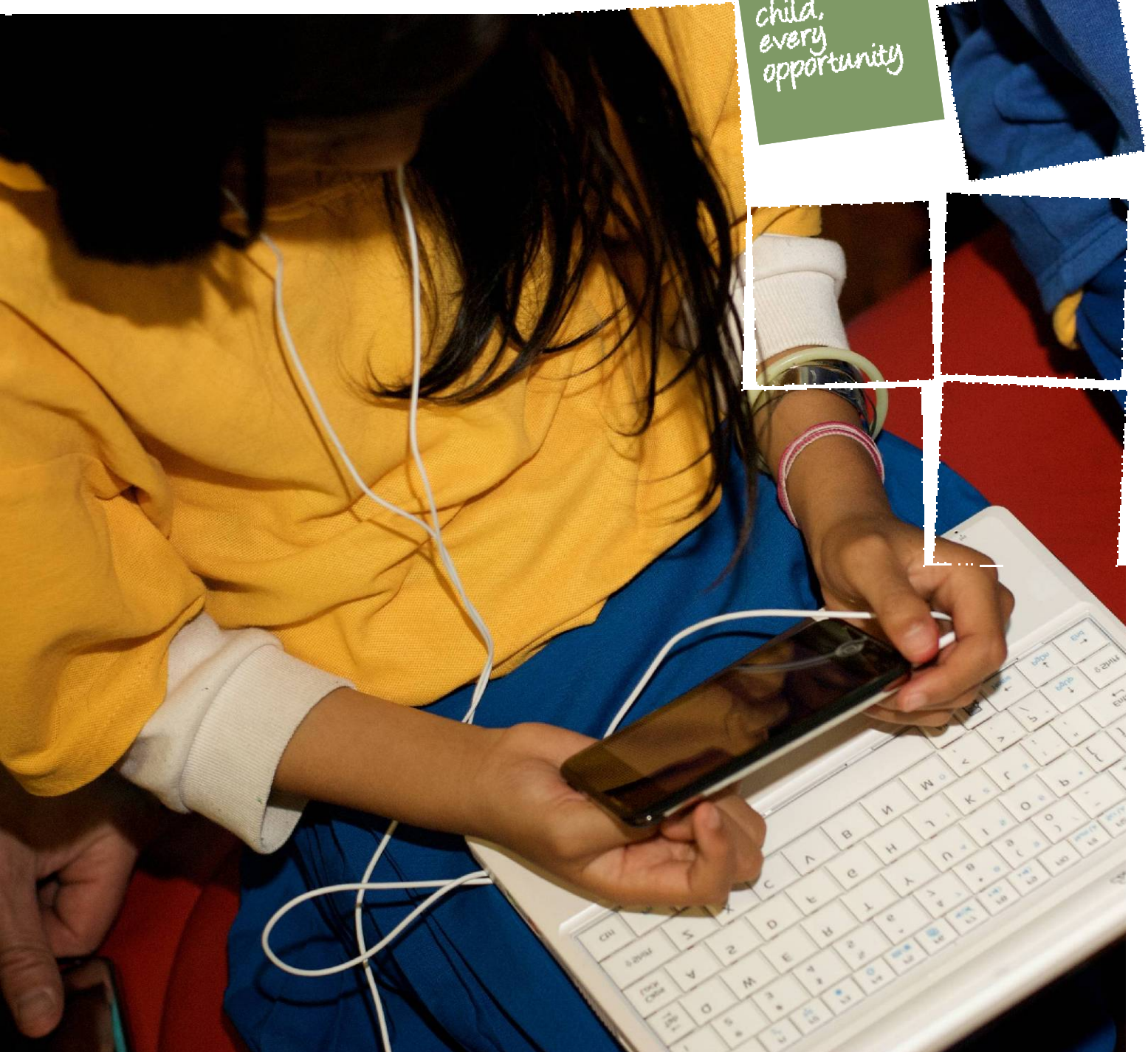


1-to-1 Learning Frequently Asked Questions

Every
child,
every
opportunity



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1-to-1 devices and student learning

Introduction

These Frequently Asked Questions support the 1-to-1 program. 1-to-1 learning is where each student and teacher has one internet-connected device for use in the classroom and at home.

Will students use computers 'too much' for schoolwork?

The 1-to-1 device will complement the existing school curriculum by providing appropriate digital learning tools in balance with more traditional learning tools.

