



# **Rathfarnham Educate Together NS**

**Our Digital Learning Plan** 

Updated October 2022

#### 1. Introduction

This document includes targets and the actions we will implement to meet the targets.

#### **1.1 School Details:**

Rathfarnham ETNS is a vertical, co-educational national school. There is currently a pupil enrolment of 211 .There are eight class teachers, five Support Teachers and seven Additional Needs Assistants. We have a very supportive Parents' Association and students have fundraised for tablets. We currently have a limited number of PCs in some classrooms, 26 tablets and 15 laptops for children. Each class teacher has a laptop and there is an IWB in each of 4 classrooms and a Promethean Activpanel in each of the other 4 classrooms. We have recently purchased 15 Chromebooks and a set of six Beebots. We are currently developing our Nurture Schools programme and the use of Restorative Practice throughout the school. We are also in our second year of the Gaelbhratach programme. We take a pro-active whole school approach to internet safety and in the school year 2021 - 2022, organised internet safety seminars for children run by Barnardos.

All staff have upskilled in their use of technology during the COVID period and associated school closures. However, we are aware that it is essential that this upskilling continues.

#### Vision:

In Rathfarnham ETNS we believe that Digital Learning has the potential to enhance and transform teaching, learning and assessment among children and staff.Our intention is that Digital Learning infrastructure and equipment will be well-maintained and future investment will be matched to the needs of all children in our school.

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

Interactive Whiteboards or Panels are used extensively; class pcs, laptops and tablets are used on a shared basis. Digital technology is used in a variety of ways in different curriculum subjects to enhance teaching and learning and develop independent work. It is used in class and project work as a research and presentation tool, and is also used to create and co-create stories, blogs, animation and movie making. Digital technologies are used for individual, pair and group collaborative learning and as an aid to self-directed learning. Scratch is used by a number of children while child-led open ended tasks are a regular feature in our school. Our school has participated in online learning communities, e.g. eLearning and Quad Blogging.

# 2. The focus of this Digital Learning Plan

# Gathering Evidence

We undertook a digital learning evaluation in our school during the period Jan to June 2018. We evaluated our progress using the following sources of evidence: The staff completed reflection sheets on their use of Digital Technology in teaching and learning and their future CPD requirements to enable them to implement the Digital

Learning Plan. Time is also regularly given to update technical support needs.

In January 2019, an inventory of digital technologies in the school was completed. An audit of the condition of these technologies was made and our technical support company continues to work on related issues.

The Student Council were consulted as a focus group on their views on Digital Learning provision in the school – their own use, the teachers' use, what they enjoyed, what they would like to change.

## 2.1 The dimensions and domains from the Digital Learning Framework selected for our current Digital Learning Plan

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

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

	Standard	Statement(s)
D o m a i n 1	Pupils enjoy their learning, are motivated to learn and expect to achieve as learners	Pupils use appropriate digital technologies to foster their active, creative and critical engagement in attaining challenging learning outcomes. Pupils use digital technologies to collect evidence, record progress, evaluate and reflect, and to create new solutions and/or products.

D o m a i n 2	Pupils engage purposefully in meaningful learning activities	Pupils use a variety of digital technologies for knowledge creation to source, critique, and manage information and to reflect on their learning.
D o m a i n 3	Standard 3.1 The teacher has the requisite subject knowledge, pedagogical knowledge and classroom management skills	Teachers use a range of digital technologies to design learning and assessment activities for their pupils. Teachers design or adapt learning experiences that incorporate digital technologies and make learning activities relevant and meaningful to support pupils' learning. When teachers use digital learning activities, they evaluate their effectiveness, and revise their teaching strategies accordingly.
D o m a i n 4	Standard 4.1 Teachers value and engage in professional development and professional collaboration	Teachers engage in professional development and work with colleagues to help them select and align digital technologies with effective teaching strategies to expand learning opportunities for all pupils. Teachers evaluate, demonstrate and reflect with peers on the use of digital technologies to innovate and improve educational practice.

