



HANDBOOK



WHAT YOU NEED TO KNOW:
A HANDBOOK FOR 6TH & 7TH GRADE
STUDENTS AND FAMILIES

Get To Know Your Digital Bridge Device



CLASSROOM READY, LEARNING ENABLED

The Digital Bridge Device is a versatile learning tool made for the classroom. It's multiple use modes, digital pen, and keyboard lets students adapt to any learning environment. It's ruggedly built and can withstand the demand and stresses of a normal school day. The connectivity features make collaboration smoother than ever.



The protective cover must remain on your Digital Bridge Device at all times. Removing the protective cover will void the warranty!

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Dear Parent and Student,

Welcome to the Atlanta Public Schools Digital Bridge Program. The Digital Bridge Program will allow students to access and take advantage of digital resources and tools both at school and at home. We are excited to offer not only a laptop, but the opportunity to engage in 21st Century Learning.

As **21st Century Learners**, our students must possess the **critical thinking** skills necessary to wade through information overload. They must also be able to **collaborate** with peers on complex projects, **create** polished products, and **communicate** clearly on their processes, findings and implications.

We are walking with you as we cross the Digital Bridge and look forward to a wealth of possibilities.

Sincerely,

The Accountability and Information Technology
Division



SUPPORTING THE VISION FOR 21ST CENTURY LEARNING

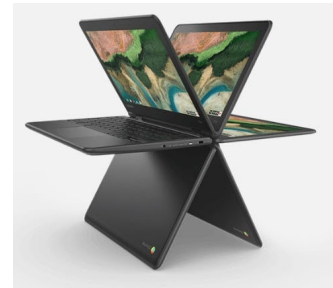
The APS Digital Bridge program will support the vision for 21st Century Learning by...

- Allowing students to practice 21st Century learning skills.
- Giving students access to Future-ready learning skills
- Making learning more accessible for students.
- Encouraging students to become digitally responsible by utilizing technology in a responsible manner.
- Creating Inclusive classrooms for all 6th and 7th grade students by making learning more accessible for all students
- Making the classroom more student-centered and less teacher-centered.

In order to prepare students for the technological revolution that will “fundamentally alter the way they live, work, and relate to one another,” it is imperative that students are prepared with Future Ready Skills that focus on problem solving/critical thinking, collaboration, creativity, communication, STEM, and Social Emotional Learning (SEL). According to Sean Tierney (Microsoft Corp.), *“Critical thinking is best taught on a versatile device that can support the full range of tasks and learning styles.”*

WHY THE DIGITAL BRIDGE DEVICE?

The Digital Bridge Device is a powerful technology device. Its rugged design and long-lasting battery life make it the perfect laptop for students and teachers alike. Because the Digital Bridge Device is lightweight, it can be brought to and from school with ease. Its long battery life can last a normal school day without recharging. Through this device, APS has provided access to Windows 10 Pro, myBackpack, Office 365, Google Drive, and Minecraft for Education. Access to many more apps are available through the APS Microsoft Store. Learn more about the available applications in Appendix A.



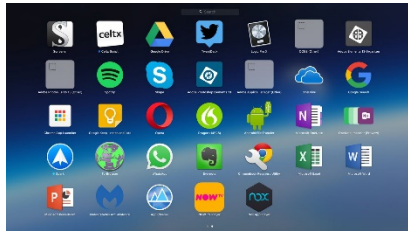
RECEIVING THE DIGITAL BRIDGE DEVICE

The Digital Bridge Device is the property of Atlanta Public Schools and students will use it during the school year. Students and parents or guardians must complete and submit all required paperwork before a Digital Bridge Device is assigned to a student.

RETURNING THE DIGITAL BRIDGE DEVICE

Students who withdraw or unenroll from Atlanta Public Schools for any reason must return the Digital Bridge Device, cover, power adapter, cable, and hotspot (if applicable), on or before the date of withdrawal. All students are required to return the Digital Bridge Device for updates before school ends for the summer.

APPS & FEATURES OF THE DIGITAL BRIDGE DEVICE



The Department of Instructional Technology has researched several applications some of which will come pre-installed on your device. The majority of the apps identified in this handbook are available via the web therefore you will not need to install them on your device. Some of the key applications that will be pre-installed on your device include: O365 (Word, Excel, PowerPoint, OneNote) Minecraft Education Edition,

Paint 3D, and myBackpack to name a few. Additional apps and extensions will be available through the APS Microsoft Store and Google Chrome. Browse some of the available apps for your Digital Bridge Device in Appendix A.

INSTRUCTION ON THE DIGITAL BRIDGE DEVICE

Each 6th & 7th grade teacher with the exception of connections teachers will receive a Digital Bridge Device. Teachers will have an opportunity to utilize the laptop along with the students in the classroom. We encourage teachers to take advantage of this opportunity. The device comes pre-installed with some free apps. However, teachers and students will have access to an unlimited amount of web-based/cloud-based resources including O365, Google Apps for Education (GAFE), myBackpack, etc.

Whole Group

Whole group instruction is a great time for teachers to model the use of the device. During whole group instruction teachers may choose to utilize the device to:

- Pre-teach or review skills
- Provide direct instruction

Small Group

The Digital Bridge Device is a great resource for small group instruction. This is an optimal time to provide differentiated instruction. During this period teachers may choose to:

- Visit various websites to teach or target skill development
- Offer Project based learning (MineCraft Education Edition)

Individual (Flipped Classroom)

At home students will be able to experience:

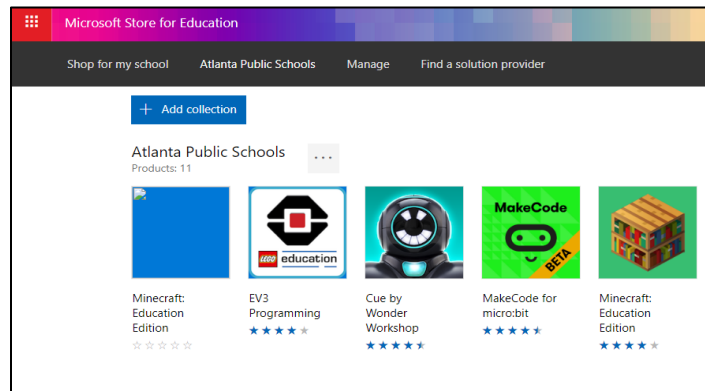
- Virtual Field Trips
- Personalized Learning
- Blended Learning
- Labs
- Projects



Minecraft:
Education
Edition

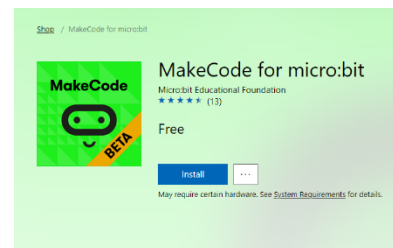
INSTALLING APPS FROM THE APS MICROSOFT STORE

The Department of Instructional Technology has researched several applications some of which will come pre-installed on your device. Additional apps and extensions will be available through the APS Microsoft Store. The APS Microsoft Store is a self-serve store which allows the end user to download apps as needed for productivity.



