



IS NOT.....	IS.....
Having students bring devices and just use them when and how they want.	Giving students more opportunity to investigate ideas on their own with internet access.
About the teacher knowing how to use all the devices and applications.	Instructional strategies, not technology.
Allowing students to use their devices freely with no restrictions.	Differentiated instruction and not whole group.
Increased monitoring or discipline.	Students actively engaged in learning not using the device solely for word processing.
A game, computer replacement or a babysitter.	The students navigating their devices to explore new ideas and research topics.
A substitute lesson plan.	Allowing students and staff to use their personal devices on GCPS network.
About how many devices you have at the school or the fancy APPs.	Making sure students follow AUP guidelines.
A reward for good behavior.	School wide. The links used during instruction and independent practice are available to all students on classroom computers, laptops, in the computer labs, and can be accessed on individual devices.
A punishment for bad behavior.	An extra resource when teachers are working with small groups. It is great for readers (at all levels) to feel success at their level without being embarrassed.
About the money.	A reinforcement tool to practice skills.
Just for kids.	Increased parent involvement. BYOD raises parent-student involvement because parents help with loading books on their child's device. Parents spend more time reading with their child using their device.

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Teachers as experts on every device that students bring.	Planned and purposeful.
Completing lower order thinking tasks.	A routine part of the classroom environment.
Solely for students to work independently.	Used to support curricular goals and learning objectives.
Peripheral to the learning activity.	Used to encourage higher order thinking skills.
Rare and sporadically used in the classroom.	Used to facilitate activities that would otherwise be difficult or impossible.
About a device type.	An instructional initiative.
Students having internet access to any site they want to visit.	A tool that allows students to create, innovate, problem solve, reflect, collaborate, think, navigate, investigate, communicate, evaluate, demonstrate, synthesize and share their learning.
A fad.	Access to digital content in a secure way.
One-on-One Technology.	Access to online learning tools.
	Relevant to students.
	A natural extension of the ways students learn at home.
	Supportive of more flexible lab access/scheduling.
	About equity to students.
	Students learning firsthand about digital citizenship.
	Facilitative of teacher collaboration.