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

- Children have a positive attitude towards the use of digital technologies and are learning to use a range of digital technologies effectively.
- Children use digital technologies to collaborate and co-create and to develop their competence as self-directed learners
- Teachers lead and support colleagues in the use of digital technologies to expand learning opportunities for all children.

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

- Develop the use of technology in order to provide the children with meaningful learning experiences
- Explore new technologies and continue to use a variety of technologies to enhance teaching and learning
- Develop a consistent approach to peer CPD.

#### 3. Our Digital Learning plan

#### Includes:

• 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)
- Resources needed

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**

TARGETS: (What do we want to achieve?)

• Children will familiarise themselves with using digital technologies that complement their current learning. Some children will create and share curricular based digital content, appropriate to their class level, once per term.

	ACTIONS (What needs to be done?)		PERSONS / GROUPS RESPONSIBLE (Who is to do it?)		RESOURCES (What resources are needed?)
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<ul> <li>Junior and Senior Infants will create their own e-portfolios using the SeeSaw app.</li> <li>Initially this will be teacher led but it is hoped it will become more student driven as children become more adept and comfortable with the technology.</li> <li>Junior and Senior Infants will be introduced to Beebots as a foundation for programming skills. Beebots have been purchased.</li> <li>Teachers use Digital Technology for assessment purposes - Aistear</li> </ul>		Infant class teachers Support Team	<ul> <li>Children can upload at least one piece of work to their own e-portfolio on the Seesaw App.</li> <li>Parents will be invited to connect with their child's e- portfolio at a later date.</li> <li>Some children may learn to use the app independently to select their own work.</li> <li>Children in infant classes can develop an understanding of Beebots and how to program an electronic device to follow a series of instructions</li> </ul>	<ul> <li>Tablets with SeeSaw app installed.</li> <li>Beebots (set of 6)</li> </ul>
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ST ND	<ul> <li>1<sup>st</sup> and 2<sup>nd</sup> class will continue to develop their e-portfolios using the SeeSaw app. Children can now use the video, voice and text functions on the Seesaw App.</li> <li>Children can login independently on Spellings4Me using QR codes by the end of 2nd class</li> <li>Children will use Book Creator 3D to create their own books.</li> </ul>	• June 2023	Class Teachers Support Team	<ul> <li>Children can use the creative tools of the Seesaw App to take pictures, draw, record videos and more to capture learning in their portfolio.</li> <li>Children can use their login or QR code to access Spellings4Me</li> </ul>	<ul> <li>Tablets</li> <li>Seesaw Class App</li> <li>Tablets</li> <li>Tablets</li> </ul>
				<ul> <li>Children will work independently or in pairs to explore the Book Creator 3D app. They will aim to create a short book based on a topic they are learning about.</li> </ul>	

рс	<sup>d</sup> and 4th class will continue to develop their e- ortfolios using the SeeSaw app. Children can now use ost of the functions on the Seesaw App.	• June 2023	Class teachers Support Team	•	Children can independently select their own work to add to their e-portfolio. Children can document new learning (e.g science experiments,	S	ablets Geesaw Class App
	nildren can login independently on Spellings4Me using R codes				art, Gaeilge conversations) using the creative tools on the Seesaw App.		
	nildren and teachers will explore Minecraft for lucation			•	Children can login to Spellings4Me using QR codes.	• 0	Chromebooks
	nildren will learn basic skills of word processing - Word, PT on Chromebooks			•	Children and teachers will explore Minecraft for Education and how it links	• 0	Chromebooks
-	nildren will use Book Creator 3D to create their own ooks.				with many areas of the curriculum		Chromebooks/ Tablets
				•	Children can learn the basic skills of word processing using chromebooks and use these skills for literacy.		Chromebooks/ Tablets
• In	ternet Safety - Google/Webwise.ie						
• Ar	nimation			•	Children will work independently or in pairs to explore the Book Creator 3D app. They will aim to create a short book based on a topic they are learning about.	• T	ablets
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				<ul> <li>Children will learn about internet safety through <u>www.webwise.ie</u></li> <li>Children can use Toontastic App to create animations</li> </ul>
ГН	<ul> <li>5th and 6th class children can explore elements of graphic design using Canva.com</li> <li>5th and 6th Class children will research, develop, and share their own Kahoot quizzes based on specific areas of the curriculum</li> </ul>	• June 2023	Class Teachers Support Team	<ul> <li>Children will explore canva.com as a tool for design thinking, project work and for videos and presentations.</li> <li>Chromebooks</li> <li>Chromebooks</li> </ul>
ſH	<ul> <li>Internet Safety - Be Internet Awesome- Interland</li> <li>Children and teachers will explore Minecraft for Education</li> </ul>			<ul> <li>Children will have ownership of the content of quizzes, discussions or surveys they design.</li> <li>Chromebooks/ Tablets</li> </ul>
				<ul> <li>Children will explore Google Interland to learn about Internet Safety.</li> <li>Chromebooks</li> </ul>
				<ul> <li>Children and teachers will explore Minecraft for Education and how it links with many areas of the curriculum</li> </ul>

