publishing program
Students have created mulimedia projects for classroom
Safe, non-TikTok video creation environment

Chromebook Care

Taking Care of Your Chromebook

Students are responsible for the general care of the Chromebook they have been issued by the district. Chromebooks that are broken or fail to work properly must be reported to the IT Department. The student HelpDesk can be found on the District website via the following link: cssd.org/Domain/176.

If a loaner Chromebook is needed, one will be issued to the student until their Chromebook can be repaired or replaced.

General Precautions

- No food or drink is allowed next to your Chromebook while it is in use.
- Cords, cables and removable storage devices must be inserted carefully into the Chromebook.
- Never carry your Chromebook while the screen is open unless directed to do so by a teacher.
- Chromebooks should be shut down when not in use to conserve battery life.
- To conserve battery life, do not charge your personal cellphone from your Chromebook.
- Chromebooks should never be shoved into a locker or wedged into a book bag.
- Do not expose your Chromebook to extreme temperatures or direct sunlight for extended periods of time. Extreme heat or cold may cause damage to the Chromebook.
- Always bring your Chromebook to room temperature prior to turning it on.

Carrying the Chromebook

The protective shell of the Chromebook will only provide basic protection from everyday use. It is not designed to prevent damage from drops or abusive handling.

Screen Care

- The Chromebook screen can be damaged if subjected to rough treatment. The screens are particularly sensitive to damage from excessive pressure on the screen.
- Consider a backpack with a built-in laptop protector.
- Be careful with your backpack. Don't throw, stack or shove your backpack into your locker.
- Do not lean on top of the Chromebook.
- Do not place anything near the Chromebook that could put pressure on the screen.
- Do not poke the screen.
- Do not place anything on the keyboard before closing the lid (e.g. pens, pencils, notebooks).
- Clean the screen with a soft, dry anti-static or microfiber cloth. Do not use window cleaner or any type of liquid or water on the Chromebook.

If you have any questions about your Chromebook, consult the Central Square Chromebook Handbook on our website cssd.org/Page/419.

Keeping your Child's Data Private and Secure

All districts must comply with Part 121 of the Commissioner's Regulations relating to student data privacy and security since implementation by the New York State Education Department on Oct. 1, 2022.

School districts are responsible for ensuring online digital tools they use as part of continuity of learning comply with all applicable laws and regulations, including FERPA, COPPA, IDEA, Education Law § 2-d, and Part 121 of the Commissioner of Education's Regulations. If the school district determines that no personally identifiable information (PII), as defined by Education Law §2-d, will be provided to a company when the product is being used, the requirements of Education

Law §2-d generally will not apply. If it is determined that a company will receive PII, the company must execute a contract with the educational agency (school district) that complies with the requirements of Education Law §2-d.

We also have to post the software that is being used by students in the District. The list of software can be found on our website under Community/Parents, then by selecting Approved Software.

To find out more about how Central Square protects data, please visit cssd.org/Domain/176.

Strengthening Student Data Privacy

Here's what parents need to know.

Education Law 2-D Regulations (Part 121)
Protecting Personally Identifiable Information in New York's Educational Agencies*

On January 28, 2020, Part 121 of the Commissioner of Education's regulations became effective. These regulations require educational agencies to be diligent when protecting student **Personally Identifiable Information (PII)**** and teacher and principal APPR data by employing industry best practices that align with the NIST Cybersecurity Framework v1.1.

Data Collection Transparency and Restrictions

Educational agencies must minimize the disclosure of PII for any purpose by managing contractual relationships to ensure compliance with Part 121.

Data Protection Officer

Educational agencies must appoint a Data Protection Officer with appropriate knowledge, training, and experience to oversee data security and privacy.

Parent's Bill of Rights for Data Privacy and Security

Each educational agency must publish a parent's bill of rights on its website and include it in every contract with a third-party contractor that receives PII.

Data Security and Privacy Policy

Educational agencies must adopt a Data Security and Privacy Policy by October 1, 2020 and publish it on their website.

Data Privacy and Security Standards

NYSED adopted the NIST Cybersecurity Framework as the standard for data privacy and security. All educational agencies must meet this national standard to ensure they are adequately protecting student data.

Training for Educational Agency Employees

Employees of educational agencies that handle PII must complete annual training on the laws and requirements necessary to protect PII.

Complaints of Breach /Unauthorized Release of PII

Parents and eligible students have a right to file complaints about possible breaches or unauthorized releases of student data. Educational agencies must establish procedures to address these complaints.

Third Party Contractors

Third party contractors must submit a Data Security and Privacy Plan for each contract to demonstrate how they will protect PII. NYSED's Chief Privacy Officer may impose penalties on contractors for breaches.

Reports and Notifications of Breach and Unauthorized Release

Educational agencies must report breaches to NYSED's Chief Privacy Officer, and notify affected parents and/or eligible students.

Access to Records

Parents and eligible students have a right to inspect and review student education records.

Questions?

Contact NYSED's Chief Privacy Officer at Privacy@NYSED.gov

www.nysed.gov/data-privacy-security

NYS ED

* *Educational agencies* include public schools (including charter schools), school districts, and BOCES.

** *Personally Identifiable Information (PII)* is information that can be used to identify an individual whether directly (e.g. student's name; names of parents or family members; address of the student or student's family; personal identifiers like social security numbers) or indirectly when linked with other information (e.g., date of birth and mother's maiden name). Visit *www.nysed.gov/data-privacy-security* for more information.

Morning Announcements Go LIVE at Millard Hawk

Fourth-graders at Millard Hawk Elementary began livestreaming the morning announcements to the rest of the classes in the school in mid-December.

This student-run project involves members of Mrs. Fritcher's class, who have been practicing and ironing out any issues for the last few weeks before streaming to the rest of the building.

One student fills in a six-part script template. Other students set up and work the camera and other equipment, and six students are the "anchors," reading the script aloud. The students rotate through the roles to experience the different aspects that go into creating a news production. Their setup includes an iPad, tripod, microphone and they have been using the class Clear Touch board as a background for recording.

Students in fourth and fifth grade will have the opportunity to participate as the kit rotates through the classrooms. The students are learning cooperation skills, how to interact positively with each other, and how to give and take direction from one another. In addition, students are learning to use a variety of technologies to communicate and collaborate.