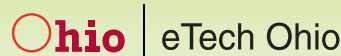


HELP!

My School is Going BYOT!

A Teacher's Guide



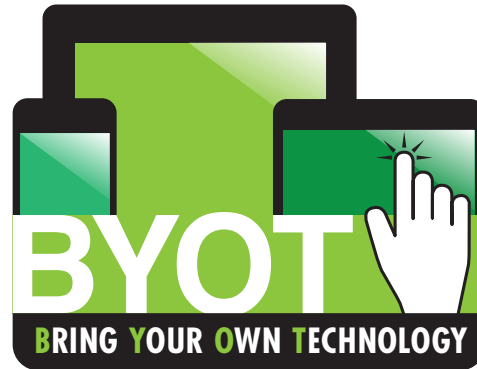
This resource was made possible by a grant from eTech Ohio and the State of Ohio.

Help! My School is Going BYOT: A Teacher's Guide

Module Synopsis

Teachers will learn about the value of implementing a Bring Your Own Technology or BYOT program in the classroom. Throughout this video, teacher tips, supported by research, will guide use of these devices to make a difference in student learning.

Watch accompanying video on YouTube at:
<http://youtu.be/WJXqEiq7puE>



Terms

1:1 computing - referring to a trend in education where a computer is provided for every student; it has been gaining popularity in many 21st Century schools

Desktop icon - a pictogram displayed on a computer screen in order to help user navigate a computer system or mobile device in a similar way traffic signs are used to help a driver navigate traffic

Edmodo - a social learning and learning management platform for teachers, students, and parents where homework can be posted, assignments can be uploaded, resources shared, and quizzes administered

iPad - is a line of tablet computers designed and marketed by Apple Inc., which runs Apple's iOS (examples include iPad 1, iPad 2, iPad with Retina Display, iPad mini)

iPod - is a line of small hand-held tablet computers designed and marketed by Apple Inc., which runs Apple's iOS (examples include iPod shuffle, iPod touch, iPod classic, iPod nano)

Laptop - a portable personal computer with a clamshell form factor, suitable for mobile use (examples include Chromebook, MacBook, Dell Lenovo)

Learning Management System (LMS) - a free or fee-based software application for the administration, documentation, tracking, reporting and delivery of e-learning education courses or training programs (examples include Blackboard, Moodle, Edmodo, Schoology, eGenio, Cascade)

Netbook - a category of small, lightweight, and inexpensive laptop computers with screen below 5" screen diagonal to 12"

Nook - a brand of e-reader developed by American book retailer Barnes & Noble, based on the Android platform

Post-secondary instruction - the stage of learning that occurs at universities, academies, colleges, seminaries, and institutes of technology also includes certain college-level institutions, such as vocational schools, trade schools, and career colleges, that award academic degrees or professional certifications

Smartphone or smart phone - a mobile phone built on a mobile operating system, with more advanced computing capability and connectivity than a feature phone (examples include iPhone, Droid, Samsung Galaxy)

Social networking - platforms that build social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections (examples include Facebook, Twitter, Instagram)

Tablet - a mobile computer that is primarily operated by touching the screen and focuses on Internet and media features (examples include - iPad, Microsoft Surface, Samsung Galaxy Tab, Amazon Fire)

Note: Definitions derived from Wikipedia

Ohio's New Learning Standards

Common Core State Standards for English Language Arts & Literacy in History/Social Studies, Science, and Technical Subjects

College and Career Readiness Anchor Standards for Writing

Production and Distribution of Writing

6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.

Students in Grades 9-10

6. Use technology, including the Internet, to produce, publish, and update individual or shared writing products, taking advantage of technology's capacity to link to other information and to display information flexibly and dynamically.

Students in Grades 11-12

6. Use technology, including the Internet, to produce, publish, and update individual or shared writing products in response to ongoing feedback, including new arguments or information.

Resources

"Bring Your Own Device"

Comprehensive list of pros & cons for BYOD plus links to additional BYOD resources

<http://balancedtech.wikispaces.com/Bring+Your+Own+Device>

Source: BalancedEdTech Wikispaces Blog

"Bring Your Own Device Toolkit"

Downloadable pdfs, videos, templates for acceptable user policies, and case studies

<http://k12blueprint.com/byod>

Source: K-12 Blueprint

"Education-Technology Policy Toolkit"

Downloadable pdfs, templates, presentations, and case studies

<http://www.k12blueprint.com/policy>

Source: K-12 Blueprint

"Internet Safety Pitfalls & Dangers Internet Safety Unit"

Discussion questions, lesson plans, assessments, sample parent letter template, guidelines for online shopping, also includes cyberbullying and email safety lessons

<http://www.polk-fl.net/students/onlineresources/documents/6-8/PitfallsDangers.pdf>

Source: Polk Co. (FL) Public Schools website. Created by the Colman Communications Corp.

Internet Safety - Downloadable Internet Safety tri-fold flyer

<http://wbgu.org/wbgumultimedia/byot/internetsafetytips.pdf>

"20 BYOD Resources For The 21st Century School"

Extensive list of 20 resources to help teachers start a BYOD program in a school or classroom.

<http://www.teachthought.com/technology/20-byod-resources-for-21st-century-school/>

Source: TeachThought