

# BYOD (Bring Your Own Device) Guidelines

## 1.1 Purpose/Vision



School District 72 (Campbell River) is committed to providing our students and teachers with access to learning resources and tools that will help develop the skills students will need in our increasingly digital world. Students learn, collaboration, communication, creativity, and critical thinking in a variety of ways throughout the school day. To increase access to those core competencies, SD72 will allow personal devices on our guest network and school grounds for students who follow the responsibilities stated in the district's [Acceptable Use Policy](#) as well as the BYOD guidelines and finally the individual schools' policy on personal device usage.

SD72 strives to provide appropriate and adequate technology to support instructional purposes. The use of personal devices by students is optional, and students who do not participate in BYOD will not be penalized and alternate modes of participation will be available.

A key component of BYOD will be education about healthy and safe use of technology; making intentional decisions to improve the healthy use of technology appropriate online behaviors. These will be reviewed and reinforced with students throughout the course of the school year.

## 1.2 Definition

BYOD devices include but are not limited to laptops, netbooks, cell phones, smart phones, iPods, iPads, tablets, and eReaders. Please note that any personal gaming device with internet access is not permissible.

## 1.3 Educational Objectives

Today's digital devices and social media provide opportunities for students to be part of the participatory digital culture that connects people both locally and globally. To participate fully, ethically, healthily, and safely, students must be sure to practice their rights and responsibilities as digital citizens. School culture must embrace digital wellness, which SD72 has identified as a key component to the success of the use of technology in schools. The introduction of the BYOD model extends that culture beyond the school, as students use their devices for learning outside of school.

- Communicate, publish, and interact online. This could include finding their voice, expressing ideas, and receiving feedback, using blogs, chats, and visual databases.
- Explore new roles and expertise through online interactions (via Teams meetings).
- Access digital resources to pursue interests, participate in communities of interest that might not be available locally and collaborate with experts.
- Gain deep understanding of global and local issues by building context through online conversations and interactions; synthesize ideas assembled from digital resources.
- Play a part in community services both globally and locally.
- Learn online and take a diverse range of courses.

- Enhance and extend classroom experiences through online, multimodal, digital resources that provide alternative methods of learning.

## 1.4 Support

Although the SD72 Technology department will provide support in the form of infrastructure and accessibility, it is not responsible for maintaining or troubleshooting the individual BYOD devices.

Each user is responsible for his/her own device and should use it responsibly and appropriately. SD72 takes no responsibility for stolen, lost, or damaged devices, including lost or corrupted data on those devices. While school employees will help students identify how to keep personal devices secure, students will have the final responsibility for securing their personal devices.