AISM
American International School of Mozambique



Bring Your Own Device
Program Guide

Information for Parents and Students

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Introduction
Learning and Technology

As the world increasingly becomes interconnected, many schools are likewise exploring further the strategic role of technology in their learning communities. Digital technologies continually engage learners to discover potential ways to enhance, augment and even redefine the learning process. Innovative learning technologies help students to develop 21st century communication, collaboration, creativity, and critical thinking skills that are essential in preparing them to become future-ready global citizens. At AISM, technology initiatives aim to challenge students and teachers to pursue relevant and purposeful ways to integrate technology into meaningful learning experiences.



Why BYOD?

Technology is one of the primary drivers in an ever-changing world, and is a device that, when utilized appropriately, accelerates learning. During the 2017-2018 school year, the school engaged in a study of our technology implementation. This study included a survey of our Grade 9-12 students.

The survey data indicated that most students in our BYOD program preferred a laptop as a learning tool, and that they frequently supplemented the laptop with a mobile device such as a smartphone.

First, students that have access to a technological tool during learning were at a significant advantage. Second, the clear technological tool of preference of teachers and students was a laptop.

Our study also confirmed previously identified benefits that come with the implementation of a BYOD program. By requiring students to bring their own laptop, we aim to:

- provide access to the expansive learning resources available online.
- promote greater student agency in the choice and technical familiarity of learning tools.
- provide more opportunities for diverse/multiple modalities and representations of student learning.
- support efficient student to student and student to teacher collaboration.
- enhance student work productivity and creativity.
- teach students to become more accountable and responsible in their use of technology.
- fosters student ownership of their own learning.

Program Overview
Who is involved in the BYOD program?

As the world increasingly becomes interconnected, many schools are likewise exploring further the strategic role of technology in their learning communities. Digital technologies continually engage learners to discover potential ways to enhance, augment and even redefine the learning process. Innovative learning technologies help students to develop 21st century communication, collaboration, creativity, and critical thinking skills that are essential in preparing them to become future-ready global citizens. At AISM, technology initiatives aim to challenge students and teachers to pursue relevant and purposeful ways to integrate technology into meaningful learning experiences.

The Bring Your Own Device (BYOD) program is part of a comprehensive, school-wide technology strategy that spans from early childhood to Grade 12. The specific impact of BYOD is as follows:

- All students in Grades 9 to 12 in the secondary school are required to bring a laptop to school which will function as their primary learning tool at AISM.

- All students in Grades 1 to 8 are on 1:1 program.

- Our technology infrastructure is multi-platform and facilitates the use of both Mac and Windows platforms. This multi-platform approach is designed to allow for maximum choice.

- In addition to laptops, AISM allows students to connect additional devices to our network (e.g., smartphones and tablets).



BYOD Specifications

What are the technical requirements for student devices?

AISM runs a multi-platform technology infrastructure allowing for both Mac and Windows laptops, as well as many forms of mobile devices. To support families in selecting a device that meets the student learning needs, AISM has established a *minimum* technical specification profile. These technical specifications were established in collaboration with the AISM Information Technology (IT) Department to ensure that students can access the required software applications in support of their learning.

	MAC	WINDOWS DEVICE
Operating System *Must support English*	macOS Monterey	Windows 10
Processor(CPU) *Enough power for multimedia viewing and creation*	Intel Core i5	
RAM *Enough RAM for multimedia viewing and creation, simulations, and simultaneous use of multiple windows*	8GB	
Hard Drive *Enough memory for system resources and large files (e.g. videos).*	256 GB	
Wi-Fi *Reasonable speed needed to access the school wireless access points.*	802.11n/ac, WPA2-PSK/ WPA2-Enterprise/802.1x Dual-Band 2.4GHz + 5GHz	

Any additional questions regarding technological specifications should be directed to the AISM IT Department via the following email address:
heldpesk@aism-moz.com.

