The chart below describes many mobile devices, their features, and how they can be useful for teaching and learning. While it would be impossible to describe ALL devices, this chart selects some of the more popular and affordable mobile devices and describes their potential uses in the classroom.

Please note:
- Participation in the Bring Your Own Device (BYOD) program is OPTIONAL.
  - Parents/Guardians are NOT asked to purchase a mobile device or send a mobile device to school with their child.
  - Students are NOT REQUIRED to bring a mobile device to school.
  - If students bring a mobile device to school, they are expected to know how to operate the device on their own. Lake Orion Community Schools will not service any personal mobile device, which includes troubleshooting, software, or hardware issues.
- Mention of a device in this chart does not constitute Lake Orion Community Schools’ endorsement of that product. This chart is offered for informational and/or reference purposes only and is based off of Lake Orion Community Schools use of [Microsoft Office 365 for Education](https://www.microsoft.com/en-us/education). All data in the chart is subject to change.

### 3 Star Rating

<table>
<thead>
<tr>
<th># of Stars</th>
<th>Rating</th>
<th>Uses</th>
<th>Example Devices With This Rating</th>
</tr>
</thead>
</table>
| 3 stars    | Exceptional     | Has WiFi capability. Allows students to create, edit, and share documents, videos, and images. Ability to store files on the device or in the cloud. | • Laptop (PC or Mac)  
• Windows tablet (Microsoft Surface Pro, Lenovo Yoga, HP Envy, Dell XPS 12) |
| 2 stars    | Great           | Has WiFi capability. Allows for a wide range of creative apps such as pictures, video clips, and texting. Only limited by account options and the availability of apps. | • Apple iPad  
• Apple iPhone  
• Chrome device (Chromebook) You must have a personal Google account to use.  
• Android tablet  
• Android phone  
• Windows phone  
• Apple iPod Touch |
| 1 star     | Limited         | Not appropriate for BYOD Classroom use. May lack WiFi support, difficult to get content on or off the device, or only has gaming options. | • Smartwatches (Apple Watch, Microsoft Band, Android Wear)  
• Amazon Kindle  
• Barnes and Noble Nook  
• iPod Nano and Shuffle  
• Gaming consoles (Nintendo 3DS/2DS, Xbox One/Kinect, Playstation, Wii) |