BYOT

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Learning Technologies

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what to expect from BYOT 101 TRAINING

Implementation
1.1 Identify the purpose, benefits, & limitations of the BYOT program.
1.2 Identify the role of the school-based technology team
1.3 Develop a school-based plan to implement BYOT
1.4 Develop a timeline to evaluate and expand BYOT using the BYOT Success Metrics

Community
3.1 Develop strategies and plan for communicating & sharing information about BYOT with parents/communities
3.2 Access the BYOT resources for consistent communication

Curriculum
4.1 Leverage students' technology as a learning tool
4.2 Utilize a variety of learning activities to align with CCS
4.3 Integrate technology tools that supplement learning objectives for the lesson

Technology
2.1 Identify common technology terms to assist with lesson planning using technology compatible with BYOT
2.2 Evaluate learning tools & distinguish tools that work well in BYOT environment
2.3 Access BYOT network & understand purpose/functionality of network

All of the resources, including this presentation, will be housed in the MyPGS Moodle site.

student success

ACHIEVEMENT

mobile technologies

21st CENTURY SKILLS

And this is what drives BYOT...

WHY
Bring Your Own Technology?

- Students need technology skills (digital citizenship)
- Many students already own technology
- Technology requires an additional set of skills that students need for college/career readiness
- Transactional memory: we remember where we access certain information, rather than the information itself. As a result, synthesis becomes more important than recall

- BYOT Vision Statement: Reshape the student learning experience through the use of 21st century technology tools to engage and provide students with formal and informal learning opportunities to develop skills necessary for success in our society.

so what is BYOT?
WHAT IS NOT BYOT?

Students provide their own technology

- Teachers govern use
- District-provided wireless access (BYOT network/filtered)
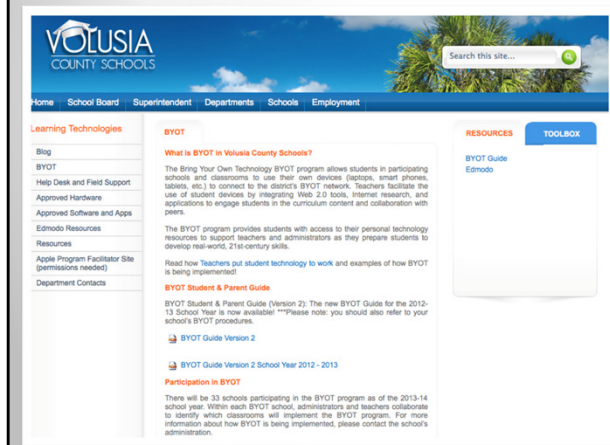
Teachers/Schools provide technology

- Exclusive to Apple technology
- A "perfect" 1:1 solution
- A change in curriculum

A frequently asked question that arises when discussing BYOT is how to handle the "digital divide" – students that may not have technology to bring and/or students whose parents do not allow them to bring technology. The goal of BYOT is to leverage the technology that some students have so that access to technology for all students increases. In many schools, the following model has proven effective:
-Prior to BYOT, purchasing a full classroom set of iPads or laptop carts was too expensive for schools. With BYOT, schools may be in a position to purchase half a class set, while other students can also bring their technology. As a result, more technology is available in the classroom than before because the school was able to afford some supplemental devices and leverage other technology provided by the students.

Success Metrics – 6 components – each year schools are provided a survey tool to use to evaluate their BYOT program implementation.
Component 1: School-wide implementation
Component 2: Tech Integration – frequency of use per week in BYOT classrooms
Component 3: Collaborative school-based team
Component 4: Professional Development & Professional Learning Network
Component 5: Community Involvement
Component 6: District Learning Platform & Curriculum Connection

BYOT Videos are available on the Learning Technologies website for schools to use to share with parents (at parent nights, open house, etc).

classroom management
WITH BYOT

Establish clear classroom expectations

BYOT On/BYOT Off Poster Indicator**

Storing technology in lockable cabinet

Make resources clear & available ahead of time

SCHOOL-BASED BYOT GUIDE

- Develop a plan to ensure students have the necessary forms on file for participation in BYOT and other VCS network services.
- Develop a School-Based BYOT Guide to handle classroom management consistently across BYOT classrooms/grade levels.
- Template is provided in MyPGS Moodle. Template will also be sent to schools.

