Gilgandra Public School

Safe, Respectful, Learners



Principal Michael Darcy

Phone: 02 68472 043 Email: gilgandra-p.school@det.nsw.edu.au

11/3/25

Dear parents and caregivers,

Gilgandra Public School is dedicated to enhancing learning experiences by integrating innovative, third-party technology providers into their educational framework. Through using a range of tools and resources, our school creates a dynamic learning environment that fosters student engagement and supports diverse learning styles. These learning platforms allow teachers to access a wide range of educational materials and activities, ensuring that students receive optimum learning opportunities tailored to their individual needs. Through this collaborative approach, Gilgandra Public School aims to equip students with the skills and knowledge necessary for success in a rapidly evolving, digital world.

If you wish to know anything more about your child's technology use whilst in attendance at our school, please do not hesitate to contact us to make a time to meet.

Yours sincerely,

Michael Darcy

Principal

Please read the following information about each third-party provider to be used at Gilgandra Public School and give consent by ticking the box for each application.

Software name and use, website, and student information captured	Country information is stored	Information shared	Your consent
Tinkercad To develop 3D design, electronics, and coding skills. https://www.tinkercad.com/ Works, Username, Class name, Country, School name, Teacher's name.	California, USA	No data is shared.	OY ON
CoSpaces To teach children coding and computer science https://edu.cospaces.io/Auth First name, Email address, Works, Image, Video or audio recording, Username - determined by the user, Responses - online learning, surveys, forms, School name.	Offshore, Germany - however Australian residency can be requested	Google, Microsoft, Apple.	OY ON
Studyladder To develop maths and literacy skills. https://www.studyladder.com.au/ First name, Year level, Class name, School name, Country or State/province, Username (determined by the service), Responses to online learning.	Offshore	No data is shared.	OY ON
Kahoot! for Schools For game based online learning https://kahoot.com/ Username, Email address*, Date of Birth*, Works, Image*, Video or audio recording*, Age, Responses - online learning, quizzes, polls, Player identifier e.g. email address, ID, Results, Responses - online learning, quizzes, polls. *This data can be collected if students register individual accounts	Offshore - Germany, France, Canada	Zoom video conferencing, Stripe (payment), Recurly (payment), Microsoft, Google.	□ Y □ N
Class Dojo To assist with Classroom Management https://www.classdojo.com/en-gb/ First name, Surname, Email address, Username - determined by the user, Records of behaviour incidents, Behavioural observations/notes, Attendance, Records of interview and/or contact, Works, Video or audio recording, Languages spoken, Responses - online learning, surveys, forms, Year level, Class name. Parent/Guardian: First name, Surname, Phone number, Email address, Languages spoken, Responses - online learning, surveys,	Calfornia, USA	Blueshift, Google Single Sign On, SendGrid, SurveyMonkey.	OY ON
forms, Year level, Class name Typing.com Typing tutor https://www.typing.com First name*, Surname*, Email address*, Class name, School name, Country, Responses - online learning, surveys, forms, Username *denotes optional	USA	Amazon Web Services (AWS)	□ Y □ N
code.org To teach children coding and computer science https://code.org/ First name, Surname (via email address), Email address, Username - determined by the user, Age, Audio recording, Works, Image, Surname, Cultural/citizenship details, racial or ethnic origin, Gender, Responses - online learning, surveys, forms, Academic results, Year level, Class name, School name, Country or State/province, Responses - online learning, surveys, forms	Offshore in USA	Microsoft, Google, Clever, PowerSchool, YouTube, Pusher, WebPurify, Twilio, Zendesk.	OY ON
MakeCode Arcade Microsoft MakeCode Arcade is a free, open-source retro 2D game development environment. Students anywhere from 9 to 18 can use MakeCode Arcade to design and create their own games online that they	Offshore - USA	Microsoft	OY ON

can then share with friends and family or download to hand-held game devices. https://arcade.makecode.com/ Name, Email address, Date of birth, School details			
WeVideo Video editing and collaboration. https://www.wevideo.com/education Name, email address, IP address, analytical behaviour, and user created content.	USA	Shares information with: Facebook (disabled under the NSW DoE education licence) Note: Since Facebook has age restrictions, parental consent should be collected for those under 18 PLEASE NOTE: Applications like Facebook, Twitter, Instagram etc are blocked for students from within the department's network.	OY ON

This consent remains effective for the duration of your child's schooling at Gilgandra Public School, or until I advise the school otherwise in writing.

I acknowledge that my child must abide by the conditions of acceptable usage set out in the department's student use of digital devices and online services, which is located at https://education.nsw.gov.au/policy-library/policies/pd-2020-0471 and that any breach of this policy may, at the school's discretion, result in disciplinary action in accordance with the school's behaviors policy.

Student full name:				7.4	
Parent/Carer full name:			1 15 15		
Parent/Carer signature: _					_
Date of signing:					