

## FLIPPING THE SCRIPT ON STUDENT PHONE USE

## WHY NOW?

During school hours, phone use fuels cheating, cyberbullying, and constant distractions from social media and games.

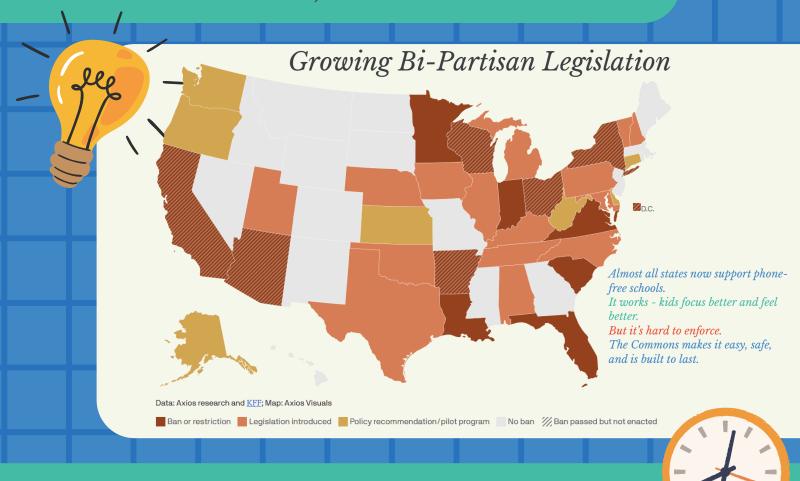
• Students spend 1.5 hrs every school day on their phones for non-academic purposes despite phone bans - that's 1 month of class time gone.

• Teens who spend more than 3 hrs per day on social media face double the risk of mental health problems.

 Teachers cite student cellphone use as an 'Almost constant distraction... contributing to heavy stress and burnout.'

This also matters for parents—whether they are concerned about their child missing out on learning or worried about mental health struggles.

Think of it like secondhand smoke: even if your child is self-regulating, the environment matters. What other students are doing/able to see with their phones affects every child's ability to focus, connect, and thrive.



## It's Time to Go Beyond Bans & Build Student Agency

**✓ YES** 

App

level

accountability

Reducing phone distractions doesn't have to mean bans, pouches, or burnout.

The Commons combines technology and a data-driven framework that blends positive behavioral reinforcement, digital citizenship curriculum, and staff training to promote student agency around their device use.

| Solution                       | Student<br>Autonomy | Accountability  | Protects<br>Learning Time                                       | Behavior<br>Change               | Emergency<br>Access | Staff<br>Sustainability                                    |
|--------------------------------|---------------------|---|---|----------------------------------|---------------------|--|
| No Policy or<br>Informal Ban   | ✓ YES               | × Varies by teacher                                     | X High daily disruption   | × NO                             | ✓ YES               | X Inconsistent enforcement; contributes to teacher burnout |
| Teacher<br>Phone<br>Collection | × NO                | Risk & liability if devices are lost, stolen or damaged | × 5-20 mins<br>lost per class<br>collecting and<br>distributing | × NO                             | ⚠ Slower response   | X Burdens<br>teachers                                      |
| Pouches<br>(e.g., Yondr)       | × NO                | Lasily bypassed   | Admin interruptions   | X NO<br>education or<br>Staff PD | × NO<br>access      | X Labor-<br>intensive                                      |
| The Commons                    | ₩ VEC               | ✓ System-   | Minimal   | <b> ✓</b> Curriculum             | ✓ Calls &           | ✓ Real-time  |

classroom

impact

+ Staff PD

data supports

staff

texts work