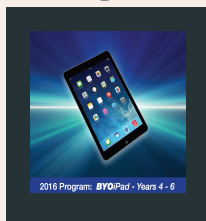# Digital Technologies
at Oakleigh SS

2012 - ACARA - ICT as a General Capability

ICT across the curriculum,   including a focus on multimodality, provided a focus for ICT use in schools.

2014 - 2016:   BYO in Yrs 4-6

The development of our school's pedagogical framework supported movement and evolution towards digital normalisation.

Pedagogy is the driver with ICT use as the accelerator

2015:   Early Launch School

Late 2015:   QLD Government announces 'AdvancingEducation' agenda which includes the fast-tracking of the Digital Technologies Curriculum #codingcounts

2017:   Implementation
We work together to implement and assess Digital Technologies through the alignment of this area with other curriculum areas.

Users vs developers

The clear difference is that the ICT General Capability helps students to become effective users of digital technologies while the Digital Technologies curriculum helps students to become confident developers of digital solutions.

For this to occur, the developmental of computational thinking from the Foundation Year is key.

2016 Program: BYOiPad - Years 4 - 6

Oakleigh's Implementation of the Digital Technologies Curriculum - thus far...

As a school, our belief is that Digital Literacy is as important as traditional literacy and that the Digital Technologies Curriculum offers our students unique opportunities that we must work together to leverage.

Staff PD in January - a 'soft' introduction encompassing the creation of a digital artefact.   Alignment made between aspects of this task and elements of the new Digital Technologies Curriculum.

Staff PD in February - Further examination of the curriculum using school created infographics depicting aspects of the new curriculum.   Basic computational thinking explored and possible strategies shared.

Support staff initiated sessions with Prep - Year 3.   This included rotational maths sessions in Year 1, lessons in Year 3 to address spatial concepts and Science themed enhancements for Year 2.

Classroom teachers in Year 5 start incorporating aspect of the new curriculum into Maths rotations, beginning with an exploration of binary.

Mapping of the curriculum occurring to document links to existing curriculum in Prep - Year 3.   Potential for units of learning is being explored within Years 4-6.

Robotic tools purchased and used formally in learning and informally within our Makerspace.   We are currently exploring further opportunities within our community to support our young innovators of the future.

Yr 6 investigate infographics as a way of representing data, create Scratch quizzes to build their own knowledge and to support Yr 3 in their knowledge of Australian Geography.

Year 5 teachers collaboratively design a unit for Digital Technologies that utilises Geography as the partner unit.   Students create a digital solution to prepare their community for a natural disaster.

Oakleigh State School hosts "DigiTech by Design" in June 2017 -   a conference attended by approximately 100 people.

Year level planning sessions occur in June, 2017 as a means of supporting staff to interact with the Technologies Curriculum at a deeper level and to plan units for assessment.   These units are published.

2018:   Our own model of design is published.   Further modifications of the Digital Solution units are made.   Data within Digital Technologies is examined, taught and assessed.

2018-2019:   Our STEAM agenda is initiated.   We are still working at how Digital Technologies appears in this.

2019:   Systems Thinking is examined and included in planning, teaching and assessment.   The whole of the curriculum will be taught and assessed in 2020