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# Using Technology with Intention: Establishing Guidelines for Student Screen Time

**Committee of the Whole Meeting**  
**May 19, 2026**

**Dr. Frances Baez**, *Chief Academic Officer*  
**Douglas Le**, *Interim Chief Information Officer*

HOLLYWOOD

# Open Feedback Period

## LAUSD SCREEN TIME POLICY

Share Your Feedback!




Presented to the Board

 May 19, 2026



Open Feedback Period

 May 19, 2026 – June 2, 2026

**Your voice helps shape our schools.**

We invite students, families, staff, and community members to share feedback on the Screen Time Policy.

SHARE YOUR FEEDBACK ON THOUGHT EXCHANGE



Or visit:

[bit.ly/lausd-screentime](https://bit.ly/lausd-screentime)

# Agenda

- Welcome
- Draft Screen Time Policy
  - Instructional Expectations
  - Technical Considerations
- Open Feedback Period
- Q&A



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# Draft Screen Time Policy

Dr. Frances Baez,  
*Chief Academic Officer*

# Educational Technology Timeline

Previous School Years	
<b>Resolutions and Policies</b>	<ul style="list-style-type: none"> <li>• <a href="#">(Res-039-17/18): Empowering Today's Learners for Tomorrow's Increasingly Digital World through Access and Equity of Digital Tools and Resources</a></li> <li>• <a href="#">(Res-007-24/25): Fostering Healthy Relationships through Digital Citizenship</a></li> </ul>
<b>Curriculum and Instruction</b>	<ul style="list-style-type: none"> <li>• Mandatory digital citizenship lessons for K-12</li> <li>• Critical Media Literacy</li> <li>• AI lesson for</li> </ul>
<b>Technology Vetting</b>	<ul style="list-style-type: none"> <li>• Procurement of Digital Solutions process (formerly UDIPP), including AI components</li> </ul>

Current School Year 2025–2026	
<b>BINF and IOC</b>	<ul style="list-style-type: none"> <li>• <a href="#">Screen Value And Digital Balance</a></li> <li>• <a href="#">Personalized Learning Within Multi-Tiered System Of Support (MTSS) Framework</a></li> </ul>
<b>Office of EdTech Innovation</b>	<ul style="list-style-type: none"> <li>• New mission and vision</li> <li>• Listening Sessions</li> <li>• Professional development and training on screen value, digital citizenship and literacy</li> <li>• Parent workshops on digital technology with</li> </ul>
<b>Board Resolution</b>	<ul style="list-style-type: none"> <li>• <a href="#">(Res-040-25/26) Using Technology with Intention: Establishing Guidelines for Student Screen Time and digital tools</a></li> </ul>

