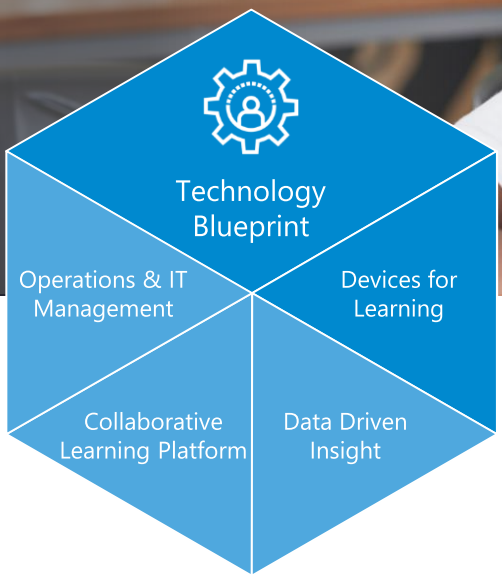
Devices for Learning



Devices for Learning is about choosing devices that offer superior value and support for learning. Powerful devices can run real-world software, preparing students for life beyond school, and enable rich 3D learning experiences not available on simple web content and apps.

The Microsoft K – 12 Education Transformation Framework is an effective, flexible platform for education transformation. To develop it, we combed the latest research and consulted hundreds of academics, experts and policy makers. We distilled the key insights into a single powerful framework.

Technology Blueprint provides a strong foundation: a reliable, responsive and data-driven technology environment. It empowers teachers, learners and administrators to achieve more every day with intuitive devices. And it gives everyone easy access to the data they need to gauge and improve academic and administrative performance.

Education Transformation Framework
microsoft.com/education/leaders

What are Devices for Learning?

When properly selected, devices enable schools to deliver lessons that are more engaging and personalized. Studies show that proper devices can improve student performance and support more flexible tuition models. They can also enable real-time feedback and adaptive assessment and are crucial to the development of critical thinking and collaborative learning.

Recent academic studies have shed light on how a device can greatly enhance or seriously undermine student learning. It makes sense that different subjects and students require different interfaces – touch, type, pen, voice. More surprising are the findings that show that using the 'wrong' interface for a task can have a serious impact on student learning.

"When students have these digital tools and can choose what they're comfortable with and engaged in, the ownership for learning shifts to the student."[1]

Pam Aulakh
Manager of Educational Technology
Brevard Public Schools

Guiding Questions:

- How can learning outcomes be improved with carefully selected devices for learning?
- How will devices for learning transform the role of an educator?
- How might devices for learning impact literacy and numeracy?

Expected Outcomes

Offering students multi-modal learning through voice, touch and digital ink increases their ability to retain information and generate new ideas. With appropriately selected devices, students can:

- Visualize complex relationships and abstract concepts
- Experience phenomena not possible in the real world (too dangerous or remote)
- Interact with 3D objects
- Engage in embodied learning — i.e., interaction of the body with the environment
- Enhance their recall and understanding
- Test their hypotheses and experience outcomes

"Having the Windows 10 laptops gives my students ownership of their learning and motivates them to create quality work. Students show excitement as they get to personalize their learning."[2]
Meagan Jones
Third Grade Teacher, Wieland Elementary School

Technology as an Enabler

When selecting devices, it is useful to map their capabilities to desired student learning outcomes. The more capable the device, the more useful it is for learning and the development of higher order thinking skills. Minimally spec'd devices introduce a high level of compromise and often have limited capability to support deep learning.

Further Reading

California school switches mobile devices to help students reach their full potential
Read full story: https://aka.ms/Cfpd5k.

Tablets like Surface with an active pen give educators the freedom to teach the way they want, and empower students to achieve more while stimulating learning through exploration
Read full story: https://aka.ms/Renayk.

Aka.ms/leaders (→)

References
1. "Florida school district launches futures with cloud-based solutions," Microsoft Customers Stories, https://aka.ms/Qsjmj9.
2. "Texas school district delivers individualized learning with Windows 10–based laptops," Microsoft Customers Stories, https://aka.ms/E364o0.