

KENMORE SOUTH STATE SCHOOL



2024 iLearn

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Our why?

The iLearn program aims to incorporate eLearning strategies to engage and empower all learners, through personalised learning, preparing them to contribute confidently, effectively and innovatively within global communities.

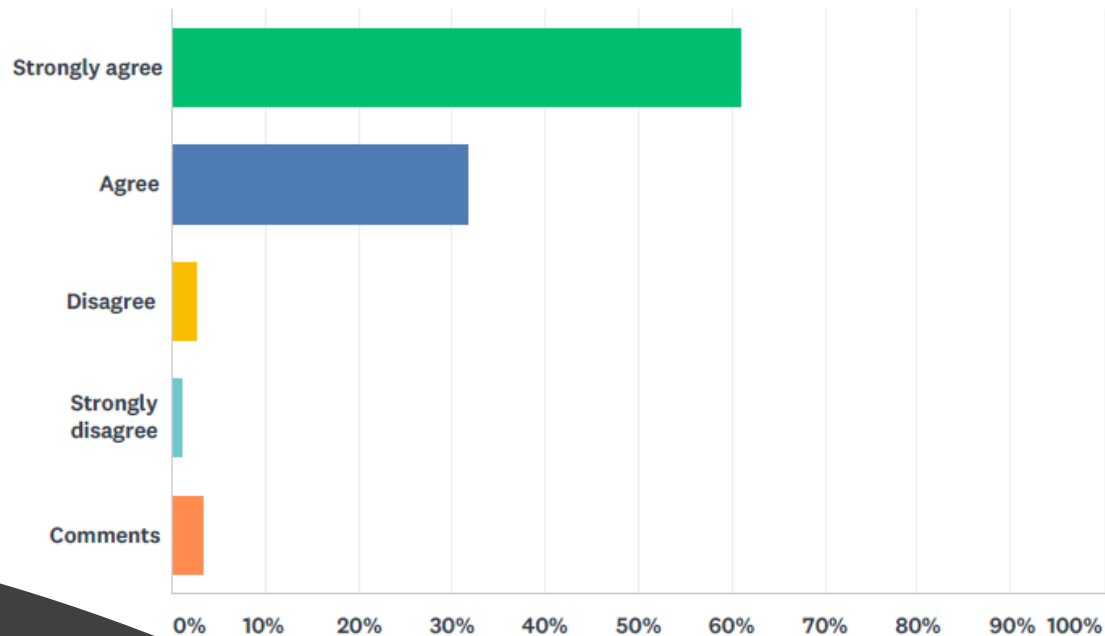
- Personalisation of Learning
- Ability to extend students
- Engagement of students
 - Differentiation



Our why?

Q1 Using a device for learning has made learning more enjoyable.

