Education Technology Solutions

EDUCATION CLASSROOM TECHNOLOGY

▶ **LUBMEE GROUP has you covered...**

- Classroom Furniture

- Education Training & Professional Services

- Tablets , Laptops and Desktop PC's

- Changing Lockers

- Education Software

- Classroom digital White board

- School Wi-Fi & wireless Network

- Internet bandwidth Services

- Phone system

- Campus Security Camera systems

- VR – Educational Teaching Solutions

- 3D-Printing

- IT-Managed Services

- Cyber Security Software

- Full Google G Suite Training for Teachers

- Microsoft Education Training for Teachers

- eSports Technology (PC gaming desktops, laptops, or consoles)

Our DaaS Program

True Subscription

- 24 – 60 month plans
- No buyout option
- More competitive than lease
- No soft cost limit
- Back End Billing
- No surprise costs

Requirements

- $5K+ Opportunities
- ADP Warranty

Value Add

- Low monthly payment
- Scale up as needed
- Scale down up to 20%-min $25K
- End of Term Options:
  - Refresh solution
  - Continue month-to-month

EDUCATION CLASSROOM TECHNOLOGY

Power Everywhere.
That's our charge.

LUMBEE
GROUP

TechGuard Connect®

- The smart, connected charging locker featuring **Bretford Connect®**, our cloud-based portal with real-time locker management

- Smartly manage and update your entire fleet of lockers, all from one intuitive service, at any time, from any device

- **RFID model currently shipping Mi Fare**

- **RFID/keypad/LCD model shipping June 2018 with check-in/check-out**

- **Mifare and DESFire**

BRETFORD

TechGuard Charging Lockers

Charging for 3 devices!

Each locker bay contains:
- 1 AC outlet
- 2 USB charging ports.

Perfect for a laptop, a tablet and a phone.

100 W   2.4 A   2.4 A

Lenovo LVR2X/3X (Synnex Exclusive)

- Collaboration with Lenovo to bundle charging cart and all-inclusive goggles, bundled through Synnex.
- Holds (QTY 8-24) Lenovo Mirage Solo with Daydream VR headsets, (1) Teacher Tablet (Lenovo Tab4 10") and (1) Ruckus ZoneFlex R510 Wireless Router
- AC powered, bundled with C2G USB-C adapters.
- Integrated Cable Management
- LVR2X = 2-Drawer (16-unit capacity)
- LVR3X = 3-Drawer (24-unit capacity)
- Customer must wire the cart themselves
- **Shipping May 2018**

BRETFORD

CUBE® Cart 36

- Line extension of CUBE family
- Same footprint as the CUBE 32, with reduced slot size to 1.24" and 36-unit capacity.
- Available in 16 colors, like rest of line
- Addresses capacity parity

BRETFORD

2020 Windows Device Education Portfolio

	Notebooks	Convertibles	Detachables
K-12 Student Collection	HP Stream 11 Pro G5 · Blank.tech JP1 · Acer TravelMate B114 (AMD) · Acer TravelMate B1 (B118-M) · Lenovo 100e · Lenovo 14w	Acer TravelMate Spin B1 (B118) · Lenovo 300e · HP ProBook x360 11 G3 EE · Blank.tech JP3	Blank.tech JP5 · Surface Go
Higher-Ed Collection	Acer TravelMate B114 (AMD) · Lenovo 14w (AMD) · Lenovo X1 Extreme	Acer TravelMate Spin B1 (B118) · HP ProBook x360 11 G3 EE · Lenovo 300e · Blank.tech JP3 · Acer Spin 5 · HP ProBook x360 440 G1	Surface Go · Surface Pro 6
Teacher & ITDM Collection	Lenovo X1 Extreme	Acer Spin 5 · HP ProBook x360 440 G1	Surface Pro 6

AMD AMD or AMD variant available

LUMBEE GROUP
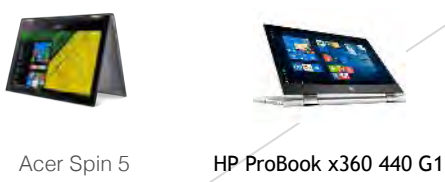
EDUCATION CLASSROOM TECHNOLOGY
Microsoft Surface for Business