To access the APS Microsoft Store, click here: <http://tinyAPS.com/?APSMicrosoftStore>
To download an app from the APS Microsoft Store, teachers and students should follow these steps:

1. Login with aps username:
Students: username@student.apsk12.org
Teachers: username@apsk12.org
2. Select the app you want to download
3. Click install
4. The application will begin to install on your device without the need for admin rights
5. When the download is complete you are ready to use the app.



ACCESSING EBOOKS THROUGH myBackpack



The APS District eBook Shelf has approximately 5,000 titles available. These titles are available anywhere, anytime from any device with a web browser and an internet or cellular data connection. All titles with exception of the Follett eBooks are available with simultaneous unlimited access to the entire APS learning community. There are a wide variety of eBooks available including eBooks with audio and interactive eBooks.

To access the district eBook Shelf use either one of the following links:
www.myBackpack.k12.org OR www.youseemore.com/atlantaps.



Click on the eBooks tile in **myBackpack** or the **District eBook Shelf** link under **Quick Links** in the APS Online Library as pictured below:



Once you have accessed the APS eBook Shelf you may:

- Click on a book on the new releases scrolling on the landing page then click the button to begin reading the book.

You can also search the APS eBook Shelf as follows:

- Basic Search
- Advanced search
- Reading Level Search

When searching by reading levels, you can enter the Lexile score or Accelerated Reader (ATOS) information. When searching using the advanced search criteria, you can enter specific items such as author/title.

Search Tips: Always type a search term (Title, Author, and/or Subject) to get the best results. When you type a number in the Lexile Measure box a range automatically displays on the right. When you type a number in the AR Reading Level box a range automatically displays on the right. Choose a single number or a range to search.



While at school a username/password is not required to access district or school eBooks. When a user finds an eBook in the school catalog or on the district eBook shelf just click the orange **Read Online** button and the eBook should open in the browser automatically.

Read Online

Outside of school a school specific username/password may be required. Offsite access to APS eBooks is standard for all APS and school eBooks:

Username = schoolname

Password = readmore

There are a few exceptions so please speak to your *media specialist* to obtain the correct username/password for your school if you are having difficulties.

ACCESSING CLASS PASS @APS

If you are an Atlanta Public Schools student or employee you already have access to dozens of resources, including online databases, eBooks, eAudiobooks, streaming videos, as well as hundreds of thousands of books available at libraries throughout the city of Atlanta and Fulton County. If you are an APS employee, all you need is your Lawson number. CLASS Pass @ APS has made it super simple to access these free resources. Come learn what's waiting for you when you use your CLASS Pass @ APS!



TUTOR ATL

Tutor ATL is a free on demand tutoring service that is available to all APS students. For more details see Appendix C.

USING THE ACTIVE PEN (DIGITAL INKING)

The Digital Bridge Device is touchscreen enabled which means you can control the functions of the laptop by touching and typing directly on the screen. The touchscreen feature of your laptop allows you to annotate directly on documents and webpages via the Windows 10 Edge browser, the OneNote app for notes and research as well as other platforms that promote annotation. This annotation feature is known as "Digital Inking". Research has shown that digital inking helps increase student achievement.



Students can use the Active Pen to draw, diagram, and take notes directly on the Digital Bridge Device display screen. Pin-point accuracy and precise pressure sensitivity ensure a natural, intuitive writing experience. The Digital Bridge Device lets students' creativity flourish.

PICTURES, CONTENT AND DATA

The Digital Bridge Device has a camera on the front of the device as well as a built-in microphone, so students can take pictures and record audio and video. All recordings and pictures created with the Digital Bridge Device are subject to APS policies as well as state and federal laws. Only take photographs or record audio or video during the school day if a teacher or administrator tells you to do it for schoolwork. **Never photograph, record video, or create an audio recording of another person without that person's knowledge or permission.**



- Use of electronic devices and cameras are strictly prohibited in locker rooms and bathrooms
- Do not use the camera to take inappropriate or sexually explicit photos or videos
- Do not use the camera to take pictures or share the personal information of yourself or another individual

- Do not use the camera or microphones to embarrass, bully, or harass anyone
- Do not email, post to the internet, or electronically send images, video, or audio of other individuals without their written permission
- **ALWAYS PRACTICE GOOD DIGITAL CITIZENSHIP**

SAVING WORK ON THE DIGITAL BRIDGE DEVICE



Students can access their Office 365, One Drive, Microsoft Teams, Google Classroom, and Google Drive on their Digital Bridge Device. *Students should save all their work to these cloud platforms.* Teachers will set the expectation for their class in regard to completing assignments and saving them in the appropriate area.

Students can access both their One Drive account with their username@students.apsk12.org and Google Drive account with their username@apsk12.org on their assigned Digital Bridge Device.



ALWAYS SAVE YOUR WORK TO THE CLOUD!

Filling your hard drive will slow your Digital Bridge Device.

EXPECTATIONS FOR USING YOUR DEVICE

The Department of Information Technology is proud to provide support for your Digital Bridge Device. We hope our 6th & 7th grade students are excited to receive their new device through the new APS Digital Bridge Initiative. This laptop is useful and sturdy -- when it is cared for properly. Please read closely about using and taking care of your Digital Bridge Device. Contact your school with any questions you may have.

WHERE TO USE YOUR DIGITAL BRIDGE DEVICE

Your assigned Digital Bridge Device is to be used at *school* and at *home*. Bring it to school every day with a fully charged battery. Students must bring their Digital Bridge Device to their classes, unless a teacher specifically instructs them not to do so. Students are responsible for completing all coursework and assignments, even if they leave their assigned Digital Bridge Device at home.

Students will take their device home daily for homework, studying, and project purposes. All use of the district-owned devices must comply with the ***Guidelines for Acceptable Use of Technology by Students***. The Guidelines are available in the Student Code of Conduct Handbook (page 24).

TAKING CARE OF YOUR DIGITAL BRIDGE DEVICE

Follow these simple rules for maintaining your Digital Bridge Device in order to keep it running fast and error free.

