Program Goals

In alignment with the PCHS School Improvement Plan, the BYOD program is intended to prepare student for 21st Century challenges and to build a pathway for college and career readiness.

Goal 1: Transform students from "knowledge seekers" to "creators of content"

Technology enables students to manipulate information in a manner that accelerates both understanding and the progression of higher-order thinking skills. Student learning will be modified and refined through a richer variety of assignments and projects. When students create content with digital tools, they hone skills related to accuracy, written and spoken language, and reliability of sources. They make connections between existing information and the content they are creating. Such learning experiences require students to be critical thinkers, and to employ higher order thinking skills such as application, evaluation and analysis.

Goal 2: To increase student engagement and ownership in their learning

Research indicates that using technology in the school setting results in students who are more active, engaged, and more likely to take pride and ownership in their learning. Regular technology use will increase self-advocacy skills including seeking assistance, conducting research, problem solving, and communication. Student confidence will grow as they rely less on the teacher and more on their own initiative for knowledge-creation.
Creating content for a larger audience provides students with an authentic purpose; they will be motivated to edit, revise and produce a higher quality of work.

Goal 3: Promote an environment in which active student-centered learning empowers and is empowered by technology integration

Through the students' use of digital tools, the focus of activity will shift from teachers to students. Inquiry-based, student-directed methods will replace lecture-based methods. Learners will be more active as they solve problems, answer questions, brainstorm, work in teams, debate, and formulate questions of their own. Interactive tools, digital resources, and creation/production tools will enable deeper study. Teachers will be better able to modify, extend and individualize digital content based on student need.

Goal 4: Enable "anytime, anywhere" learning

When students use their own devices at home and school, opportunities to learn anytime and anywhere are optimized. Information beyond teachers and textbooks is available to students at all times, in the palm of their hands. With the use of a rich variety of online tools and services including Microsoft Office365 and SharePoint, students will collaborate on projects, access information, and communicate with peers, teachers and other mentors worldwide.

Goal 5: Foster responsible and appropriate use that leads to digital integrity

Students have the obligation to use technology responsibly and morally. Digital wellness should be a term which is woven throughout our students' lives. By targeting meaningful and useful integration, which contrasts after-school social networking, we will give our students a healthier technology/life balance.