Using Edgenuity with Tablets
Things to Know

Most Edgenuity courses will run on tablets. The following devices are supported.

Device Type	Sample Devices	Operating System
Apple iPad	iPad 2, iPad 3, iPad Mini	iOS 6.x
Android Tablets	Google Nexus, Samsung Galaxy Tab 2, Asus Transformer Pad TF300	4.1 (Jelly Bean or higher)*
Windows Tablet	Microsoft Surface, Asus VivoTab	Windows RT

*The Android operating system is supported by Edgenuity, but the Android browser is not. Android users should download Chrome and use only Chrome to access Edgenuity.

Bandwidth

Because Edgenuity courses run on a web-based platform (as opposed to stand-alone apps), a minimum of 256kbps per concurrent user on school Wi-Fi with an Edgenuity Media Appliance is recommended. Without access to an Edgenuity Media Appliance, a standard 3G connection or 1.5Mbps per concurrent user is recommended.

Feature Compatibility

Secure Station, the Edgenuity feature that allows administrators to limit user access to certain computers, will not run on tablets. In addition, the Edgenuity highlighter feature is not tablet-compatible.

Course Compatibility

Edgenuity's curriculum suite includes some courses and components originally published by other companies. As a result, some courses are not tablet-compatible. In addition, there are some third-party activities in Edgenuity courses that rely on Flash or Shockwave, making these courses only partially tablet-compatible. The following section indicates which Edgenuity courses are tablet-compatible.

Fully Tablet-Compatible Courses

Almost all of the activities in these courses are tablet-compatible. However, any projects or performance tasks must be completed on a computer and uploaded to the system. File upload is not supported on tablets.

English Language Arts
- Language Arts 6
- Language Arts 7
- Language Arts 8
- Language Arts 9
- Language Arts 10
- Language Arts 11
- Language Arts 12
- Literacy & Comprehension I & II
- IDEA Writing
- Introduction to Communications & Speech
- Classic Novels & Author Studies

Mathematics
- Mathematics 6
- Mathematics 7
- Mathematics 8
- Algebra II

Social Studies
- MS World History
- MS U.S. History
- MS Civics, Govt., & Economics
- MS World Cultures & Geography
- World History
- U.S. History I
- U.S. History II
- Survey of U.S. History
- Government
- Economics
- Human Geography

Advanced Placement
- English Language & Composition
- English Literature & Composition
- Human Geography
- Psychology

General Electives
- Introduction to Art
- Art History I
- Psychology
- Sociology
- Strategies for Academic Success
- Health & Physical Education

Career Education
- Career Exploration
- Career Planning and Development
- Intro to Information Technology
- Intro to Health Science
- Health Science Concepts
- CompTIA A+ Essentials
- Microsoft Office Specialist
- Nursing Assistant
- Medical Coder
- Medical Terminology
- Pharmacy Technician

Partially Tablet-Compatible Courses

The courses listed below contain Flash- or Shockwave-based Gizmos and/or virtual labs that will not run on tablets. These activities can be customized out of the courses; alternatively, students can complete these activities on a computer.

Mathematics
- Algebra I
- Geometry
- Precalculus
- Integrated Math I–III
- Mathematical Models with Applications
- Financial Math
- Trigonometry

Science
- Life Science
- Earth Science
- Physical Science
- Biology
- Chemistry
- Environmental Science

Advanced Placement
- Environmental Science

Test Preparation
- SAT
- ACT
- GED
- COMPASS
- ACCUPLACER

Non-Tablet-Compatible Courses

Some of the courses listed below incorporate Flash, Java, or Shockwave into major instructional course components. Others require students to complete projects that rely on third-party software that is not tablet-compatible.

Advanced Placement
- Biology
- Calculus AB
- Spanish
- U.S. History

World Languages
- Spanish
- French
- German
- Chinese
- Latin

Career Education
- 3D Art I – Modeling
- 3D Art II – Animation
- Audio Engineering
- Computer Literacy
- Computer Science I
- Computer Science II
- Digital Arts I
- Digital Arts II
- Engineering Design I
- Engineering Design II

Career Education, cont.
- Flash Animation
- Game Design
- Green Design and Technology
- Introduction to Business
- Introduction to C++ Programming
- Introduction to Entrepreneurship I
- Introduction to Entrepreneurship II
- Personal Finance