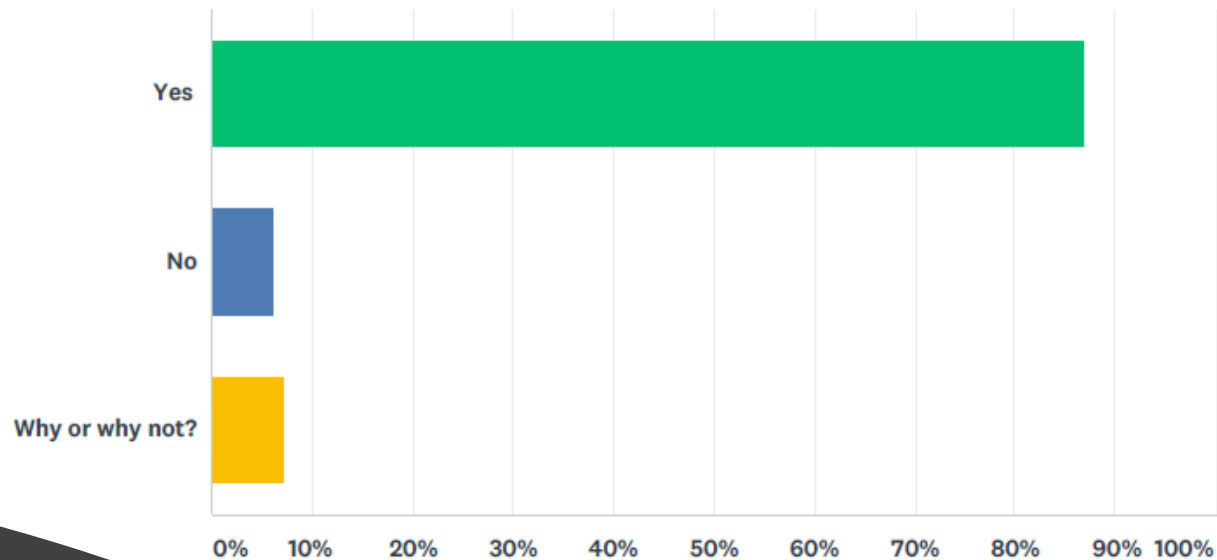
Answered: 182 Skipped: 0



Our why?

Q3 Do you prefer learning in a class with access to an iLearn device?

Answered: 182 Skipped: 0



iLearn Program Purpose



Opportunity to learn in 1:1 classroom

Enhance love of learning

Improve academic results

Immersed in investigation, creating and communicating with ICT

Effective and efficient management and operation of ICTs

Applying social and ethical protocols through use of ICTs

Equip students with skills for today & future

Benefits of iLearn

Our students are living in a world where they have immediate access to information anytime and anywhere.



Digital Learning

- Every student can access *high quality and rigorous instruction*
- Maximising their opportunity for success in school and beyond.

Specific Benefits

Personalised Learning

Improved student learning outcomes

Improved collaboration

Supplement schools resources & equipment

Normalisation of Technology

Easier access to online instructional materials

Smooth home→school transition

Model for lifelong learning.

Students' greater choice & more independence.



Contemporary effective learners

2020	Trending 2022
<ul style="list-style-type: none">• Complex problem solving• Critical thinking• Creativity• People management• Coordinating with others• Emotional intelligence• Judgement and decision making• Service orientation• Negotiation• Cognitive flexibility	<ul style="list-style-type: none">• Technology design and programming• Critical thinking and analysis• Complex problem-solving• Leadership and social influence• Emotional intelligence• Reasoning, problem-solving and ideation• Systems analysis and evaluation• Learning how to learn• Speed reading and reading intelligently• Note-taking• Analysing information• Spotting patterns & trends• Communicating – written & oral• Understanding and leveraging technology• Cultural awareness and sensitivity.



10 In-Demand Careers For The Future

- Healthcare
- Construction
- Education and Training
- App and Software Development
- Data Analysis
- Cyber Security
- E-commerce
- Product Designer
- Digital and Content Marketing
- Alternative Energy Sector



A contemporary effective learner

Contemporary learners demand seamless access between school, work, home and play. They work digitally in ways that pervade and impact on every aspect of their schooling and use personalised pathways to learning success.



What is **BYOD**?

“**B**ring **Y**our **O**wn **D**evice.”



iLearn at Kenmore South is an initiative that allows students who have personal technology devices (BYOD) to bring them to school and use them for educational purposes.

This is to *meet their learning needs under the direction of a teacher or administrator.*





Implementation of iLearn

3 year iLearn Implementation Plan

	2018	2019	2020
Prep			
Year 1			
Year 2	iPad	iPad	iPad
Year 3		iPad	iPad
Year 4	Windows	Windows	Windows <u>OR</u> iPad
Year 5		Windows	Windows
Year 6			Windows

What devices are permitted in 2024?

Year 2	Year 3	Year 4	Year 5	Year 6
iPad	iPad	Windows <u>OR</u> iPad	Windows	Windows
		<i>Dual Platform</i>		
The minimum specifications for the iPad would be iPad 64GB WiFi (recommended 9 th Gen).		Students can have either an iPad <u>OR</u> Windows Laptop	The minimum requirements will be reviewed and updated annually to reflect the fast-paced nature of technological change.	