The goals of the curriculum are supported, not supplanted, by the use of 1-to-1 devices. Students will use 1-to-1 devices where they serve a purpose, for instance, in research, data analysis and generating presentations.

Wireless access will allow for 'just-in-time' learning where students can search for information or collaborate with others in a real-time context. Students will be able to use their school files at home and be able to collaborate with their peers on projects through social networking.

How can 1-to-1 devices improve learning?

With greater access to real-time information, digital learning resources, educational software and collaborative workspaces, students experience higher levels of motivation and engagement in their learning.

Typically students experience initial improvement in areas such as organisational and technological skills, revision, writing and editing work. With the development of presentations and other multimedia projects, students experience subsequent improvement in analytical, presentation and speaking skills.

Involvement in 'virtual workspaces' creates opportunities for collaboration and communication, improving relationships in the classroom through a greater level of interaction between students, their peers and their teachers.

A networked environment, where it is easy to share developing work and research with peers and teachers, is the environment students will live and work in during secondary school and the future.

Students working together and providing solutions to real-world problems will create links beyond the classroom and move levels of thinking beyond a simple knowledge framework to complex analysis and evaluation.

Increased levels of learning both in and out of school with an emphasis on higher-order thinking, creative thinking and expression will be promoted.

1-to-1 devices and student learning

How will 1-to-1 devices be used in the classroom?

This is a technology-rich world and students are immersed in digital technology in their out-of-school lives. Schools can either capitalise on young people's affinity for technology or fail to engage them in learning, and be perceived as more and more irrelevant.

The use of devices in the classroom will evolve over time as students and teachers become more familiar and therefore will be able to optimise the advantage of their use to support teaching and learning in the classroom, wherever that classroom may be.

For example, we may soon see a class where students create a podcast of their original poetry, accompanied by a soundtrack they have written and enhanced with their own digital images to share with the world. The device can be used to record and document information, then share learning.

In art, students can research projects on various artists then use the netbook as a medium to create their own drawings as well as clay animations. Students in science could attach probes for data analysis and physical education may involve analysing patterns of movement.

Staff and students will collaborate and use the device as a tool that develops the student as information seeker, analyser and evaluator, problem-solver and decision-maker. They will use programs to create ways in which to communicate their findings and become publishers of their own work.

Will learning outcomes be evaluated differently?

Students will continue to be evaluated against the Victorian Essential Learning Standards (VELS). The devices complement the existing school curriculum by providing digital learning tools that link in with planned classroom activities.

Wireless access points at schools will foster collaboration and teamwork, allowing students to search for information together and share the learning experience.

What about handwriting?

Students will continue to write with paper and pen and work to improve their handwriting as well as use the keyboard.

1-to-1 devices and student learning

Won't students be able to 'cheat' by using the spell checker?

The spell checker is a tool to allow students immediate feedback on the correct spelling of words they use. It supplements our existing school spelling program, but does not replace it.

What if students play on the devices during the school day instead of going outside for recess?

The devices will provide additional support for student learning, and therefore students will be supervised as they would be for any learning activity. The issues of screen time limits, supervised internet use and best academic uses will be covered by the individual school's Acceptable Use Agreement.

How will parents continue to be informed about integration of 1-to-1 devices into the curriculum?

School newsletters and websites will provide updates to the whole school community about the use of the devices by students and teachers in and out of the classroom.

Ongoing parent information evenings on the will be held. These forums will provide students with an opportunity to showcase the extent of their development with the devices.

How will teachers be trained and supported?

Teachers can complete the ePotential ICT Capabilities Survey and set ICT professional learning goals as a result.

Peer support is a strong element for success and teachers will be involved in mentoring and coaching each other to complement their growing ICT capabilities.

Regional Ultranet coaches can support schools by conducting workshops.

Student safety and online privacy

What about safe internet use?

Students are offered a device to facilitate anytime, anywhere learning. Teachers will supervise students as they would for any learning activity as they create and maintain a safe, comfortable and learning-focused classroom.

Appropriate use of the internet service within the DEECD network is closely monitored by a filtering system which allows for inappropriate content blocking by a regularly updated list of categories and sites. This does not apply to use of devices outside of the school network.

Education and support are important for maintaining acceptable use of devices, particularly in relation to internet access. Schools will already have their own policies in place such as a code of conduct and internet acceptable use policy to ensure appropriate use of technology and the internet.

A specific policy has been developed which parents and students will be required to sign. However, it is important that teachers, students and parents share the responsibility to ensure safe and responsible use of devices at all times.

