

# Cloonakilla NS Digital Plan 2024

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

- Cloonakilla NS has an Aladdin Connect account. This online platform is a Management Information System (MIS/SIS)
- Teachers use digital technologies to plan lessons and present them
- The school has a Twinkl account which provides lessons plans, schemes of work, assessment, interactive activities, resource packs PowerPoints, teaching ideas for teachers and SNA's.
- The school also secured a reveal 16i for visually impaired pupil.
- Beebots have been purchased and are used by junior staff
- Senior classes do projects/activities that incorporate E-learning activities that engage the student in the use of Digital Technologies. Students write reports and upload images to documents. They create slide shows in PowerPoint which they present to their class. All pupils use technology to source information and educational apps and online games for drill and practice of curriculum content. Some pupils create their own content.
- We Incorporate the use of educational apps into learning programme of children with special educational needs.
- The Assistant Principal 1 with responsibility for Digital Learning in collaboration with the rest of the school community uploaded photos, videos, newsletters, class activities, sporting events and accounts of other school events to Cloonakilla NS website.

## 2. The focus of this Digital Learning Plan

The focus of our School Self Evaluation is Spellings therefore we chose to focus on students' use of digital technologies to foster active engagement and collect evidence and record progress in development of spelling/literacy skills.

We undertook a digital learning evaluation in our school during the period *September 2021 to January 2022*. We evaluated our progress using the following sources of evidence:

- Pupil Questionnaire Two 5<sup>th</sup> classes October 2021
- Checklists
- Feedback at Staff Meetings
- Focus Group Parents Association 6<sup>th</sup> October 2021
- Staff Survey-November 2022

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

- Teaching and Learning: Outcomes
- Leadership and Management: MANAGING THE ORGANISATION

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

Standard	Statement(s)
<b>Pupils enjoy their learning, are motivated to learn and achieve as learners</b>	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.
<b>Manage the school's human, physical and financial resources so as to create and maintain a learning organisation</b>	

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

- The whole school community are now using the online platform Aladdin Connect. Principal, secretary or teachers post school announcements for parents and some teachers post homework. Parents post messages to teachers or upload absence notes. Pupils in the school use ipads and have a large bank of educational apps for most curricular areas. Senior pupils use laptops for recording their writing in the different genres and research for projects which they present using Powerpoint, Word and Google slides.
- Teachers use interactive boards to present lessons. Teachers use the website Twinkl and other educational websites for planning, teaching and assessment.
- All staff members have upskilled themselves in digital learning. Staff members are motivated to gain CPD relating to embedding digital technologies across the curriculum, with some already having done so.
- The Special education teachers use the Clicker programme with their pupils and educational apps that adapt learning for Special Educational Needs pupils. They also recently started using Microsoft Office Dictate, C pens & touch typing.
- Relevant pupils use Lexia programme independently from 2<sup>nd</sup> class onwards.
- Green School Committee, Active Flag Committee & Amber Flag Committee all use the medium of zoom and or the intercom for communication of ideas and themes with the whole school body.
- 2<sup>nd</sup> - 6<sup>th</sup> classes all use Spellings for Me programme which requires the use of laptops and headphones for its individualised programmes.

- Pupils from 4th-6<sup>th</sup> classes are involved in the organisation of equipment i.e charging, maintenance and distribution. They are the “Tech Team” and have responsibility for monitoring of ipad schedule to ensure it is used and updating laptops on a monthly basis.
- Four staff members form a “Tech Support Team” with the IT co-ordinator to ensure the smooth running of technical issues which arise.

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

- The teachers and Inclusion Support Assistants will use Beebots with the pupils in Junior and Senior Infants and the pupils who need special education support to teach them coding. The pupils will create correctly sequenced algorithms. They will accurately enter their algorithm into a Bee-Bot and use logical reasoning to debug their algorithm or code if required. Then they will share this work with an audience of their peers!
- The pupils in Junior Infants will be introduced to ipads and use educational apps to reinforce learning in all curricular areas.
- Pupils in Senior Infants, First class and second class will use educational apps on the ipads to consolidate learning in all curricular areas.
- Pupils from third to sixth class will use Kahoot a game based learning platform. They will learn how Kahoot operates and customise existing kahoots created by other users. They will host a Kahoot live in class or via a video conferencing tool to connect students virtually. Questions and answers will be displayed on a shared screen while students answer on their devices or they can choose to display questions on their devices.
- The pupils in third class to sixth class will continue to use pupils’ laptops for writing in genres in English. They will further develop their skills using Word and Powerpoint programmes.
- Teachers in classes third to sixth will assign student-paced Kahoots, questions and answers will be displayed on players’ screens. Teachers can assign them as formative assessment in class. Teachers can assign Kahoots directly in Zoom.
- Teachers can share lessons on Google docs and Gmail to collaborate with personal resources.
- Staff will engage in CPD in order to facilitate a greater use of digital technologies by pupils.
- Design activities where pupils use digital technologies to support and enhance learning in different curricular areas.
- Provide a pilot scheme for 6<sup>th</sup> class pupils to carry out their standardised reading tests online.(2023&2024)
- Invest in more IT devices to ensure all pupils have adequate and up to date access to the latest technologies. (Bundle of ipads to be purchased through Wriggle and managed through Apple Task Manager in Sept 2024)