Other iLearn Information

Any device which will be used as part of our iLearn program
needs to be registered with the school.

1. Acceptable Use Policy (at home)

2. Student Participation Agreement (teachers complete in class)



Kenmore South State School

iLearn Acceptable Use Policy 2020

This document defines the Acceptable Use Policy for students involved in the Kenmore South State School iLearn Program. Its main purpose is to encourage the acceptable and responsible use of the facilities available to the students through the provision of clear usage guidelines. Students authorised to use the school's computer systems also have Internet and Electronic Mail access.

The iLearn program is designed to help students keep up with the demands of the 21st century. Helping students become responsible digital citizens will enhance not only what we do in the classroom, but also give students skills and experiences that will prepare them for their future studies and career.

Kenmore South State School deems the following to be responsible use and behaviour by a student:

It is expected that students will use school computers and network infrastructure for:

- assigned class work and assignments set by teachers;
- developing appropriate literacy, communication and information skills;
- authoring text, artwork, audio and visual material for publication on the Intranet or Internet for educational purposes as supervised and approved by the school;
- conducting general research for school activities and projects;
- communicating or collaborating with other students, teachers, parents or experts in relation to school work;
- accessing online references such as dictionaries, encyclopaedias, etc.
- researching and learning through the Department's e-learning environment.

Kenmore South State School deems the following to be unacceptable use and behaviour by a student:

It is unacceptable for students to:

- use the IT resources in an unlawful manner
- download, distribute or publish offensive messages or pictures;
- cyberbully, insult, harass or attack others or use obscene or abusive language;
- deliberately waste printing and Internet resources;
- damage any electronic devices, printers or the network equipment;
- commit plagiarism or violate copyright laws; (e.g. use of illegally downloaded games and music, and illegal sharing of games and music)
- use unsupervised internet chat or messaging
- send chain letters or Spam e-mail (junk mail)
- access external or 3/4/5G networks on school premises (disable this feature prior to coming to school)
- knowingly download viruses or any other programs capable of breaching the Department's networks security.
- handle and use another student's device without teacher authorisation

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Kenmore South State School

iLearn Program Student Participation Agreement 2020

General Use

1. I understand that I need to bring my personal device to school each day, unless otherwise instructed by my teacher.
2. I will ensure the device is charged at the beginning of each school day.
3. I will leave the device charger at home unless directed to bring it to school under special circumstances.
4. I will hold the device with two hands when carrying it and will walk with it at all times.
5. I will ensure my device is kept in my school bag on my trip to/from school.
6. I will keep food and drinks away from the device at school.
7. I will immediately report any accidents or breakages to my parents and teachers.
8. If damage is caused by deliberate or careless actions of a student (owner or others), the costs of repair will be passed onto those involved and necessary behaviour consequences may apply. The decision around the responsibility for repair costs is at the discretion of the Principal.
9. I will not use my device before and after school and at break times unless with teacher supervision.
10. At times I may be asked to work with other students for the purposes of collaboration, however other students may not use my device.
11. I will not allow other students to be in possession of my device.

Content

1. Whilst at school, I will use the device only to support my school learning program.
2. I permit my teachers and parents (in student presence) to perform checks to monitor that I have not installed illegal/unsuitable software applications and content and to check the websites which I visit. I understand there will be consequences for inappropriate use including, but not limited to, loss of privilege of using the device for a period of time.
3. I am responsible to ensure my device is backed up.
4. I understand that if any inappropriate content appears on my device I am to immediately close the cover or screen and take it to my teacher.