DESIGN THINKING is our way to innovate

Meet Surface Go for Education

Portable power in the classroom

A device as versatile as your students

Transform classroom time

Innovative and reliable, Surface Go with Microsoft Education helps teachers deliver engaging learning

Create a safe, manageable IT environment

Microsoft

LUMBEE GROUP

MINECRAFT
EDUCATION EDITION

Minecraft: Education Edition immerses students in a virtual landscape that fosters collaboration, stimulates problem solving, and inspires creativity while exploring subjects from art to math, history to science. Minecraft is already transforming classroom learning.

♡ STUDENT ENGAGEMENT

Minecraft: Education Edition is the same Minecraft experience many students enjoy and play already, but with additional capabilities to support curriculum integration, enabling educators to deliver lessons and learning activities within the game itself.

💬 PROJECT COLLABORATION

Designed for students to work together to solve problems, collaborate on learning activities in the game, and master the challenges placed before them.

💡 CREATIVE EXPLORATION

Creative Exploration Encourages independence and self-direction, allowing students the freedom to experiment, test concepts, and express ideas in their own unique way.

🎓 LEARNING OUTCOMES

Empowers students to share their achievements and demonstrate concept mastery.

"Minecraft takes learners on a journey where often the answers are not yet known, and gives us as educators an opportunity to engage more fully with our students on this learning journey to better prepare them for the world that awaits."

Marie Lindsay - Principal, St. Mary's College, Northern Ireland

Microsoft   🅜MOJANG

SUBJECT: Health / Biology / Mathematics
GRADE: Intermediate

HUMAN BODY PROJECT:
In teams, students model different systems in the body.

LEARNING OBJECTIVES:
- Understand relationships between organs and systems.
- Describe how the five senses are related to organs and the the biology of the human body.
- Build with proportionality and sense of scale.

THE HUMAN EYEBALL
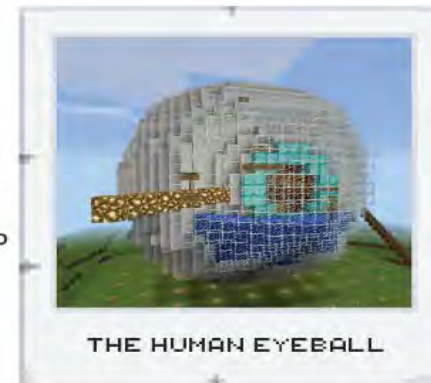
For additional lesson plans and tips on curriculum integration, visit
http://education.minecraft.net

Minecraft: Education Edition is available for purchase at $5 per user per year, or through your school's volume licensing agreement. Included in this purchase:

- A personalized account linked to your School ID
- Ability to download on any computer and login from school or from home
- Capacity to run a multiplayer game with up to 25 students without need for a server
- Unlimited access to the Classroom Mode companion app
- Free avatar skins
- Access to our online educator community

Technical Requirements for running Minecraft: Education Edition
- Computer running Windows 10 or macOS
- Office 365 Education account

Microsoft   🅜MOJANG

Chromebooks for the classroom and beyond

Trusted by teachers and students across the world, Chromebooks are fast, easy to use, secure, and affordable. Access to the extensive library of apps in the Chrome Web Store and Google Play gives learners tools for schoolwork, collaboration, and exploration.

NEW
300e Chromebook (2nd Gen) (11.6")

NEW
100e Chromebook (2nd Gen) (11.6")

14e Chromebook (14")

Chromebook S340 (14")

Legion for Commercial and Education Use Cases: Gaming for Higher Education, eSports for High Schools and much more!

eSPORTS

Global Market:
- $1.1B in 2019. $2.5 billion by 2020.
- 26.7% year-over-year growth rate since 2018
- North America: $409.1M (37% of the Market)

Collegiate Scope:
- 125 teams in NA
- Affordable to start programs (~$32K)
- eSports management bachelor's degrees being created
- 200 US colleges offering $15 million/yr in scholarships
  - Students receive average of $4,800/yr

Lenovo VR Classroom 2

Lenovo empowers teachers and administrators
to easily and flexibly integrate Virtual Reality into their curriculum,
leading to inspiration, student engagement,
and meaningful learning outcomes.

