



Technology Update

Presentation to the Board of Education
December 9, 2025

Mr. John Nolan
Dir. of Information & Technology Services

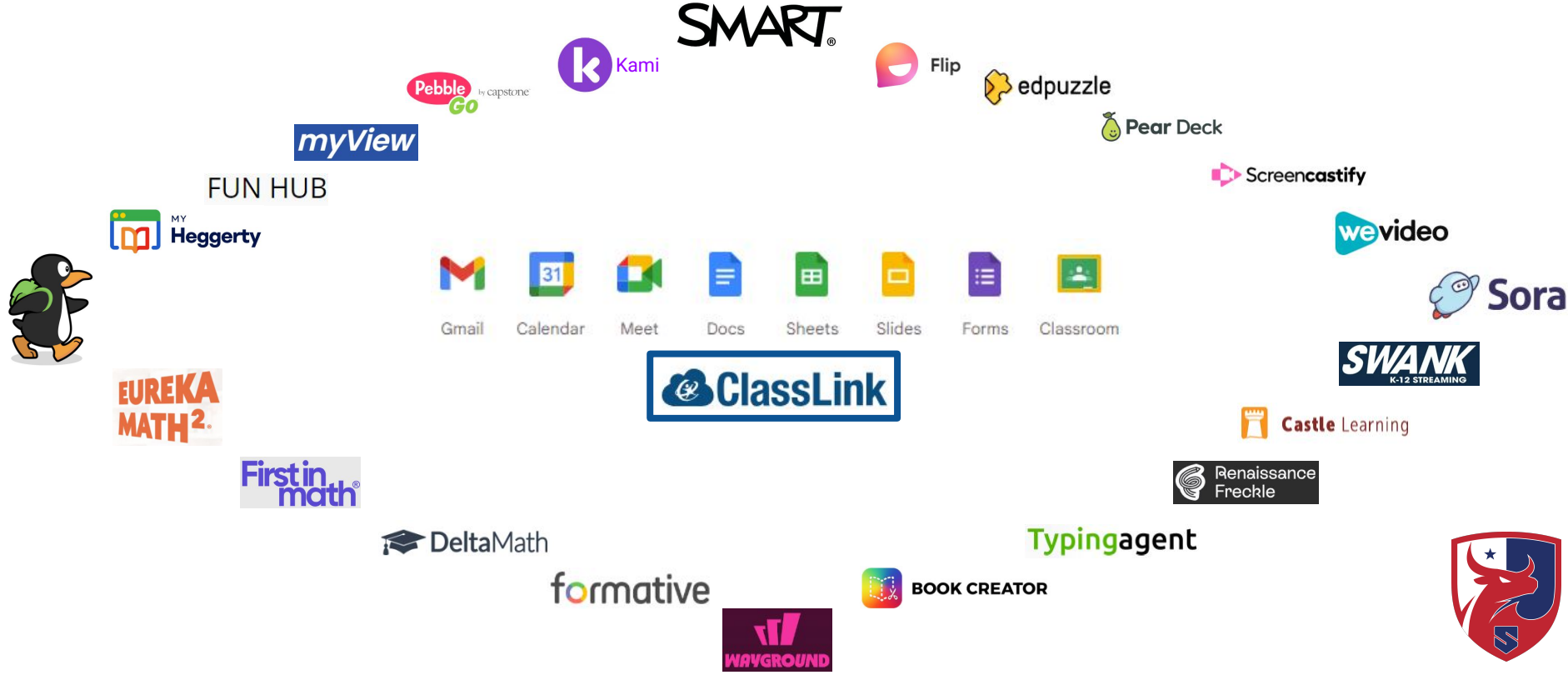
Smithtown Central School District

One to One Program

Smithtown CSD - One to One Program Timeline	
2014/15	Google Apps for Education introduced district-wide with classroom carts available as mobile labs by reservation in each school
2015/16 - 2017/18	As usage of Google Applications continued to grow, the number of mobile lab carts grew as well in each school
2018/19 - 2019/20	The One to One pilot began at the Middle School level with dedicated carts in each core area academic classroom and the foundation of Google Classroom was established.
2020/21	Google Workspace and Google Classroom expanded to become our current One to One program with a dedicated Chromebook for all students K-12



