Device Tips to Optimize the BYOD

Screen Size: 9.5 inches or greater is considered optimal; 7 inches or greater is adequate for many instructional activities.

Operating System (OS): Android 3.x or higher, iOS 5 or higher, Windows 7 or higher (The operating system should be the version provided by the manufacturer.)

Browser: The browsers listed below are typically supported. Due to the wide variance of digital materials available for access, occasional incompatibilities may be encountered. The most recent versions of the browsers are more likely to have broad compatibility.
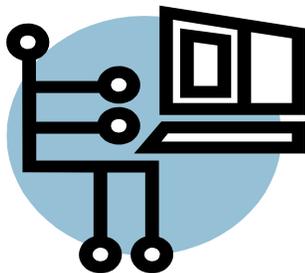
Recommended Browsers:

Microsoft Internet Explorer

Mozilla Firefox

Google Chrome

Apple Safari

Keyboard: Devices with a keyboard provide students with additional functionality.

Connectivity: When used at school, the device will connect using GCPS Wi-Fi, which allows filtered Internet access only.

Plug-ins: Applications have different plug-in requirements that affect device usability. ***Much of the available educational digital content requires Flash which is not available on an iOS device and many Android devices.*** Currently, Flash only runs consistently on Windows and Mac devices (**computers/laptops**).

Power: Students are responsible for bringing their device fully charged each day. Power sources will not be available. Long-life batteries are optimal.

MY eCLASS

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Developing 21st Century Learners

Bring Your Own Device:
A Parent/ Student Guide

eCLASS

In Gwinnett County Public Schools, more and more instructional activities can be enhanced when students bring their own personal devices (cell phones, tablets, laptops, eReaders, etc.) to class. As you consider the value of this experience and the opportunity for your child to use a personal device at school, here are some things to know:

- GCPS encourages students to take advantage of the school system's BYOD policy, but participation is not required.

- Students should bring devices that they are comfortable using.

- With the variety of activities for which students might use a device in class, no single device is likely to do it all.

- Some devices are better suited to various instructional activities than others. You may want to look at options and limitations based on what your child's class is doing.

Basic Skills for BYOD: Elementary Students
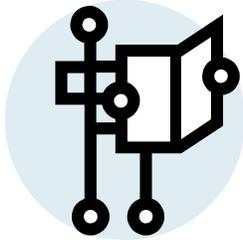
What do I need to know?

To assure students make the best use of instructional time with their own devices, it will be helpful for them to be able to independently do the following on their devices.

- Power device on/ off
- Adjust volume up/ down/ mute
- Select appropriate WiFi network
- Log in to school network
- Plug in headphones
- Open web-browser to access internet
- Take a picture
- Take a video
- Switch between front and rear facing cameras
- Bookmark a website and add a shortcut to home screen
- Take a screenshot
- Access photos and videos on device.

Recommended Apps for BYOD

Below are some suggested apps that students should have on their devices they bring to school to use in the classroom and at home.

1. Reading eTexts/ General Purpose Apps

Examples:
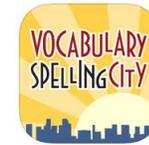
QR Reader

My eClass: Leveled Reading Apps

2. Researching Online

Examples:

Spelling City

Safari or Chrome Browser

My eClass: Media/ Research

3. Taking Notes

Examples:

Evernote (3-5)

OneNote

Drawing Apps

4. Viewing videos

Examples:

Flash Fox Browser

5. Creating Written Documents

Examples:

Google Docs

Kidblog

Google Sheets

6. Taking Photos to Express Learning

Examples:

Skitch

Pic Collage

Thinglink

Book Creator (iOS only)

7. Creating and Editing Images and Presentations

Examples:
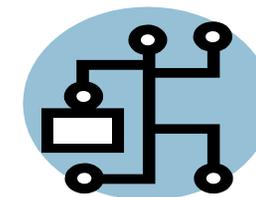
Explain Everything

Movenote

Google Slides

Tellagami

Animoto

EduCreations (iOS only)

Haiku Deck (iOS only)

Moving forward with Digital Learning