# **Crosserlough NS**

Rolla: 19596R

# **Our Digital Learning Plan**

#### 1. Introduction

This document records the outcomes of our current digital learning plan, including targets and the actions we will implement to meet the targets. This is a working document and the timeframe involved is from September 2023 to June 2027.

#### 1.1 School Details:

The school caters for the full range of classes from Junior Infants to sixth class. It is an inclusive school and caters for children of all abilities. There are 6 full time teachers, including the principal, 4 mainstream class teachers and 2 Special education teachers. A Special Needs Assistant is assigned to the school by the Department of Education and Science to enable the inclusion of certain children with special education needs. There is one full time school secretary.

#### 1.2 School Vision:

It is the vision of Crosserlough NS that students be engaged in a stimulating academic environment and a challenging curriculum that is student-centred and focused on inquiry-based learning. Specifically, we envision that technology is available and effectively supported for all students and staff:

- To provide global access to information
- To meet the curricular needs of all learners
- To provide access to the general curriculum
- To refine critical thinking skills and foster creativity
- To provide a medium for expression and communication
- To collect, assess, and share performance information
- To improve the effectiveness of administrative tasks

• To provide skills and proficiencies necessary for the workforce.

# 1.3 Brief account of the use of digital technologies in the school to date:

# **Summary of School Audit updated July 2023**

- In keeping with our mission, we perceive technology being used as a tool of teaching and learning in each classroom. There is fast wifi throughout the school.
- Our current fibre broadband provider is Ripple.ie
- There is a secure storage press which contains 12 Apple iPads, 97 Samsung Galaxy tablets, 1 visualiser
- Each classroom teachers laptops are linked up to the colour printer/scanner/copier in the office and staff room
- Interactive whiteboards were replaced by Promethean smart panels during 2022. 4 classrooms are equipped with a smart panel.
- 2 Special Education Teachers have laptops
- The office is equipped with a PC, colour printer and a photocopier/scanner.
- There is a digital camera but is rarely used now since the purchase of ipads and tablets

#### **Current Usage of Facilities**

- Computers are used as a medium of teaching and learning in all the classrooms, therefore it is not necessary to timetable computer hours
- In 2016 the school was awarded with Digital Schools of Distinction in ICT
- Current usage includes pre-reading and early reading work; pre-number and early number work; mathematical application; development of thinking and problem solving skills; word processing, desktop publishing; use of multimedia encyclopaedia and typing skills; internet work; presentation of project work; creating art work; spelling; development of fine motor skills; music composition and recording, coding, communication between home and school via classdojo platform
- Staff are encouraged and some staff have attended ICT courses for up-skilling and continuous professional development.
- One staff member participated in NCCA Phase 2 coding in Primary Schools. The class involved in coding used Legowedo kits, microbits, Scratch programming and beebots.
- Pupils in 3<sup>rd</sup> to 6<sup>th</sup> class have office365 accounts.
- Teachers are set up with office365 accounts and documents are shared on the school drive.
- In some classes e-Learning was identified as still mainly an add-on to classwork and ICT was used to reinforce learning, present project work via powerpoint and recently adobe voice was used with some pupils.
- The web is used regularly in some classes to research project work and used as a teaching resource for some teachers.
- Some classes use the interactive white board as a teaching resource in irish, history, maths; teachers use Bua na cainte in junior to 6<sup>th</sup> class; literacy and numeracy apps are used with junior classes during maths and literacy stations; planet maths is used as a teaching resource in some classes; most teachers use scoilnet; Khan academy kids learning app is used with junior and senior infants. Classdojo is the platform used in each class to communicate with parents and pupils upload work to their eportfolios. Gonoodle is popular with some teachers; pupils in 2<sup>nd</sup>/3<sup>rd</sup> 2018 used microbits and lego wedo sets; scratch, code.org and csfirst.com are used regularly with 2<sup>nd</sup>/3<sup>rd</sup> 2019. Pupils in 3<sup>rd</sup> to 6<sup>th</sup> class are set up with Typing.com, scratch and code.org
- 3<sup>rd</sup> & 4<sup>th</sup> class used spellingsforme programme in 2022/2023.

- Accelerated Reader will be implemented in 2023/2024 in 3<sup>rd</sup> to 6<sup>th</sup> class. All accounts are set up. It is planned to use the programme for 3 years to encourage and motivate pupils to read more books.
- Pupils in learning support use ICT to reinforce literacy and numeracy skills; studyladder, Khan academy, spelldrome(recent), starfall; reading eggs, are some of the websites used in learning support; powerpoint, adobe voice and Microsoft word are used also to present project work, compositions, poetry and written work; typingtest.com is used with one pupil to improve typing skills;
- All Pupils are set up with classdojo accounts to post work in their portfolios and communicate with home during school closures
- There is an Internet acceptable Use policy

### 2. The Focus of this Digital Learning Plan

Proposed Project for 1st Class - 6th Class Engaging STEAM learning utilising FIRST® LEGO® league & LEGO Education SPIKE Essential Robotics Implement a whole school STEAM learning project for 1st to 6th-class students by investing in FIRST® LEGO® League LEGO® Education SPIKE Essential. A team of LEGO Education Academy Certified trainers will facilitate workshops for the pupils and staff.