### **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

<b>DOMAIN:</b> (From Digital Learning Framework) Learners Outcome
<b>STANDARD(S):</b> (From Digital Learning Framework) Pupils enjoy their learning, are motivated to learn and achieve as learners.
<b>STATEMENT(S):</b> (From Digital Learning Framework) 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.
<b>TARGET(S):</b> (What do we want to achieve?) Pupils in the senior classes (3 <sup>rd</sup> class to sixth class) will create and share curricular-based digital content, appropriate to their class level, two times per year. Pupils in junior classes (Junior Infants to 2 <sup>nd</sup> class) will independently use educational apps and Beebots to reinforce learning in English and other curricular areas two times in term 3.

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)
<ul style="list-style-type: none"> <li>• The teachers and Support Assistants will use Beebots with the pupils in junior &amp; senior infants and the pupils who need special education support to teach them coding</li> </ul>	<ul style="list-style-type: none"> <li>• June 21 – June 2025</li> </ul>	<ul style="list-style-type: none"> <li>• The In school Management team makes staff aware of CPD available on line which can count as Croke Park hours</li> </ul>	By end of term 3 each teacher will have used one digital tool to support the teaching, learning and assessment process in their class. Sharing good practice at staff meetings List content creator programmes used in	<ul style="list-style-type: none"> <li>• ipads</li> <li>• Laptops</li> <li>• Interactive whiteboards</li> <li>• Visualizers</li> <li>• Online tools – Kahoot</li> <li>• Beebots</li> <li>• PDST training online</li> </ul>

<ul style="list-style-type: none"> <li>• The pupils in junior infants will be introduced to ipads and use the educational apps to reinforce learning in all curricular areas.</li> <li>• Pupils in all classes will use educational apps on the ipads to consolidate learning in all curricular areas</li> <li>• The pupils from third class to sixth class will use Kahoot a game-based learning platform. They will edit kahoots created by other users. They will host a kahoot live in class or via a video conferencing tool to connect students virtually! Questions and answers will be displayed on a shared screen while students answer on their devices or they can choose to</li> </ul>	<ul style="list-style-type: none"> <li>• September 23 – June 25</li> <li>• Sept 23 – June 25</li> <li>• Dec 23-Jan 25</li> </ul>	<ul style="list-style-type: none"> <li>• Junior Infant teachers and Tech Team</li> </ul> <p>All staff and tech team</p> <p>Senior staff &amp; student council &amp; tech team members</p>	<p>each class in monthly reports.</p> <p>Pupil engagement &amp; learning</p> <p>Pupil engagement and levels of enthusiasm</p>	<p>Ipads &amp; pre-planned suitable apps</p> <p>Kahoot &amp; adequate devices amongst pupils.</p>
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<p>display questions on their devices.</p> <ul style="list-style-type: none"> <li>The pupils in third class to sixth class will continue to use pupils' laptops for writing in genres in English. They will further develop their skills using Word and Powerpoint Programmes.</li> <li>Teachers in third class to sixth class will assign student paced Kahoots, questions &amp; answers will be displayed on players' screens. Teachers can assign them for review &amp; formative assessment.</li> <li>Staff will engage in CPD in order to facilitate a greater use of digital technologies to support and enhance learning in different curricular areas.</li> <li>Pupils in sixth classes will carry out their standardised Drumcondra Reading Test online</li> </ul>	<ul style="list-style-type: none"> <li>Sep 21 – June 25</li> </ul>	Senior Staff	Displays within the school environment & pupil genre copies.	Laptops with Word, colour printers and notice boards.
	Dec 23 – June 25	Senior Staff	Scores and pupil feedback as a different assessment tool.	Kahoot & all devices & IWBs
	Sept 23 – June 2025	All staff	Feedback at staff meeting and sharing of knowledge between staff at collaborative meetings.	Online and face to face courses
	May 23-June 2025	IT Support Team & sixth class pupils	Based on student feedback and ease of use for both staff and pupils, a decision will be made after a 3 year pilot as to whether we change over completely or not.	ERC Dots Admin account Individual laptops for all pupils

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