# Screen Time Policy Foundations

## RESEARCH

Office of  
Research and  
Program  
Evaluation



## EXTERNAL COLLABORATION

- Industry Professionals
- Higher Education
- Non-Profit Organizations



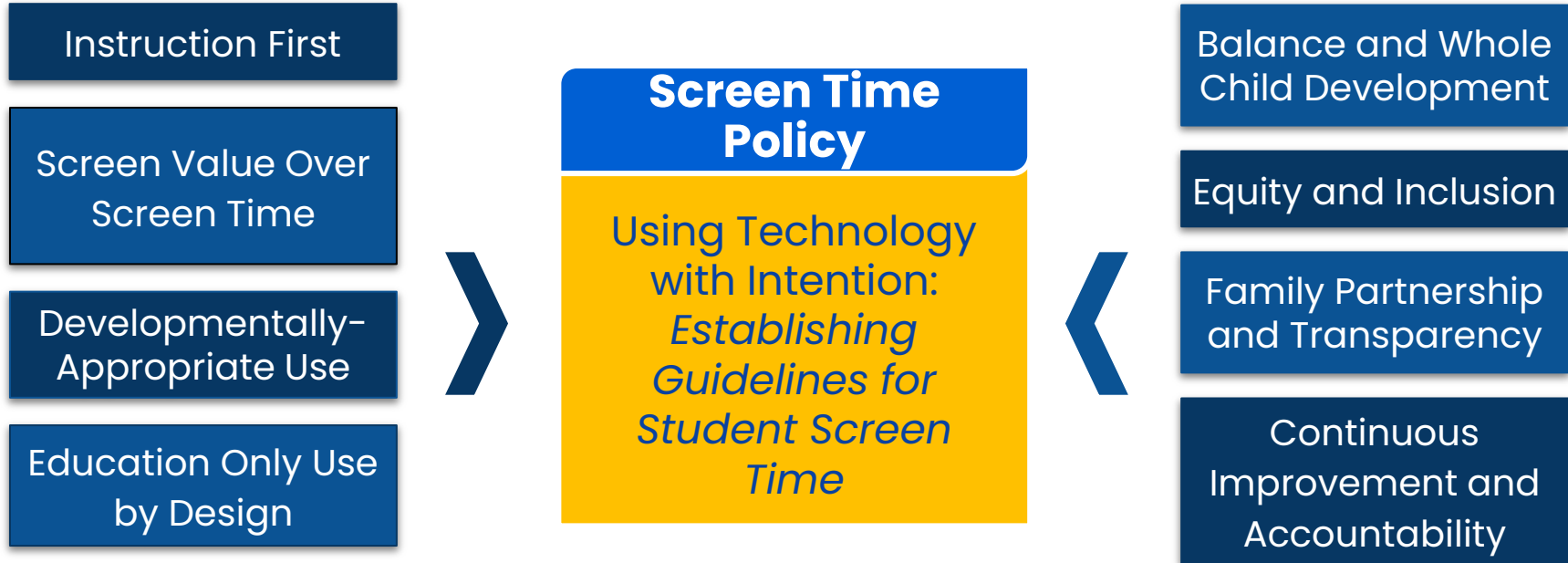
## ONGOING STAKEHOLDER ENGAGEMENT

- Listening Sessions
- Principals and Assistant Principals
- Labor Groups
- Parent Advisory Committees
- Student Advisory Committees

## Literature Review and Five Considerations:

1. Limit take-home device prior to high school and preserve meaningful parent choice
2. Design policies and configure devices to maximize intentional, education-only use
3. Ensure technology supplements, rather than replaces, teacher-led instruction
4. Manage cumulative screen exposure across the school day and homework
5. Apply age-appropriate guardrails and continuously evaluate technology impacts

# Guiding Principles



# DRAFT Screen Time and Device Guidance

Grade Level Span	Phased Implementation	*In-School Screen Time Guidance	Device Access and Use	
			In-Class	Take Home
<b>Early Ed – 1st Grade</b>	Beginning August 2026	<b>Limits:</b> 0 minutes per day	Default to “No 1:1 device,” but with access to device carts for state and district mandated assessments, IEP mandates, and Virtual Academy	Default to “No 1:1 Take-Home Device” with Parental Opt-In <ul style="list-style-type: none"> <li>• Implementation begins August 2026</li> </ul>
<b>Grades 2–3</b>	Beginning November 2026	<b>Limits:</b> 0–20 minutes per day	Classrooms will operate using any of the following: <ul style="list-style-type: none"> <li>• 1:1 Device Model with Parental Opt-Out</li> <li>• Shared Device Model</li> <li>• Computer Lab model</li> </ul>	
<b>Grades 4–5</b>		<b>Limits:</b> 0–30 minutes per day		
<b>Grades 6–8</b>	Beginning January 2027	<b>Recommendations:</b> 60–120 minutes per day	1:1 Device Model	
<b>Grades 9–12</b>		<b>Recommendations:</b> 90–180 minutes per day		

\*instructional exemptions apply; except for State and District mandated assessments, IEP mandates, and Virtual Academy

# Instructional Expectations

**How can we ensure that we lead with instruction first, using technology intentionally when it meaningfully strengthens and supports high-quality teaching and learning?**

