

# SMARTER CLASSROOMS ENROLMENT GUIDE

29 November 2016

**A new initiative for enhanced  
learning outcomes.**

## What is the Smarter Classrooms initiative?

Smarter Classrooms was created to help elite schools introduce tools that enhance student learning outcomes through the appropriate use of tactile technologies.

Led by Microsoft New Zealand and The Laptop Company, Smarter Classrooms is designed to help educators and parents who have experience using technology and wish to improve real-world grades and capabilities in the classroom. We work to help improve these with tools and strategies that support and enhance the role of the teacher in digital learning.

## How does it work?

Over an 18 month programme, we equip teachers with the tools and skills needed to lead digital learning, provide a guided pilot programme for 1:1 learning with students and provide a pathway for schools to successfully introduce 1:1 managed student devices.

Together with Microsoft's Limitless Learning programme, we're working to help you develop your students into smart, innovative adults.

Surface technology  
at education prices

Relevant training

Ongoing support

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Superior results for  
your students

# DIGITAL LEARNING WITH RESULTS

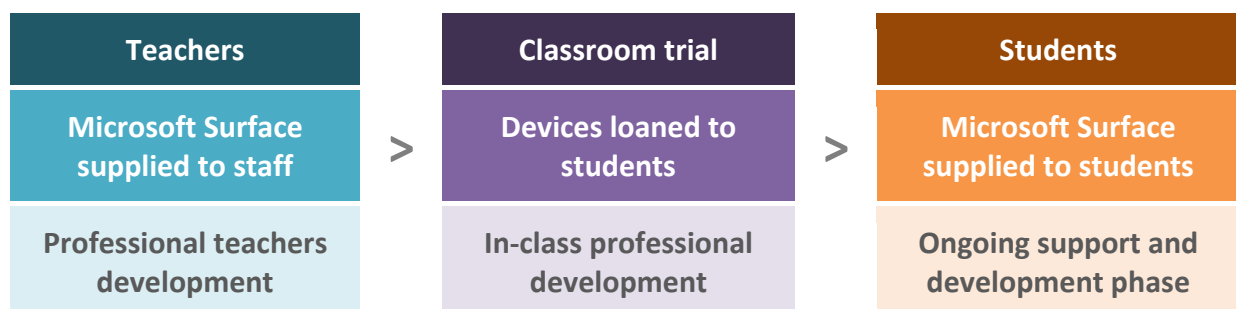
## More than just toys

Time and money spent on technology in the classroom needs to show improved outcomes in terms of student achievement. Smarter Classrooms is designed to help technology become part of effective teaching and learning, rather than a distraction.

To see gains in terms of student achievement and critical thinking, and develop minds that can lead and innovate, you need appropriate tools, training and support.

## A three stage programme

Create empowered, confident teachers who know how to use digital learning tools effectively. Encourage collaboration and independent learning with the guidance of teaching professionals. Access the best possible tools for students that allow them to make almost anything, anywhere.



Learn how your students can achieve more with our commitment.

# OUR COMMITMENT

## Smarter Classrooms programme outline

Step One Teachers	Step Two Classroom and lessons	Step Three Students
<b>Intended outcome:</b> To develop teacher familiarity with Surface technology and its applications in learning environments	<b>Intended outcome:</b> To develop teacher-led classroom strategies through tactile technologies in a live classroom environment	<b>Intended outcome:</b> To develop students who make use of technology for enhanced learning outcomes and engagement
<b>Timeline:</b> Term 1: Device issued In-person training provided	<b>Timeline:</b> Term 3: In-class training (one week student trial)	<b>Timeline:</b> Term 4: Student devices issued. Ongoing support
<b>Tools:</b> Teaching staff are issued a Microsoft Surface tablet	<b>Tools:</b> Classroom groups are issued demonstration devices	<b>Tools:</b> Students are issued individual Microsoft Surface devices
<b>Review and analysis:</b> Teaching staff determine suitability for student use and additional professional development required Achievement is assessed	<b>Review and analysis:</b> Teaching staff determine outcomes of student use in relation to lesson planning and engagement. Suitability for student use is assessed	<b>Review and analysis:</b> Ongoing review and analysis is performed to determine in-class achievement. Targeted professional development

# FOR TEACHING

## Smarter Classrooms in your school

### Smarter Classrooms - for faculty staff:

- Equips your teachers with Microsoft Surface Pro 4 devices,
- Delivers them Professional Development by Microsoft Teacher Trainers, and
- Grants them enhanced access to the Microsoft Educators' Network.