School/Staff /CPD:			
• Spellings4Me	Sept 2022	Class Teachers /Support Team	<ul> <li>Teachers to familiarise themselves with Spellings4Me &amp; ensure children are using Spellings4Me in Sept.</li> </ul>
<ul> <li>1 more whiteboard in 1st replaced with Promethean ActivPanel</li> </ul>	October 2022	Digital Learning Team	<ul> <li>Teachers to familiarise themselves with the functions of the ActivPanel</li> </ul>
<ul> <li>3 whiteboards in Senior Infants, 3rd &amp; 4th replaced with Promethean ActivPanels</li> </ul>	February 2021 -3rd March 2022 - 4th & SI	Digital Learning Team	on <u>https://learn.prometheanw</u> <u>orld.com/</u> Training also provided
• Digital Learning Staff Meeting/CPD in autumn term 2022	Sept 2022	Digital Learning Team	<ul> <li>Members of Digital Learning Team and other staff to offer tutorials to class teachers/support teachers on setting up and implementing the objectives</li> </ul>
<ul> <li>RETNS Instagram???? - TBC</li> </ul>	Sept 2022	Digital Learning Team/ All Staff	<ul> <li>of the digital learning plan specific to their class group</li> <li>RETNS Instagram launched. All staff have access to login. School News, events, stories &amp; photos shared. TBC?</li> </ul>

<ul> <li>School Community:</li> <li>Parents/guardians will share and celebrate children's learning through the Seesaw App</li> <li>Internet Safety</li> <li>RETNS Instagram TBC?</li> </ul>	<ul> <li>Parents/guardians will be given access codes to Seesaw App to view their child's e-portfolio</li> <li>Digital Learning</li> <li>Team/MMC</li> <li>Internet Safety advice will be shared with parents/guardians frequently through the Weekly Update and during Safer Internet Week</li> <li>Parents/guardians will link with school events and notices through Instagram and the school website.</li> </ul>		
EVALUATION PROCEDURES: (How are we progressing? Do we need to make adjustments? Have we achieved our targe			
<ul> <li>4. Monitoring of implementation of Digital Learning Plan <ul> <li>Use of digital technologies as outlined in the DLP will be included in planning and Cuntais Míosiúla</li> <li>DLP will be an agenda item on both long and short staff meeting agendas</li> </ul> </li> <li>5. Evaluation of DLP: June 2023 (check in Feb 2023) <ul> <li>Have Digital Learning practices changed in the target area?</li> <li>What are teachers' experiences of the agreed changes?</li> </ul> </li> <li>6. Next Steps: February 2022 / February 2023 <ul> <li>Review plan in light of learning needs for new school year &amp; spending of Digital Learning grants</li> </ul> </li> </ul>			
Useful Websites: www.webwise.ie www.canva.com www.bookcreator.com			

www.mentimeter.com		<u>m</u>
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