





According to PBS LearningMedia research, **74% of teachers** surveyed responded that using classroom technology motivates students to learn.



There is no question that technology is **transforming education**. As educators work to develop the students of today into the global, digital citizens of tomorrow, the influx of technology into the classroom provides immense opportunity. At the same time, exploring and navigating the possibilities can be overwhelming.

The Douglas Stewart Company, established in 1950, is a leading distribution partner dedicated exclusively to **advancing the education vertical**. As the modern classroom evolves, so too does DSC. We follow education trends to best respond to the needs of our reseller partners so they, in turn, can provide the most value to their end-customers.

Technologies are emerging at a rapid clip in K-12 and higher ed, and this new publication, the **Emerging Technology Guide**, is one of those responses. It highlights the newest technologies as well as those that continue to be relevant within the swiftly changing landscape. Please look to this guide and other resources from DSC for insight and inspiration for delivering a 21st-century education.

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# Dynamic, active, hands-on experiences enhance learning and engagement

## makerSPACE

The driving force behind makerspaces is rooted in the maker movement, a following comprised of artists, tech enthusiasts, engineers, builders, tinkerers, and anyone else with a passion for making things.



**Coding and Robotics** At its core, robotics and coding moves students away from the solitary interface of a computer screen and into a collaborative environment providing a sensory learning experience, and an increase in hands-on innovation.



**3D Printing** By providing a rapid production and prototyping tool, a 3D printer in the classroom enhances and expands students' understanding of existing concepts while allowing exploration of new possibilities, leading to better problem-solving and more active experimentation.

## mobile learning

Teaching and learning becomes more individualized and can be extended beyond the traditional classroom with the adoption of mobile learning strategies.



**1:1 Computing** The goal for 1:1 mobile initiatives is to enable teachers and software to deliver more personalized content to students, to boost students' technology skills, and to empower children to do more complex and creative work.



**Mobile Device Management (MDM)** MDM is critical to enterprise success, enabling the monitoring and management of mobile device deployments in education.



**Content & Curriculum Solutions** The open education resources movement for digital curriculum has spawned a new ecosystem of education service providers.



A recent survey by the Association of Research Libraries (ARL) revealed that 64% of responding libraries in North America are engaged in providing, planning, or piloting makerspace services. Another 17% plan to investigate the services.

Source: 2017 NMC Horizon Report, Library Edition

Sales of 3D printers in the education market are forecasted to climb from \$200 million in 2016 to \$500 million in 2019.

Source: IDC, January 2016

15 years of research studies have shown that 1:1 laptop deployments increase students' achievements and provide a modest boost to their scores.

Source: Edweek.org 2016

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In 2016, Chromebooks accounted for 58% of the devices sold into education.

Source: NY Times

**Microsoft**



**Microsoft Surface Pro 4**

- Laptop power and performance with Intel Core processor
- Ultrathin, fast, and versatile
- 12.3 inch high-resolution PixelSense display
- Runs Windows, Office, and professional-grade software

**DSC# 111454 | ESRP \$1,199.00**



**Surface Book**

- The ultimate high-performance laptop, featuring Intel Core processors
- 13.5 inch PixelSense display
- Write, draw, and design with the detachable touchscreen
- Works with professional-grade software

**DSC# 111641 | ESRP \$1,949.00**



**Cintiq Pro 13**

- 4x greater accuracy and pressure sensitivity
- Compact, slim design takes up minimal desk space
- The best 4k display with world class color performance
- Natural interface with multi-touch gestures

**DSC# 106302 | ESRP \$1,319.95**

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The education technology market is expected to grow to \$252 billion by 2020.