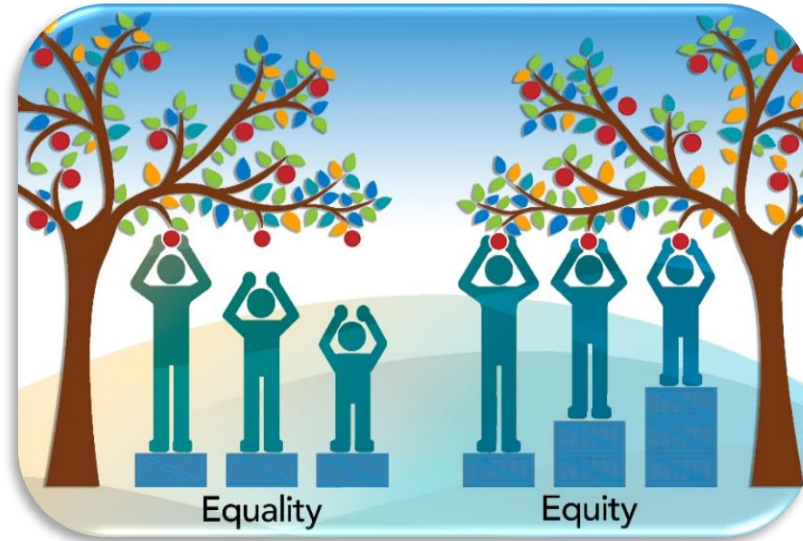
Safety and Security

1. Whilst at school, I will only connect my device to Education Queensland's Managed Internet Service. I am not permitted to access external or 3G/4G Internet at school.
2. Whilst at school, I will only go to websites at school that support my learning activities.
3. I will only use my school email account for mail related to my learning.
4. I will be CyberSafe and CyberSmart when using the Internet.
5. I will demonstrate etiquette when using my device/other equipment with regard to other people.

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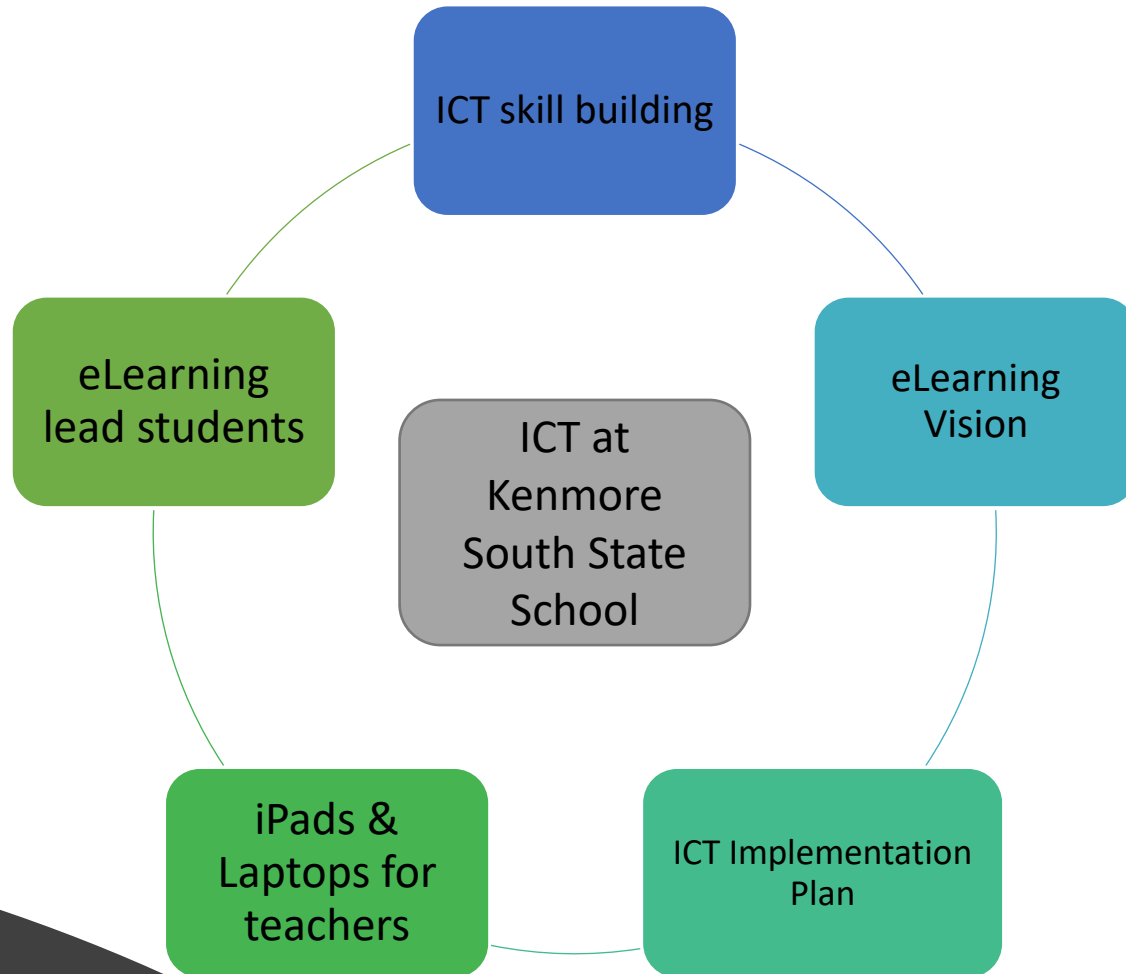
Social Justice