It is envisaged that the programme:

- develops key habits of learning,
- introduces the engineering design process and engages in computational thinking.

All of these are key elements of the STEM Education Implementation Policy 2017 - 2026.

- Ignite the students' interest in STEAM learning through playful, hands-on learning experiences.
- Covering all of the Science, Technology, Engineering and Maths (STEM) subjects, the LEGO Education workshops give students the opportunity to become engineers, researchers, analysts, designers and more.
  - Through practical and hands-on approach, students learn to take measurements, analyse data, make predictions, solve problems and design solutions. Every child takes part, working in teams to build and test their projects.
- Encourage Staff to engage in CPD in the area of coding and creating digital content

The DLF consists of standards and statements of practice and effective practice; these are organised under the two dimensions of Teaching and Learning and Leadership and Management. Within these dimensions, there are eight domains.

## **Teaching and Learning Dimension:**

- Domain 1 Learner Outcomes;
- Domain 2 Learner Experiences;
- Domain 3 Teachers' Individual Practice; and
- Domain 4 Teachers' Collective/Collaborative Practice.

## **Leadership and Management Dimension:**

- Domain 1 Leading learning and teaching;
- Domain 2 Managing the organisation;
- Domain 3 Leading school development; and
- Domain 4 Developing leadership capacity

#### 2.1 The dimensions and domains from the Digital Learning Framework being selected

Teaching and Learning: Domain 1: Learner Ouctcomes

Teaching and Learning: Domain 3: Teacher's Individual Practice

Leadership and Management: Domain 3: Leading school development

# 2.2 The standards and statements from the Digital Learning Framework being selected

Teaching and Learning			
Standard	Statement(s)		
Domain 1: Learner Outcomes Standard: Pupils enjoy their learning, are motivated to learn and expect to achieve as learners.	Pupils use appropriate digital technologies to foster active engagement in attaining appropriate learning outcomes.  Pupils use digital technologies to collect evidence and record progress.		
Domain 3: Teachers' Individual Practice Standard: The teacher selects and uses planning, preparation and assessment practices that progress pupils' learning.	Teachers use appropriate digital technologies to design complex, real-world problems and structure them in a way that incorporates key subject matter concepts.		
	Leadership and Management		
Standard	Statement(s)		
Domain 3: Leading Learning and Teaching Standard: Promote a culture of improvement, collaboration, innovation and creativity in learning, teaching, and assessment	Statement: The principal and other leaders in the school encourage teachers to use digital technologies to enhance their learning, teaching and assessment practices, and to share their practice.		

## 2.3. These are a summary of our strengths with regards digital learning

- Many Pupils in the school are quite proficient in using digital technology
- The school has been awarded a Digital Schools of Distinction Award for ICT
- The school has participated in NCCA Phase 2 of coding 2018/2019
- Staff members are motivated to gain CPD relating to embedding digital technologies across the curriculum
- A school Inventory of Infrastructure is in place with a plan to purchase equipment using Government ICT Grant.

## 2.4 T his is what we are going to focus on to improve our digital learning practice further

Through engagement with MASTERPIECE, pupils will use appropriate digital technologies (e.g. LEGO Education materials & digital devices etc.) to actively explore the 'challenge question' and create team models.

Teachers will avail of CPD in the area of coding-

School leaders actively encourage and support teachers in their use of MASTERPIECE with pupils. Teachers are encouraged and facilitated to share their FIRST LEGO League Explore practice with colleagues.

# **Digital Learning Action Plan**

Digital Learning Action Flan				
DOMAIN:Teaching and Learning	: Learner Outcomes			
STANDARD: Pupils enjoy their le	earning, are motivated to learn a	nd expect to achieve as learners		
	iate digital technologies to foster echnologies to collect evidence an		ppropriate learning outcomes.	
Accelerated Reader us  E-Portfolios created us	ucational materials and digital deset for literacy development.  Sing classdojo accounts.  Si use office365 Powerpoint and w			
ACTIONS (What needs to be done?)	TIMEFRAME (When is it to be done by?)	PERSONS / GROUPS RESPONSIBLE (Who is to do it?)	CRITERIA FOR SUCCESS (What are the desired outcomes?)	RESOURCES (What resources are needed?)