Source: EdTechXGlobal



## AC-PLUS



- 36 bays with adjustable width dividers and built-in wire management
- Fits Chromebooks, tablets, and laptops 9"-14"
- Durable all-metal construction
- Three-point locking system
- Simple dual-circuit charging system

**DSC# 105977 | ESRP \$1,948.78**



## AC-SLIM

- 36 bays with adjustable width dividers and built-in wire management
- Fits Chromebooks, tablets, and laptops 9"-14"
- All-metal construction with fold-away doors and heavy hinges
- Three-point locking doors and padlock flange
- Intelli-Sense smart charging system

**DSC# 105979 | ESRP \$2,663.81**



## Connect36



- Charges up to 36 laptops or Chromebooks up to 15.6"
- Double-bolt latch with padlock hasp for superior security
- Ventilated doors and side panels keep devices and chargers cool
- Three power management options – Power Switch, Cycle Timer, and PowerProdigy smart charger

**DSC# 107690-107692  
ESRP \$2,269.89-\$2,659.91**



## Joey 30

- Charges up to 30 Chromebooks, tablets, or laptops
- Top-loading design allows easier and quick access to devices
- Optional baskets and lock down kits available
- High-quality steel and padlock keeps devices secure

**DSC# 74712 | ESRP \$1,298.75.00**



## Carrier 30

- Charges up to 30 Chromebooks, tablets, or laptops
- Top-loading, sliding lid for easier and quick access to devices
- Side channels and six removable baskets for ease of use
- ECO Safe Charge allows all devices to be charged simultaneously

**DSC# 95961 | ESRP \$2,338.79**

## Cloud32



- Charges up to 32 Chromebooks up to 14"
- All metal overhead wire management keeps cords organized
- Double-bolt locks and heavy gauge steel doors provide vault-like security
- Large, removable QuickBrick™ wiring trays make wiring easy
- Three power management options – Power Switch, Cycle Timer, and PowerProdigy smart charger

**DSC# 77743-77746, 108874-108875  
ESRP \$3,075.92-\$3,637.55**

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Headphones/Earbuds are a requirement for K-12 digital assessment.  
 Source: Business white paper – One-to-one, digital assessment, and software-defined networking.



**Single-use headphones and earbuds**

We have a variety of great, budget-friendly options perfect for digital assessment or older students.

- AE-5 – DSC# 20036 | ESRP \$1.24
- TT-3 – DSC# 20124 | ESRP \$1.43
- AE-215 – DSC# 20006 | ESRP \$1.56
- AE-08 – DSC# 20004 | ESRP \$1.56



**AE-36**

- Perfect for single jack devices like tablets and Chromebooks
- Single TRRS 3.5mm plug operates speakers and microphone
- Braided nylon cord is resistant to chewing
- Padded, adjustable headband and vinyl earpads
- Classroom packs are available

**DSC# 20028-20029, 20033 | ESRP \$16.84**



- Flexible adapter
- Helps prevent pin breakage inside of expensive devices when a student yanks at it
- Bends in the middle across the ribs while rotating in the device jack
- Flex-and-bend reorients the jack and allows headphones to disengage without damage

**DSC# 107535 | ESRP \$3.25**



**BX2™ Edge Case**

- Patent-pending Crumple Zone corners and Xtreme Foam deflect impact
- Can fit and be color-coded with LocknCharge Carts and Baskets
- Available for iPad Air & Air 2, iPad mini 1-4, Microsoft Surface 3 & 4, and Microsoft Surface Book

**DSC# Multiple | ESRP \$79.13-\$116.94**



**Tred™ Zip Folio**

- HDF™ Protection System wraps devices in a layer of high-density foam to keep devices safe
- Ventilation bumpers keep devices cool
- Highly durable 800D Coretex body material
- Available in 11", 12", 13" and 14"

**DSC# Multiple | ESRP \$64.94**



**Aero Sleeve**

- HDF™ Protection System wraps devices in a layer of high-density foam to keep devices safe
- Cushioned interior lining holds devices snug
- Flap closure with custom center-push buckle
- Available in 11" & 13"

**DSC# 100536 & 103336 | ESRP \$79.13**

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K-12 spending on non-hardware EdTech is expected to be greater than \$19 billion by 2018.  
Source: Edweek Market Brief



### Give Students the Power to Create Bright Futures

Adobe Creative Cloud delivers the world's best creative apps – including Photoshop, Illustrator and Premiere Pro – so students can master the digital skills they need to succeed in the classroom and in their careers.



### Managing the Digital Classroom Just got Easier

Netop Vision helps schools do more with less. It allows teachers to have visibility into what students are doing, saves IT staff time with its easy-to-use features, and allows administrators to empower their team with the tools they need to succeed.