Instructional Technology Applications



One to One Program – Chromebook Replacement Plan

Actual 2020/21 – 2025/26 & Projected 2026/27 – 2029/30

Year 1	2020-21	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-5190	D-5190	D-5190	D-5190	Acer	Acer	Acer	Acer	Acer	Acer	Acer	Acer	Acer
Year 2	2021-22	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3100	D-5190	D-5190	D-5190	D-5190	Acer	Acer	Acer	Acer	Acer	Acer	Acer	Acer
Year 3	2022-23	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3100	D-3100	D-5190	D-5190	D-5190	D-5190	Acer	Acer	Acer	Acer	Acer	Acer	Acer
Year 4	2023-24	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3110	D-3100	D-3100	D-5190	D-5190	D-5190	D-5190	Acer	Acer	Acer	Acer	Acer	Acer
Year 5	2024-25	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3110	D-3110	D-3100	D-3100	D-5190	D-5190	D-3110	D-3110	D-3110	Acer	Acer	Acer	Acer
Year 6	2025-26	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3120	D-3110	D-3110	D-3100	D-3100	D-3120	D-3120	D-3110	D-3110	D-3110	D-3120	D-3110	D-3110
Year 7	2026-27	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		TBD	D-3120	D-3110	D-3110	D-3100	TBD	D-3120	D-3120	D-3110	D-3110	D-3110	D-3120	D-3110
Year 8	2027-28	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		TBD	TBD	D-3120	D-3110	D-3110	TBD	TBD	D-3120	D-3120	D-3110	D-3110	D-3110	D-3120
Year 9	2028-29	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		TBD	TBD	TBD	D-3120	D-3110	TBD	TBD	TBD	D-3120	D-3120	D-3110	D-3110	D-3110
Year 10	2029-30	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		TBD	TBD	TBD	TBD	D-3120	TBD	TBD	TBD	TBD	D-3120	D-3120	D-3110	D-3110



One to One Program – Chromebook Replacement

Year 5	2024-25	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3110	D-3110	D-3100	D-3100	D-5190	D-5190	D-3110	D-3110	D-3110	Acer	Acer	Acer	Acer
Year 6	2025-26	K	1	2	3	4	5	6	7	8	9	10	11	12
Model		D-3120	D-3110	D-3110	D-3100	D-3100	D-3120	D-3120	D-3110	D-3110	D-3110	D-3120	D-3110	D-3110



Digital Citizenship

Digital Citizenship is part of our everyday language and is covered by the following:

- Classroom teachers
- Library Media Specialists
- Project Lead the Way Coaches
- Family Consumer Science & Technology teachers
- Suffolk County Police Department presentations
- Anti-bullying topics & other assemblies

Parents can partner with us to ensure proper supervision and modeling at home as well as in school by:

- Monitoring device usage at home
- Having devices used in common areas of the home

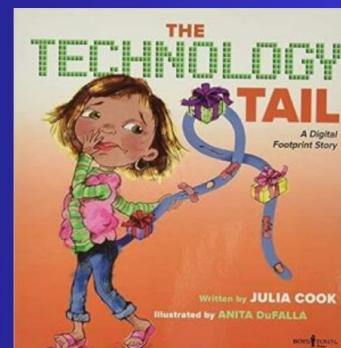
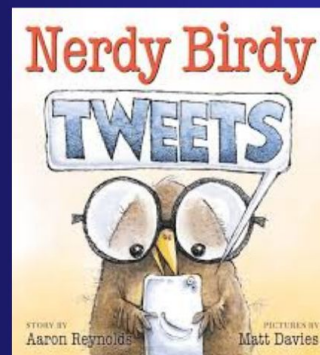
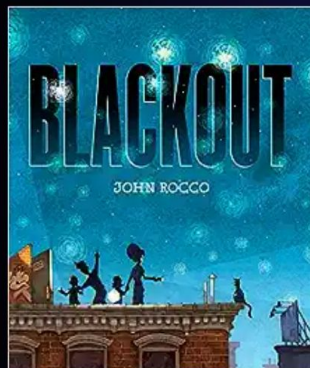
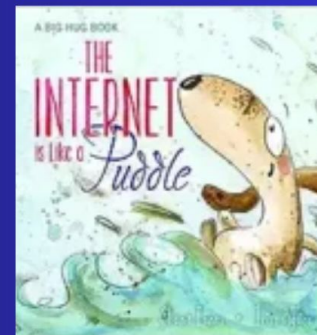
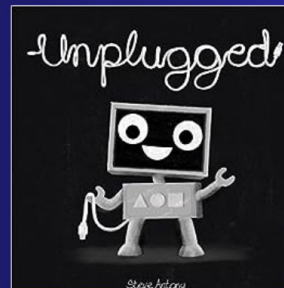
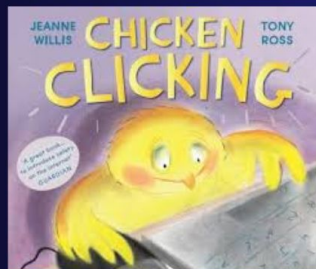
All district computer devices are configured for internet filtering while in school and at home.



