

10 things to consider before purchasing a device ...

1. Continue to use iPad, or a new tablet or laptop?
2. Battery life: look for a minimum of 6 hours (no charging available at school)
3. Weight: look for 2kg or lighter, if possible
4. Wireless connectivity: dual-band wifi
5. Screen size: minimum 7.9" (iPad Mini), but keep in mind the type of tasks your student will do.
6. Hard-drive storage & processing speed: video editing needs more hard-drive space and processing power than word-processing. SSD is faster than older Hard Disk Drive technology
7. Connection options: what external devices will your student need to access? Printers, external hard drives, optical discs or projectors using USB, VGA, HDMI, LAN?
8. Additional mouse or pen? This will be dependent on device and subjects/tasks ... for example art/design, CAD drawing etc.
9. Warranty and insurance: Manufacturers minimum plus extended warranty availability (e.g. AppleCare)
10. After sales service and support: Consider the level of support offered, availability of support and parts as required plus turn-around time.

In the end, the decision as to what type of device is a personal one. However, we highly recommend that you buy with a long-term view (e.g. last 3-4 years +).

Purchasing Options

Apple Devices

You can purchase from any retail outlet, via an Apple Reseller (e.g. CompNow or Blackbird IT) or direct from the Apple Store, taking advantage of their new Apple Family Funded program which offers some discount to students and in-store support for students and parents with laptop and/or iPad setup.

Windows Devices

You can purchase from any retail outlet, via one of our reliable computer companies (e.g. CompNow or Blackbird IT) or online direct from suppliers such as DELL and ACER

What's not supported at UHS?

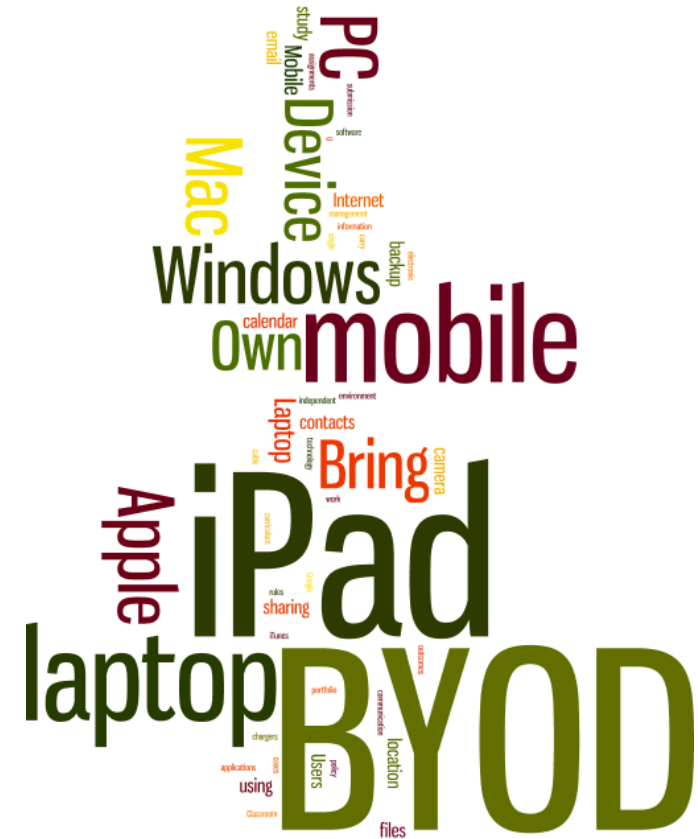
Chromebook devices are not supported for use on our school network.



Image source: dirt.rutgers.edu (23/07/2016)

Unley High School BYOD Program

for students in Years 10, 11 and 12



Teaching and Learning for Life

"BYOD transforms the classroom by creating new opportunities for learning."

Visit the informED website to read their article **Bring Your Own Device (BYOD): 10 Reasons Why It's a Good Idea** ...type the following address into your browser ... <http://tinyurl.com/zjlke3e>



Rationale

Our BYOD Program is necessary to replace the fleet of Federally funded Digital Education Revolution (DER) laptops and trolleys located across our school.

The DER program provided much needed resources to schools, UHS included. However, sustainability was not factored into the program.



Why bring your own device?

There are a number of compelling reasons cited in the literature. These include:

- Devices are a significant part of the lives of students and should be integral in their learning.
- DeWitt, 2013 (p. 1) states that *"the concept of 21st century skills is no longer a progressive phase to latch onto but a reality that we need to instil into our school systems"*.
- *"Bring your own device puts students in a position of power over their learning."* (Clifford, 2012, p. 2)

What can we fund?

Maintaining an infrastructure that supports teaching and learning in the 21st Century is our responsibility. This includes a state-of-the-art local network and fast, reliable Internet access.

How many UHS students bring their own device?

BYOD survey data, gathered over the last 4 years shows an increasing number of students bringing one or more of their own devices to school: 38.9% (2013), 89.8% (2015), 98% (2016)



What does research say?

Research conducted by Argueta, Huff, Tingen, & Corn (2011, p. 15), across six states in the USA, found that students participating in 1-to-1 BYOD programs developed improved 21st Century skills, including digital literacy, creativity and innovation skills, critical thinking and problem solving skills, communication and collaboration, and self-directed learning. Further, they found students were more engaged and demonstrated improved motivation for learning.

BYOD is cost effective and embracing the tools of the 21st Century makes education interactive for life.