



BADMINTON
SCHOOL



LEARNING WITH 1:1 SURFACE DEVICES

A guide for parents and pupils

INTRODUCTION

Badminton School is committed to providing the highest quality of education, preparing our pupils for the future world. We understand that digital literacy is a vital skill for academic achievement, personal wellbeing and life opportunities in a fast-changing world, which is why we are equipping every child from Year 7 to the Upper Sixth with a Surface device, so that they can access digital learning equally and effectively.

This is a significant and exciting initiative that places digital skills at the core of every pupil's educational journey. As a school, we believe that this equal access to digital technology will enhance the way we teach and the way pupils learn and interact. By equipping every pupil with the same device to foster more creativity, collaboration and innovation in the classroom (and beyond), we can help every pupil reach their potential.





USEFUL TERMINOLOGY

BYOD – Bring your own device

Where a pupil or staff member brings their own personal device to work or school and uses it for work. The school provides internet access and supports various educational apps such as Office.



1:1 – One to One

A strategy where each pupil is given a personal device for learning to improve the pupil's access to digital resources, enhance their engagement and motivation, and support their individual needs and preferences.

EdTech – Education Technology

The use of technology to enhance teaching and learning. This can include hardware, such as computers, laptops, and robots, as well as software, online courses, apps and games.



Digital Inking

The process of creating digital drawings or sketches using a stylus, pen, or finger on a touch-sensitive device, such as a tablet, a laptop, or a smartphone. Digital inking can be used for various purposes, such as taking notes, making annotations, expressing creativity or designing graphics.

MDM – Mobile Device Management

A system to manage mobile devices such as phones, laptops or surface devices, ensuring that the devices are secure, up-to-date and compliant with the school's policies.



STRATEGY

Education technology and Surface 1:1 schemes can have a positive impact on learning, if they are used effectively and appropriately. According to the [Education Endowment Foundation](#), digital technology can improve pupils' learning outcomes, especially when it is used to:

- Support pupils to work independently and at their own pace, by providing feedback, scaffolding and differentiation;
- Enhance collaboration and communication among pupils and teachers, by enabling online platforms, peer assessment, and cooperative learning;
- Extend and enrich learning beyond the classroom, by facilitating access to digital resources, prep, and revision;
- Support teachers to improve their pedagogy and assessment, by providing data, insights, and professional development.



Research also shows that 1:1 schemes can help pupils develop good habits when learning with technology, especially around issues such as safeguarding, wellbeing, online safety and protection of personal data.

How will devices be used in the classroom?

Our pupils are all individuals and greater access to technology will provide more opportunities for unique and authentic learning experiences tailored to each pupil's needs. Technology is already an integral part of teaching and learning but it should not come at the expense of traditional methods.

Each subject will be empowered to develop their use of technology in a way that supports their unique curriculums whilst considering a whole school approach to the tools used. Teachers will use their professional judgement to decide when to deploy technology in the classroom and will often blend digital tools with traditional approaches to provide rich, high-quality learning experiences. Pupils should not expect to use their devices in every lesson and will experience good variation in the amount of usage from lesson to lesson. Pen and paper will still be widely used and is considered an important part of a pupil's learning, especially when preparing for examination years such as GCSEs and A Levels.

Surface Pro

The Surface Pro allows pupils to learn, create and collaborate in different ways and can work as a laptop or a tablet. Pupils can use the touchscreen to write or draw with a stylus or use the detachable keyboard and touchpad. Running Windows 11, it supports the latest Microsoft software and educational tools, such as Office, OneNote, Teams and more. Our teachers have been using the Surface Pro for the last three years for all their daily needs and are well equipped to support the pupils with their devices.

Exact specifications may change over time, however we have carefully selected the following based on our existing experiences to ensure it meet the demands of all our pupils over its 4 year lifespan and the wide variety of subjects we teach at Badminton:

- Intel i5 processor;
- 16GB of memory;
- 256GB high speed NVME storage;
- All devices will be provided with a suitable case and stylus for digital inking.