Required Software/Applications:

The following software is available free of charge and must be installed on the student's device

	MAC	WINDOWS DEVICE
Internet browser	Chrome	Chrome
Productivity and collaboration	G Suite for Education: *Drive, Docs, Slides, Sheets, Forms, Sites, etc.*	G Suite for Education: *Drive, Docs, Slides, Sheets, Forms, Sites, etc.*
Video player	QuickTime	VLC Player
Video editing	iMovie	Windows Movie Maker or similar
Audio recorder	Audacity Lame MP3 converter	Audacity Lame MP3 converter
▪ It is recommended that an antivirus solution be installed on the devices.		

In some instances, school courses require specialty software applications. These specialized software tools will be provided by the school. They are as follows:

Subject-specific applications MAC & WINDOWS DEVICE
▪ Microsoft Office
▪ Vernier for science labs
▪ Design software as needed
▪ Adobe Creative Cloud: Photoshop, In-Design, Lightroom, Premiere
▪ Other: Google Earth GeoGebra

Recommended (but not required):

	MAC	WINDOWS DEVICE
Laptop/Mobile tracking	Prey Project Find My Mac	Prey Project

Expectations for Use

What are the responsibilities of students and their parents?

The BYOD program strongly promotes digital citizenship to guide students in responsible technology use. Students and parents must ensure that they understand and sign the AISM Student Acceptable Use Policy (AUP) at the start of each school year. Students and parents must abide by the following BYOD guidelines:

Device care and protection:

- While on campus, and moving to and from school, students need to ensure that their devices are safely secured and not left unattended.
- Students must bring their devices fully charged each school day. They also need to bring the necessary cords, connectors, and earphones/headsets. All student devices must be clearly labeled with the student's name and grade.
- Students are advised to use a protective carrying case, sleeve, or bag to properly protect their devices.
- Parents are responsible for the cost of repair or replacement of their devices or any accessories in case of loss, theft, damage, or negligence, whether deliberate, accidental, or reckless. The school is not responsible for the security of student-owned devices.
- If a student's device is damaged or lost the owner of the device must immediately report any device damage or loss to the secondary office.
- AISM highly recommends that students install a tracking software to help locate their computer if it were lost or stolen.

Misuse of devices:

- Student devices are to be used for educational purposes. Students should minimize activities that disrupt the others.
- Students should always be aware of their privacy and the privacy of others.
- Students should only access appropriate websites, media, software, and media. Only legally licensed software, apps, media, or other data approved by the school are permitted. Violations may result in disciplinary action.

Using devices at home:

Parents or guardians are responsible for monitoring their child's use of devices at home to ensure that only appropriate websites are accessed, and only appropriate software/apps are installed.

FAQ

Frequently Asked Questions

Who is responsible for the maintenance and updates of student devices?

Families are entirely responsible for all maintenance and repair of hardware device, operating system, software and/or apps that they purchased or acquired. In case of emergency situations when students cannot use their devices, short-term loaner devices can be arranged with the I.T. Department.

How is "cyber safety" ensured in the BYOD program?

Digital citizenship is an essential component of BYOD initiatives. Responsible use of technology is integrated with classroom learning in all subject areas. Students must also acknowledge that the school network applies security filters to the internet connection for safety purposes.

How do students store and share their digital work?

AISM students use their school-administered Google accounts to create and share documents using various apps in the Google Workspace (G Suite) for Education. In addition, AISM also uses a curriculum management system called ManageBac which students use for IB-specific course requirements.

Are the student devices monitored?

While students are in full control of their devices, the I.T. Department does maintain a log of internet traffic and activity to ensure network security. Browsing habits and access levels to web contents are governed by the school's IT policies.

Resources for Parents

Where can you find more information?

Read more about BYOD initiatives and parental guidance on student technology use.

Google Safe Search
Parent's Ultimate Guide to Youtube
How to set safety mode in Youtube
BYOD: A Global Perspective
Why BYOD Makes Sense
Common Sense Media