Library Media Specialists & Digital Citizenship K-2



Library Media Specialists & Digital Citizenship K-2 Additional Print Resources



Digital Citizenship Benchmarks

Grades K-2

Kindergarten	Digital Citizenship Focus	Digital Citizenship Topic
	Account Safety	Identify ways to keep a user account safe, including not sharing login information and logging off accounts/devices.
	Personal Information	Identify and discuss what information is safe to share (hobbies, likes/dislikes) and what information is unsafe (identifying information like address or school name).
	Responsible Behavior	Identify and demonstrate responsible behavior within a digital environment.
First Grade	Digital Citizenship Focus	Specific K-2 Learning Objective (PLTW/Standards)
	Intellectual Property	Communicate an understanding that all digital content has owners and explain the importance of respecting others' belongings (digital content/information).
	Digital Respect	Describe and demonstrate respectful behavior within a digital environment.
Second Grade	Digital Citizenship Focus	Specific K-2 Learning Objective (PLTW/Standards)
	Giving Credit/Citing	Explain how giving credit is a sign of respect for people's work, and learn how to give credit in schoolwork for content used from the internet.
	Digital Footprint	Introduce the concept that actions online create a "trail" or "footprint" that others can see.



Digital Citizenship Benchmarks

Grades 3-5

Third Grade	Digital Citizenship Focus	Specific 3-5 Learning Objective (PLTW/Standards)
	Digital Collaboration	Students develop a plan collaboratively for a project and utilize digital tools for co-editing and communication.
	Intellectual Property (Library Media Specialist)	Students observe intellectual property rights and give appropriate attribution when creating or remixing digital programs.
	System Security (Library Media Specialist)	Understanding the basic necessity of backing up data to guard against loss and the importance of not sharing passwords.
Fourth Grade	Digital Citizenship Focus	Specific 3-5 Learning Objective (PLTW/Standards)
	Digital Footprint	Students describe how information retained online creates a permanent digital footprint and demonstrate adherence to the local Acceptable Use Policy (AUP).
	Information Literacy	Students learn to evaluate and choose applications for relevance to an assigned task and use a variety of appropriate search techniques.
	Cyberbullying Response	Students discuss and explain how to respond to cyberbullying, including advocating for self and others.
Fifth Grade	Digital Citizenship Focus	Specific 3-5 Learning Objective (PLTW/Standards)
	Privacy and Data	Students discuss real-world cybersecurity problems and how personal information should be protected, including strong passwords.



Digital Citizenship Benchmarks

Grade 6 – Family & Consumer Science

Fam.Cons.Sci 6	Digital Citizenship / Social Media Focus	Specific Learning Objective
	Appropriate use of technology and social media	<ul style="list-style-type: none">- Identify safe and unsafe online behaviors- Examine age appropriate use of technology and social media
	Social Media Manners	<ul style="list-style-type: none">- Identify appropriate language to be used online- Recognize appropriate texting and online posting manners- Identify methods of cyberbullying and how to handle/prevent
	Positive and negative online behaviors and their consequences	<ul style="list-style-type: none">- Explain how online behavior can affect their future selves- Identify ways to use social media for good- Differentiate between what should / should not be shared online- Explain the dangers of information being shared publicly- Connect online behaviors to their effects in real life- Identify positives and negatives of being connected online 24/7