- Resources provided:
  - BYOT On/Off Poster
  - BYOT Rules Poster
  - BYOT Device inventory – checklist for teachers/students to use to check in their device each day

- Share examples of Parent Nights
- Recommended strategies for communication: ConnectEd, website, classroom newsletter
  - BYOT videos available on website
- BYOT Parent Guide
- BYOT Videos

the technology
OVERVIEW

Edmodo

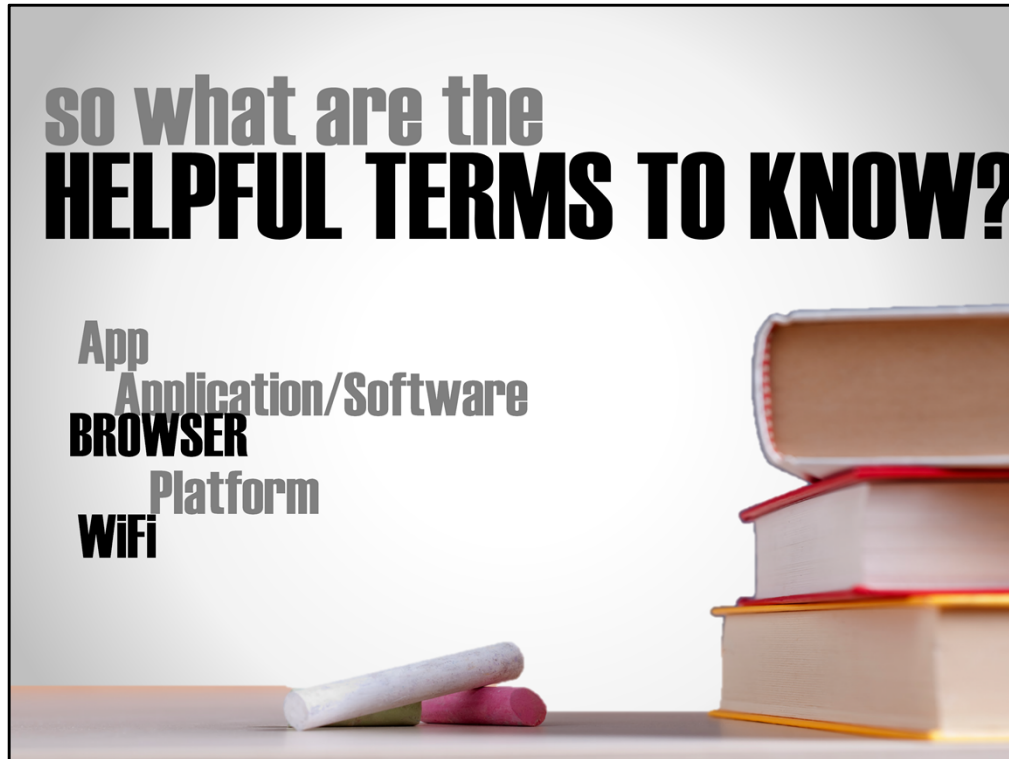**QR codes**

Safari Montage

Web applications

Students use BYOT network

the technology
OVERVIEW

AVOID:
Any site that requires student accounts not specifically reviewed through VCS

Exposing students' identifying information (last names, personal info)

so what are the
HELPFUL TERMS TO KNOW?

App
Application/Software
BROWSER
Platform
WiFi

- App: small program from a closed environment, i.e., Apple's App Store or Android App Store
- Application/Software: Larger program on a desktop or laptop
- Browser: Program used on a device to access the web, i.e., Internet Explorer, Safari, Firefox, Google Chrome
- Platform: A specific operating system programs are designed for, i.e., Windows, Mac, iOS, Android
- WiFi: wireless access to a network and/or the Internet

Pre-BYOT: Students write their essays and submit it to their teacher for a grade.
With BYOT: Students bring in and use their own devices and post their essays on Edmodo to share, collaborate, and provide feedback to learn from each other.

IN THIS LESSON... what are the major differences?

- Access to technology
- Ownership over learning process
- Development of 21st century skills through collaboration/communication online and digitally publishing work

This did NOT change:
- Basic content/curriculum
- Relevancy of the course

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