- ***Supports:***
  - Standards-aligned teaching and learning
- ***Balanced with:***
  - Paper and pencil tasks
  - Hands-on learning and discussion
  - Social interaction and real-world experiences
- ***Teachers prioritize:***
  - Student needs
  - Instructional purpose over convenience
  - Meaningful and intentional use of technology

# Equity, Access, and Student Needs

## Support for Students with Disabilities

Technology enables:

- Communication devices
- Reading/writing access
- Participation
- Digital accommodations for instruction and assessment

Policy ensures students' IEP and Section 504 plans are prioritized over screen time limits

## Access for Deaf and Hard of Hearing Students

Screens are essential for:

- Captions and live transcription
- Simultaneous interpreters and visual access
- Communication and instruction

Policy affirms that accessibility is not optional, it is foundational

## Support for Multilingual and Emergent Bilingual Students

Digital tools support:

- Translation and language development
- Access to grade-level content
- Family communication
- Assessment and progress monitoring

Policy ensures screen time limits do not reduce access to digital tools for language development

# Policy Implementation

## Schools will:

- Align instruction to policy expectations
- Coordinate across classrooms
- Monitor cumulative screen time



## District will:

- Provide guidance and best practices
- Track usage data
- Support continuous improvement



## Policy will be:

- Reviewed annually by the Board
- Updated based on research and feedback

# Policy Timeline and Continued Engagement

## Beginning of School Year 2026–2027

- Communication and socialization of Screen Time Policy
- Professional development and training
- Distribution of toolkits, reference guide, bulletin, guidance, and resources
- Screen Time limits and device access models implemented for Early Ed-1st grades
- Tiered access to platforms and content implemented
- Stakeholder feedback and engagement continues

## Fall Semester SY 2026–2027

- Ongoing professional development and training
- Screen Time limits for 2nd–5th grades implemented
- Device access models in 2nd–5th grades encouraged
- Screen time data access made available for schools
- Stakeholder feedback and engagement continues

## Spring Semester SY 2026–2027

- Ongoing professional development and training
- Screen Time guidance for middle and high schools recommended
- Stakeholder feedback and engagement continues



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# Technical Considerations

Douglas Le,  
*Interim Chief Information Officer*

# Technical Considerations

**How can we ensure that technology configurations and digital settings reinforce and support our instructional priorities?**

- ***Student use prioritizes:***

- District-approved, curriculum-aligned tools

- ***Systems restrict or limit***

- Non-approved categories of apps and sites, with instructional exceptions

- ***Platform access:***

- Instructional use is allowed with teacher direction and monitoring

- ***Monitoring and reporting:***

- Track student usage trends

# Student Device Policy



## Grade-Based Device Models

- Early Ed-1st Grade: no digital devices in the classroom
  - Except for mandated assessments, IEP mandates, and Virtual Academy: devices configured as shared use devices and iPads will have no user attribution.
- Grades 2-5:
  - Recommendation for shared carts / lab-based use
  - Limited 1:1 access
- Grades 6-12:
  - 1:1 devices with enhanced security policies

## School Enforced Restriction on Screen Time

- **Schools** should restrict use during:
  - Lunch
  - Recess
  - Passing periods

# Platform and Content Controls

## Tiered Access by Role



**1** Students: block non-educational sites. Access **only** allowed for educational sites and apps

- **Processes in place:** PoDS, Google Consent Form, whitelisting
- **YouTube and video streaming platforms:** default to blocked in Early Ed-12th grade

**2** Procure technology to allow for teachers and administrators to make limited educational exceptions:

- **Processes in place:** PoDS, Game Approval Process
- **Gaming platforms** default to “blocked” with instructional exceptions
- **Social media** “blocked”



**3** Allow for student level exceptions based on need such as IEP mandates

# Screen Time Monitoring and Transparency

## Plan of Action

### Screen Time Analytics\*

- **Monitor:**
  - Time spent on devices
  - Which apps are used
  - Active Window time is being measured
- **Data broken down by:**
  - Grade level
  - School
  - Application



