

## Grades 6-12 Computer Hardware Considerations

As secondary students progress through grades 6-12, their physical and educational needs grow with them. Purchasing technology devices is an investment in each student's education and in each teacher's capability to deliver meaningful teaching and learning experiences.

### **Middle School: Grades 6-8 (ages 10-13)**

During this stage, instructional strategies focus on problem solving, computational thinking, exploration of multiple ways to approach issues, and interactive lessons

#### **Student device choices:**

- **Laptops, Chromebooks, and 2-in-1s** are the best devices for this age group as they provide the mobility and performance to support students' growing proficiency for technology. They can collaborate with chat and video tools, research topics on their own, and create dynamic presentations.

#### **Educator device choices:**

- Incorporating **wireless laptops and 2-in-1s, devices interactive whiteboards, and a virtual learning platform** improve classroom management. Teachers and parents can monitor and guide students with a digital portfolio based on multiple resources or applications. Teachers may personalize these portfolios based on each student's level.

### **High School: Grades 9-12 (ages 13-18)**

Secondary students spend most of their time cultivating college- and career-readiness skills such as critical thinking, problem solving, collaboration, communication, creativity, and innovation. As technology innovation transforms the classroom, teachers and students can significantly redesign their learning activities and will require high-end computing power for STEM, parallel program operations, and design curriculum.

With a connected classroom, students can more easily find their assignments and start working at their own pace, encouraging the personalization of their learning experience and opening them to more opportunities beyond the basic curriculum.

#### **Student device choices:**

- The best device for this age group is a **laptop or 2-in-1** that provides desktop-like performance with mobile flexibility, a full-sized keyboard, and an active stylus for easy annotating, drawing, or note taking. These devices are lightweight, with flexible connectivity, and a long battery life, and they have processor power for audio, video, graphics, and data processing.

#### **Educator device choices:**

- **Laptops and integrated technologies** such as an ecosystem of **interactive whiteboards, virtual learning platforms, and wireless connectivity** help teachers with classroom management. With a virtual learning platform, teachers can personalize the learning environment support students at an individualized level.

Source: Intel.com

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