LEARN • GROW • ACHIEVE

Digital Learning
@GWPS

Digital Learning: The Three C's

Create: self-motivated learners-
who are interest-driven to inform their own learning

Connect: as global citizens-
who are aware of their rights and responsibilities

Collaborate: meaningfully-
to improve student learning outcomes

Glen Waverley Primary School

Educating Global Citizens

Create: self-motivated learners-
who are interest-driven to inform their own learning

A selection of interactive non-fiction texts to engage students when achieving their 'individualised reading goals'.

Create: self-motivated learners-

who are interest-driven to inform their own learning

Stories

1. The Party
2. Spottydoddils in Space
3. We Like Things on Earth
4. Zolar and Zina
5. Bumper Boats
6. Water Fun
7. We See Letters
8. My Balloon Goes Up
9. In a Car
10. Quick! Quick! Quick!
11. Jumping Beans
12. How Many Spots?
13. Come and See the Garden
14. Fast!
15. Here I Come
16. Dressing Up

© Wendy Pye Publishing Ltd 2007   ● QUIT

BACK   NEXT

We jump on the grass.

◄ STORY ROOM   ACTIVITIES   ● QUIT

A selection of interactive fiction texts to engage students when achieving their 'individualised reading goals'.

Create: self-motivated learners-

who are interest-driven to inform their own learning

We like having friends.

If we can share and take turns, we can have lots of friends. Shay has come to play because we can share,

Create personalised interactive books which include:

- *Narration:* the author reads the book aloud to the audience
- *Text-to-picture connection:* the author focuses on the concepts represented by the selected image
- *Reflection:* through self-reflection and peer feedback

Connect: as global citizens-

who are aware of their rights and responsibilities

Multimedia and film

- ✓ Storyboarding with peers
- ✓ Targeted audience
- ✓ Engagement with audience
- ✓ Rights and responsibilities: content and use of hardware

Photo

Cybersafety Silver

@glenps.vic.edu.au email

- ✓ Monitored through a filter
- ✓ Moderated emails and forums
- ✓ Direct contact with teacher
- ✓ Opportunities to connect with family

As students use Digital Learning and Technologies

to connect-

they build their skill-set through a curriculum based program titled **'Digital Excellence'.** This involves students collecting badges as they become 'digital experts' in a certain skill area.

Connect: as global citizens-

who are aware of their rights and responsibilities

Traditional Connection:

A Prep student reads a message at assembly to *only* the audience present

Digital Learning Connection:

With the mentoring of the 'Radio Club' members, a Prep student records their message to share with a limitless audience through options such as: podcasting, looped feed on 87.5fm, digital post to Edmodo, online blog, etc

Collaborate: meaningfully-
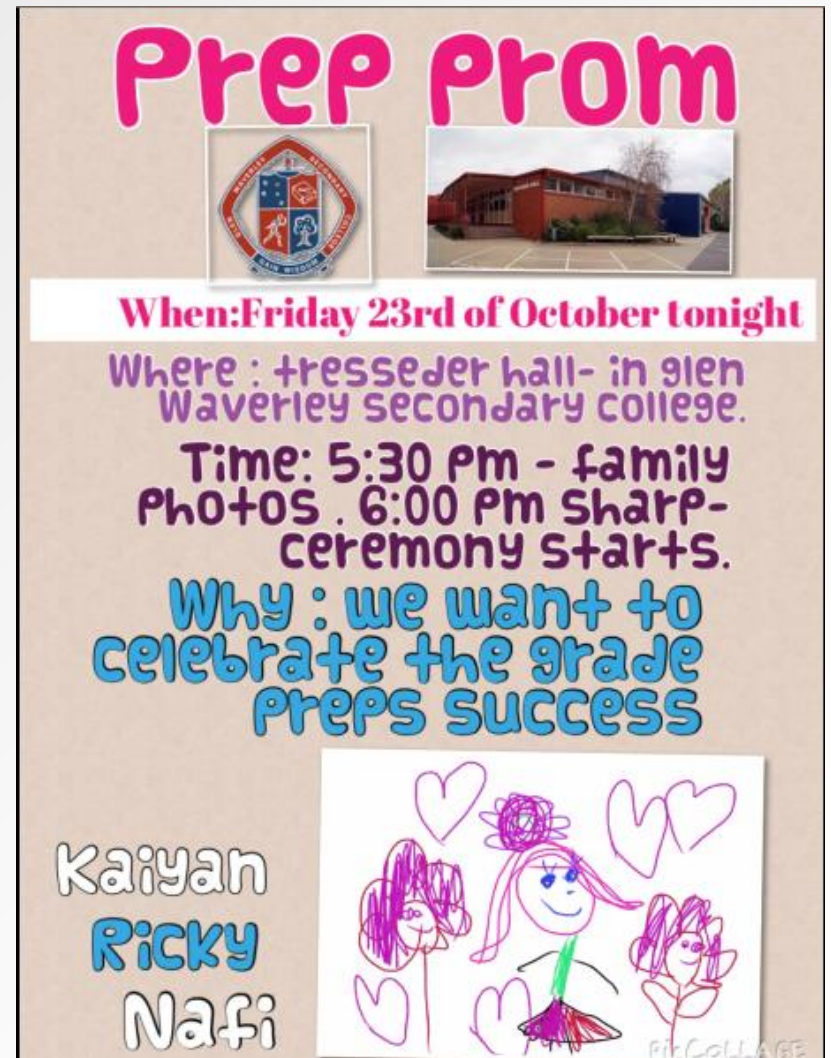
to improve student learning outcomes

