Digital Technology and BYOD

Mingimingi Hautoa
Knights Stream School

Our Vision

A vision is an aspirational statement that is always looking ahead.
"Courageous learners who positively influence the world."

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Our Mission

A mission is how we are going to reach our vision.
"Together we inspire, challenge and empower."

What to consider in the 21C?

What are the drivers in education? What is important to us?

What beliefs are important to consider in teaching:

Caring, Courageous, Connected, Creative and Curious

- **Ubiquity** Anywhere, anytime, any pace, any device

- **Agency** 'the power to act'–informed/empowered/enabled learners

- **Connectedness** 'edgeless' education, connected minds

Why Digital Technology?

Digital technologies are transforming how we live; shaping our homes and our workplaces, changing the way that we interact with each other and live our everyday lives.

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The Digital Technologies Curriculum Hangarau Matihiko

Digital Technology was formally made a part of the New Zealand Curriculum this year.

Computational thinking for digital technologies – Students will develop an understanding of computer science principles that underlie all digital technologies. They'll learn core programming concepts so that they can become **creators** of digital technology, not just users.

Designing and developing digital outcomes – Students will learn how to design quality, fit-for-purpose digital solutions.

http://elearning.tki.org.nz/Teaching/Curriculum-areas/Digital-Technologies-in-the-curriculum

The Computational Thinkers

concepts

Logic
Predicting & analysing

Evaluation
Making judgements

Algorithms
Making steps & rules

Patterns
Spotting & using similarities

Decomposition
Breaking down into parts

Abstraction
Removing unnecessary detail

approaches

Tinkering
Changing things to
see what happens

Creating
Designing & making

Debugging
Finding & fixing errors
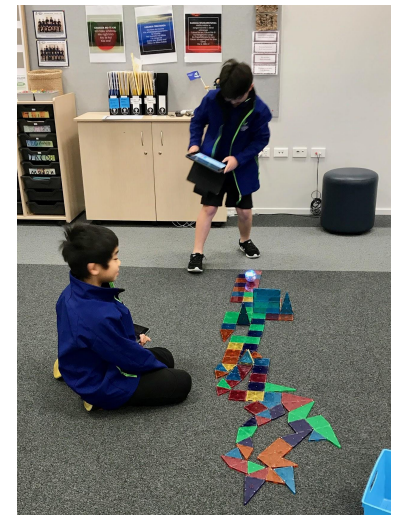
Persevering
Keeping going

Collaborating
Working together
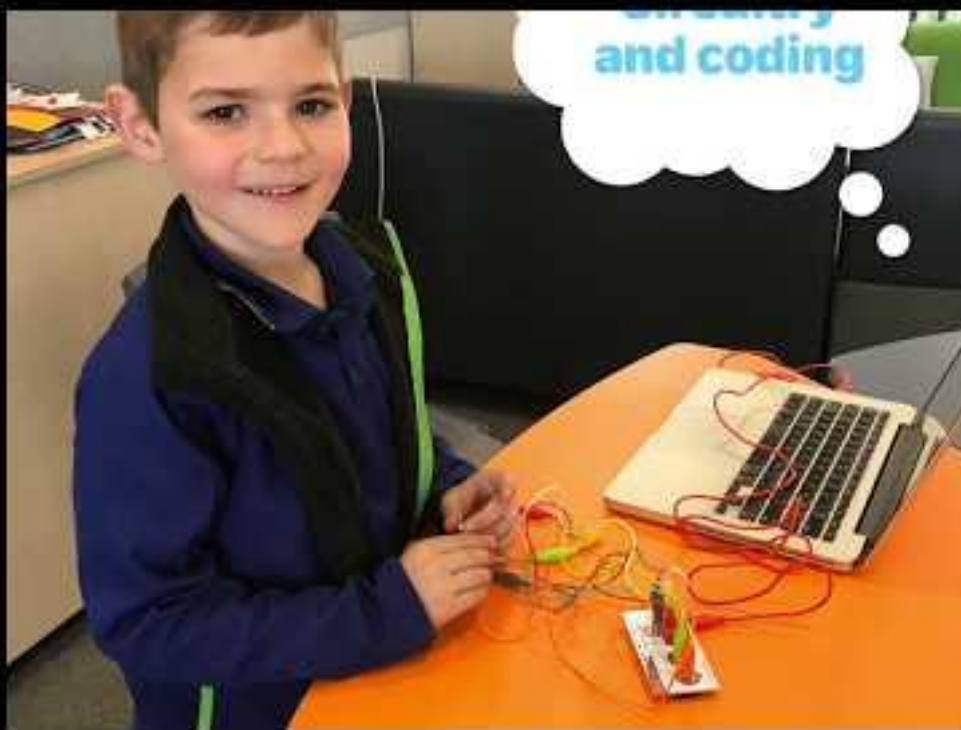
How are we implementing the DTC?

- Unplugged coding
- Coding
- Robotics
- Movie making
- Animations
- Digital music making
- Augmented reality
- Green screening
- Sharing learning with Seesaw

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How are we implementing the DTC?

Why iPads?

- Student engagement
- iPads are the preferred option due to their **intuitive nature**
- Over 200,000 educational apps
- iPads are more than a teaching tool, they are an extension of your mind.
- Multi use - camera, movie, web, apps
- Create not consume
- The shift in Technology has been significant, iPads have kept up
- Managed ID's, 200GB storage
- Apple Classroom

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What do our KAIMAHI have to say about Digital Technology at Knight Stream School?

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What do our STUDENTS have to say about Digital Technology at Knight Stream School?

BYOD Process

BYOD Process - What you need to know

Step 1

- **Purchase an iPad that fits the following criteria**
  - 5th Generation iPads or higher only (this enables iOS and app updates)
  - Provide a sturdy iPad case
  - *Apple Pencil and keyboards are optional*

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BYOD Process

Step 2

- **Read, discuss and co-sign our BYOD Policy**

BYOD Policy

BYOD Process

Step 3

- **Bring your device to school for the initial setup**
  - Devices can be set up for school use on Thursdays during term time (we will eventually have set device management days).
  - We will label the device

BYOD Process

Step 4

- **Home use**
  - Add your own apple ID to the App Store if you would like to add your own apps
  - Add your own apple ID to the iBooks if you would like to add your own books
  - Create a folder on the app screen to store home use apps

BYOD Process

Step 5

    ○   **Bring the iPad to school charged each day**

BYOD Policy

Rationale:

We have to balance responding to the needs and learning styles of our 'digital natives' with ensuring BYOD and school Digital Use is developing in a way that is safe, practical and contributes to learning.

Our citizens:
- are confident and capable users of ICT
- use technologies to participate in educational, cultural, and economic activities
- use and develop critical thinking skills in the online environment
- are literate in the language, symbols, and texts of digital technologies
- are aware of ICT challenges and manage them effectively
- use ICT to relate to others in positive, meaningful ways
- demonstrate honesty and integrity and ethical behaviour in their use of ICT
- respect the concepts of privacy and freedom of speech in a digital world
- contribute and actively promote the values of digital citizenship

BYOD Policy

Our BYOD Policy unpacks the guidelines, rights and responsibilities for students, whānau and kaimahi.

BYOD and Digital Use Agreement - Parents and students read through the policy together and sign the agreement

BYOD Policy

Question Time

If you have any questions, please email
catherine.mackenzie@knightsstream.school.nz