# **IOWA STATE UNIVERSITY**

OF SCIENCE AND TECHNOLOGY

**ISERink** 

# Teachers L2A2 - Answers

NOTE: Students answers may vary, these should be used as a guide and discussed.

- Question 1
  - Both environments have users less than 18 years old.
  - Both environments are used for student education.
- · Question 2
  - Home
    - Environment is used primarily for personal uses.
    - Some equipment may be owned by or uses may involve work for employers
  - School
    - Environment is primarily to serve the mission of the school
    - Personal use by employees may be permitted, but is typically restricted to promote productivity and reduce costs resulting from non-essential activities.
- Question 3
  - Home: Functionality is nice to have, but if something cannot be afforded then it is sacrificed.
     Essential functionality that is not affordable is sought out in other environments (examples: library, school, work, coffee shop, copy center, Internet applications).
  - School: Functionality needs is broken down into priorities. School's budget is limited, but there are functions it cannot live without. Lesser priority functionality may be acquired if budgets permit. For example, the administration of the school requires documentation and it may be required that documents be composed and delivered electronically to the district. Textbooks and PCs/Tablets could be viewed as substitutes. If accessing textbook content on computers or tablets for each student is cheaper, more effective, and more convenient than physical books, then administrators may choose to invest in technology and increase that functionality's priority and fund it. As an organization it cannot relocate to make use of an existing functionality. It may be able to borrow technology and accept donations, but non-technological solutions will be used to ensure essential school functions are performed (example: teacher will use a white board instead of a smart board).

#### Question 4:

- Similar: Both environments have costs related to electricity needed to run the equipment.
   They both require people to understand the technology and spend time making it all work, so skilled people either need to be paid or divert their attention from other activities. Purchasing and maintaining computing technology requires money for equipment, software and information content. Connectivity is another common expense.
- Different: The amount of money being spent on a school's environment is much higher. The
  quantity of components and the complexity of the environment is much greater for a school
  than for a home.

## Question 4a:

There is no right answer. We can hope that the costs of these environments are manageable. The alternative is that some bills are not being pair or that some other need is not being met.

## • Question 5:

- Similar: Everyone using these environments is subject to the same criminal laws.
- Different: At home the rules are not likely to be formally written down. Parents/guardians develop rules that they feel are appropriate in accordance with their beliefs, values, and understanding. A school's rules must be written and reviewed by lawyers. Regulations exist to protect the students' records from those who do not need to know. Parents expect the technology used by their children will not put their children at risk, so schools introduce rules that are meant to limit students' exposure to risk especially with respect to Internet use. Those who rely on the educational system rely on the school records to be accurate, and rules are instituted to ensure this accuracy.

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