Kenmore South State School will provide access to school owned devices for students unable/unwilling to provide a device.



ICT at Kenmore South State School



Curriculum



DIGITAL TECHNOLOGIES HUB

What's the difference between Digital Literacy and Digital Technologies?


Information Communication Technology (ICT) Capability

A general capability taught within all curriculum areas for students in years F–10.

Develops skills and understandings in managing and operating ICT to investigate, create and communicate.

Incorporates digital citizenship when considering the ethical and social impacts of using technologies.

Is explicitly planned and taught in all subject areas.



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Digital Technologies

A new subject for F–10 (optional in 9–10) students with new and unique skills and content.

Develops knowledge, understandings and skills of the underlying concepts of information systems, data and computer science.

Encourages students to design and create digital solutions that solve problems taking their preferred futures into consideration.

Must be assessed and reported at least once every two years.



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Use ICT

- Presentation tools
- Locate information
- Digital publishing
- Interpret timelines
- Ownership and use
- Managing files
- Mapping and geospatial tools
- Online communication
- Digital music / multimedia

Create solutions and learn about Digital Technologies

- Digital systems (networks)
- Robotics and automation
- Coding and programming
- Computational thinking
- User interface design
- Storing and transmitting data (binary numbers)
- Pattern recognition
- Algorithms
- Programming boards
- Data collection

Use digital tools and interaction

- Use digital concept mapping tools to plan and select research tasks.
- Use presentation software to present findings of an inquiry that includes text, images and video.
- Use video to analyse a sports performance to provide coaching tips.
- Use a computer simulation or game to test predictions and collect data.
- Use a search engine effectively as a research tool.
- Use spreadsheet functions to create tables, record, sort, calculate and present data to identify trends.
- Use an online game that has a grid map system to learn about directions.