1. Keep food and drinks away from your laptop.
2. Use your laptop in safe conditions – we recommend using it indoors, away from water and out of extreme heat or cold.
3. Keep your laptop in your backpack or in a safe place when not in use.
4. Charge your laptop every night so it is ready for use at school the following day.
5. Don't leave your laptop in the car or any other unattended place.
6. Be gentle when plugging in your device or peripherals to protect the ports and connectors.
7. Avoid placing items on top of your laptop – this includes books, dishes, and clothes.
8. Shut down your laptop once every few days, especially if it begins to run slow.
9. Only use the pen that comes with the device or your finger for touching and inking
- 10. Keep your laptop in its protective cover at all times. Removing the laptop from its protective cover will void the warranty.**

PROTECT THE SCREEN

Be gentle with your Digital Bridge Device, and especially the screen.

You must not:



- ★ Lean on the screen
- ★ Stack books or other heavy objects on top of the Digital Bridge Device
- ★ Bang the Digital Bridge Device against walls, doors, people, or other objects
- ★ Place liquids in a book bag or backpack containing a Digital Bridge Device
- ★ Use sharp objects on the screen -- it will scratch
- ★ Close the lid with objects on the keyboard

To protect your device while you are at school, carry the Digital Bridge Device in your bookbag or in front of your body and avoid bumping into other students.

To clean the screen, use a soft, lint free cloth to wipe off your laptop. Never use window cleaners, household chemicals or cleaners, ammonia, alcohol or alcohol-based products or other abrasives to clean your device because they will make the screen cloudy.

Remember to charge your laptop every night. Find a central location in your home where students should store and/or charge their device.



The protective cover must remain on your Digital Bridge Device at all times. Removing the protective cover will void the warranty!

CLEANING YOUR DIGITAL BRIDGE DEVICE

Taking a few minutes to clean your computer of dust, grime, residue and so on will make a huge difference in how well your laptop operates.

The Keyboard

If you don't clean it regularly, the laptop keyboard can get dirty over time. Oils from your fingers, crumbs, dust and pet hair can build up in the crevices on your keyboard. Don't worry! It's easy to clean it out yourself.

1. Turn off and unplug your Digital Bridge Device before you do any cleaning.
2. Tilt the laptop upside down and gently tap or shake it to remove any big items hiding in your keyboard.

3. Wipe down the keys with a damp microfiber or lint-free cloth. Wring out the cloth well to only clean the tops of the keys. Do not get moisture inside of the laptop.
4. Use a cotton ball or Q-Tip dipped in isopropyl alcohol to remove any stubborn stains.
5. Kill germs by wiping down the keys with a disinfecting wipe. Do not use wipes with bleach, or it can damage the protective coating on the keys.

Never remove the keys from your keyboard.

Never pour or spray cleaning solutions directly onto your keyboard.

The Screen

Laptop screens tend to attract dust, fingerprints and debris very easily. It is important to use very gentle supplies to clean your laptop screen, since the LCD surface is easily damaged. Using a microfiber (or other lint-free) cloth and a solution of water and plain white vinegar (mixed half and half) will do the trick in keeping your Digital Bridge Device screen clean.

1. Turn off and unplug your Digital Bridge Device before you do any cleaning.
2. Get a microfiber or other lint-free cloth – never use a napkin, paper towel or toilet paper because they are scratchy and may damage the screen.
3. Wipe the screen gently with the cloth.
4. If there are spots that you cannot remove, dip the cloth into a solution of half-water and half-plain white vinegar.
5. Wring the cloth until it is damp to remove excess liquids.
6. Wipe the screen clean.

NEVER use any cleaners with alcohol, ammonia or strong solvents on the screen.

Do not spray window cleaner or all-purpose cleaner on your Digital Bridge Device screen.

The Cover

Remember to ALWAYS keep your Digital Bridge Device in its protective cover. This is the best way to protect your laptop from accidental damage. You may discover that the protective cover has gotten dirty over time. It is easy to clean it if you follow these rules.

1. Turn off and unplug your Digital Bridge Device before you do any cleaning.
2. Mix one-part dishwashing liquid to five parts water.
3. Dip a cloth or sponge into the cleaning liquid.
4. Wring out the cloth or sponge until it is lightly damp.
5. Gently wipe down the Digital Bridge Device protective cover. Do not use the cloth to wipe the screen or keyboard.
6. Finish by drying the protective cover with a lint-free cloth.

Do not spray your laptop with window cleaner or all-purpose cleaner. Always dampen the cloth to wipe it clean. Keep moisture away from your Digital Bridge Device.

CABLES AND CORDS

Remember to charge your Digital Bridge Device every night. If you bring your cables and cords to school remember to put your name on the cable and cords to make it easier for you to keep up with your equipment. Use these helpful tips in taking care of your cables and cords.

1. Please be careful when you plug a cable or cord into your Digital Bridge Device. This will prevent damage to the device.
2. Don't force a cable plug into the Digital Bridge Device.
3. Use only the district provided power adapter with the Digital Bridge Device.
4. Label your cable and power adapter with tape that can be easily removed.
5. Do not write on or make any permanent marks on the cables or power adapter.
6. Put your name on your cables and cords

CARRYING THE DIGITAL BRIDGE DEVICE

Protect your Digital Bridge Device from the weather. Avoid exposing your Digital Bridge Device to extreme temperatures by keeping it in its protective cover *at all times*. Always carry it in a backpack or bookbag when outside.

- Do not leave your Digital Bridge Device in heat above 95F
- Do not leave your Digital Bridge Device in cold temperatures below 32F
- Keep the Digital Bridge Device away from water and extreme humidity

KEEPING YOUR DIGITAL BRIDGE DEVICE SAFE AT HOME

Your Digital Bridge Device is a valuable device and could be the target of theft. To make sure this doesn't happen:

- Keep your Digital Bridge Device in its protective cover at all times.
- NEVER LEAVE YOUR DIGITAL BRIDGE DEVICE UNATTENDED
- Do not leave or store the Digital Bridge Device in a vehicle
- Do not lend the Digital Bridge Device to another person. You are solely responsible for the care and security of your Digital Bridge Device
- Carry the Digital Bridge Device to and from school in a school bag or backpack so that it is not visible
- Each Digital Bridge Device has a unique identification number and district property control tag. Do not remove the tags or modify the numbers

KEEPING YOUR DIGITAL BRIDGE DEVICE SAFE AT SCHOOL

It is your responsibility to keep your laptop safe and secure at all times, whether you are at home or at school. Follow these simple tips to protect your device and the data on it:

- To prevent theft, *never leave your Digital Bridge Device in an unsupervised area* at school, including unlocked classrooms, locker rooms, computer labs, the library/media center, lunchroom, restrooms, gym, hallways or anywhere on school grounds that is unsupervised

- Never leave your Digital Bridge Device on the floor or the ground, even if it is in a bag or backpack. It could be stepped on and damaged. Any time your device is away from you and not at home or in a locked locker, it is at risk of being stolen
- Never share your username and password with others. Also, do not use another person's username and password. Digital identifications, which include email addresses, and the usernames and passwords for online systems and accounts, are for the student's use only and should remain confidential



T-MOBILE HOTSPOT



Internet access at home is not required! Although internet access is not required to use this device - many applications such as Microsoft Office, do not require internet access - it is the goal of both the Information Technology Department and the Instructional Technology Department to provide internet access at home to all students who need it. Through the T-Mobile EmpowerED Program, students who need internet access at home will receive a T-Mobile hotspot for your Digital Bridge Device. Therefore, the primary goal of the APS Digital Bridge Project is to provide both a device and a hotspot where needed. Do not bring the hotspot to school with you; it should remain at your home.

