

# COMPONENTS OF SUCCESSFUL 1:1 COMPUTING PROGRAMS

Students typically learn the way they live and today they live in the digital age. 1:1 computing programs at schools are here to stay so make sure your's is living up to it's maximum potential.

## 90%

of students reported some level of greater motivation to learn with laptops & tablets.

Source: Westlake ISD, Austin TX

## 89%

of students agree having a laptop or ipad enhanced their learning experience.

Source: Westlake ISD, Austin TX

## WIFI NETWORK

You must have both reliable and secure access to the internet or the 1:1 program is dead in the water. In addition, you need to ensure that online access is properly filtered for appropriate content.

## ↑ 23%

Sunnyside district in Tucson, AZ, saw graduation rates climb in the more than five years it's used 1:1 computing.

Source: BLEgroup

## 54%

of students & teachers will have access to a school-issued personal computing device.

Source: Futuresource Consulting LTD

## REPAIR & RECYCLE

One of the most overlooked aspects of 1:1 computing programs is underestimating the ongoing need to repair and/or replace student devices. Recycling per regulatory guidelines is also a must. Ensure resources are allocated and budgeted.

## STUDENT DEVICES

The student device is at the core of every 1:1 Computing program. The basic choices for devices are either laptops or tablets, with laptops currently being the defacto choice for older students and tablets for younger students.

### Student devices need

#### Software

Software programs are needed to enable content creation, content consumption as well as collaboration in the classroom. In addition the devices must be protected against potential malware and viruses. Schools usually have access to education discounts for software.

#### Accessories

Charging carts, headphones, protective cases, and interactive projectors are important to ensure each student can maximize the use of their device.

#### Curriculum

Interactive classroom content and curriculum can help the learning experience for students be more enjoyable, effective and efficient.

## DEVICE ADMINISTRATION

It's critical that faculty have a way to efficiently add, delete, switch, monitor or update student devices and their permissions.

## 1:1 COMPUTING CHAMPION

A champion (person or group) is necessary to drive defining policies and goals for your 1:1 computing program is key. Resources must be assigned and allocated to ensure the program is fully documented, updated, communicated and that staff is continuously onboarded, trained and provided with technical support.

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