Resources are available at:

DEECD Whole School Planning – Acceptable use agreements:
<http://www.education.vic.gov.au/management/elearningsupportservices/www/planning/agreements.htm>

DEECD Whole School Planning – Supporting parents:
<http://www.education.vic.gov.au/management/elearningsupportservices/www/planning/parents.htm>

DEECD Working with the Web: <http://www.education.vic.gov.au>

Australian Government's Net Alert: <http://www.netalert.gov.au>

Will children be safe carrying 1-to-1 devices?

Overseas research has shown that insurance companies have reported very few incidents while students travel to and from school. Students should be specifically warned not to take the devices out in public, and to carry them in the protective cover provided, which should be placed within their school bags.

Are these devices going to add to the heavy loads students carry from home to school?

The device has been deliberately chosen for a number of reasons, including its weight specifications. The device will alleviate the need for students to carry calculators and some textbooks, further reducing the weight of items students need to carry to school. The device should not be packed into the bottom of an oversized backpack with other books and items, because this can lead to a compression fracture of the screen.

Student safety and online privacy

Will the student files on the device be private?

Students can expect their device to be periodically inspected and monitored for appropriate usage. School personnel may request access to the browser history and/or caches as well as any and all files belonging to the student resident on the netbooks as well as stored on the school servers. Students and parents need to be aware that files stored locally or on school servers are not private.

Please note: If this clause is used by a school, then under privacy considerations, students and parents must be fully aware of this condition. It is therefore recommended that such a policy be placed in the User Agreement which is signed by both parent and student.

Evaluation

Evaluating the program

Schools may wish to conduct internal action research projects. This may involve areas such as literacy, numeracy, collaboration and attendance.

Individual schools may conduct their own evaluation using instruments such as:

- anecdotal evidence provided by teachers, parents and students
- a pre-and post-technology skills assessment
- tracking the amount of time students use the 1-to-1 device in classrooms
- surveying parents, students and teachers concerning the impact of 1-to-1 access on student learning.

The instruments developed to formally evaluate DEECD's Netbook Trial have been made available for schools to use for their own evaluations.

Software and hardware

What software will be on the devices?

With the help of classroom teachers, the DEECD has researched and designed a standard image which incorporates both DEECD-licensed and free open source software. This image has also been developed to aid students in meeting requirements of VELs and to replicate the type of software that is used in the workplace.

It is envisaged that this comprehensive and high-quality software list will meet the needs of students over the life of the device; however, schools and students may load additional software to meet their needs subject to appropriate copyright and licensing laws.

This image is only available for devices purchased from DEECD's panel.

DEECD software image	
Adobe Flash Player	Create and view animated content
Adobe Reader 8	Provides options for basic PDF viewing and comment-making
Adobe Shockwave Player	Displays web content that has been created by Adobe
Apple Quicktime	A multimedia framework capable of handling various formats of digital video, media clips, sound, text, animation, music and interactive panoramic images
Audacity	Open source software for recording and editing sounds
Blender	Open source, cross-platform suite of tools for 3D creation
CD Burner XP	Application to burn CDs and DVDs, including Blu-Ray and HD-DVDs
Cute PDF Writer	Create PDF files from any printable document, save PDF forms using Acrobat Reader, make PDF booklets, impose, rearrange pages and more
Debut	A simple, easy-to-use video recorder program that lets you capture files directly
DEECD Fonts Victorian Cursive	Downloadable electronic font of Victorian Modern Cursive script to make handwriting exercises, posters, crosswords, flashcards and other classroom resources on your netbook
DVD Flick	A simple DVD authoring tool
Free Mind	A Mind Mapping application
Gamemaker www.yoyogames.com	Make exciting computer games, without the need to write a single line of code
GIMP	Stands for the GNU Image Manipulation Program and is a raster graphics editor used to process digital graphics and photographs
Google Picasa 3	Helps you organise, edit and share your photos
Google Sketchup	Create, modify and share 3D models
Irfan View	An image viewer and convertor that opens and edit images, as well as multiple media formats