Your Digital Bridge Hotspot has already been paired with your Digital Bridge Laptop. Your Digital Bridge Hotspot will only work with your Digital Bridge Device. Your Digital Bridge Hotspot cannot power other Digital Bridge Devices or devices at home. The IT Technician at your school will pair your Digital Bridge Device to your Hotspot if they become unpaired.

Things to know about your hotspot:

- Your hotspot is to remain at home at all times
- Your Digital Bridge Hotspot will not power other devices at home.
- Your Digital Bridge Hotspot is paired with your Digital Bridge Device and will not work with other Digital Bridge Devices
- If you must bring your hotspot to school, it must be turned off at all times, as it interferes with the wireless connection at your school
- During the school day, your Digital Bridge Device should be connected to APS Wireless

GETTING TECHNICAL SUPPORT

Accidents do happen. When you need assistance with your device, report the problem immediately so the Department of Information Technology can fix your device. If your Digital Bridge Device cannot be fixed at the school, you will get a replacement device if one is available. As long as you keep your Digital Bridge Device in its protective cover, it is protected by warranty. No worries at all!

When you accidentally damage your Digital Bridge Device, the first person you should see is the Technical Liaison at your school. The Tech Liaison will open a ticket for an IT technician to do troubleshooting on your device. In most cases, the IT technician can fix your device at your school. In some instances, the IT technician will have to send the Digital Bridge Device offsite to be repaired. If the Digital Bridge Device must be sent away for repair, you will be assigned a replacement device, if available.

If your Digital Bridge Device must be replaced, you will be asked to bring in your T-Mobile Hotspot as well, if you received one. The new device must be paired with the hotspot in order to work properly.

If your Digital Bridge Hotspot is damaged or not working properly, then report the issue to the Tech Liaison at your school. If a replacement hotspot is needed, the new hotspot will need to be paired with your Digital Bridge Device.

WARRANTY

APS has placed a 3-year warranty on the Digital Bridge Device. In order to keep the warranty active, the protective cover must remain on the device at all times. Do not remove the protective cover from your device for any reason. **Removing the cover will void the warranty.**

LOST AND STOLEN DEVICES

In the unfortunate situation where the Digital Bridge Device is lost or stolen, please adhere to the following guidelines to get it replaced.

Lost Devices

If you lose your Digital Bridge Device, the first person you should see is the Tech Liaison at your school. He or she will report that the device has been lost. Replacement of the device may or may not occur depending on availability of a replacement device or funding. Once your received information is reviewed, a decision will be made on the replacement of the device. We reserve the right to not replace a lost device, and the ability to replace a lost device will depend on availability of funding at the time of loss.

Stolen Devices

In the unfortunate occurrence that your Digital Bridge Device is stolen, your first step is to file a police report. Information Technologies Department cannot issue a replacement device to the child without this documentation. Devices will be replaced pending availability of devices and/or funds at the time the device is reported stolen.

Procedure for Stolen Devices

If a device is stolen at any time while in the child's possession, parents/guardians must complete the following steps. Should all of these steps not be addressed, further consequences may occur.

- Contact the school front office within 48 hours to inform that the device was stolen
- File a police report within 5 days to document the theft – this report *must* include the serial number of the Digital Bridge Device
- Bring a copy of the police report to the school for processing
- Once your information and police report are successfully processed through an insurance claim, the device will be replaced

Your "Parent Permission and Release Form" (page 23) has a space for you to document the serial number of your Digital Bridge Device. Please store this information in a safe place. In the event that you lose the serial number, both the Information Technologies Department and your school office or Technical Liaison will have a copy of this serial number. The police report **MUST** have the serial number of your Digital Bridge Device in order for the claim to be processed.



All stolen laptops MUST have a police report filed. NO EXCEPTIONS. A replacement device will be provided if one is available.

If 2 occurrences of a lost /stolen laptop occur, the child will not be issued a third device.

Lost Accessories

It is your responsibility to keep track of all accessories that come with your Digital Bridge Device, including the pen, charging cords and T-Mobile Hotspot if applicable. If you lose or break an accessory for your Digital Bridge Device, you will need to follow the process to request replacement equipment.

Device and Accessory Cost	
Item	Cost
Digital Bridge Device	\$430
Protective Cover	\$35
Active Pen	\$75
Power Brick	\$20
Power Cord	\$20
T-Mobile Hotspot	\$75

DEVICE USER AGREEMENT

Atlanta Public Schools
Department of Information Technology
Parent-Student Contract for the T-Mobile Digital Bridge Initiative



The APS Digital Bridge initiative is designed to help close the “Homework Gap” by providing 6th & 7th graders with a take home laptop with access to applications which promote College and Career Readiness. Please read the contract and initial each statement showing that you have read, understand and agree to it.



Purpose: In order to support instruction across the 6th and 7th grade curriculum, Atlanta Public Schools is providing a Digital Bridge Device to all 6th and 7th grade students. Like a textbook, this device is a resource to support learning. Students receiving this device are required to follow the guidelines within this document, as well as all school, classroom, and School Districts policies and procedures regarding behavior and technology use.

Contact Person: If you have questions or concerns regarding the APS Digital Bridge Program, contact your school administration or Tech Liaison.

Receiving the Device: It is strongly encouraged that parents and students attend a Digital Bridge Training at your school as well as sign and return a device user agreement form before a device is issued.

Returning the Device: Devices will be returned to the school at the end of the school year unless otherwise communicated by the school. The use of this device is provided by Atlanta Public Schools and is not transferable to anyone other than the student to whom it was issued. The possession of this device terminates when a student is no longer enrolled at the issuing school.

Withdrawal/termination: Students who transfer, withdraw, are expelled, or terminate enrollment at the school for any reason must return their device to the front office on the date of withdrawal/termination.

Failure to Return the Device: Any student who fails to return the Digital Bridge Device will be subject to paying up to the full replacement cost of the device and any accessories, and may also have report cards, transcripts, diplomas, or certificates of progress withheld until restitution is made.



