

August 26, 2019

Dear Parents,

Fairfax County Public Schools uses a variety of resources to support student learning. Some of the digital resources your child may use this year require parental consent according to their terms of service and/or privacy policy. FCPS takes your child’s privacy and security very seriously, and follows the guidelines set forth by federal legislation.¹ The tools listed below have been thoroughly reviewed and approved for use in FCPS and may be used at Westgate this year.

Book Creator	Essential Elements Interactive	Rand McNally World Atlas
Code Avengers	Flipgrid	Remind
Code.org	Flocabulary	Scratch
CommonLit	Khan Academy	Smithsonian Learning Lab
Common Sense Media Digital	Padlet	Tinkercad
Passport	Poll Everywhere	Wixie
DeckToys	Prodigy	Wizer.me
Desmos	Quill	
EduPuzzle	Quizlet	










A more detailed explanation of each of the tools can be found here: <https://westgatees.fcps.edu/academics/technology>

After reviewing this document, please sign and return this form to your student’s teacher.








Student First and Last Name	
Grade Level	
Parent First and Last Name	
Signature of Parent / Guardian	
Date	

¹ Federal guidelines regarding online safety for children include:
Family Educational Rights and Privacy Act (FERPA)
Children’s Online Privacy and Protection Act (COPPA)
Children’s Internet Protection Act (CIPA)

Where possible, students are encouraged to use their FCPS Google account when logging in and creating an account for these resources. This will help to minimize the collection of additional student data, while making the login process more efficient.

Tool	Purpose	Terms of Service and Privacy Policy
 <p>https://bookcreator.com</p>	<p>Students create their own ebooks on an iPad or in a web-browser.</p>	<p>https://bookcreator.com/terms-of-service https://bookcreator.com/privacy-policy</p>
 <p>https://www.codeavengers.com</p>	<p>Students interact with a variety of online programming courses, from beginner to more advanced.</p>	<p>https://www.codeavengers.com/terms https://www.codeavengers.com/privacy</p>
 <p>https://code.org</p>	<p>Students learn introductory coding and computer science through games and online tutorials.</p>	<p>https://code.org/tos https://code.org/privacy</p>
 <p>COMMONLIT https://www.commonlit.org</p>	<p>Teachers select and assign a variety of text sets, including news articles, on a given theme or topic.</p>	<p>https://www.commonlit.org/en/terms https://www.commonlit.org/en/privacy</p>
 <p>deck.toys https://deck.toys</p>	<p>Teachers create an online “path” for students to complete a set of activities at their own pace.</p>	<p>https://deck.toys/terms-of-service https://deck.toys/privacy-policy</p>
 <p>common sense digital passport™ https://www.digitalpassport.org</p>	<p>Students access online digital citizenship lessons from Common Sense Media.</p>	<p>https://www.digitalpassport.org/terms.html https://www.digitalpassport.org/privacy.html</p>
 <p>desmos https://www.desmos.com</p>	<p>Students access collaborative math simulations and/or use an advanced online graphing calculator tool <i>(Parental permission and student logins are only required for the online simulation, not the graphing calculator)</i></p>	<p>https://www.desmos.com/terms https://www.desmos.com/privacy</p>
 <p>EDpuzzle https://edpuzzle.com</p>	<p>Teachers and students annotate videos and students access interactive instructional videos.</p>	<p>https://edpuzzle.com/terms https://edpuzzle.com/privacy</p>
 <p>ESSENTIAL ELEMENTS Interactive https://www.essentialelementsinteractive.com</p>	<p>Students access this online software that may supplement a schools’ band and strings curriculum.</p>	<p>https://www.essentialelementsinteractive.com/EEi%20Terms%20of%20Use.pdf https://www.essentialelementsinteractive.com</p>

		ve.com/EEi%20Privacy%20Statement.pdf
 https://flipgrid.com	Students use video to communicate their understandings, discuss topics with classmates, and show what they've learned.	https://legal.flipgrid.com
 https://www.flocabulary.com	Students access content-based music videos, vocabulary cards, and interactive activities to learn concepts and vocabulary.	https://www.flocabulary.com/terms-of-use/ https://www.flocabulary.com/privacy-policy/
 https://www.khanacademy.org	Students access instructional videos, courses, and online tools to help them learn more about a wide array of topics.	https://www.khanacademy.org/about/tos https://www.khanacademy.org/about/privacy-policy
 padlet https://padlet.com	Students and teachers can collaboratively post and organize information, participate in online discussions, and share ideas through a variety of ways.	https://padlet.com/about/terms https://padlet.com/about/privacy
 Poll Everywhere https://www.polleverywhere.com	Students respond to polls created by the teacher.	https://www.polleverywhere.com/terms https://www.polleverywhere.com/privacy-policy
 prodigy https://www.prodigygame.com	Students interact with a curriculum-aligned math game for grades 1-8.	https://www.prodigygame.com/Terms-Conditions https://www.prodigygame.com/Privacy-Policy
 https://www.quill.org	Students practice writing and grammar through activities.	https://www.quill.org/tos https://www.quill.org/privacy
 https://quizlet.com	Students practice matching terms and definitions through a variety of games.	https://quizlet.com/tos https://quizlet.com/privacy
 https://worldatlas.randmcnally.com	Students can create, annotate, and share digital maps.	https://www.randmcnally.com/legal/dofc/world-atlas-terms-of-use https://www.randmcnally.com/legal/dofc/privacy_policy

 <p>https://www.remind.com</p>	<p>Teachers can communicate with parents and students to send reminders and information about classroom activities.</p>	<p>https://www.remind.com/terms-of-service https://www.remind.com/privacy-policy</p>
 <p>https://scratch.mit.edu</p>	<p>Students learn the basics of computer science by programming their own interactive stories, games, and animations.</p>	<p>https://scratch.mit.edu/terms_of_use https://scratch.mit.edu/privacy_policy</p>
 <p>Smithsonian Learning Lab https://learninglab.si.edu</p>	<p>Teachers select and build custom activities for students using digital resources from the Smithsonian Institute.</p>	<p>https://www.si.edu/Termsfuse https://www.si.edu/Privacy</p>
 <p>https://socrative.com</p>	<p>Teachers assess students' understanding through a variety of question types.</p>	<p>https://www.socrative.com/terms.html https://www.socrative.com/privacy.html</p>
 <p>https://www.tinkercad.com</p>	<p>Students create 3D CAD designs that can be printed with a 3D printer.</p>	<p>https://www.autodesk.com/company/legal-notices-trademarks/terms-of-service-autodesk360-web-services/terms-of-service-for-tinkercad https://www.autodesk.com/company/legal-notices-trademarks/privacy-statement/childrens-privacy-statement</p>
 <p>https://www.vocabulary.com</p>	<p>Students access online activities to help them understand and retain vocabulary terms and concepts.</p>	<p>https://www.vocabulary.com/terms https://www.vocabulary.com/privacy</p>
 <p>Wizer.me https://www.wizer.me</p>	<p>Teachers create interactive sets of online activities for instruction, by combining video, audio, images, and checks for understanding.</p>	<p>https://app.wizer.me/tos https://app.wizer.me/privacy</p>