

Bring Your Own Device Information Presentation

For parents and students

Teaching and
learning with
curiosity,
creativity and
purpose in the
contemporary
classroom



BYOD 2024



At Good Shepherd technology allows students to:

Engage in learning

unique interactive experiences, represent understanding

To be mobile

inside and outside the classroom, continue or reflect on learning at home

Promote creativity

students can express themselves in their preferred learning style

Learn through trial and error

experiment with and alter work

Constantly connect and collaborate

shared documents, group tasks, real world access





Teachers view technology as a tool that allows each student to reach their full potential and be active participants in their learning and development.

Balance

The goal with using technology in education is not simply to use technology to reproduce things we COULD already do without it, but to find entirely new ways to do things that we COULD NOT do without it.

Chris Betcher

Australian Curriculum



Practising digital safety and

- Manage online safety
- Manage digital privacy and identity
- Manage digital wellbeing.

Investigating

- Locate information
- Acquire and collate data
- Interpret data.

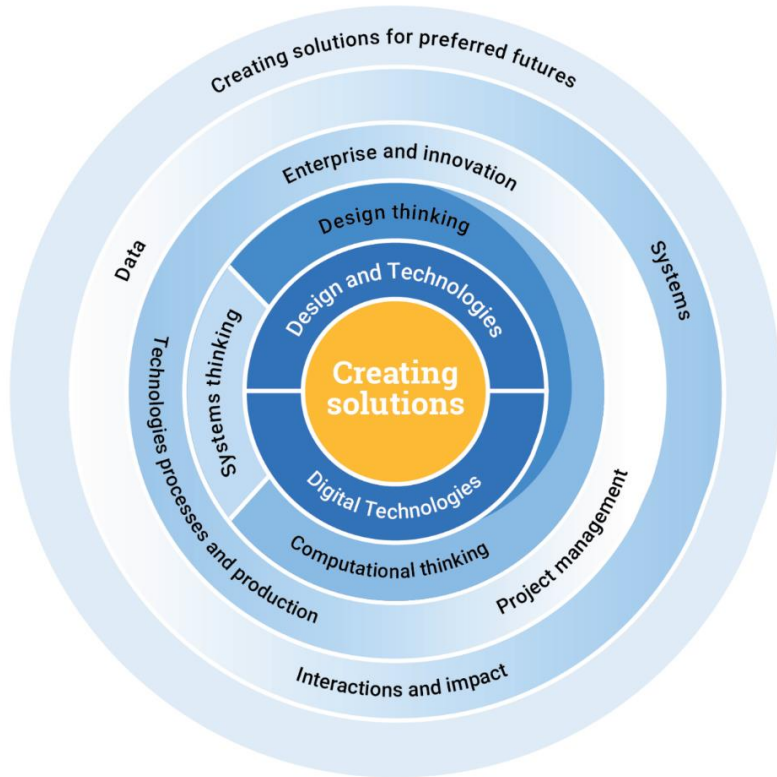
Creating and exchanging

- Plan
- Create, communicate and collaborate
- Respect intellectual property.

Managing and operating

- Manage content
- Protect content
- Select and operate tools

Digital Technologies



Digital Technologies aims to develop the knowledge, understanding and skills to ensure that, individually and collaboratively, students:

- use design thinking to design, create, manage and evaluate sustainable and innovative digital solutions
- use computational thinking to create digital solutions
- confidently use digital systems to efficiently and effectively automate the transformation of data into information and to creatively communicate ideas in a range of settings
- participate in safe and respectful communications and collaboration with audiences
- apply systems thinking to monitor, analyse, predict and shape the interactions within and between information systems and the impact of these systems.

Device Requirements



iPad device

- Running IOS (Apple) software (must be able to update).
- At least 32 gigabytes of storage (to store multimodal work).
- Case protection - consider how your child will handle the device when choosing a case. Focus on cases that protect the corners and screen. Students may have keyboard.
- Insurance is optional and will be the responsibility of individual families. Families may wish to explore their Home Contents Insurance Policy to identify if the device could be covered.

Option to buy on BYOD Portal hosted by JB Hi-Fi, link will be put on the [Good Shepherd Technology](#) website.



BYOD at Home

When the device is at home, its use is at the discretion of the family. Some tips to support use at home are:

- Designate specific areas in the home for use of technology tools to assist with supervision,
- Keep the device charger plugged into the wall in a main room,
- Set time limits for device use,
- It is only required for Home Learning requirements as per the school policy,
- No screen time in the hour before bed, set night shift
- Set restrictions, such as guided access, if a problem continues.

BYOD at Home



Not too much & Not too little

Further information can be found on the Frequently Asked Questions page on the Good Shepherd Technology website.