- **All devices must be returned**
- **Any device not returned will be reported as stolen**
- **APS will file a police report for any device not returned**
- **Criminal charges will be applied to the adult who signed the “Parent Permission and Release Form”**
- **Every lost/stolen APS laptop will be reported to the National Criminal Database for local, state, federal access, tracking, and indication of a stolen device**

Damage and Loss: All district issued devices are the property of Atlanta Public Schools. If a device is damaged, lost, or stolen during the time that it is issued to the student, whether intentionally or due to negligence, please follow the instructions located on page 19 of this handbook.

Responsible Device Use: All users of District-issued devices must follow the expectations outlined in **District Policy IFBG and Regulation JCDA – (R) (1)**. Failure to follow these expectations will lead to applicable student disciplinary consequences. **All District Policies can be found at www.atlantapublicschools.us (Student Code of Conduct and Board Policy Acceptable Use).**

Monitoring Student Use: While off school grounds, parents/guardians are solely responsible for monitoring the student’s use of the device. Students may not exhibit inappropriate behaviors, or access prohibited materials with the device, at any time, at any location. Students will be subject to disciplinary and/or legal action if they use the device for inappropriate activities, whether on or off school grounds.

Privacy: Nothing done on District issued devices is private. District staff may, at any point, confiscate and search the contents of any District issued electronic device. Atlanta Public Schools has the ability to monitor and track these devices.

Atlanta Public Schools recognizes all aspects of the Children’s Online Privacy Protection Act (COPPA), the Children’s Internet Protection Act (CIPA), and the Family Education Rights and Privacy Act (FERPA).

Applications: Atlanta Public Schools has researched key applications some of which will be pre-installed on each device but the majority of which are available via web access. Throughout the year, additional applications may be added to support learning. Purchasing and installing these applications is the responsibility of Atlanta Public Schools. No one other than an

authorized School Official may add or delete applications from a district issued device. "Jailbreaking" or hacking of devices is not permitted.

Participation: If you do not sign and return this user agreement form or you desire to have your student opt-out, a Digital Bridge Device will not be issued for your student. If you have questions or concerns about your student using a device, please talk to the school administration.

Fines for Device Damage, Loss, or Theft: If for any reason the device is lost, stolen, or damaged during the time it is issued to the student, whether intentionally or due to negligence, the student and the student's parent/guardian are responsible for the following fines during the 2018-2019 school year:

Fines:

Lost/Stolen	<ul style="list-style-type: none">• \$135
Accidental or Unintended Damage	<ul style="list-style-type: none">• No Cost
Intentional Damage	<ul style="list-style-type: none">• \$435



The protective cover must remain on your Digital Bridge Device at all times. Removing the protective cover will void the warranty!

Theft: If the device is stolen during the time that it is issued to the student, the student and the student's parent/guardian will be responsible for filing a police report and submitting it to the school administration.

By accepting this device, you agree that any lost/stolen asset is your responsibility regardless if the theft is on school premise, home, or other location.



****THIS COPY IS FOR YOUR RECORDS****

Student Signature Page

1. I will take good care of my Digital Bridge Device:
 - a. Cords and cables must be inserted carefully into the device to prevent damage.
 - b. Devices must never be left in an unlocked area or any unsupervised area.
 - c. Report any software/hardware issues to your teacher as soon as possible.
 - d. Keep the device in a well-protected, temperature-controlled environment.
2. I will keep my Digital Bridge Device in its protective cover at all times. I understand that if I remove the device from its protective cover, the warranty is no longer valid.
3. I will never loan out my school issued device to other individuals.
4. I will keep food/beverages away from my device since spillage will cause damage to the device.
5. I will not disassemble, jailbreak or hack into any parts of my device or attempt any repairs.
6. I will use my school issued device in ways that are appropriate and meet the school's expectations – whether at school, at home, or anywhere else. If I use my device in a way that is inappropriate, I may be disciplined by the school.
7. I will only place decorations (such as stickers, markers, etc.) on the protective cover of the device. I will not deface the serial number tag on any school issued device.
8. I understand that my school issued device is subject to inspection at any time without notice and remains the property of Atlanta Public Schools. **Nothing I do with the device is private, and nothing I have on the device is private.**
9. I will not share my login information with anyone other than a teacher or adult from my school or my parent/guardian.
10. I understand that if I damage or lose my device, or if it is stolen, there are steps that will need to be taken to have it repaired or replaced.

I understand and agree to the stipulations set forth on the Atlanta Public School's website and the Parent-Student Contract for the APS Digital Bridge Initiative.

I agree to the rules set forth in the Device User Agreement and the Student Code of Conduct.

Student Name (Print): _____

Student Signature: _____

Date: _____



****KEEP THIS COPY FOR YOUR RECORDS****

Parent Permission and Release Form

I have reviewed the Digital Bridge Handbook and I am aware of the expectations and consequences as stated in the handbook.

By signing below, you indicate that you have read and understand the guidelines in this document and accept the issuance of a device to your student. You understand that there are steps that need to be followed should the device issued to your student(s) become broken, lost or stolen (see page 19 of this handbook).

You understand and agree that, while off school grounds, you are solely responsible for monitoring the student's use of the device and the content that is accessible through any wireless network. You understand that students will be subject to disciplinary action if they use the device for inappropriate or prohibited activities, at home and at school.

You and your student agree that Atlanta Public Schools is not responsible for anything that happens with this device. You agree that your student uses this device at his/her own risk.

- ☐ By checking THIS box, I DO give permission for my son/daughter to bring their assigned Digital Bridge Device to utilize for content instruction and homework.

I understand and agree to the stipulations set forth on the Atlanta Public School's website and the Parent-Student Contract for the APS Digital Bridge Initiative

Child's Name: _____

Child's Grade: _____

Parent/Guardian
Name (Print): _____

Parent/Guardian
Signature: _____







Date: _____








Serial number: _____









Asset Tag: _____

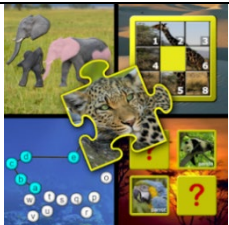
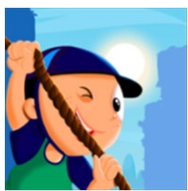

