K-12 BLUEPRINT

The Right Windows Device for K-12 Education*

How device performance impacts teaching, learning, and total cost of ownership

Educator Professional Development

2.9x

Intel® Core™ i7 devices perform 2.9 times faster than Intel® Core™ i3 laptops

High School (9-12) Scenario

2.5x

Intel® Core™ i5 devices perform 2.5 times faster than Intel® Celeron® laptops

Early Elementary (K-2) Scenario

2.4x

Intel® Core™ i5 devices perform 2.4 times faster than Intel® Celeron® laptops

Middle School (6-8) Scenario

2.6x

Intel® Core™ i5 devices perform 2.6 times faster than Intel® Celeron® laptops

Upper Elementary (3-5) Scenario

5.7x

Intel® Core™ i5 devices perform 5.7 times faster than Intel® Celeron® laptops

Classroom Learning Scenarios and Industry 4.0 Skills

The learning scenarios include: educator professional learning, K-2 English Language Arts, 3-5 Social Studies, 6-8 Interdisciplinary English Language Arts, Math, and Social Studies, and 9-12 Science. Each scenario uses popular applications aligned to Industry 4.0 skills representative of typical classroom teach and learning practices. In all cases, the educator devices can complete every step of each lesson.

Sampling of Tested Applications

- Minecraft* Education Education
- RPG Game Maker*
- Adobe Photoshop*
- Skype*
- TinkerCAD*

"More powerful processors enable educators and students to build Industry 4.0 skills in a seamless way, allowing them to spend more time skill-building and less time waiting."

Download the full report from **www.k12blueprint.com**

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