ZONE → DEVICE → OPERATIONS | WORKSHOP BLUEPRINT

Build one workable learning environment in six minutes. Choose an existing or proposed space.

Zone / scenario: _____ **School / group:** _____

Primary mode: ☐ Focus ☐ Collaborate ☐ Create ☐ Explore ☐ Reset

1 LEARNER INTENT

Mode, activity, desired learning outcome

2 SPATIAL CUES

Layout, lighting, acoustics, materials and access

3 DEVICE EXPERIENCE

Shared or 1:1? Apps, profiles and access rules

4 SAFE USE / GUARDRAILS

Privacy, age protection, app approval and data

5 OPERATIONS / OWNERSHIP

Charging, support, updates, inventory and renewal

6 SUCCESS AFTER 90 DAYS

What learner and teacher outcomes will you observe?

Biggest trade-off to resolve: _____

GOVERNANCE CHECKLIST + 30 / 60 / 90 ROADMAP

Discuss locally. This is a design aid, not a legal-compliance certification.

DEVICE GOVERNANCE / SAFEGUARDING

- [ ] Purpose, data minimization and retention are defined
- [ ] Age-appropriate content policies are documented
- [ ] App approval and review process is agreed
- [ ] Identity model matches shared cart vs. 1:1
- [ ] Teacher can change lesson access appropriately
- [ ] Offboarding, loss and incident response are known
- [ ] Accessibility and inclusion were considered

ROOM READINESS / SUSTAINMENT

- [ ] Zone has an accountable space owner
- [ ] Charging, Wi-Fi and device storage were checked
- [ ] Room and device assets have consistent IDs
- [ ] Support and update responsibilities are assigned
- [ ] Broken-device / substitute workflow exists
- [ ] Replacement and procurement trigger is recorded
- [ ] Ongoing operating costs are in the budget

A REALISTIC 30 / 60 / 90-DAY PILOT

30 DAYS | DESIGN

Define mode + zone, observe use, assign owners.

60 DAYS | OPERATE

Enroll devices, test apps and safeguards, train users.

90 DAYS | REVIEW

Assess learner experience, readiness and costs.

Next owner + action: _____

Suggested references: district device policies • asset and facilities standards • local privacy guidance