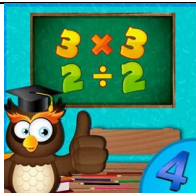
APPENDIX A: AVAILABLE APPS




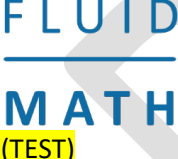


APP NAME	DETAILS
 Sensavis Visual Learning tool	Sensavis delivers interactive digital learning tools for teachers and students. With visual models to activate learning, teachers are more effective, students are more engaged, and learning is more inclusive. Teachers can use visual models in the classroom to simplify and analyze complex concepts in biology, chemistry, physics, mathematics, geography, engineering, and more. Capture their attention and increase engagement.
 duolingo	Learn Spanish, French, German, Portuguese, Italian, Irish, Dutch, Danish, and English. Totally fun and 100% free.
 Minecraft Education Edition	Minecraft: Education Edition has all of the great features you know and love about Minecraft plus additional tools, blocks and entities such as Camera and Portfolio, Chalkboards, Border Blocks, Allow/Deny Blocks, Non-Playable Characters (NPCs) and the Agent who will carry out programmatic tasks through the use of Code Builder.
 Power Planner The ultimate homework planner.	Power Planner is the ultimate homework planner for students, featuring online sync with iOS and Android apps, grade calculation, live tiles, automatic reminders, and more. Power Planner is built specifically for Windows 10! The free version has limitations like only 1 semester, only 5 grades per class, etc.
 KHAN ACADEMY	Khan Academy allows you to learn almost anything for free. The Windows 10 app is the best way to view Khan Academy's complete library of over 6000 videos on your Windows device. Topics include K-12 math, science topics such as biology, chemistry, and physics, and even the humanities with tutorials on finance and history.
	Microsoft Immersive Reader is a free tool that implements proven techniques to improve reading and writing for people regardless of their age or ability. Improves reading comprehension <ul style="list-style-type: none"> • Increases fluency for readers learning a new language • Helps build confidence for emerging readers learning to read at higher levels Immersive Reader is also used to power the Grammar Tools feature of the Edge browser's Reading View.
 epic!	Epic! for Educators is the leading digital library for kids 12 and under and is 100% free to elementary school teachers and school librarians in the US and Canada. Providing instant, unlimited access to thousands of high-quality children's books, including read-to-me, audio books, and learning videos, Epic! encourages kids to explore their interests, fostering a love of reading and self-direct learning.

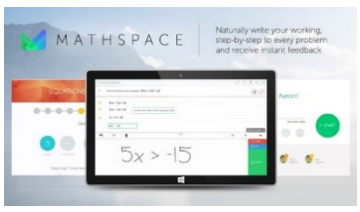
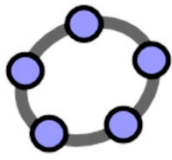

	<p>FlashQuiz lets you have fun while studying. Enjoy creating your own flash cards with images, sound or even your own drawings! You can keep your flashcards for yourself or easily share them with anyone you like. FlashQuiz lets you keep track of which cards you know and which ones you don't, and replay the ones you get wrong, helping you learn.</p>
	<p>Flipgrid is where social learning happens. Used by millions of PreK to PhD students, educators and families around the world, Flipgrid helps learners of all ages find their voices, share their voices and respect the diverse voices of others. Flipgrid is simple. Educators spark discussions by posting Topics to a classroom, school, professional learning community, or public Grid. Students record, upload, view, react, and respond to each other through short videos. Flipgrid is video the way students use video ... social, engaging and fun!</p>
 <p>Code Connection</p>	<p>To use the full complement of features in this application you must also have Minecraft installed and running on your device. Code Connection helps students learn how to code by connecting popular programming platforms to the game. Users can now run the code they write in MakeCode, ScratchX, and Tynker in Minecraft! Students can now watch their code come to life in the game they already know and love. This tool is a great way to introduce students to the world of programming.</p>
	<p>Best Schoolhouse Rock! Cartoons App EVER!</p> <ul style="list-style-type: none"> • Over 60+ cartoons to watch from. • Pause, Play, rewind, forward. • Full screen support. • Multitasking, with smart app. This application knows where you left off and will reload to the same position when you return. • Pin your favorite episode to the start screen. One tap away from watching your cherished episode.
 <p>BrainPOP Featured Movie of the Week</p>	<p>Watch a different animated movie every day, then test your new knowledge with an interactive quiz. Featured Movie topics tie in to current events, historical milestones and figures, holidays, and more! This app is perfect for informal, exploratory learning at home or on the go. Got a BrainPOP® username through your school? Site subscribers can log in directly from the app to access all of BrainPOP's award-winning content at no additional cost. For more than a decade,</p>
 <p>Nearpod APP</p>	<p>Nearpod is a must have platform that enables teachers, schools and districts to create engaging learning experiences by providing interactive presentations, collaboration, and real-time assessment tools into one integrated solution. With Nearpod, teachers create immersive learning experiences across devices, including VR, 3D objects, PhET simulations and so much more.</p>

		<p>Create and host a fun learning game for any subject, any age, for free. Kahoot! is a free game-based platform that makes learning awesome. It brings fun into the classroom where anyone can play, unleash their secret classroom superpowers and celebrate together.</p>
		<p>Join a game of Kahoot on your computer or mobile device - all you need is an internet connection and a game PIN. Kahoot! brings fun into the classroom - play, learn and unleash your secret classroom superpowers! Kahoot! is a game-based learning platform that makes learning awesome. The best way to play Kahoot! is in a group, like your classroom.</p>
		<p>An extensive periodic table of elements with a lot of additional functions. In addition to the countless element properties it displays the danger symbols to every element. The perfect companion for school or professional life.</p>
		<p>Engage, assess and personalize your class with Socrative. Educators can initiate formative assessments through quizzes, quick question polls, exit tickets and space races all with their Socrative Windows app. Socrative will instantly grade, aggregate and provide graphs of results to help you identify opportunities for further instruction. Save time and visualize student understanding when it matters, now!</p>
	<p>Microsoft Whiteboard</p>	<p>Meet the freeform digital canvas where ideas, content, and people come together. Create freely, work naturally Give your ideas room to grow with Whiteboard. Collaborate in real time, wherever you are. Brainstorm simultaneously in the Whiteboard app or from your browser window. Save automatically, resume seamlessly Your whiteboards stay safe in the cloud until you're ready to return to them, from the same or another device.</p>
	<p>Microsoft To-Do</p>	<p>Microsoft To-Do is a simple and intelligent to-do list that makes it easy to plan your day. Whether it's for work, school or home, To-Do will help you increase your productivity and decrease your stress levels. It combines intelligent technology and beautiful design to empower you to create a simple daily workflow.</p>
	<p>Office Lens</p>	<p>Office Lens trims, enhances, and makes pictures of whiteboards and docs readable. You can use Office Lens to convert images to PDF, Word and PowerPoint files, and you can even save images to OneNote or OneDrive. Office Lens is like having a scanner in your pocket. Like magic, it will digitize notes from whiteboards or blackboards. Sketch your ideas and snap a picture for later.</p>

