# **Thornleigh E.T.N.S.**

# **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.

**1.1 School Details:**

School Name and Address; Thornleigh Educate Together National School, Applewood, Swords, Co. Dublin

Principal; Paula Carolan

Roll number; 20302E

**1.2 School Vision:**

We employ Howard Gardiner’s philosophy of education and as such literacy and numeracy are also taught through the Arts. This ensures the children learn to the best of their ability through the medium which suits them best.

**Digital Vision:**

Digital learning supports Howard Garner’ multiple intelligence approach to learning. We believe it can enhance and expand on the traditional instructional repertoire of Thornleigh ETNS. Teachers will use technology as a tool to transform the learning experience, rather than substitute previous practice. Through an integrated approach to digital learning pupils will become engaged thinkers, active learners, knowledge constructors and global citizens.

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

Technology is used predominantly by teachers in the classroom, where it is used to explain concepts and engage students through multimedia. It is also used by staff to create plans and resources as well as communicate with one another. Historically, this has been done locally, on each staff member’s computer with limited sharing through the school’s network drives.

**2. The focus of this Digital Learning Plan**

The staff of Thornleigh ETNS is keenly aware of the need to promote digital wellbeing in the school. The focus of this digital learning plan will be on building that sense of digital wellbeing, encouraging pupils to be aware of their digital footprint and increasing the use of digital technologies in pupil’s daily learning.

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

Teaching and Learning | Domain 1 | Learner Outcomes

Teaching and Learning | Domain 2 | Learner Experiences

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

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| Standard | Statement(s) |
| 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. |
| Pupils have the necessary knowledge, skills and attitudes required to understand themselves and their relationships | Pupils have a positive attitude towards the use of digital technologies and are aware of possible risks and limitations.Pupils understand the potential risks and threats in digital environments. |
|  |
| Pupils grow as learners through respectful interactions and experiences that are challenging and supportive | Digital interactions, among pupils and between pupils and teachers, are respectful and positive, and conducive to well-being. |
| Pupils reflect on their progress as learners and develop a sense of ownership of and responsibility for their learning | Pupils use digital technologies to collect evidence, record and reflect on their progress, and develop their competence as self-directed learners. |

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

* The principal is supporting the creation and implementation of the digital strategy
* Capable, motivated and engaged staff.
* HSCL is working alongside DL team to promote and create awareness of digital wellbeing among parents
* Continuous investment in the school’s hardware means improved resources to support digital learning.
* School computer room is working well and can be used by all class.
* Whole staff training with Camara – CPD session focussing on use of digital technology and looking at resources that may be helpful in terms of delivering Nurture support to students

**2.5** **This is what we are going to focus on to improve our digital learning practice further**

* Digital wellbeing and online safety
* Coding skills
* Tech skills i.e. typing, use of Word, PowerPoint etc.
* Use of E portfolios in 4th, 5th and 6th class
* Increased use of cloud storage and cloud collaboration by staff using the Microsoft 365 platform.

**3. Our Digital Learning plan**

On the next page we have recorded:

● The **targets** for improvement we have set

● The **actions** we will implement to achieve these

● **Who is responsible** for implementing, monitoring and reviewing our improvement plan

● How we will measure **progress** and check **outcomes** (criteria for success)

As we implement our improvement plan we will record:

● The **progress** made, and **adjustments** made, and **when**

● **Achievement of targets** (original and modified), and **when**

**Digital Learning Action Plan**

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| **DOMAIN:** Teaching and Learning | Domain 1 | Learner OutcomesTeaching and Learning | Domain 2 | Learner Experiences |
| **STANDARDS:** Pupils enjoy their learning, are motivated to learn and expect to achieve as learnersPupils have the necessary knowledge, skills and attitudes required to understand themselves and their relationshipsPupils grow as learners through respectful interactions and experiences that are challenging and supportivePupils reflect on their progress as learners and develop a sense of ownership of and responsibility for their learning |
| **STATEMENTS:** Pupils use appropriate digital technologies to foster active engagement in attaining appropriate learning outcomes.Pupils use digital technologies to collect evidence and record progress.Pupils have a positive attitude towards the use of digital technologies and are aware of possible risks and limitations.Pupils understand the potential risks and threats in digital environments.Digital interactions, among pupils and between pupils and teachers, are respectful and positive, and conducive to well-being.Pupils use digital technologies to collect evidence, record and reflect on their progress, and develop their competence as self-directed learners. |
| **TARGETS:** - Create an awareness campaign around online safety and how to support digital wellbeing- Develop coding skills of all pupils using age appropriate activities- Regular use of ePortfolios by pupils in senior classes as part of teaching, learning and assessment leading to their increased competence as self-directed learners |
| 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?) |
| Awareness campaign around theme of digital wellbeing - What is digital wellbeing? How is it support? How do I live a healthy digital life? Improve communication of digital wellbeing messageBuild an understanding of digital wellbeing amongst parents Download Scratch Junior to all school tabletsEncourage usage of Beebots and other coding activities available in schoolInvest in tablets (one between each class band)Liaise with teachers in senior end of the school re use of ePortfolios 6th class – term 15th class – term 2 4th class – term 3  | October 2021- June 2022October 2021October 2021October 2021October 2021 – June 2022Term 1 2021October 2021 – June 2022 | Whole school communityWhole school communityHSCLDigital Learning teamPrincipalDigital Learning teamWhole staffDigital Learning teamPrincipalLocal suppliersDigital Learning teamClass teachers Digital Learning team | Pupils are respectful and positive in their digital interactions Whole school community is aware of digital wellbeing and how to support itCollaboration between parents, staff and pupils in promotion of digital wellbeing messageImproved coding skillsImproved coding skillsGreater availability of hardware for class useDevelop pupil’s competence as self-directed learners using digital technologies | Poster campaign Digital ambassadorsSeries of class lesson plans on themeNurture schoolsSchool websiteRecorded video messagesFlyersNurture schoolsSchool tablets Scratch Junior programmeBeebotsLaminated coding resourcesSchool tabletsStrategic use of ICT budget and fundingSchool computer room, tablets and laptopsOffice365 account for each pupil |
| EVALUATION PROCEDURES:(How are we progressing? Do we need to make adjustments? Have we achieved our targets?) |
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