Wearable Technology Policy

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Vision, Purpose & Values

Our Vision

Our students will be recognised locally & nationally for their positive impact on the communities and industries in which they choose to work.

Our Purpose

To inspire our students to gain the skills, knowledge and behaviours they need to be resilient and thrive in an ever-changing world.

Our Values

Excellence: A culture of creativity, high expectations, ambition and aspiration

Respect: Showing fairness, courtesy and mutual respect to each other and our environment

Integrity: Honesty, openness and trust at the heart of College life

Diversity: Celebrating diversity and inclusivity as a key to our success

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1. Introduction

At the Windsor Forest Colleges Group, we recognise the importance of embracing technology while ensuring the safety and privacy of our students and staff. This policy aims to provide guidelines for the use of wearable technology within our classrooms, striking a balance between forward-thinking practices and allowing teachers the discretion to prohibit recording devices when necessary.

Wearable technology refers to devices or accessories that can be worn on the body, typically in the form of clothing or accessories, and are equipped with advanced technologies to perform various functions. These devices are designed to seamlessly integrate into our daily lives, providing convenience, functionality, and often enhancing our overall well-being.

2. **Examples of Wearable Tech**

Examples of wearable tech include:

- 1. **Smartwatches**: These devices are worn on the wrist and offer features beyond traditional timekeeping. Smartwatches can track fitness activities, monitor heart rate, receive notifications from smartphones, and even make contactless payments.
- 2. **Fitness Trackers**: These devices are designed to monitor and track physical activity, such as steps taken, distance travelled, calories burned, and sleep patterns. Fitness trackers are commonly worn as wristbands or clipped onto clothing.
- 3. **Smart Glasses**: These glasses incorporate augmented reality (AR) or virtual reality (VR) technology, providing users with an immersive visual experience. Smart glasses can display information, overlay digital content onto the real world, and offer hands-free communication.
- 4. **Smart Clothing**: This category includes garments embedded with sensors or electronic components. Smart clothing can monitor vital signs, track posture, measure activity levels, or even change colour or pattern based on external factors.
- 5. **Hearables**: These are wearable devices that provide audio functionalities, such as wireless earbuds or headphones. Hearables can offer features like music playback, phone calls, voice assistants, and noise cancellation.

6. **Smart Jewellery**: This includes accessories like rings, bracelets, or necklaces that incorporate technology. Smart jewellery can track fitness metrics, send notifications, or act as a personal safety device.

These are just a few examples of the wide range of wearable tech available today. As technology continues to advance, wearable devices are becoming increasingly sophisticated, offering innovative features and capabilities to enhance various aspects of our lives.

3. General Guidelines

- 3.1. **Permission and Consent: Privacy and Data Protection:** All wearable technology devices should adhere to the college's privacy and data protection policies. Any recording or data collection must comply with applicable laws and regulations, such as the General Data Protection Regulation (GDPR).
- 3.2. **Responsible Use:** Wearable technology devices should be used responsibly and ethically. They should not be used to invade the privacy of others, disrupt the learning environment, or engage in any form of harassment or bullying.
- 3.3. Students are not permitted to record other students or staff without explicit permission.
- 3.4. **Discretionary Authority:** Teachers have the discretion to prohibit the use of recording devices in classrooms when they determine it is necessary to maintain a safe and focused learning environment. This discretion should be exercised judiciously and in accordance with college policies.

4. **Classroom Recording Devices**

- 4.1. **Prohibited Use:** Recording devices, such as smart glasses, smartwatches, or any other wearable technology with recording capabilities, are generally not permitted to be used in classrooms without explicit permission from the teacher.
- 4.2. **Exceptions:** Exceptions may be made for specific educational purposes, such as recording experiments, presentations, or class discussions. In such cases, prior approval from the teacher is required.
- 4.3. **Teacher's Discretion:** Teachers have the authority to decide whether the use of recording devices is appropriate for a particular lesson or activity. They may prohibit the use of recording devices if they believe it may compromise the privacy, safety, or focus of the classroom.

4.4. Alternative Arrangements: If a student requires the use of a recording device for educational purposes, they should consult with the teacher in advance to discuss alternative arrangements that respect the privacy and comfort of all individuals in the classroom.

5. **Enforcement and Consequences**

- 5.1. **Non-Compliance:** Failure to comply with this policy may result in disciplinary action, including but not limited to warnings, or further consequences as outlined in the college's code of conduct.
- 5.2. **Reporting:** Any concerns or violations of this policy should be reported to the designated safeguarding lead or the appropriate college authority.

6. Conclusion

This wearable tech policy aims to strike a balance between embracing technology and ensuring the safety, privacy, and focus of our classrooms. Teachers have the discretion to prohibit recording devices when necessary, while students are encouraged to use wearable technology responsibly and ethically. By following these guidelines, we can create a positive and secure learning environment for all members of the Windsor Forest Colleges Group.