

Glen Huntly Primary School 3703



Digital and Design Technologies Policy

Rationale:

To provide guidance for teachers, students, families and members of our wider learning community, as to how digital and design technologies, used for clear learning purposes, coupled with effective pedagogy, can enhance student learning outcomes.

Aims:

- To ensure students, staff and parents are informed of and engaged with the Technologies Curriculum as part of the Victorian Curriculum.
- To build the skills of students to be confident with solving problems involving technologies
- To provide teachers and students with opportunities to connect, create and collaborate with individuals, organisations and groups world-wide

Implementation:

- The School follows the Victorian Curriculum to guide teaching and learning at each year level
- A Scope and Sequence created by the Digital Learning Leaders guides teachers for specific areas of the curriculum that are to be taught
- The use of the G-Suite will facilitate collaborative learning in Years 3 to 6
- The purchase and circulation of a variety of new devices will occur with the aim for our school to have a 1:1 device program
- Use Inquiry Learning units and Art classes each term to explore the Design and Technologies strand to link with relevant topics such as Sustainability, Mathematics, English and Critical and Creative Thinking
- Use of MAPPEN (from Term 4 2017 onwards) to assist with the Technologies
- Curriculum Leaders to receive professional development which can be relayed back to the whole staff during staff meetings and curriculum days
- Staff will create term planners and assessment checklists to frame their teaching of the Technologies curriculum
- Collaboration with the school's Specialist Technician (ST) to ensure the fleet of devices is in working order and available for student and staff use, network connections are working and attends to everyday technical issues

Evaluation:

- This policy will be reviewed as part of the school's one year review cycle.