We offer a **complete solution for teaching with VR,**
a seamless combination of hardware, content,
device management, training, and support
designed specifically for middle schools and high schools.

Lenovo VR Classroom 2: Features & Benefits
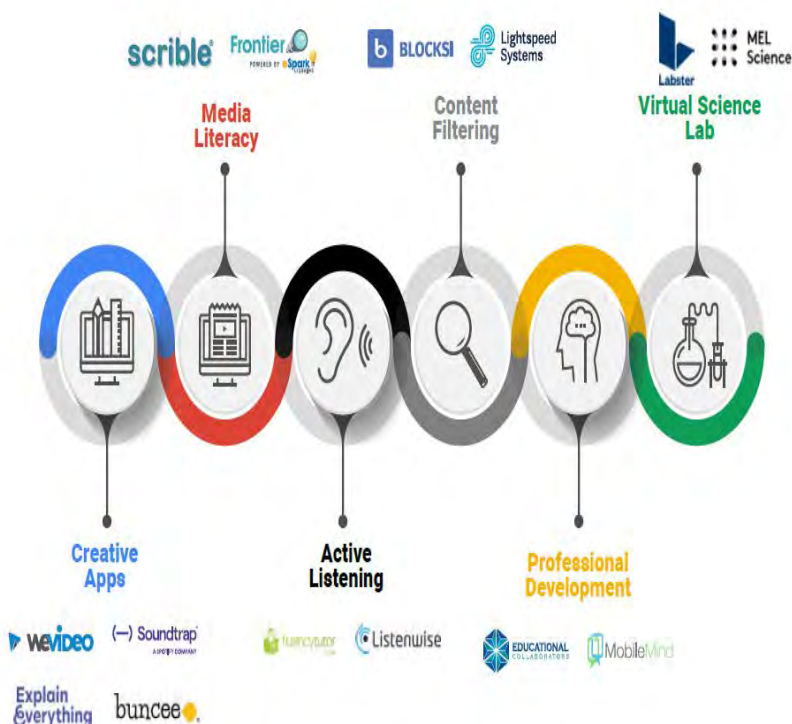
Hardware	Software	Training

Lenovo Integrated Solution Support
1 year mail in warranty/
optional 2 year upgrade
Support

3 or 10 — With SKB Case
12,24,36 — With Bretford Cart
1+ — Customized options
Bundles

Student Apps

Engage. Inspire. Educate.

Apps that spark creativity and create engaging, accessible learning opportunities for all students.

LEARN MORE

scrible · Frontier · BLOCKSI · Lightspeed Systems · Labster · MEL Science

- Media Literacy
- Content Filtering
- Virtual Science Lab
- Creative Apps
- Active Listening
- Professional Development

weVIDEO · Soundtrap · fluencytutor · Listenwise · EDUCATIONAL COLLABORATORS · MobileMind · Explain Everything · buncee

Finding New Ways to Learn

Wheatley Park School

Wheatley Park School wanted to enter the 21st-century technologically and find tools to make learning easier for teachers and students.

Everything gets easier
Chromebooks makes the lives of students and teachers at Wheatley Park dramatically easier in many small but meaningful ways, from sharing files to recording video to saving all work to Google Classroom. Science teacher Mrs. Clifton Rabone explains that "all of those incremental gains make a huge difference to my experience as a teacher."

Snow days
In December 2017, a major snowstorm gave Wheatley Park their first snow days in six years, but the school maintained some sense of normalcy. Teachers and students could access all of their work, share files, hold class, and collaborate whether snowed in or not.

Learning gets personal
With Chromebooks, teachers find it easier to test students knowledge and then meet their individual needs, often giving out unique and tailored assignments to different students in a single classroom.

