Introduction:

Information Technology at DPS Dubai supports the achievement of curriculum goals and optimises students' learning.

The school recognises that students are early adopters and adapters of new technologies, creating new uses of technology products to meet their myriad needs.

Aims and Objectives:

Creatively and effectively leverage emerging technologies for teaching and learning.

Encourage students to be predictors of how technology could be used to transform learning.

Guide students to be ethical Digital Citizens.

Uses of Information Technology:

Access to academic information in lessons is made simple through information technology. To mobilize and embed seamless integration of technology in lessons, teachers and students are provided access to web applications, tools and links to videoconferences with subject-area experts.

Developing 21st Century skills:

- Innovation

- Problem-solving

- Collaboration

- Information management

- Adaptability

- Critical thinking

- Leadership

- Communication

- Curiosity

- Reflection

Provision of technology:

All stakeholders have access to a School Management System (Comprehensive Learning Platform) for communication and dissemination of information, as well as learning.

The school provides tablets from KG 1 to Grade 1 and implements a Bring Your Own Device (BYOD) programme for students from Grades 2 to 12 (Android tablets version 9 and above, without Sim).

The campus is equipped with a dynamic, high-speed network for wireless, wired, voice and video communications.

Each student is assigned an individual Wi-Fi username and password to connect to the school Wi-Fi.

Firewalls prevent unauthorised internet use.

Students have access to innovative and emerging technologies such as 3D printing, Augmented Reality and Virtual Reality.

STEAM labs incorporate the use of engineering, design and robotics.

The classrooms are equipped with tools such as Interactive Flat Panels (IFP)/ Smart Boards.

Digital Boards in every corridor keep information relevant and current for students.

The school has the Skiply app for students' secure and cashless transactions.

The school has state-of-the-art computer laboratories.

All teachers are provided with laptops for interactive teaching.

Digital Citizenship:

Digital Citizenship is a code for students to support safe online behaviour.

The students are expected to:

Use their personal device for educational purposes only.

Avail the school-assigned Wi-Fi network when at school.

Visit appropriate websites that promote learning and are for educational purposes.

Follow copyright laws and remember to cite the sources used for their projects.

Always keep their devices safe and secure.

Protect their private information and the information of others.

Logout, protect their login id and password from others.

Listen to their 'Gut'. Be safe and appropriate when online.

Respect oneself and others when online.

Use kind words and remember that their Digital Footprint must not harm others.

Stand Up and say no to Cyberbullying.

Tell an adult if someone is being unkind and harmful.

Avoid using the tablets, networks or internet for unlawful purposes such as the illegal copying or installation of software or violation of copyright laws.

(The Digital Citizenship poster is displayed in all classes.)

Cyberbullying *is strictly prohibited in school and will result in stern disciplinary action.*