DEVICE AS A SERVICE

Surface Pros will be provided on a device as a service model, parents will pay a termly fee and in return the school will ensure their daughter is equipped with a device at all times. The devices are owned by the school and all purchasing, repairs, recycling and replacement will be managed by the school on behalf of parents. Pupils do not own the devices and may be issued 2-3 different devices throughout their years at Badminton. If a device is damaged, pupils will receive a replacement.



All pupils will be automatically enrolled into the scheme over two phases with the opportunity for some pupils to opt in early:

- Phase 1 – September 2024 – all Year 7, Year 10 and Lower Sixth pupils enrolled; other pupils can opt-in should they wish;
- Phase 2 – September 2025 – all Senior School pupils enrolled in the scheme.

Once enrolled, pupils will be issued their device on their first day of school at Badminton or the start of the academic year. The school will always try to issue devices in the best possible condition; however, the school cannot guarantee that all pupils will get a brand-new device as we manage multiple devices across their 4-year lifespan.



DEVICE MANAGEMENT

Software

All windows updates, security settings and software will be managed using our existing MDM solution provided by Microsoft Intune, pupils will be allowed to install pre-approved apps via the Windows Company Portal. All documents will automatically save to OneDrive so that their work is always backed up and available, even if they need to quickly switch to another device.

Devices will come pre-installed with a core suite of digital tools ready for pupils to use immediately:

- Microsoft 365 Apps – Teams, OneDrive, Word, Excel, PowerPoint and OneNote;
- Adobe Creative Cloud – Full access to the whole creative cloud software suite including photoshop, premier, lightroom and more;
- Firefly – Our cloud based learning platform;
- Windows CoPilot – Modern AI based tools built directly into Windows 11;
- Senso – Device monitoring and safeguarding, allowing teachers to monitor devices during lessons, share and blank screens;
- Printing – Full access to print anywhere in the school.

Safeguarding and Online Safety

We will deploy multiple technologies to safeguard pupils online. This will allow us to block and monitor the four key risks outlined by Keeping Children Safe in Education: Content, Contact, Conduct and Commerce.

Internet Filtering (SonicWALL + Senso)

- Connected to the school network – Full filtering. Age appropriate based on the time of day and the age of the pupil, no internet after bedtimes.
- Connected to a public or private network – Essential filtering only. Blocking access to most harmful content online but not age specific and always on. This will work anywhere in the world, 24/7.

Internet and Keyword Monitoring (Senso)

- Always on, anywhere in the world to log and alert of potential safeguarding concerns.
- During term-time – Monitored pro-actively by our safeguarding team.
- Outside of term-time – Re-active monitoring only such as during school trips or as a result of a parent concern.

We also provide regular online safety lessons and talks and we have discussions with pupils about what they are doing online. The pastoral team will flag any concerns they are made aware of.





COSTS AND FEES

The costs of this scheme will be confirmed to parents in writing as part of the normal fee billing process with a term's notice of any change; we expect this to be around £195 per term +/- 10%. The costs of the scheme will be reviewed at regular intervals to ensure we are providing the best value for parents whilst balancing the ongoing costs of the scheme. This cost will cover fair wear and tear of the devices, as well as subsidising damages or losses that may occur. The cost covers insurance for the device against loss, theft and accidental damage; it also covers licensing costs for classroom software, anti-virus, content filtering and other essential software.

Short Stay

Parents only pay for the terms their daughters are here to study. This provides greater flexibility for short stay pupils or Sixth Form students who might only study at Badminton for two years, to have access to a powerful device without paying large upfront costs.

Pupil Bursaries

Pupils who currently receive bursary support will be able to apply for support towards the cost of the scheme. Please e-mail bursar@badminton.school.co.uk for more details.

SUPPORT AND INSURANCE

The costs of this scheme will be confirmed to parents in writing. The devices are managed by the IT Services Department and if there is an issue it can be reported in one of the following ways:

- Email: itservices@badminton.school.co.uk;
- In Person: The IT Services Department office is located on the first floor of Science Block, next to Geography and F&N.

Any issues that are covered by the device warranty will be addressed by the IT Services Department without any financial cost to the device keeper.

The school has insured all devices however any accidental damage incurred will be subject to a £250 mandatory excess. In all cases where a pupil's device is lost or damaged in such a way that impacts their education, a replacement device will be issued from our spare stock.