Chromebooks in action
As you walk around Wheatley Park, you see Chromebooks in every classroom – often out on a desk next to a textbook – from recording experiments in biology to students analyzing their diets in physical education.

Making the Most of the Latest Technology

Ames Community School District

The Ames Community School District believes in getting their students in front of the latest technology and helping them use that technology in practical and creative ways.

Flipping the classroom
Mrs. Reisetter felt like she never had enough class time to really teach 7th grade math, so she flipped her classroom, recording video lessons with Explain Everything for her students as "homework". Now, she can now spend in-class time working with students individually and in small groups.

Learning in 3D
Mr. Lodermeier teaches Tinkercad to groups of 8th graders. Students design, proof, and 3D print their own projects in a former computer lab (now stripped of desktops) suped up with collaborative workstations and 3D printers.

Starting them early
Mrs. Spaulding uses the Peacock app on Chromebooks to teach her kindergarten class to count. The students use their "magic pencils" (as she calls them) to practice counting and writing numbers directly on the screen.

STEM for lunch
4th and 5th graders come to the Maker Lab on their lunch break to use Hummingbird robotis kits and their Chromebooks to bring to life all sorts of loud, blinking, and walking creations.

LUMBEE GROUP

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Furniture | MakerSpaces | Standing Desks

EDUCATION CLASSROOM TECHNOLOGY
3D Printing

Craftbot

- Education kits with 3D printer, software & Curriculum, and filament

https://craftbotusa.com/category/craftbot-printlab-bundles

EDUCATION TECHNOLOGY

Security Solution Offerings That Work Together To Help Fight Crime

OnSight+ Portable Video Surveillance with Analytics

OnSight Portable Video Surveillance

OnSight Portable PTZ (Pan, Tilt Zoom Camera)

OnSound Acoustic Gunshot Detection

OnSight Portable Camera Adaptive Platform (power source for third-party cameras)

OnSight Portable License Plate Reader

**Secure any outdoor environment in under 30 minutes**

15FKL CALIFORNIA

EDUCATION CLASSROOM TECHNOLOGY

Creative apps on Chromebooks

Develop future skills with powerful learning apps—curated by teachers and COPPA compliant for administrators

With creative apps, students drive their own learning and express creativity through video, podcasts, and interactive whiteboarding
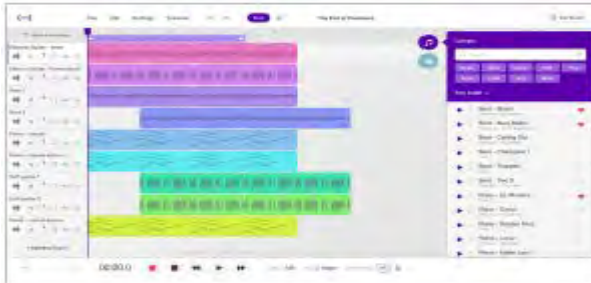
Spoken word and music-making fosters student literacy and communication

(—) Soundtrap

Interactive whiteboard lets students animate their thinking

Contact your reseller for more information

Student video creation empowers collaboration and multi-literacy communication

▶ weVIDEO

"

With creative apps on Chromebooks, students bring ideas to the table I never thought of. They are not limited; they combine concrete and abstract thought, and that's when they shine.

Tryphena Cuffy, 6th grade science teacher.
Muller Road Middle School

Explain Everything

The interactive whiteboard platform where teachers and students collaborate, share, and learn without boundaries.

Interactive learning

Create collaborative learning experiences where students and teachers can share thoughts and ideas in real-time. Import media, annotate, zoom in and out to clearly share ideas.

Instruct in real time

Create presentations that move at the speed of modern learning. Use video, notation, sketchnoting and audio recording to bring your instruction to life.

Learn without boundaries

Customize experiences for every age level and subject and engage students with new ways of learning. Work on the same projects in real-time or asynchronously from a mobile device or a web browser.