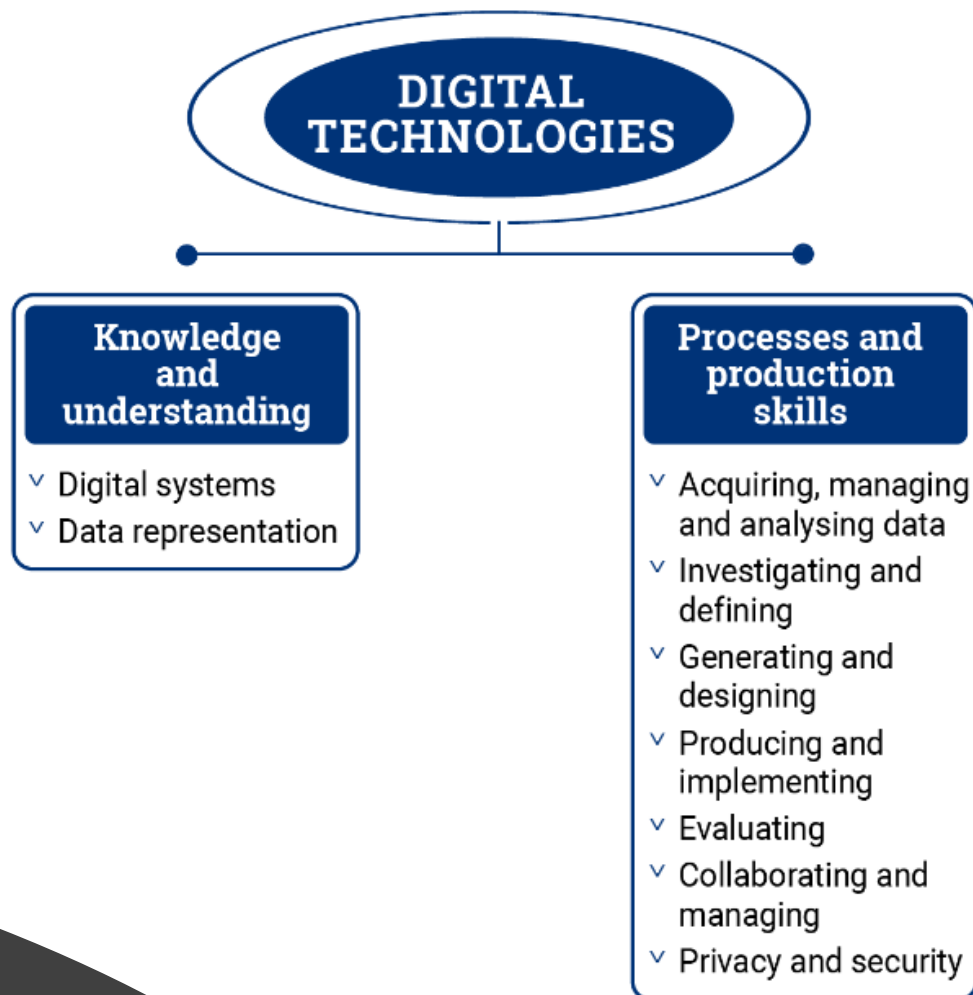
Examples of Digital Technologies in action

- Create and code an image using black and white squares. Invite a classmate to decode and recreate the image.
- Compare a transport network and computer network to explore ideas about pathways, reliability, protocols and security.
- Create an interactive story with user-input using a familiar programming language.
- Create your own simulation using a visual or text-based programming language.
- Explore ways to securely transmit data through techniques of encryption and decryption.
- Create network diagrams to identify relationships between different sources of data (eg friends on social media) and analyse this data.
- Design your own maze and use an app to program a robot to go through it.