Peripherals

Loss of or damage to other peripherals will be charged to parents at the following subsidised rate:

- Surface Pen – £50;
- Surface charger – £30;
- Keyboard – £75;
- Case – £15.

Carelessness or Deliberate Damage

The full replacement cost (currently £1,500) will be charged if a device is damaged or lost through deliberate actions or carelessness. Where there is any doubt about the responsibility of the damage, an investigation will be conducted to determine liability.



DEVICE CARE AND SECURITY



General Care and Security

- Cables and peripherals should be inserted and removed from the Surface carefully to prevent damage;
- All cables or USB devices should be unplugged when storing the Surface in a bag or backpack;
- The Surface must remain free of any writing, drawing and stickers; however, the case can be decorated;
- Surfaces must never be left in an unlocked locker, in a classroom, unsupervised area, unlocked car or public place. If left in a car it should be securely locked in the boot;
- In school, do not leave your Surface unattended if it cannot be locked away;
- At home, all reasonable care must be taken to ensure the Surface is kept safe;
- When travelling to and from school by foot or on public transport, the Surface must be closed and kept securely in a school bag. It should not be used in public areas such as trains or buses, or when walking in the street;
- When closed, the case provided with the Surface gives sufficient protection against normal treatment and for carrying around the school or at home;
- The Surface should not be left in a place that is experiencing extreme hot or cold conditions which can damage the device.

Repairs should NOT be attempted by pupils, parents or other third parties, all faults / issues must be reported to the IT Services Department as soon as possible.

Screen Care

The screen is the most vulnerable element of the device and can be easily damaged if subjected to rough treatment, especially if excessive pressure is put on the screen. So:

- Do not lean on the top of the Surface when it is closed;
- Do not place the Surface where surrounding items may put pressure on the screen;
- Do not place items on top of the Surface;
- Always clean with a soft, dry cloth or anti-static cloth (such as for cleaning spectacles) and do not use liquid cleaners;
- Do not use the Surface near water or other liquids that may spill on it;
- Always keep the Surface in its provided case and avoid bumping the device against walls, lockers, car doors etc;
- Always hold or keep in a bag when carrying; the Surface can easily slip off a pile of papers or books.



OTHER FREQUENTLY ASKED QUESTIONS

Will my child spend all day looking at a screen?

No, as outlined in our strategy earlier in this document, it is important that pupils receive a blended approach to education technology both in the classroom and in their recreational time. In lessons, teachers will apply many tools to keep lessons fun and engaging whilst balancing the needs of the learners. Our pastoral team will also monitor screen time outside of classrooms to ensure pupils get the necessary exercise, rest and peer interaction.

Can the devices be used at home or abroad?

Yes, once issued to a pupil they can take the device wherever they need so long as it is returned in good working order when required. Our filtering will apply wherever the device is located and we can track its location internationally if it is lost or stolen. When used at home, we ask that parents use their judgment to ensure pupils do not spend too much time alone, unsupervised on the device and not too close to bed times.

Can pupils use their own device instead (BYOD)?

Pupils will be required to use their Surface Pro as their main learning device in lessons and it will be treated like a piece of essential uniform. Pupils may use other personal devices at the discretion of their teacher.

Can they be used for streaming video or playing games outside of lessons?

Yes, web-based streaming services or games will be allowed, however more demanding games may struggle to run as Surfaces do not have dedicated graphics cards. Pupils that enjoy more serious gaming may wish to invest in a personal device on which to play games.

FURTHER INFORMATION AND SUPPORT

If you need any further information about this scheme please feel free to contact:

- For general queries, please contact School Office who will forward it onto the most appropriate member of staff schooloffice@badmintonschool.co.uk
- For technical queries, please contact our IT Services Department itservices@badmintonschool.co.uk

Sources and References

- [Using Digital Technology to Improve Learning – Education Endowment Foundation \(EEF\)](#)
- [Realising the potential of technology in education – GOV.UK](#)



Badminton School
Westbury Road
Westbury-on-Trym
Bristol BS9 3BA

T: +44 (0) 117 905 5200
E: schooloffice@badmintonschool.co.uk
badmintonschool.co.uk