### Year 1 - Staff skill building

Here they develop the skills and knowledge required to effectively lead their classes using the best technology available. The skills, knowledge and confidence of teachers who require training are developed through a programme that includes:

- Term 1: A Microsoft Surface Pro 4 with accessories, initial training and induction,
- Term 2: Stage 2 Training (technology refresher and classroom leadership),
- Term 3/4: Stage 3 Training (student device trial and Digital Classroom training).

Faculty members who are experienced technology users may elect to commence at Stage 3 with their Microsoft Surface device. Schools can also elect to adopt an accelerated programme schedule.

Assistance is provided to teachers in accessing resources available in the Microsoft app store and Microsoft Classrooms ecosystem, including lesson plans, support and inspiration from other teaching professionals and school-specific learning tools.

# FOR LEARNING

## Smarter Classrooms for your children

### For Students: Year 2 - Student 1:1 devices

Following evaluation of the Stage 3 Training (student device trial), schools and parents can elect to order individual Microsoft Surface devices for their children at Smarter Classrooms pricing.

Students are issued:

- A Microsoft Surface device with accessories and protective cases (this can be delivered prior to Christmas holidays, for returning students),
- Initial Microsoft training,
- Ongoing support and access to online learning resources and software and Microsoft Classroom access





The school will receive continued access to expertise from The Laptop Company, the country's leading mobile device specialist and Microsoft as well as access to refresher training.

To help ensure uninterrupted access in the event of a problem, each device is covered by The Laptop Company's Enhanced Surface Warranty Hot Swap Program. Further protection against accidents is available through parental contents insurance or through extended cover protection, which is available through Smarter Classrooms.

**Finance is available, or schools can use their own provider.**

## Other devices make compromises - your children need something better

By design, there are limitations in the way commonly used education technologies support learning.

Cloud laptops (web-only)	Entertainment tablets & phones	Traditional laptops	Mixed devices (bring your own)
			
<b>Strengths:</b> Web browsing and online services. Writing and communications.	<b>Strengths:</b> Video, music and game consumption. Communications.	<b>Strengths:</b> Versatility in content creation and coding. Writing and original content creation.	<b>Strengths:</b> Cost flexibility and choice.
<b>Weaknesses:</b> Software restrictions. Offline usefulness. Limited choice in interactivity style.	<b>Weaknesses:</b> Writing and original content creation.	<b>Weaknesses:</b> Limited choice in interactivity style. Bulk and limited battery life for low quality devices.	<b>Weaknesses:</b> Management. Software and capability commonality. Varying support Compatibility.
<b>Common weaknesses:</b> A simplified environment discourages technical learning and digital innovation.			

The result is technologies that get abandoned, act as substitutes for archaic tools like text books, televisions and libraries or provide an overly restrictive learning environment that does not accommodate varying teaching and learning styles.

To participate and be innovators in the global digital economy, students need devices that not only do things like running apps and web sites, but encourage them to find out how their device works in the way that only a full desktop operating system like Microsoft Windows can.

