Wynnum State High School

1:1 Take Home Laptop Program

Wynnum State High School operates a 1:1 Take Home Laptop Program for all students across all year levels in the school. The initial laptops for this program were supplied under the National Secondary Schools Computer Fund (NSSCF) – a Federal Government initiative to increase computer ratios in schools, supplemented by school-purchased laptop computers and supported by a Parental Co-Contribution.

The NSSCF program funding for new laptops ceased a number of years ago, but the school has chosen to continue the program, to put information and communication technologies (ICTs) into the hands of students in the classroom, and integrated with their learning.

Parental Co-Contribution

To ensure the best possible opportunities for all students, Wynnum High is asking parents to support this valuable program. Strong support from parents is vital to the program's success. Our P&C Association has endorsed an annual Parent Co-Contribution of $295 for each participant as a partial subsidy of the costs involved in the program.

This contribution will help fund:

- the costs to the school to maintain the laptop pool
- on-site technical support, including a full time technician
- hot-swap devices for loan when laptops are under repair for an extended period of time
- software specific to the school in addition to that supplied with the laptop

Joining the 1:1 Take Home Laptop Program by payment of the Parental Co-Contribution ensures that your child has their laptop available to them for learning at home as well as at school, and we strongly encourage joining the 1:1 Take Home Program. When joining the program, you will be provided with a charter document outlining all of the terms and conditions applicable to the device supplied.

Advantages of the program

Teachers already integrate ICTs into curriculum programs, and the individual student laptop makes ICT integration possible at any time anywhere in the school and at home. The 1:1 Take Home Laptop Program also ensures that the student has a filtered internet connection available to them to continue their schoolwork at home. Further advantages include:

- Improved student learning outcomes through the use of technology that facilitates learning
- Students developing and maturing as digital citizens—embracing digital opportunities and responsibilities
- Normalising technology use between the school and home
- Greater autonomy in the classroom
- Improved motivation and increased engagement

How will the device be used?

Computing technology is a tool that enhances pedagogy, facilitates the creation and sharing of knowledge and enables differentiation in learning. Our teachers use information and communication technologies in the classroom in an educationally purposeful way to reinforce the curriculum, when appropriate. The device will provide students with the following at their fingertips:

• Online virtual classrooms	• Online discussion boards and collaborative learning tools
• Subject outlines and unit planners	• Assessment tasks, feedback and results
• Digital textbooks for many of their subjects	• Teacher and support network
• Access to expertise from around the world – in real time	• A communication portal (eg. email and daily notices)

How does it work?

Students who participate in the 1:1 Take Home Program will be given a laptop at the beginning of Year 7 and they will keep this device through to the end of Year 8. Students will complete a Laptop Licence within the first few weeks of receiving their device. In working towards their licence, the students will learn about the functions of their laptop and how best to use it to enhance their learning.

At the beginning of Year 9, each student will receive a brand new laptop and will use that device until the end of Year 12, at which time it will be handed back to the school.

Students will be able to use their laptop over all school holidays provided all conditions set by the school have been met.

How much will it cost to participate in the program and what does this cover?

The annual participation fee for the 1:1 Take Home Laptop program is currently $295. This fee provides:

• A computing device (laptop)	• School licensed software
• Filtered internet	• Technical support
• Full access to the school wireless network	• Secure, filtered and monitored work environment
• Accidental damage insurance at home and school (excess applies)	• School multi-function print device access (printing, copying, scanning)
• A strong, sturdy carry case (NB: when the laptop is not being Used, it MUST always be in the school-issued carry case)	• Use of a locker

How does this compare to buying a similar standard device from a retailer?

You pay each year $295

How much would it cost you to buy a device with similar specifications to the machines we offer? $1900

However, this retail version does NOT include Extended Battery Warranty, CompuTrace, HotSwap systems, Onsite Technical Support, Antivirus Software, Filtered Internet Software, Tekskin, Locker, and Carry Case.

The laptop also includes over 50 additional software programs selected specifically for curriculum delivery. These programs include commercial packages like Microsoft Office 365, Autocad, Adobe Creative Suite and MYOB as well as educational packages such as Food Choices, Musescore, My Paint, Embrilliance and Stellarium.

How much total cost would this amount to?   Over $4000

Why not Bring Your Own (BYOx)?

At Wynnum High we believe that this School and Parent-funded model allows for the best educational outcome with the use of ICTs by knowing that all the laptops have the necessary software loaded and that they are all capable of running that software. This allows more certainty for teachers in their lesson planning and preparation thereby resulting in improved learning outcomes.

> *"Contemporary learners live and operate in a digital world and adapt easily to new technologies. This means that they use mobile devices to access learning wherever they are. They tap into knowledge at any time, and collaborate with friends, experts and learning communities. They participate in world events in real time. They locate resources, and are able to find, filter and use information to create, critically evaluate and publish content produced by themselves and others."*
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> (The Learning Place, Education Queensland)