Strategies and Tips for BYOT in the Classroom

2015 FCSTAT Midwinter Conference
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Polleverywhere.com

- Are you at a BYOT/BYOD campus? (multiple choice)
- If yes, what type of devices do your students use? (open-ended)(may answer more than once)
- Are you tech-savvy? (multiple choice)

Respond at PollEv.com/cynthiamoren008

Text CYNTHIAMOREN008 to 37607 once to join
Provides FREE instructional resources

- Education and Training
- Hospitality and Tourism
- Human Services

http://cte.sfasu.edu/
What is BYOD or BYOT?

- Bring Your Own Device
- Bring Your Own Technology
- Personal devices
  - Laptops
  - Netbooks
  - Smartphones
  - Tablets
- 1:1
- 2:1
- Class set – no check out
- Computer carts
- Computer labs
What Does Your Classroom Look Like?
Technology
Planning

• Digital learning opportunities for all students is essential

• Planning at the district level must take place

• Recommendations from the State Board of Education support district and campus planning
2014 Progress Report

• Vision – preparing students to learn, work and live in the 21st century

• It includes:
  • Rigorous curriculum standards
  • Quality instructional materials
  • Comprehensive student assessments

2014 Progress Report
(click on link)
Vision by 2020

• Learners will:
  • Use personal, Internet-ready devices for learning

• Educators will:
  • Develop new learning environments that use technology as a flexible tool
  • Keep up-to-date with emerging trends and technologies and implement new teaching strategies into everyday teaching and learning
Priorities for Phase II

• Eliminate barriers and provide opportunities for students and educators to use personally owned Internet-ready devices for learning and collaboration
It’s a Different School

• Technology programs in the classroom have advanced quickly with:
  • Chat rooms for collaboration
  • Databases
  • Educational games
  • Mobile apps
  • Online courses
  • Online textbooks
  • Texting to communicate

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Help! My School is Going BYOT
(click on link)
Challenges
Technical hitches

• Internet is running slow
• Limited data plans
• Not enough power outlets to charge devices
• Not every student owns a device
• Personal device may be damaged or forgotten at home
• Personal device may be stolen in your classroom
Concerns

Students
• Privacy
• Security
• Website monitoring and access

Teachers
• Time
  • to learn new programs
Being Safe is Being Smart

• Use the Internet wisely

• Remind students that Internet information is not always accurate or appropriate

• Wikipedia is NOT a reliable source

Internet Safety
Strategies

• Follow your school district guidelines
• Check out extra devices for student use
• Monitor students while they use their personal devices
• Plan appropriate activities
• Share devices for group or team assignment
• Sign up for computer labs in advance
Media and Technology Resources
Resources for Media and Technology

Multi-Media Technology Tools

Projects that incorporate multimedia technology tools encourage students to problem solve and use critical thinking skills as well as be creative and express themselves.

Today's Meet

Enable discussions, improve students. Today's Meet gives everyone a voice.

Students join fast, easy to start rooms with no sign up, and can immediately start.

Answer Garden

Use for real time audience participation, online brainstorming and classroom feedback.

Live Audience Participation

Allows you to engage your audience or class anywhere in real time.

Wordle

A way to generate "word clouds" from text that you provide. The size represents the frequency word occurred in your supplied text.

Volr

An educational tool that allows users to create their very own talking character.

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Power Down
Policies

• Follow your school district guidelines
• Call/email/text parent if student does not follow rules
• Encourage class participation and discussion
• Restrict personal device use when lesson does not require technology
• Role model
Brainstorming

How will you use BYOT in your classroom?

• AnswerGarden
  It is a digital scribble space. It makes a great tool for brainstorming in the classroom or workplace.
  http://answergarden.ch/

  http://answergarden.ch/view/137279
Trending Now!

- 3-D Printers
- Coding
- Games and gamification
- Gesture-based computing
- Wearable technology
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References and Resources

Images:
• Microsoft Office Clip Art: Used with permission from Microsoft™. (Slides 6, 15, 17, 19, 21)
• Shutterstock™ images. Photos obtained with subscription. (Slides 1, 8, 12, 13, 24, 28)

Reports:
  Instructional Materials and Educational Technology
  http://tea.texas.gov/technology/
• Long-Range Plan for Technology 2006-2020
  A Report to the 80th Legislature from the Texas Education Agency
  http://tea.texas.gov/technology/

Websites:
• Answer Garden
  It is a digital scribble space. It makes a great tool for brainstorming in the classroom or workplace.
  http://answergarden.ch/
• Educational Technology
  Information about the Texas Education Agency’s Educational Technology unit and statewide educational technology initiatives.
  http://tea.texas.gov/technology/
References and Resources

• Internet Safety
  In accordance with HB 3171, Section 38.023, the Texas Education Agency has developed and made available to school districts a list of resources related to Internet Safety. http://tea.texas.gov/index2.aspx?id=2147487064

• Poll Everywhere
  Engages your audience or class anywhere in real time http://www.polleverywhere.com/

YouTube™:
• Help! My School is Going BYOT-----(A Teacher's Guide)
  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. http://youtu.be/WJXqEiq7puE