



DIGITAL CITIZENS @ PAPATOETOE HIGH SCHOOL



E-LEARNING WITH BYOD @ PAPATOETOE HIGH SCHOOL



DIGITAL CITIZENSHIP

At Papatoetoe High School we understand the importance of not only teaching the digital technology but the behaviours and expectations around the use of these digital technology. We want to maintain a safe and respected environment for all of our students and we realise the importance of this in a digital space as well as a physical one. We appreciate that school and community need to work together to ensure that students are encouraged to be responsible, respectful learners in a digital space.

A Digital Citizen at Papatoetoe High School

- is a confident and capable user of ICT
- uses technologies to participate in educational, cultural, and economic activities
- uses and develops critical thinking skills in cyberspace

- is literate in the language, symbols, and texts of digital technologies
- is aware of ICT challenges and can manage them effectively
- uses ICT to relate to others in positive, meaningful ways
- demonstrates honesty and integrity in their use of ICT
- respects the concepts of privacy and freedom of speech in a digital world
- contributes and actively promotes the values of digital citizenship

WHAITAKE EXPECTATIONS

At Papatoetoe High School we have three main behavioural expectations. These are, “Be Responsible”, “Be Respectful” and “Be a Learner”. Through these behavioural expectations students develop an understanding of how to be digital citizens in a modern world. We will help students develop these skills and understanding through co-constructing ideas and values with them. We want our Year 9 students to feel part of their own journey and to feel that they have contributed to what being a good digital citizen is.

RATIONALE FOR BYOD

Papatoetoe High School is fully committed to embracing the digitally fluent culture of the 21st century and we understand the importance of enabling learners to achieve through individualised student centered and authentic learning opportunities. In 2018, we mark the beginning of our BYOD journey and all year 9 students are requested to bring their own device. The use of personal devices will expose our students to endless opportunities, allowing them to become confident and fluent digital citizens in a forever-changing landscape. We want to provide 21st century learning experiences using online tools and access to ‘own devices’ to communicate, collaborate and create new knowledge and understanding.

We do not intend to become a paperless school. We still believe that it is important for students to use pen and paper. The digital device will be used to support learning by allowing students to use online resources such as Office 365, Google Classroom, digital learning artefacts, and ClassNote (to name but a few). We expect that teachers will continue learning alongside students as we co-construct our BYOD programme throughout 2018.

The integration of digital technology continues to have a transformative effect on learning in the classroom and

outside. Ensuring your son or daughter has an adequate device is very important and requires consideration of many factors: price, battery life, processing speed (processor plus RAM), and software requirements. As technology is evolving and ever-changing, we will review our requirements and recommendations each year to give parents the opportunity to purchase a device that will best support student learning and last for the majority (if not all) of their son’s/daughter’s time at the college.

To assist parents and caregivers in buying a suitable device at a price that is competitive, we have established a relationship with two suppliers, PB Technologies and Harvey Norman. You can visit a Harvey Norman store to get their suggestions (or visit their BYOD website <http://www.harveynorman.co.nz/promos/byod-learning-anytime-anywhere.html>). Finance options will be available as well as insurance and maintenance solutions through each provider. You are free to purchase your device from wherever you wish; we are simply trying to make things easy for you by establishing a relationship you may benefit from if you choose.

As more operational details become clear and for any further information about our BYOD programme, please visit our website <https://www.papatoetoehigh.school.nz/digital-fluency> for the most up to date information.

We will be holding an Enrolments Information Evening on Tuesday 8 August, from 5pm, and would welcome any questions you may have at this event. Should you have a BYOD 2018 question you can also email us at BYOD@papatoetoehigh.school.nz.



E-LEARNING IN THE CLASSROOM

PE & HEALTH



PE and Health has long been a traditional sports based delivery. This is no longer the case and technology plays an important role in our holistic approach.

The practical element of Physical Education will always be an important aspect and the integration of digital tools for movement analysis, reflection and video logs are examples of where digital enhancement of learning is having a positive effect in a physical realm.

Our digital platform enhances traditional pedagogies and allows students to manage themselves and reflect on their progress more effectively.

COMMERCE



ICT at Papatoetoe High School enables Commerce students to engage in modern learning experiences and gain greater access to up to date resources. Some examples of ICT learning tools in Commerce include E-learning in Economics and MYOB in Accounting. Students experience a range of common business practices, interactive learning programmes and instant access to online economic and business data allowing them to be more responsive.

MATHEMATICS



The Mathematics Department uses technology as an instrument that supports the mathematical learning of the students. The technology allows the students to focus on their problem solving skills and develop their analytical thinking processes as it takes over tedious calculations. Problem solving becomes less of manipulation and more about interpretation, analysis, formulation of strategy and evaluation.

The use of Desmos graphing software allows students to understand better the representational links between equations and graphs in an instantaneous manner that paper and pencil calculations cannot afford. The use of Google Classroom and Education Perfect enable students to undertake independent work. Teachers are able to track their individual achievement and students can monitor their own progress.

SOCIAL SCIENCE



The use of technology in Social Sciences will further develop students ability to work collaboratively and to further their understanding of the world that they live in.

The use of devices in the classroom will be a platform to support students learning and allow them to work at a pace that best suits them.

MUSIC



In Music we will be completing an online music theory programme. This is an easy to use web application that teaches music theory and aural training in a fun and engaging way through a variety of lessons, quizzes and games. This will help students to get the most out of their music education. We will also be using a cloud based recording studio which will allow students to create their own music and collaborate with their peers.

ENGLISH



English as a subject combines different language modes that are enhanced by the use of a number of technologies, of which Digital Technology is an important example. We use pen, paper and books as well as keyboards, screens, the internet and all manner of applications to explore language and, through language, the human world.

SCIENCE



Science is the language of nature with rich content which is linked to everyday contexts. Science teaching and learning must balance whole class, individual tasks, group investigations and group collaborations and applying the appropriate tools and strategies to the learning intention.

Education Perfect is the primary online tool that we will use as it allows for tracking of performance, faster feedback/forward, parent notifications and allows students to take responsibility for their own learning [Be a Learner / Be Responsible].

LANGUAGES



English Language Learning & Languages use digital technology to transform and enhance student learning by;

- encouraging learners to explore different approaches to learning,
- improve participation and engagement of learners,
- increase and improving means of communication & inspire creativity in learning,
- exploring learning capabilities through a range of online learning tools to generate strong learning outcomes.

Here are some of the tools we use in Languages to support and further develop learners outcomes - padlet, kahoot, grammarly mobile keyboard, agendaweb, google quizzes, socrative.