### Digital Learning Solutions for the Classroom

TechSmith solutions allow educators to personalize courses and engage students in class and online. With TechSmith, educators can create custom video lessons, include quizzes to access learning, and build a powerful presence for online learning.



## Mobile Device Management



### More Time Engaging, Less Time Logging in

ClassLink provides OneClick single sign-on into web and Windows applications, and instant access to files at school and in the cloud. Accessible from any computer, tablet or smartphone, ClassLink is ideal for 1:1 and Bring Your Own Device (BYOD) initiatives.



### A Smarter Way to Manage Classroom Technology

Safer students. Better learning. GoGuardian keeps students safe when they're online, helps teachers engage with their students, and provides schools with better control over how their technology is used. Available for teachers and administrators.



### Protect VMware from a Single Console

Retrospect Virtual supports both VMware and Hyper-V hypervisors for complete data protection. It allows schools to instantly restore from a virtual machine, features built-in security, and supports flexible destinations.

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64% of districts are using interactive whiteboards.  
Source: MDR

## swivl™



### C1, C3, or C5 Device Bundle

- Award-winning video automation robot that records audio and video
- Upload and share content with anyone from anywhere via Swivl Cloud
- Perfect for personalized and flipped learning, professional development, and more
- Includes the Swivl C Series Robot, Case, and Primary Marker(s)

**DSC# Multiple | ESRP \$778.73-\$1,298.75**



### Expand Lens

- Works with any device in the classroom and doubles video capturing view
- 140°, professional-quality wide angle lens
- See desktops, group teamwork, and student-teacher interactions much clearer
- Great for student responses and reflections, classroom observations, and professional development

**DSC# 100023 | ESRP \$102.70**



### BoardShare Interactive Whiteboard

- Turns any surface into an interactive whiteboard
- Innovative, intuitive user interface makes it easy for all users
- Completely portable and requires no installation
- No licensing or maintenance fees

**DSC# 99932 | ESRP \$453.72**

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## Modular Robotics

### Cubelets Inspired Inventors Mega Pack



- Students can create an endless amount of robots with no programming and no wires
- Designed to accommodate groups of six to twelve students
- Includes 162 SENSE, THINK, and ACT Cubelets, Brick Adapters, storage, and chargers
- Over 40+ hours of standards-aligned lesson plans

DSC# 107772 | ESRP \$5,468.02

### Cubelets Creative Constructors Pack



- Programming challenges and remote control races are a snap with the Bluetooth Cubelet
- Facilitates easy adoption and high-ceiling academic activities
- Enough Cubelets to support four working groups
- Features 56 SENSE, THINK and ACT Cubelets, Brick Adapters, storage and charges

DSC# 107773 | ESRP \$1,989.08

## FUEL3D

### Scanify



- High-speed, high-resolution, handheld multi-purpose 3D scanner
- Quickly and easily capture 3D models of everyday objects
- Fuel3D Studio Starter is an easy-to-use interface and quick edit tools
- Create incredible designs for 3D printing

DSC# 95948 | ESRP \$1,966.74

## littleBits



### STEAM Student Set

- Easy way to integrate powerful STEM/STEAM learning into the classroom
- Featuring 19 bits, 45 accessories, and 8 fun challenges
- Designed to engage up to 4 students in 3rd-8th grade
- Includes 16+ hours of lessons aligned with NGSS & Common Core

DSC# 107438 | ESRP \$389.95

### littleBits Code Kit



- Engages students in coding principles while building games
- 10 lessons and 100+ activities make it easy to fold into any learning space
- Featuring 16 bits, 20 accessories, and 4 games
- Designed to engage up to 3 students in 3rd-8th grade
- Also available in class packs

DSC# 109487 | ESRP \$389.95

## POLAR3D

### Polar 3D Printer Starter Pack



- Revolutionary design produces 4 times the build volume at 25% cost of competitors
- Sleek, quiet, Wi-Fi enables, and features an open-view
- 3D print from anywhere, from any browser
- STEAMtrax curriculum is aligned to NGSS standards

DSC# 108584 | ESRP \$1,515.86

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