 <p>Translator for Microsoft Edge</p>	<p>With Translator for Microsoft Edge, you can translate foreign language webpages and text selections for 60+ languages. Look for the Microsoft Translator icon in the address bar when visiting a foreign-language webpage. Click on the icon to instantly translate the webpage to your preferred language. You can also select text you want to translate and right-click to get in-line translations.</p>
 <p>Send to OneNote</p>	<p>Send to OneNote lets you "print" from any app to a OneNote page. Once it's in OneNote, you can access it from any device, even if you're offline. Open any file or webpage, select the Print option, and choose Send to OneNote. OneNote automatically captures a copy of the file so you can access it on all your devices.</p>
 <p>OneNote Web Clipper</p>	<p>You're busy. OneNote Web Clipper lets you quickly clip all or part of a web page to OneNote, and save it for later. Clip images, pdfs, videos, or a visual bookmark of a page. Best of all, you can access them from any computer, tablet, or phone - even when you're offline.</p>
 <p>Easy Notes for Keep</p>	<p>EasyNote is automatically loading the webservice of Google Keep. It allows you to use the Google Keep service in a standalone app. So you don't need to have your web browser constantly open. Google Keeps itself allows you to easily add and manage your reminders and notes.</p>
 <p>padlet</p>	<p>Padlet is a digital canvas to create beautiful projects that are easy to share and collaborate on. It works like a piece of paper. We give you an empty page - a Padlet - and you can put whatever you like on it. Drag in a video, record an interview, snap a selfie, write your own text posts or upload some documents, and voilà! A Padlet is born.</p>
 <p>3D Builder</p>	<p>View, capture, personalize, and print 3D models using 3D Builder. Download many kinds of 3D files and edit them using the 3D modeling space. Take a picture with your webcam and make it 3D. Personalize 3D files by embossing your name or combine models and pieces to make something new. Build from scratch using simple shapes.</p>
 <p>Fresh Paint</p>	<p>Unleash your inner creativity with Fresh Paint – the ultimate canvas for your big ideas. Fresh Paint is a fun and easy to use painting app with the right tools for artists of all ages. We believe that brilliant, creative ideas can come from anyone, anytime. It's time to set your creativity free.</p>
 <p>Mixed Reality Viewer</p>	<p>Take any 3D model into the real world - using just the camera on your Windows 10 PC. With Mixed Reality Viewer, unleash your imagination with our collection of animated models or view your own 3D model on file.</p>

 <p>Math Flashcards!</p>	<p>Math Flashcards is a great educational tool for school-age children. Your child will have fun learning addition, subtraction, multiplication, and division.</p>
 <p>Kids Animal Puzzle and Memory Skills Games</p>	<p>A variety of educational and fun puzzle and memory training games for animal lovers that teach young children the alphabet, counting and over 60 different animals in a fun and intuitive way. The games vary in difficulty and include jigsaw puzzle, connect the dots, find the pairs memory games as well as slide puzzle style games enhanced for interactivity to keep young minds engaged and learning.</p>
 <p>Mathaly</p>	<p>Mathaly is a highly adaptive Math practice game for students in Grade 1 to Grade 5. From Addition, Subtraction to Division, Fractions, Measurement to Geometry, Mathaly addresses every topic and skill as per the grade level. Medals, stars, global Hall of Fame and fun problems keep them interested and help build a strong foundation.</p>
 <p>Math for Kids!</p>	<p>Math for kids! 1st grade additions and subtractions Let's learn additions and subtractions in a fun way! This app is intended for kids who are starting to learn additions and subtractions. - It has 3 game modes, Addition, Subtraction, and "Mixed." - Each mode consists of 16 levels, starting from easy questions, then getting harder little by little.</p>
 <p>Math-a-morphosis</p>	<p>Math a morphosis game is designed by kids for kids (and even adults) to learn, practice, drill and solve arithmetic operations in a fun and smart way. The skills you achieve can be of immense use in your school, college, work, daily lives, and tests like SAT, GMAT, GRE and common core standards. Continuous practice and drill of this game is a good brain exercise.</p>
 <p>4th Grade Math – Decimals and Fractions</p>	<p>4th Grade Math is a comprehensive and curriculum aligned math program which reinforces math concepts using self-paced and adaptive practice.</p>

 <p>iMath Free</p>	<p>iMath is designed to help children under the age of 12 to improve math ability and develop interests in mathematics. iMath has three main features.</p> <ol style="list-style-type: none"> 1. Basic Practices iMath already support more than 20 topics and more than 900 math skills from pre-k to grade 5. These math skills meet Ameracia K-12 math standards. 2. Fast Calculation Practices <p>iMath supports Addition Subtraction Multiplication Division for integer decimal and fraction ,</p> <ol style="list-style-type: none"> 3. Math Games <p>iMath supports Sudoku and Match Card.</p>
 <p>Multi Math</p>	<p>The Simulator and 17 animated exercises allow to teach the operations of multiplication and Division by 10, 100, 1000, 10000, 0.1, 0.01, 0.001, 0.0001.</p>
 <p>Pocket Mathematics</p>	<p>Pocket Mathematics is an easy-to-use, free, education app that covers most of mathematical formulas with descriptions and images. It is perfect for students to do mathematics homework quickly and accurately.</p> <p>This app contains the following topics:</p> <ul style="list-style-type: none"> - Mathematical logic - Sets - Expressions and actions - Exponentiation - Average values - Functions - Monotonicity of function - Derivative of a function – Integrals
 <p>FLUID MATH (TEST)</p>	<p>Bring your handwritten math to life with FluidMath! FluidMath is the first handwriting-based educational math app designed for teachers and students in grades 6-12 (middle school and high school) and applicable to pre-algebra through calculus courses.</p>
 <p>Math Studio</p>	<p>All you need in math. Step by step solutions and formulas... and many more. - Geometry - Quadratic Function - Linear Function - Math Sequences - Algebra - Vectors - Linear System GEOMETRY - square - rectangle - rhombus - parallelogram - triangle - equilateral triangle - right triangle - isosceles triangle - triangle 30-60-90 - Pythagorean theorem - circle - annulus - trapezoid - right trapezoid - isosceles trapezoid - regular hexagon - sphere - cylinder</p>
 <p>Microsoft Math</p>	<p>Learn and practice essential mathematics. Earn badges and increase rankings. Collaborate with others online or offline. Microsoft Math makes the learning experience personal, engaging and exciting. Students can practice math exercises, learn concepts, view examples, take quizzes and tests, and collaborate with other learners--whether online or offline.</p>

 <p>MathSpace</p>	<p>MathSpace is an online math workbook designed for students. The app allows them to find and solve many math problems online and get an instant feedback for their work. MathSpace features more than 20,00 questions and problems covering almost every math section, from addition to statistics. So with Mathspace, you would never have to carry a massive math textbook with you.</p>
 <p>GeoGebra</p>	<p>GeoGebra can be used as a tool in algebra, geometry, statistics, calculus or even for graphs and spreadsheets.</p> <p>GeoGebra (www.geogebra.org) is free dynamic mathematics software for all levels of education that brings together geometry, algebra, spreadsheets, graphing, statistics and calculus in one easy-to-use package.</p>
 <p>Math Solver</p>	<p>Solves many common math problems found in school and everyday life. Shows work and explains the steps for arriving at the answer.</p>

APPENDIX B: TutorATL

Need help with homework?



