

# Bring Your Own Technology

As we move towards *'anytime, anywhere learning'*, students need access to technology to support their learning wherever possible, this was particularly evident in 2020 when students were required to study from home. BYOT provides the opportunity to enhance learning by freeing learners from the restrictions of a typical classroom and increasing student access to devices for digital research, communication and creation.

Here at Elizabeth College we would like to take advantage of the technology that many of our students already own such as laptops and tablets. We encourage all students to bring a suitable device from home to connect to our enterprise standard wireless network for access to internet, email and cloud storage provided by the Department of Education. Students who do not have access to a laptop or tablet can request to borrow one from the college.

## Policies and Procedures

- BYOT means students bring their own laptop/tablet of choice to school for educational purpose. In the classroom, students should use devices responsibly, and only with the permission and direction of the teacher.
- Appropriate virus protection should be considered by all users who connect their device to the DoE guest wireless network.
- When accessing resources on the Internet all traffic goes through DoE's web filtering software which filters inappropriate content.
- Students should charge their devices at home overnight. Any power supplies brought to school should be clearly labelled with the student's name.
- Students are responsible for the safekeeping and storage of their own device when not in use.
- Students get free access to the Microsoft Office 365 Suite of programs.

## IT Support

- College IT support staff will provide guidance to students with wireless connection technical issues only, e.g. assisting students connect successfully to the DoE Student wireless network.
- IT support staff are unable to undertake any software installs, configurations or any mechanical repairs of parent/student owned BYOT devices.
- All students are responsible for the safe keeping of their own devices and any software installs, repairs or technical faults will need to be addressed under the terms of the warranty.
- For student/parent owned BYOT this means that parents are responsible for having devices repaired.

## Device Checklist

If you are planning to purchase a device for BYOT please consider the following (over page) to ensure the device meets all the requirements the student needs to support their learning in the classroom.

## Computing Capabilities

- **Operating System**  
To ensure the latest programs and software are compatible, we recommend the current (or previous) version of any operating system. E.g. Windows 10 / macOS 11 / iOS 14
- **Wireless Connectivity**  
Wireless connectivity is a vital feature of BYOT. Your device should support 2.4GHz and/or 5Ghz band wireless.
- **Screen Size**  
A reasonable screen size should be considered for ease of use. We recommend a minimum of 10 Inches for laptops and tablets.
- **Memory and Storage**  
To be able to store and process data effectively. We recommend a minimum of 4GB RAM and 64GB storage.
- **Durability**  
Tough and sturdy outer casing and strong keys and inputs.
- **Battery Life**  
Minimum expected battery life of 5 hours recommended.
- **Weight**  
Is the device light enough to carry to and from school each day?
- **Hardware Features**  
A camera and microphone are necessary to ensure students can participate in 21<sup>st</sup> century learning activities. A stylus or keyboard may also be useful. A carry case or skin can protect the device and provide ergonomic advantages.

			
<i><b>Sample Capabilities</b></i>	Apps-based Slate/tablet	Laptop PC	Slate/tablet PC with pen
Internet research			
Voice, video and audio recording Conferencing and collaboration			
Supports small amounts of typing			
Video and audio capture and editing			
Supports music composition, playing in, composing etc.			
Supports typing of longer assignments Multitasks for complex research and knowledge building			
Supports fully functional software for CAD, Web and Graphic Design			
Supports programming and handwriting recognition for Maths, Chemistry and Asian characters			
Note taking with digital pen, intuitive and natural remote learning, fluent mind mapping, prototyping and complex visual thinking			