Large Format Display Solutions

SuperSign TV

Run messages on the TV screen in the form of a billboard without additional hardware. Advertisements, information and broadcast content can be arranged on the same screen to attract attention and deliver specific messaging to your customer base.

Groundbreaking Design

EDUCATION CLASSROOM TECHNOLOGY

Lumbee Group Telecom Consulting

Technical Solutions with a Personal Touch

We provide in-depth analysis & experienced consultation to help you get the greatest value from your telecom, hosted voice and IT spend

COMCAST BUSINESS | AT&T Business | Spectrum BUSINESS | Frontier BUSINESS | Ring Central | net2phone | Vonage Business Solutions | 8x8

Don't see a logo that you want to learn more about?
Don't worry, we carry virtually every service provider in the USA!

CONTACT: Johnny Helms, Jhelms@LumbeegGroup.com ,
Jacksonville, FL 904-394-2786   or   Atlanta, GA 770-799-8555   or   Athens, GA 706-348-1221

Most competitive voice offering right now

$20.99
per seat, per month

OFFICE PRO

· Unlimited US & CA

· Unlimited 25+ countries

· Number Porting

· 40+ Advanced Features

📞 Includes Polycom VVX 250

$20.99 per line → each line comes with everything pictured above

No upfront costs. The computer monitor & mobile phone are showing the included mobile app & desktop app

DaaS
Device as a Subscription

What is DaaS?

Device-as-a-Subscription

- DaaS is designed to give end-users a **full solution for one simple payment.**

- Payments are usually monthly. Quarterly or annual payments are possible with certain deal sizes.

- **Everything necessary for a fully built-out solution can be included:**
    - **Hardware**
    - **Software**
    - **Peripherals**

- DaaS agreements are 2-5 years but never require a termination date. <u>Early upgrades are also available</u>.

- DaaS is scalable. The program can scale up without limits. <u>The program can be scaled down 20%</u>.
    - **Upgrades**
- The mixture of assets can be adjusted whenever necessary.
    - **Labor/Installation**
    - **Managed Services**

Sample Quote

DaaS deal – $100,000 value

24 months - $3,275.41/mo.

36 months - $2,635.83/mo.

48 months - $2,114.30/mo.

60 months - $1,784.19/mo.

EDUCATION CLASSROOM TECHNOLOGY

Cyber Security Software

ADVANCED THREAT PROTECTION (ATP)

SECURITY AND COMPLIANCE EMAIL SUITE

Powerful Protection with Layered Defense

At the core of VIPRE ATP is VIPRE Email Security Cloud, the platform that provides a solid foundation for email reception, handling, and bulk protection. The base platform includes core anti-spam, anti-malware, and anti-phishing technology, continuity protection against email server downtime, and highly customizable filtering and routing rules.

- Core email reception and routing engine
- Provides tough anti-spam, anti-malware, and anti-phishing protection against bulk malware
- Sophisticated custom routing/filtering rules engine, extensible to meet any business need
- 90-day continuity protection to guard against email server outages
- Extremely reliable having no outages in a decade

Attachment Sandboxing goes a step further than traditional anti-malware by executing extracted attachments in a protected cloud sandbox environment. The behavior of the executed content is observed and compared to past known malware strains using sophisticated machine learning to determine if the content could be malicious.

- Powerful sandboxing technology
- Protects against evasive and sandbox-aware malware
- Dynamic, isolated cloud virtual machine environment that scales easily to handle the load from all clients
- Detailed behavioral analysis output that explains exactly what the attachment tried to do upon execution

Phishing Protection provides another layer of defense against embedded malicious URLs by closing the time gap, often exploited by attackers, between receipt-time scanning (performed by the core platform) and when an end user clicks on the URL. All an attacker has to do is to wait to set up a malicious domain until sometime after an email is sent, and users could be fooled into visiting a phishing site. Phishing Protection closes that gap by rewriting the URLs embedded in emails and re-scanning them at click-time, ensuring that users stay protected.

- Deep scan URLs and block links that can lead to malware infection
- Re-write URL and web links in emails for click-time protection
- Schedule customized messaging, reporting and statistics