**TUTOR
ATL**

Access via



FREE(!!!) assistance is available
Sunday – Saturday from 4:00 pm –

What is TutorATL? TutorATL program is a free, one-on-one, on-demand homework help platform offered to K-12 students in metro Atlanta.

How do I access TutorATL? Just sign into your myBackpack on your computer, laptop, tablet or phone and click on the TutorATL logo.

What can I get help with? You can receive help in 40+ subjects including:

- **MATH:** Elementary ▪ Algebra I and II ▪ Geometry ▪ Trigonometry ▪ Calculus ▪ Statistics
- **SCIENCE:** Earth Science ▪ Biology ▪ Chemistry ▪ Physics
- **ENGLISH:** Vocabulary ▪ Grammar ▪ Writing Center
- **SOCIAL SCIENCES**
- **WORLD LANGUAGES** | Spanish ▪ French ▪ German

AND

PROOFREADING | TEST PREP | ADVANCED PLACEMENT (AP)

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For any questions please visit the Digital Bridge Website: atlanta.k12.ga.us/apsdigitalbridge

APPENDIX C: STUDENT USE OF DISTRICT TECHNOLOGY

This information is reprinted from the 2018-2019 Atlanta Public Schools Student Handbook.

STUDENT USE OF DISTRICT TECHNOLOGY (p. 24)

Instructional technologies, including, but not limited to the Internet, electronic mail, hardware, software, and online resources have vast potential to support curriculum and student learning. Use of educational technologies demands personal responsibility and an understanding of the acceptable use procedures. Student use of technology is a privilege, not a right. Failure to follow the acceptable use procedures will result in the loss of the privilege to use these educational tools and may result in school disciplinary action and/or legal action.

For more information, visit www.atlantapublicschools.us and review Student Code of Conduct, Regulation JCDA-(R)(1), as well as Board Policy IFBG, Internet Acceptable Use.

5.23 TECHNOLOGY OFFENSES (p. 68)

5.23.1 Hacking or Altering School Technology: Students will not attempt to disrupt the school technology resources by destroying, altering, or otherwise modifying technology. Students will not participate in any activity that monopolizes, wastes or compromises school technology resources. Actual or attempted hacking is strictly prohibited. Depending on age of student, level of severity or repetition, the administrator may utilize interventions, supports, and Level 1-3 disciplinary responses for this offense. (See sections 4.1-4.3, 4.4).

5.23.2 Piracy: Students will not copy computer programs, software or other technology provided by APS for personal use. Downloading unauthorized files is strictly prohibited. Depending on age of student, level of severity or repetition, the administrator may utilize interventions, supports, and Level 1-3 disciplinary responses for this offense. (See sections 4.1-4.3, 4.4).

5.23.3 Access/Distributing Inappropriate Material: Students will not use any technology resources to distribute nor display inappropriate material. Depending on age of student, level of severity or repetition, the administrator may utilize interventions, supports, and Level 2-3 disciplinary responses for this offense. (See sections 4.2-4.3, 4.4). Inappropriate material does not serve an instructional or educational purpose and includes but is not limited to the following:

- Is profane, vulgar, lewd, obscene, offensive, indecent, sexually explicit, pornographic or threatening
- Advocates illegal or dangerous acts;
- Causes disruption to APS, its employees or students;
- Advocates violence;
- Contains knowingly false, recklessly false, or defamatory information; or
- Is otherwise harmful to minors as defined by the Children's Internet Protection Act.

Note: See 5.8.2 for non-technology offenses



STUDENT SIGNATURE PAGE

1. I will take good care of my Digital Bridge Device:
 - a. Cords and cables must be inserted carefully into the device to prevent damage.
 - b. Devices must never be left in an unlocked area or any unsupervised area.
 - c. Report any software/hardware issues to your teacher as soon as possible.
 - d. Keep the device in a well-protected, temperature-controlled environment.
2. I will keep my Digital Bridge Device in its protective cover at all times. I understand that if I remove the device from its protective cover, the warranty is no longer valid.
3. I will never loan out my school issued device to other individuals.
4. I will keep food/beverages away from my device since spillage will cause damage to the device.
5. I will not disassemble, jailbreak or hack into any parts of my device or attempt any repairs.
6. I will use my school issued device in ways that are appropriate and meet the school's expectations – whether at school, at home, or anywhere else. If I use my device in a way that is inappropriate, I may be disciplined by the school.
7. I will only place decorations (such as stickers, markers, etc.) on the protective cover of the device. I will not deface the serial number tag on any school issued device.
8. I understand that my school issued device is subject to inspection at any time without notice and remains the property of Atlanta Public Schools. **Nothing I do with the device is private, and nothing I have on the device is private.**
9. I will not share my login information with anyone other than a teacher or adult from my school or my parent/guardian.
10. I understand that if I damage or lose my device, or if it is stolen, there are steps that will need to be taken to have it repaired or replaced.

I understand and agree to the stipulations set forth on the Atlanta Public School's website and the Parent-Student Contract for the APS Digital Bridge Initiative.

I agree to the rules set forth in the Device User Agreement and the Student Code of Conduct.

Student Name (Print): _____

Student Signature: _____

Date: _____



PARENT PERMISSION AND RELEASE FORM

I have reviewed the Digital Bridge Handbook and I am aware of the expectations and consequences as stated in the handbook.

By signing below, you indicate that you have read and understand the guidelines in this document and accept the issuance of a device to your student. You understand that there are steps that need to be followed should the device issued to your student(s) become broken, lost or stolen (see page 19 of this handbook).

You understand and agree that, while off school grounds, you are solely responsible for monitoring the student's use of the device and the content that is accessible through any wireless network. You understand that students will be subject to disciplinary action if they use the device for inappropriate or prohibited activities, at home and at school.

You and your student agree that Atlanta Public Schools is not responsible for anything that happens with this device. You agree that your student uses this device at his/her own risk.

- ☐ By checking THIS box, I DO give permission for my son/daughter to bring their assigned Digital Bridge Device to utilize for content instruction and homework.

I understand and agree to the stipulations set forth on the Atlanta Public School's website and the Parent-Student Contract for the APS Digital Bridge Initiative

Child's Name: _____

Child's Grade: _____

Parent/Guardian
Name (Print): _____

Parent/Guardian
Signature: _____

Date: _____

Serial number: _____

Asset Tag: _____