**We recommend Microsoft Surface.**



# MICROSOFT SURFACE

## An endlessly flexible tool for educators



### A superior view

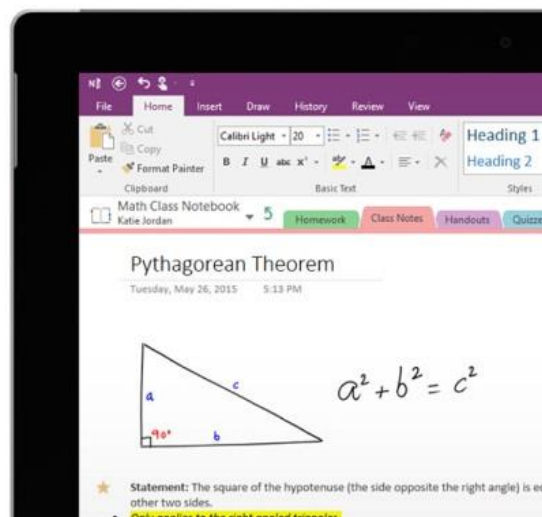
With a vibrant 12.3" display at 2736 x 1824 pixels and pressure-sensitive pen, the Surface is a powerful tool for drawing and writing – as well as painting and music making.

### Write and draw

Using OneNote, you can collaborate with students, setting up group and solo projects, and providing feedback by hand.

You can write draw directly on student work to provide feedback and direction they can see from anywhere.

Using the Edge Browser, you can draw and comment on web pages and use these in class materials, online and with other staff.





## One device for all

Surface is a tablet, Windows laptop and cloud computer in one.

You can make use of a comprehensive array of apps made for Windows touch and pen, including multi-touch interactivity with and without the keyboard allow for finger-driven apps, web navigation and presentations.



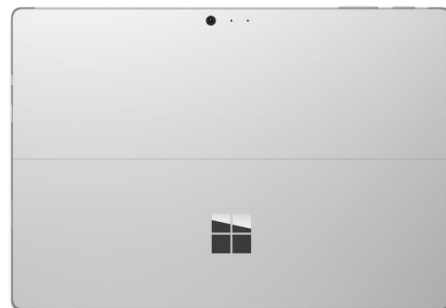
With a large glass touch pad integrated in the detachable backlit keyboard, the Surface offers good laptop ergonomics with a responsive key feel for easy typing.

The keyboard cover provides robust screen protection while on the move to reduce the risk of accidental breakage.



The ability to connect to large displays wirelessly makes the Surface Pro 4 an effective tool for engaging, cooperating and demonstrating concepts in the classroom.

With a tough magnesium alloy enclosure, Gorilla Glass display and protective keyboard cover, the Surface Pro 4 is well designed for the rigors of a school environment.



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## Smarter, faster and lighter for learning

- Tough magnesium alloy composite enclosure and protective case provided.
- Fully adjustable kickstand.
- Weighs 1.1kg with optional keyboard cover.
- Detachable, full-size backlit keyboard cover with touch pad.
- Intel Core-M, i5 or i7 performance and 9 hour rated battery.
- Full Microsoft Windows Pro 64bit.
- Enterprise level security, remote management and missing device tracking capability.

Designed by Microsoft to stay useful for longer with superior software and hardware support.

# ENROLMENT

## How to participate in Smarter Classrooms

Talk to your nearest Education Specialist at The Laptop Company.

We'll work with you to determine a timeline, budget and implementation that suits your environment and funding requirements based on:

- Your student roll and staff numbers
- Your curriculum goals and intended teaching and learning outcomes
- The number of teaching staff, students and classrooms who may participate
- Your school's existing devices and network environment
- Security and software requirements
- Your existing network integrator or services partner
- Your school's preferred financier
- Your preferred timeline for implementation
- Key contacts for support and management at your school

We take care of the complication for you, and provide ongoing guidance and support throughout.

We can also provide advice and assistance to help parents, students, staff and the community engage with your programme to help ensure successful implementation.

**Please find your Enrolment Contacts at the end of this document.**

## Enrolment Contacts

### The Laptop Company Education Specialists

- South Island: Joshua Binns,  
Education Account Manager,  
[joshua.binns@laptop.co.nz](mailto:joshua.binns@laptop.co.nz), 027 574 8566
- North Island: Adam Starr  
Education Account Manager,  
[adam.starr@laptop.co.nz](mailto:adam.starr@laptop.co.nz), 021 224 1444

### Microsoft New Zealand Education Specialists

- Anne Taylor
- Schools and Academic Programmes Manager [annet@microsoft.com](mailto:annet@microsoft.com)
- 021 888 721

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