

Digital Learning Framework - Draft - October 2019

DOMAIN: Learner Outcomes

STANDARD: Pupils enjoy their learning, are motivated to learn and achieve as learners.

STATEMENT: Pupils use appropriate digital technologies to foster active engagement in attaining appropriate learning outcomes.

TARGET: Pupils will create and share curricular-based content, appropriate to their class level, Once /Twice ???

<i>ACTIONS</i>	<i>TIMESCALE</i>	<i>SUCCESS CRITERIA</i>	<i>RESOURCES</i>
<p>Teachers will engage in CPD on using technologies to create content</p> <p>Infants: Use sock puppet app with student narration to explore Aistear theme</p> <p>1st/2nd: Local geography/nature/history trail, record images using camera/tablet</p> <p>3rd/4th: Create eBook on iPad to showcase learning on a topic in SESE</p> <p>5th/6th: Create a digital presentation to showcase curricular learning.</p> <p>Pupils will share content with their peers and get feedback.</p> <p>Staff will share experiences with each other and engage in peer support if necessary</p>	<p>October/November</p> <p>November - February</p>	<p>Each pupil will create digital content and share with peers</p>	<p>i Pads Computer Room Projectors Online Tools</p>
<p>EVALUATION: Feedback at staff meeting, Cuntas Miosuil, evidence of pupils work . . .</p>			