Set up Classdojo      Implement Accelerated Reader Programme:     Pupils use technology to determine reading level and complete quiz on book read	<ul> <li>Sept 2023</li> <li>September 2023 – June 2025</li> </ul>	<ul> <li>All staff</li> <li>All families</li> <li>All pupils</li> </ul> Pupils in 3 <sup>rd</sup> to 6 <sup>th</sup> class	<ul> <li>Teacher create classdojo accounts for new pupils</li> <li>Transfer class to new teacher</li> <li>Share QR login code with class</li> <li>Connect Families</li> <li>Home school communication via classdojo</li> <li>Pupils take the Star Reading Assessment (Accelerated Reader Programme) test online to determine RZP.</li> <li>Pupils read the book at their correct reading level and once read they will complete the online assessment using their tablets</li> </ul>	<ul> <li>Tablet/ipads</li> <li>Classdojo QR codes</li> <li>Star Reader</li> <li>Accelerated Reader Prog</li> <li>Star Reader Assessment</li> <li>Office365</li> </ul>
Pupils will create digital content:  3 <sup>rd</sup> & 4 <sup>th</sup> class level: Pupils will use office365 to create documents to share.  5 <sup>th</sup> & 6 <sup>th</sup> class: Create and present a digital presentation to show case curricular learning.	• September 2023 –	<ul> <li>2<sup>nd</sup> to 6<sup>th</sup> class</li> <li>All staff &amp; Pupils</li> </ul>	<ul> <li>By June 2024 each class will have used a digital tool to support the teaching, learning and assessment process in their class</li> <li>Each pupil will create curricular based digital content and share their work with an audience of their peers</li> </ul>	<ul> <li>Tablets</li> <li>Office365 Powerpoint</li> </ul>
Pupils will use digital devices	• September 2024	• 3 <sup>rd</sup> to 6 <sup>th</sup> class	Powerpoint and word documents shared with	Lego education

and a office365 to document the engineering design process while exploring the challenge question in MASTERPIECE.		peers and teacher documenting the engineering process	materials and tablets

DOMAIN 3: Teachers' Individual Practice

STANDARD: The teacher selects and uses planning, preparation and assessment practices that progress pupils' learning.

STATEMENT: Teachers use appropriate digital technologies to design complex, real-world problems and structure them in a way that incorporates key subject matter concepts.

TARGETS: Teachers adapt and use the MASTERPIECE learning activities in order to provide pupils with complex, real-world problems which incorporate key subject matter concepts.

ACTIONS (What needs to be done?)	TIMEFRAME (When is it to be done by?)	PERSONS / GROUPS RESPONSIBLE (Who is to do it?)	CRITERIA FOR SUCCESS (What are the desired outcomes?)	RESOURCES (What resources are needed?)
Apply for STEM Grant to purchase lego education materials and register for First Lego League Explore.	• Sept 2024	<ul><li>Lead- Teresa</li><li>Deputy- Noreen</li></ul>	<ul> <li>Grant received</li> <li>Pupils engage in First Lego League Explore</li> <li>Teachers attended workshop on introduction to First Lego league and Spike Essential robotics</li> </ul>	<ul> <li>SPIKE Essential Robotics         Kit for class of 30         students</li> <li>FIRST LEGO League         Explore MASTERPIECE         Season Class Pack         Registration (Class of 30         children working in         groups of 6)</li> <li>Introduction to FIRST</li> </ul>

Coding microbits	December 2023	<ul> <li>Lead- Teresa</li> <li>External Trainers- Humera and Zaneb- Digital Hub, Virginia</li> </ul>	<ul> <li>Teachers introduced to microbit coding</li> </ul>	LEGO League & SPIKE Essential Robotics Workshop for Teachers  Microbit Laptops
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DOMAIN 1: Leading Learning and Teaching

STANDARD: Promote a culture of improvement, collaboration, innovation and creativity in learning, teaching, and assessment

STATEMENT: The principal and other leaders in the school encourage teachers to use digital technologies to enhance their learning, teaching and assessment practices, and to share their practice

TARGETS: School leaders actively encourage and support teachers in their use of MASTERPIECE with pupils. Teachers are encouraged and facilitated to share their FIRST LEGO League Explore practice with colleagues.

ACTIONS (What needs to be done?)	TIMEFRAME (When is it to be done by?)	PERSONS / GROUPS RESPONSIBLE (Who is to do it?)	CRITERIA FOR SUCCESS (What are the desired outcomes?)	RESOURCES (What resources are needed?)
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## **EVALUATION PROCEDURES:**

(How are we progressing? Do we need to make adjustments? Have we achieved our targets?)

- Feedback from Staff
- Feedback from students via a google form survey in June 2024
- Feedback from parents via a google form survey in June 2024
- Evidence of digital content created
- Certificate to show participation in Lego league Ireland
- Accelerated Reader Digital content- Assessment/tracking student progress/ Progress reports