

Floor Amendment to SB 206-FN

1 Amend RSA 189:1-a, V as inserted by section 1 of the bill by replacing it with the following:

2

3 V. School boards and the board of trustees of chartered public schools shall develop and
4 adopt a policy governing the use of student cell phones and other personal electronic communication
5 or gaming devices in schools. Such policy shall prohibit all personal electronic communication or
6 gaming device use by students from when the first bell rings to start instructional time until the
7 dismissal bell rings to end the academic school day, with approved exceptions determined by the
8 superintendent or their designee with respect to student medical, disability, or language proficiency
9 need. Such policy shall be developed in collaboration with school parents and teachers and shall be
10 reviewed annually. School district and chartered public school policies shall not prohibit students
11 with medical needs, such as insulin pumps and glucose sensors, or disabilities from using a device to
12 support their learning as identified by their individualized education program (IEP), plan developed
13 under Section 504 of the Rehabilitation Act of 1973, 29 U.S.C. section 794, or when required to
14 support emergent multilingual students with appropriate language access programs and services
15 pursuant to Title VI of the Civil Rights Act of 1964. Such policy shall not be construed to prohibit
16 use of such devices for emergency communications or to deter acts of physical violence or bullying.
17 Nor shall such policy be construed, when and to the extent that schools require the use of laptops or
18 tablets for educational purposes, to prohibit the use of other privately-owned laptops and tablets as
19 an alternative to school-issued/managed laptops and tablets.

Floor Amendment to SB 206-FN
- Page 2 -

2025-2644h

AMENDED ANALYSIS

This bill requires school districts and chartered public schools to adopt policies establishing a cell phone-free education and restricts the use of personal electronic communications or gaming devices in schools.