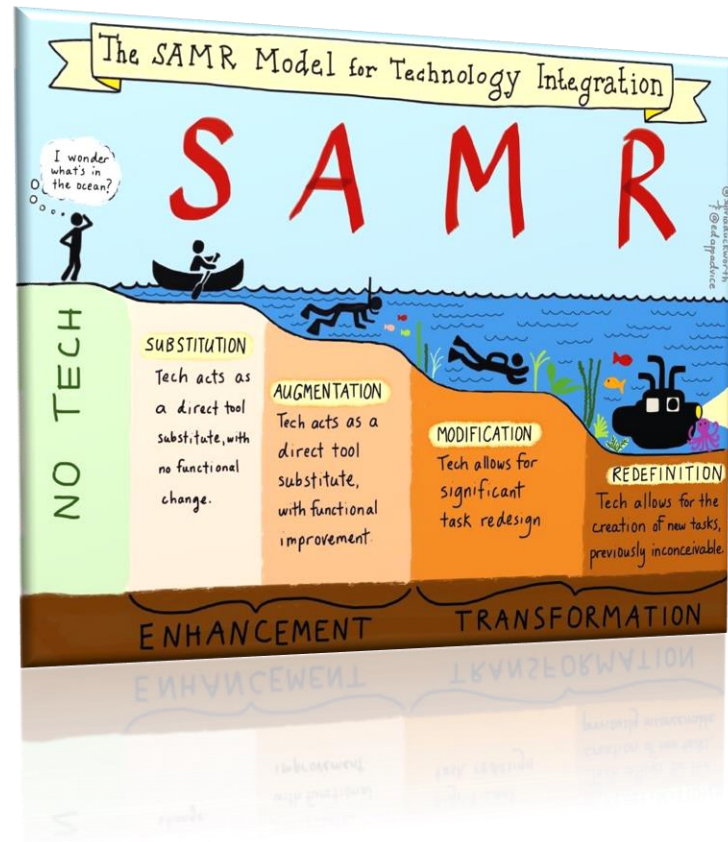
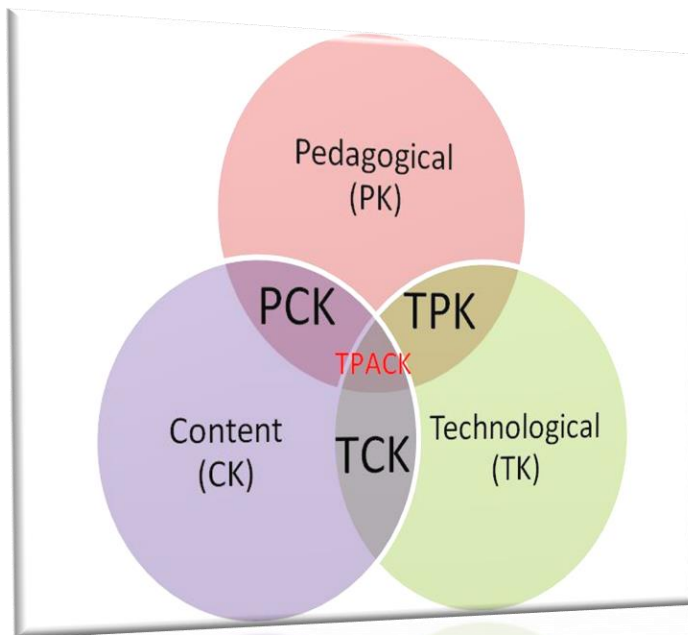


Figure 1: Organising elements for Digital Literacy general capability

Curriculum



Pedagogical Approaches



Security, Theft & Damage

Devices will be the **responsibility of the student.**

School accepts **no responsibility** for the security or safety of the device

Parents are advised to **review insurance policies** (at home or outside school)

Suitable **protective bag** for the device

Stored in **classrooms** during class time and at break time.



Network Connection

- ✓ Wireless access on the BYOD network
- ✓ Register devices
- ✓ Sign Acceptable Use Policy (AUP).
- ✓ Technical support for secured wireless network.
- ✓ 3G/4G/5G connection not allowed
- ✓ Parents to **remove or password protect** 3G/4G connection.
- ✓ Students do NOT access this unfiltered network whilst at school.



