BYOD @ BELMONT HIGH SCHOOL



What is BYOD

BYOD (Bring Your Own Device) refers to students bringing a personally-owned device to school for the purpose of learning. Belmont High School recognises the need to prepare students for a rapidly changing world where technology plays an increasing role in students' everyday lives.

What devices can students bring to school?





BYOD allows for students to work on a device that they feel comfortable using. Windows and Mac devices are recommended; however, students may find ways to incorporate mobile and tablet devices into their learning. Ultrabook and MacBook Air devices strike a good balance between performance and battery life.

Device specifications



Wireless Connectivity Devices must support 802.11ac and/or 802.11n wireless and must be able to connect on all channels in the 5GHz range.



Battery Life

Devices must last at least six hours without charge. There are no facilities to charge laptops in classrooms.



CPU, Storage and RAM

CPU: Intel i3, AMD ryzen 3, or better

Storage: 64GB minimum
RAM: 8GB is recommended
Supported Operating systems

Windows 11 Chrome OS Mac OS



Hardware features 12" or larger screen and fullsized keyboard recommended

Software and

Devices must have software or apps that allow for:-

internet browsing

- -notetaking
- -word processing
- -creating spreadsheets
- -creating presentations

Students can download free Microsoft Office software from their student portal & Adobe software from bit.ly/byodsoftware. Active antivirus software must be installed on devices.

Student Responsibility

Students must:

- -sign the BYOD student agreement with their parent/ carer before bringing their own devices to school
- -ensure their devices are safe and secure at all times
- -keep their devices safe using carry cases, screen guards, etc
- -use devices according to school and NSWDoE policies

It is **strongly** recommended that all devices are insured before being brought to school to cover accidental breakage. More info at bit.ly/1z9aRHb