The BYOD Programme

The **Buy Your Own Device** (BYOD) programme means that all students in MYP would be expected to have a laptop at school with them, charged and ready to use.

A key aspect of our BYOD program is keeping costs down by not requiring an expensive device and setting the basic requirements such that the vast majority of existing devices will meet the standard.

What are the benefits of a BYOD program?

The growth in popularity of BYOD programs is due to the many benefits that they offer to student learning and skill development. While there are many more benefits than those listed below, commonly listed benefits to BYOD programs include:

1. **Prepares students for participation in a society that is increasingly reliant on digital systems and communication.** While this item frequently refers to preparing students for the job market,13 of the 21 most valuable career skills were directly related to technology use (Renzulli, Weisser, and Leonhardt 2016), students use technology and the internet frequently, but are rarely provided with instruction on digital citizenship or the responsible participation in online communities. Use of digital devices in a school setting allows for students to not only learn skills related to careers, but also how to navigate the online environment safely and appropriately.

2. **Learning extends outside the classroom.** Students in schools with laptop programs report higher levels of engagement and positive attitudes toward school. (Zheng et al. 2016) The same study also notes that students in schools with laptop programs showed statistically significant improvements in English, mathematics, and sciences (Zheng et al. 2016). The use of a student's personal device also allows them to customise and refine their use of a single machine that they use both at school and at home.

3. **Increased communication between teacher, student and parent.** The use of systems such as email, Google Classroom and Toddle allows a much more fluid communication between all stakeholders in a child's education. Over time, devices also allow for the development of more personalized learning programs, where students can learn at their own pace. Students can also collaborate more easily on assignments, and even collaborate with students at other schools.

4. **Sustainability.** Digital environments make it possible to rely less on paper, which is in keeping with our ABIS mission that values and supports sustainability.

Suggested Device Requirements for Windows or Mac OSX

Windows	
CPU/Processor	Intel or AMD, (we do not recommend Celeron)
Memory (RAM)	8GB RAM. Many laptops include 4 GB of RAM, but the Windows operating system uses almost 4GB.
Display	13 to 15.6 inch
Resolution	1280x1024
OS	Windows 10 or above
Hard disk	A 500 GB hard drive is sufficient. Students who work outside of class in the areas of 3D modeling or video editing should back up their files to an external hard drive, but only in case the internal hard drive becomes full.
Other	HDMI and USB ports to connect to projectors for presentations. Webcams for video calling Stay away from touch screens, and get a wireless mouse.
Network adaptor	802.11 a/b/g/n dual band
Minimum battery life	4 hours continuous use

Mac OSX	
CPU/Processor	Apple M1 chip with 8-core CPU
Memory (RAM)	8GB or more
Display	13 to 15.6 inch
Resolution	1280 x 1024
OS	Mac OSX 11.0 or up
Hard disk	500 GB hard drive is more than sufficient. For those who work outside of class in the areas of 3D modeling or video editing should probably back up their files to an external hard drive, but only in case the internal hard drive becomes full.
Other	The school has Apple TVs (Apple HDMI adaptor optional extra) and USB ports to connect to projectors for presentations. Webcams for video calling. Get a wireless mouse.
Network adaptor	802.11 a/b/g/n dual band
Minimum battery life	4 hours continuous use

The lack of hardware and software resources of a typical Chromebook make them unviable for MYP Design, from an academic and pedagogical standpoint.

The expectation is that each MYP student arrives at school with a fully charged laptop (and also brings their charger), ready for learning.