

Bring

eCLASS



Bring Your Own Device (BYOD)...

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. **Below are examples of classroom activities and optimal devices for some of those activities:**

Looking for more on BYOD?
Ask your school or go to the
GCPS website.

	Reading eTexts	Researching Online	Taking Notes	Viewing Videos (not Flashed-based)*	Creating Written Documents	Taking Photos to Express Learning	Creating Videos to Express Learning	Creating and Editing Images & Presentations
eReader	■							
Smartphone (and iPod Touch) with Camera	■	■		■		■	■	
7" or Larger Touchscreen Tablet (iOS, Android, or Win8), No Camera	■	■	■	■	■			
7" or Larger Touchscreen Tablet with Front and Back Camera	■	■	■	■	■	■	■	■
Laptop	■	■	■	■	■			■

Device Tips to Optimize the BYOD Initiative

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.)

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

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.

Microsoft Internet Explorer Mozilla Firefox
Google Chrome Apple Safari

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

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.