GOOD SHEPHERD
TECHNOLOGY

[HOME](#)

[BYOD](#)

[ONLINE SAFETY](#)

[BLOG](#)

[CONTACT](#)

[Frequently Asked Questions](#)



BYOD at Home

Do not give children their own Apple ID

- Children under 13 are not allowed their own Apple ID

Do not create an Apple ID on behalf of your child then give them the password

- You have no control over use, including purchases and downloads



Family Sharing

Apple

Options

Your child is added as a Family Member to your account (verified parental consent)

Ask to Buy - all purchases (paid or free) are approved by you

You can limit access to content using 'Restrictions'



BYOD at Home

Discuss your Home Plan





BYOD at School

Learning Management System

Google Classroom - a way to connect, share content, access home learning, participate in discussions, manage assignments and receive class information

A screenshot of the Google Classroom interface for a class named "STEM 3 Church and 3 Whiley". The interface is divided into a left-hand navigation menu and a main content area. The navigation menu includes options for Home, Calendar, Teaching (which is highlighted), Archived classes, and Settings. The main content area has tabs for Stream, Classwork, People, and Marks. The Stream tab is active, showing a purple header banner with the class name and a "Customise" button. Below the banner, there are several widgets: a "Meet" widget with a "Generate link" button, a "Class code" widget displaying "p4lbc5g", and an "Upcoming" widget showing "No work due in soon". A post from a user named "Charlotte Fitzpatrick" dated "7 Aug" is visible, containing a link to a YouTube video titled "How to Make a Catch Gam..." with a thumbnail image of a "Catch Game" box.



BYOD at School

Device Boot Camp

Will be held at the beginning of 2024 to:

- establish expectations of the Student Agreement,
- explore digital citizenship,
- review cyber safety,
- develop research skills,
- tips for capturing images and recording sound.



BYOD at School

Apps

- build learning strategies to assist students throughout their schooling
- promote creativity
- organised into a School screen and Home screen

2019 REQUIRED Apps		
App	Description/Purpose	Installed
Google Earth	Cost: Free Purpose: Students can use the app to investigate, explore and research.	<input type="checkbox"/>
Book Creator for iPad	Cost: Approx \$9 Purpose: Students can use the app to create, create and store their writing and stories in an eBook. Photos, drawings, text, videos and music can all be included in the eBook.	<input type="checkbox"/>
Calculator	Cost: Free Purpose: Students can use the app to perform mathematical functions and check their calculations.	<input type="checkbox"/>
Dictionary (on school)	Cost: Free Purpose: Students can use the app to search for definitions and spelling options. Audio pronunciations and audio files may assist some students with slower learning needs.	<input type="checkbox"/>
Explains Everything Classic	Cost: Approx \$15 Purpose: Students can use the app like a whiteboard to store knowledge to aid understanding and explain thinking. Videos and audio files can be used with the app to enhance learning and engagement.	<input type="checkbox"/>
Green Screen by Do Ink	Cost: Approx \$5 Purpose: Students can use the app to produce quality videos by combining images from multiple sources.	<input type="checkbox"/>
Google Drive	Cost: Free Purpose: Students can view, create, store, share and access documents, PDFs, photos, videos etc. Students can organize folders to organize work.	<input type="checkbox"/>

Student Agreement

- states the expectations for device use at school

BE SAFE BE YOUR BEST BE RESPECTFUL BE KIND		
STUDENT AGREEMENT		
ACCEPTABLE USE		
I will ...		
Treat all ICT equipment with respect.	Use devices for educational purposes only.	Report any inappropriate material or damage immediately.
Publish work using acceptable language.	Use a device approved for the school's network.	Follow all instructions given by the teacher regarding use of devices and access to apps.
Give my device to the teacher/ coordinator if requested.		Keep the battery charged for school use.
Respect the privacy of all ICT users at school.	Safely store the device in my bag before and after school.	Be on task in class.
Use my school email to activate approved accounts.	Use headphones to listen to audio from my device.	Delete media that impedes the device being used for educational use.



BYOD at School

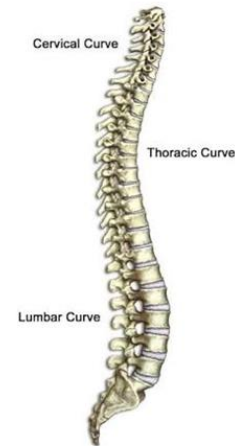
Discuss the Student Agreement



Health and Safety

Movement

- regular, adjust the body position every 15 minutes
- maintain the shape of your spine, natural curves



Eye health

- blink and look away from the screen regularly, at least every 20 minutes
- your screen should be at eye level
- adjust the screen brightness

Health and Safety



Ear health:

- use volume restricted headphones, avoid high level volumes
- use over the ear headphones

Keeping a device safe:

- do not leave your device on the floor
- if walking, the screen must be covered and two hands on the device
- do not take it out of the case

What next?



- Take time to process the information
- Decisions should be made to suit the needs of individual families
- Complete the Student and Parent Acknowledgement by the end of Term 3, 2023
- Before Term 1, 2024 organise the device and case, download the necessary apps

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