Software and hardware

DEECD software image (continued)	
Jahshaka	An open source video editing and effects application
Java runtime environment	Run Java applications
Kahootz V2	Create, explore and invent in 3D (V3 upgrade available soon)
Microsoft Internet Explorer	Web browser
Microsoft Office 2007	Word, Excel and PowerPoint
Microsoft Office Media Content	Includes the Microsoft Clip Organiser and a library of clip art and other media files that users can insert into Office documents
Microsoft PhotoDraw 2.0	Graphic software
Microsoft PhotoStory 3	Create multimedia video presentations using still images
Microsoft Producer for PowerPoint	Provides users with many powerful new features that make it easier to synchronise audio, video, slides and images to create engaging and effective rich-media presentations
Microsoft Silverlight	Delivers high-quality, interactive video across the web and mobile devices.
Microsoft Student with Encarta Premium	Encyclopaedia software
Microsoft Windows Media Player	Store and play music, video and pictures
Microsoft Windows Vista Enterprise	Operating system
MonkeyJam	Create stop-motion movies
MSW Logo	Logo is a computer programming language used for functional programming
NVU	Create web pages with a program that does not require previous web editing knowledge
Paint.NET	Image and photo editing software for computers that run Windows
Scratch	Create your own interactive stories, animations, games, music and art
Symantec Client Security	Anti-virus software
Tuxmath	Educational maths tutor for children starring Tux, the Linux Penguin
Tuxtyping	Educational typing tutor game starring Tux, the Linux Penguin
VLC Player	VideoLAN Client is a portable multimedia player for various audio and video formats

Contractual obligations, cost and maintenance

How much is this going to cost?

Schools can consider a range of co-contribution models.

Can students bring their own devices from home instead?

This is a school-based decision. However, home devices are not configured to the school network, can be a source of viruses and are often not enabled with the licensed software. Home devices may not be licensed to use the school image and maintenance issues may not be resolved in an appropriate time frame.

Will textbooks still need to be purchased?

Yes. Many books are not yet on CD. When they become available and it is advantageous, we may put such textbooks directly on the devices' hard drive. Some book suppliers who have CD-based textbooks require the purchase of the book in addition to the CD or charge more for the CD than the book. In these cases it is cheaper to continue to use the textbook.

Is the device password-protected?

Schools will determine whether students will be prompted to log on with a password when turning on the device. A password-protected device may help protect students' personal information in incidents of loss or theft.

Contractual obligations, cost and maintenance

Can students install their own software?

If it is a personal device, school-owned with a parent contribution, students should feel free to change background images and use pictures to personalise the device. Software may be installed where students hold appropriate licences. It is the student's responsibility to ensure that there is enough hard drive space and RAM available to engage in all educational requirements.

Music and movies will be allowed for academic and recreational reasons, provided copyright obligations are met. Downloading music, games and videos from the internet during school hours is prohibited except when directed by a teacher. The national Copyright Advisory Group (CAG) has developed the Smartcopying Website <http://www.smartcopying.edu.au/scw/go> to provide a comprehensive guide to copyright issues affecting Australian schools.

DEECD also has information on copyright and intellectual property on its website: <http://www.education.vic.gov.au/management/governance/copyright/schools.htm>

If a game or scenario software is used by a class for academic purposes, the school will purchase licences and install the software for student use.

Permanent changes such as engraving, marking, painting or drawing will not be permitted as the devices may be used by more than one family during its lifetime at the school. However students will be able to personalise the software interface and background.

Where do the devices go when not in use?

When not in use, the devices should be in a student's locker or locked classroom. An unattended device around buildings or school grounds will be picked up immediately by a staff member and treated as a lost item. This may incur a penalty such as confiscation of the device for devices invite theft and/or damage.

What about flat batteries? Will students 'plug in' in the classrooms?

Students are expected to charge the device overnight and to bring it fully charged to school each day. Schools may also set up their own system to manage the charging of batteries during the day.

Home use of devices

The school monitors usage at school, but who monitors it at home?

That is the responsibility of the parents. When off school grounds, parents have full authority to monitor device usage.

Examples of this include:

- encourage use in a family room and not in the bedroom restrict use at certain times of the
- evening or weekend
- advise not to take on long trips, and
- examine the documents and other contents of the device.

How can students access the internet from home?

Home internet connection is not supplied by the school or DEECD. There is no mandated expectation that internet access is available at home. If there is an existing internet provision at home, a device is able to be configured for access.

How can devices be used at home?

Examples of home use for which internet access would be required include:

- using online collaborative websites such as class blogs, wikis and potential online conferences
- using school email if available
- using online resources such as digital learning objects located in Digilearn
- completion of homework using online resources.

Examples of home use for which internet access would not be required include:

- using any of the Microsoft applications or open source software provided
- using any subject-specific software
- working with audio, picture or video files on the devices.

