Technology Updates Fall 2018

Internet Upgrades

Schools across the District have been upgraded to the Next Generation Network (NGN). The NGN delivers guaranteed speed for Schools based on size; offering equal access to the internet. All Wireless connections have been completed and every school should be able to connect with very strong signals due to the new Aruba Wireless Points in many classrooms.

New tools to protect users and control access for staff and students have been implemented. We have added 2 new networks for BYOD (Bring Your Own Device) - one for Staff and the other for Students.

- For staff connecting a personal device to the network, choose SDwifi and login using your first initial/lastname and your email password. You may connect up to 3 devices to the network.

- For students connecting a personal device to the network, choose SDwifi and login using your first initial/lastname/last 3 digits of student number (do not add the @365.sd58.bc.ca) and email password. They can connect 1 personal device at a time to the network.

Upgraded Student Devices in Schools

School District No. 58 technicians worked extremely hard over the summer to upgrade student devices to provide a better user experience. All student laptops have been upgraded with a solid state drive and have been imaged with the new "Intune" system. This means that boot up time will be reduced to under a minute (from a previous 3 to 4 minutes). All batteries have been checked and replaced as needed. As well, computer labs at both MSS and PSS will be receiving upgrades over the next few months.

Student devices do not currently have access to printers. This is a known issue and our technicians are working hard with Microsoft to resolve it. In the meantime, students can easily send documents and work to their teachers via Office 365. If you need help with Office 365, please contact Janet Hohner (jhohner@365.sd58.bc.ca). Teachers do have access to printing.

Tips for laptop classroom use

- Please teach students the importance of shutting down the laptop after use. Not only does this ensure that any of their login information is secure, it also allows the device to do housekeeping which will keep it running smoothly and will save on battery life.

- Please teach students the importance of returning the device to its correct cart slot and plugging it in. It is important that they understand that not all power adapters match all laptops and so a laptop may not charge properly if it is returned to the wrong slot.

- All carts have locks and laptops should be kept in their assigned carts. Teachers are expected to check that all laptops have been returned to their appropriate slots and to lock the carts when not in use.

- If there is a laptop which is not working properly, please leave the device in the cart and put in a workorder ASAP with the specific issue that is happening.

- If you would like Janet to visit your class to demonstrate these procedures, please email her at jhohner@365.sd58.bc.ca.

Typing Pal—Tap'Touche (available district-wide)

I know you can type quickly but I am begging you—let's focus on accuracy for a couple of minutes...

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District-wide Software

SD 58 provides a number of software programs at no cost for schools. Here are a few that you may not be aware of:

- **Typing Pal/Tap'Touche** is a fun way to help your students learn or perfect their keyboarding technique. It is available in English or French.

- Matific is a collection of interactive math games and activities for grades K-6 aimed at helping kids build a conceptual understanding of various foundational skills.

- **Read&Write** is an award-winning software gives real confidence to students who struggle with reading and writing. Read&Write's powerful features let you hear text read aloud, look up words in the dictionary or picture dictionary with a click, write with word prediction, highlight and collect information from the web, and more!

- **World Book** is an online reference software. When you need fast, reliable information for homework, reports, or just a lingering question, World Book Online is the place to go. From pre-primary to secondary and beyond, World Book has databases for every learner at every level for an immersive learning experience.

- **Criterion on Demand** enables teachers and students to access a large variety of features films on-line, at the click-of-a-button. It offers more than 1500 titles, more than 1100 French titles and approximately 135 Foreign Language Films with English Subtitles.

- **Learn 360** is a K-12 educational streaming resource where teachers can access more than 148,000 multimedia resources—including high-quality full-length videos, video clips, images, audio files, articles, activities, worksheets, interactives, and more.

- **AccessLearning** offers on-demand access to over 4,500 full length and 20,000 clip level educational video programs. This web based program has award winning content that has been correlated to provincial curriculum.

- **Media Smarts** is a Canadian source of online lessons and resources to support digital and media literacy, Topics include cyberbullying, online gambling, cyber security, cell phones/texting, authenticating information, online video games, blogging, and more.

For more information, contact your school librarian or Janet Hohner.

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WELCOME TO KINDERGARTEN!
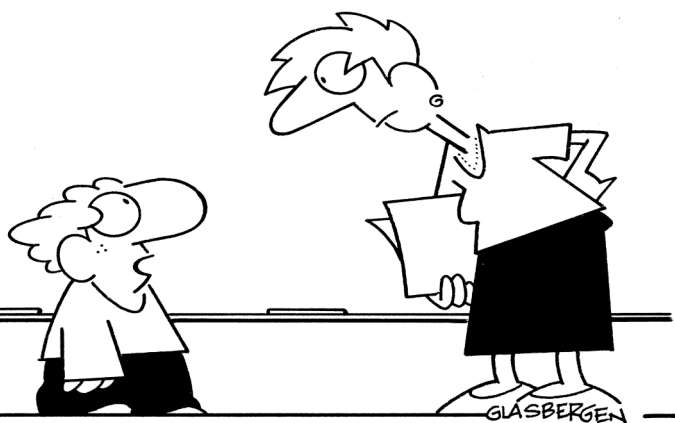
"You're telling me it will take 13 years to install my education? What kind of outdated software is this school using?!"

My Blueprint

This Canadian software follows an inquiry based approach to education and career planning for Grades 8-12.

Learn - Students create an individualized plan to help them achieve their goals, transition to secondary school and post-secondary, and successfully shape their future.

Explore—Students explore their opportunities in school, the community, or in post-secondary, and the world of work, rooted in their own self-knowledge.

Reflect—Students reflect on who they want to become and set goals for their education, leisure, community life, and work that will keep them engaged and happy.

Plan—Students create an individualized plan to help them achieve their goals, transition to secondary school and post-secondary, and successfully shape their future.

Minecraft for Education!

Minecraft: Education Edition is a collaborative and versatile platform that educators can use across subjects to encourage 21st-century skills.

Minecraft is available for any student using a school computer. Features include the following:

Assess & Reflect

The camera and portfolio allow students to take screenshots of their work and document their progress.

Immersive Learning

Non-Player Characters act as tour guides in the game, extending learning by linking to additional resources.

Classroom Collaboration

Students can work together in pairs or groups simply by joining their classmates' world.

The website **education.mincraft.net** showcases many innovative lessons and activities such as:

- Chemistry all around you—Identify examples of common chemical reactions.

- Detecting wildlife crime—students detect and stop pangolin trafficking

- Code builder for Minecraft

- Project storytelling

- Evolving shipwrecks—build a coral reef time lapse

- Verona adventure—a writing adventure in the world of Romeo and Juliet

- Humans and Elephants—investigating Land-Use Conflict