### Reporting & Dashboards

- **Teachers/Admins:**  
Student screen time data will be available via dashboard
- **Families:**  
Will be provided usage data for their children via Parent Portal
- **Board:**  
Systemwide data will be available on Executive Dashboard



\* No user attribution data for shared use iPads

# Responsible Use Policy Updates

**Responsible Use Policy Changes (BUL-999.16)** Collaborating with DOI and OGC to review for updates.

## What are the proposed changes to the RUP?

The following are considerations for update:

Section	Proposed New Language
Major Changes	"This version includes specific guidelines on student screen time, device access models by grade level, and restrictions on non-instructional platforms. It also formalizes the parental opt-in/out process for device usage and access to non-core Google applications."
Guidelines - Screen Time and Device Access	"Schools are required to adhere to the District's screen time and device guidance, which establishes phased implementation of daily and weekly limits for in-school screen time and defines device access models for different grade levels. Specific details are outlined in the 'Screen Time and Device Guidance' table (reference the CoW presentation slide or an appendix)."
Guidelines - Content and Platform Controls	"To ensure technology is used for educational purposes, student-led access to non-instructional platforms is restricted. This includes but is not limited to social media, video streaming services (except when teacher-directed), and online gaming platforms (with exceptions for District-approved eSports on targeted devices). Teachers may grant exceptions for instructional purposes."
Guidelines - Restrictions During School Day	"To promote social interaction and well-being, students in elementary and middle school are prohibited from using personal or District-owned electronic devices during non-instructional times, including lunch, recess and passing periods."

# Parent Consent on Google Non-Core Apps

## Proposed Grouping

Grouped by what parents are consenting to: data collection profile, content exposure, and UGC (User Generated Content) risk

### G1 Curriculum & Cultural Learning

#### COMMON THREAD

Curated, structured content with minimal personal data collection. Closest to classroom-aligned use.

- Applied Digital Skills
- Collab
- Google Arts & Culture
- Google Books

### G2 Research & Reference

#### COMMON THREAD

Information retrieval tools. Limited personalization, no meaningful UGC exposure, narrow data footprint.

- Google Maps
- Google Earth
- Google News
- Google Translate

### G3 Not Permitted - Blocked by District\*

#### COMMON THREAD

Exposes students to user generated content, stores personal data (location, photos, bookmarks), or routes through unvetted third-party marketplaces. Parent consent alone is not sufficient to authorize these.

- YouTube
- Chrome Web Store
- Google Bookmarks
- Google My Maps
- Google Photos

🚫 THESE SERVICES ARE NOT PERMITTED FOR STUDENT USE

# Board Resolution Timeline

By August 2026	Fall 2026	Spring 2027
<b>Professional Development and Training</b>	<ul style="list-style-type: none"> <li>• PD on screen time best practices, blended learning strategies, purposeful use of technology</li> <li>• Artificial Intelligence (AI) and emerging technologies, digital citizenship</li> </ul>	
<b>Procurement</b>	<ul style="list-style-type: none"> <li>• Comprehensive itemized report of contracts</li> <li>• Review policies and contract requirements                             <ul style="list-style-type: none"> <li>• Prescriptive guidance to schools; instructional approval for digital tools purchase</li> </ul> </li> </ul>	
<b>Assess Diagnostic and Personalized Learning</b>	<ul style="list-style-type: none"> <li>• Community input</li> <li>• Benefit, impact, and cost analysis</li> </ul>	
<b>RUP and Consent Forms</b>	<ul style="list-style-type: none"> <li>• Training for development al appropriateness of RUP</li> <li>• Student-</li> </ul>	<b>Ad Hoc Board Committee</b> <ul style="list-style-type: none"> <li>• AI and its impacts</li> <li>• AI Policy update</li> </ul>
<b>Screen Time Dashboard and Reporting</b>	<ul style="list-style-type: none"> <li>• Source selection</li> <li>• Dashboard development and rollout</li> <li>• Dashboard professional development and training</li> </ul>	

# Open Feedback Period

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# Q&A



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# Thank You