Digital Citizenship Benchmarks

Grade 6 – Technology Literacy

Tech.Literacy 6	Digital Citizenship Focus	Specific Learning Objective
	Legal & Ethical Behaviors	Students demonstrate awareness of: <ul style="list-style-type: none"> - Copyright - Fair use - Plagiarism - Digital footprints - Permanence of data
	Online Safety & Security	Students understand: <ul style="list-style-type: none"> - Strong passwords - Data privacy - Safe online communication - Avoiding scams, phishing, malware
	Positive Online Behavior	Students will: <ul style="list-style-type: none"> - Engage respectfully online - Prevent cyberbullying - Recognize digital drama and conflict
	Media Literacy	Students learn to: <ul style="list-style-type: none"> - Evaluate source credibility - Identify misinformation/biased content - Understand algorithms and targeted advertising
	Digital Wellness	Students reflect on: <ul style="list-style-type: none"> - Screen time balance - Emotional impacts of social media - Managing online stress or peer pressure



NYS K-12 Computer Science & Digital Fluency Standards

CS&DF

NYS K-12 Computer Science and Digital Fluency Standards

4-6.DL.6 Describe persistence of digital information and explain how actions in online spaces can have consequences.

4-6.DL.7 Identify and describe actions in online spaces that could potentially be unsafe or harmful.

4-6.CY.1 Explain why different types of information might need to be protected.

4-6.CY.2 Describe common safeguards for protecting personal information.

4-6.CY.3 Describe trade-offs between allowing information to be public and keeping information private and secure.

4-6.CY.4 Model and explain the purpose of simple cryptographic methods.

4-6.CY.5 Explain suspicious activity of applications and devices.

7-8.CY.1 Determine the types of personal information and digital resources that an individual may have access to that needs to be protected.

7-8.CY.2 Describe physical, digital, and behavioral safeguards that can be employed in different situations.

7-8.CY.3 Describe trade-offs of implementing specific security safeguards.

7-8.CY.4 Describe the limitations of cryptographic methods.

7-8.CY.5 Describe actions to be taken before and after an application or device reports a security problem or performs unexpectedly



PowerSchool MyPowerHub

To help improve communication, we are working on an update to the PowerSchool Parent Portal - which is called MyPowerHub.

This update will combine into one platform:

- the current information in the Parent Portal & School Bulletin,
- with SchoolMessenger robo messages (coming soon),
- and messaging (like Remind) into one platform newsfeed.



Artificial Intelligence

A brief road map of AI usage at Smithtown:

- We began with AI usage in existing applications such as:
 - Adobe Express & Wayground/Quizizz
- Expanded to pilots of school based products from MagicSchool & SchoolAI
- Currently introducing Google Gemini and NotebookLM to administrators & faculty
- These applications are NYS Ed Law 2-d compliant



Cybersecurity

Cybersecurity is a team effort that starts with all staff and students as the first level of defense when using a Smithtown account or device. The team also includes federal, state, and local agencies that provide guidance and support in this area.

We continue to balance the needs of security and usability with the measures that we take to protect district data and operational devices.



<https://www.cisa.gov/shields-up>



Technology Plan

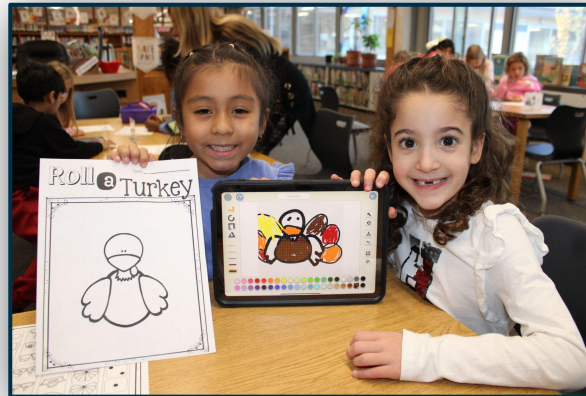
The Instructional Technology Plan for 7/1/2026 - 6/30/2029 is due for initial submission to New York State by April 2026.

Our Technology Committee is forming now and our Technology Plan will be ready for Board of Education approval in March 2026.



Technology Update Summary

We continue to integrate technology that supports curriculum goals, we do so safely and securely to support the instructional program, and to meet the needs of our staff and students.



Thank You!