Learning Task:

WALT: Accurately inform our families with details about the Prep Prom

WILF: correct information, engaging presentation, collaboration with your buddy

TIB: through creating an engaging promotional flyer we will encourage our families to attend the Prep prom

SOS: the target audience will be able to find information easily in your presentation.
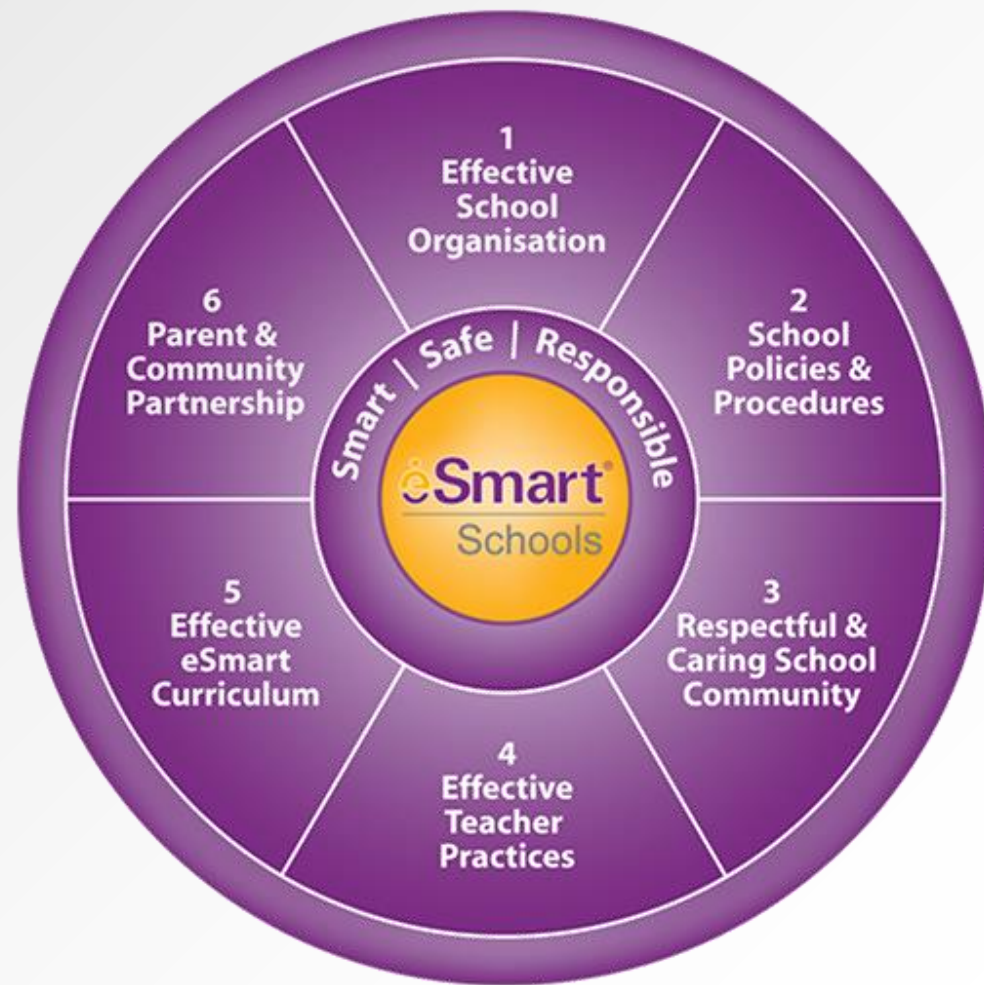
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to improve student learning outcomes

What is an eSmart School?

An eSmart school is a school where the smart, safe and responsible use of information and communications technology is a cultural norm. Students, teachers and the wider school community are equipped to embrace the best these technologies can offer.

www.esmartschools.org.au

Digital Learning Framework

www.glenps.vic.edu.au

Redefinition
Technology allows for the creation of new tasks, previously inconceivable

Modification
Technology allows for significant task redesign

Augmentation
Technology acts as a direct tool substitute, with functional improvement

Substitution
Technology acts as a direct tool substitute, with no functional change

S.A.M.R. Model
Technology Integration