

Leading Primary Computing

Hardware Pros and Cons

	Pros	Cons
iPads	<ul style="list-style-type: none"> • efficiency • good range of educational apps to 'bring the curriculum to life' (particularly for delivering the IT / multimedia aspect - e.g. green screening, movie making, podcasting, animation etc). • can be used in other areas of the curriculum too. 	<ul style="list-style-type: none"> • expensive (need to also factor in other costs too, e.g. the cost of the charging trolley, cases, setting up of a Mobile Device Management system, purchasing of apps etc. Companies will factor all this into their overall costings for you, but be aware that it isn't just the prices of the devices themselves that need to be factored in) • relies on good Wifi / strong infrastructure. • difficult to teach all aspects of the curriculum if using this as your main / only device.
Laptops	<ul style="list-style-type: none"> • portability • good value for money • greater flexibility - can install a range of software (as well as running browser based sites), therefore enabling the curriculum to be taught using a variety of different software 	<ul style="list-style-type: none"> • additional costs for Laptop Charging Trolley • windows Licensing costs • device management - usability can become cumbersome the older they get, particularly if there is lots of software installed / files saved to the hard drives etc.
Desktops/PC Suite	<ul style="list-style-type: none"> • time management (the computers are usually already on and all the pupils need to do is log in)! • the practicalities of having the same room to use (again saving on set up time) • longevity - tend to last longer than portable 	<ul style="list-style-type: none"> • lack of flexibility. • windows Licensing costs. • not many pupils will use a monitor and tower type setup at home. • temptation to only use them to teach discrete lessons rather than cross curricular.

	<p>devices which can soon get worn down.</p>	
Chromebooks	<ul style="list-style-type: none"> • lightweight OS. • long battery life • optimized for Google apps • fast boot times • browser-based simplicity. • extremely thin and light • cost effective • should last a long time • an ideal, cost effective solution if you're just going to be using browser based applications 	<ul style="list-style-type: none"> • pupils will need to have their own Google accounts to log in • you can't download software (essentially it's a browser) so you are limiting yourself to just using browser based applications to teach the curriculum.
Android devices	<ul style="list-style-type: none"> • more cost effective solution to using iPads. • growing range of good free apps that can be used in the classroom (although not as many as the iPad). • good quality camera on most medium - high spec models. 	<ul style="list-style-type: none"> • not as well developed as the Apple iOs in terms of its use in Education. • not as many apps to choose from (particularly education based ones) when compared to Apple iOs. • apps aren't updated very often.
Linux OS (e.g. Raspberry Pi)	<ul style="list-style-type: none"> • zero cost of software acquisition. • no licensing fees based on the number of users or the number of computers on which it is installed. • come with a growing number of high quality application programs. • easy to install, use and cost effective 	<ul style="list-style-type: none"> • lack of awareness and knowledge of the advantages of using this OS. • need higher degree of skill level such as the ability to construct or maintain the networks that are necessary. • teachers would require a lot of initial support / training on using an operating system for which they are unfamiliar.