

OUTCOMES THROUGH TECHNOLOGY



What do all the acronyms mean?

BYOD = Bring Your Own Device. Typically associated with the bringing of a device to be used in school

1:1 = Denotes a programme encouraging one device for every student

e-Learning = Quite simply, e-learning is electronic learning, and typically means using technology to support part, or all of a project or subject

International reports in the area of 1-1 computing show that:

- In an age in which computers feature strongly in everyday life and education, the minority of students who have limited access to them, who use them little and who are not confident in using ICT are not performing well. (OECD 2005)

BYOD in Education

BYOD programmes enhance learning opportunities for students by providing access to information anywhere, anytime. Personal devices enable two way communication and collaboration between teachers and students and extend learning beyond the classroom.

Cyclones approach is to partner with the school and start at the beginning, helping schools develop their strategic plan and the learning outcomes they wish to achieve.

The NZ curriculum specifically references the value of e-Learning and international research shows the benefits of e-Learning for students.

Rationale Behind BYOD:

- We need to prepare our students for digital assessment, tertiary study and the work environment
- There are increased opportunities for collaborative learning - anywhere, anytime
- Students exist largely in a digital world outside of school, so we enable the use of the tools they are familiar with to facilitate their learning
- BYOD has the potential to increase the motivation and engagement of students. These may be critical factors leading to improved educational outcomes

The NZ Curriculum notes that students should be:

- **Confident** - motivated and reliable
- **Connected** - effective users of communications tools and international citizens
- **Actively Involved** - participators in a range of life contexts
- **Lifelong Learners** - active seekers, users and creators of knowledge, critical and creative thinkers