Screen Time

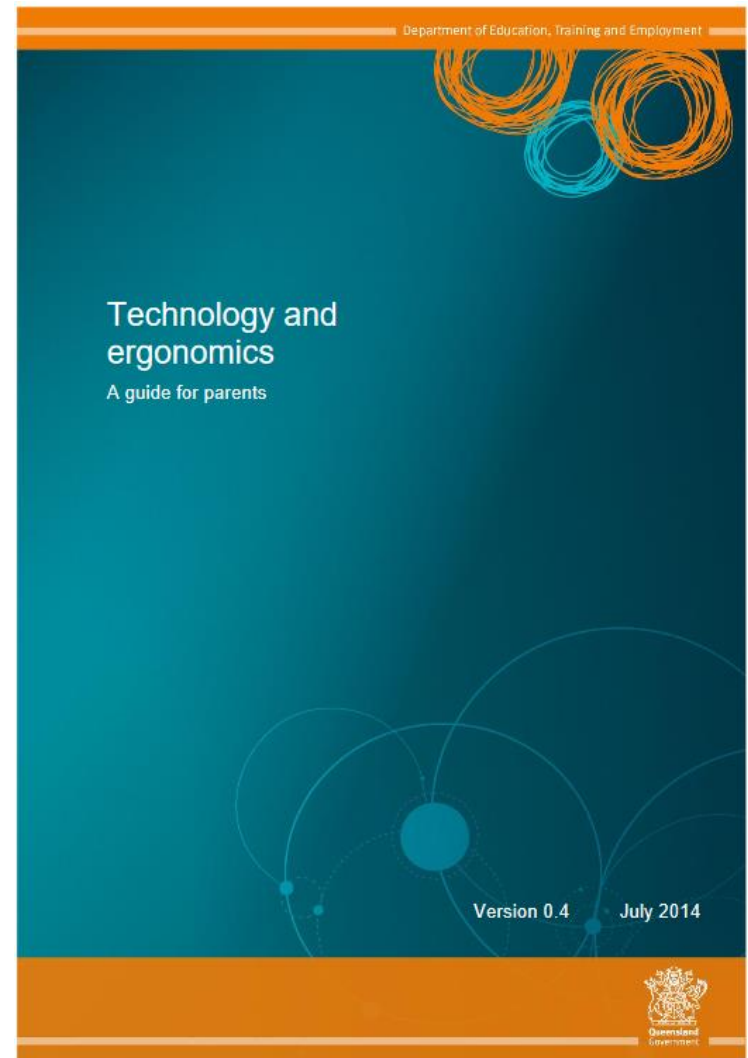


The amount of time a student spends on a device will depend on the lesson intent and objective. The device is used where it best suits the learning activity.

Ergonomics

Technology and Ergonomics *'A Guide for parents'*

Available on our school website



Ergonomics at KSSS



Use device
with stand
or riser.

Avoid glare
and reposition
the device
to reduce it.



20/20/20
Change
focal
point.

Use a keyboard
when typing
for extended
periods.



KSSS DEVICE



ERGONOMICS

**MOVE &
STRETCH**



Change
positioning
regularly.

Ensure
back is
supported.



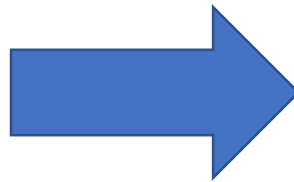
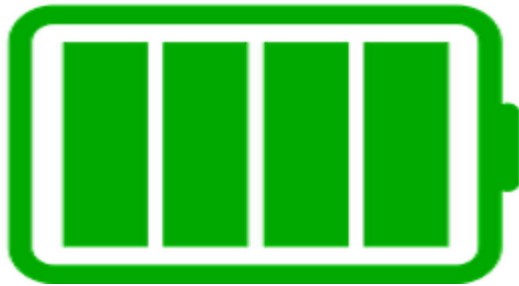
Aim to keep
neck and
shoulders
straight and
relaxed.

Network Filtering

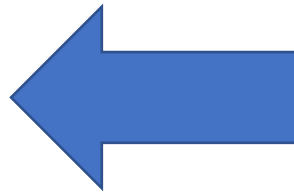
The standard filter which is currently provided on the school network applies to student owned devices as long **as they connect to the school network in line with the AUP.**



Charging



Personally owned devices require full charge (**compulsory**).



School is not responsible to provide an opportunity or the necessary power to charge their device during the school day.

Inappropriate Use

The **Acceptable Use Policy** and **Behaviour Policies** outline the sanctions for inappropriate use of devices and network.

- Students and parents sign agreements.
- Policies adhered to & consequences if breached.
- Forms completed before network access is provided.
- Documents accessible on the [school website](#).

