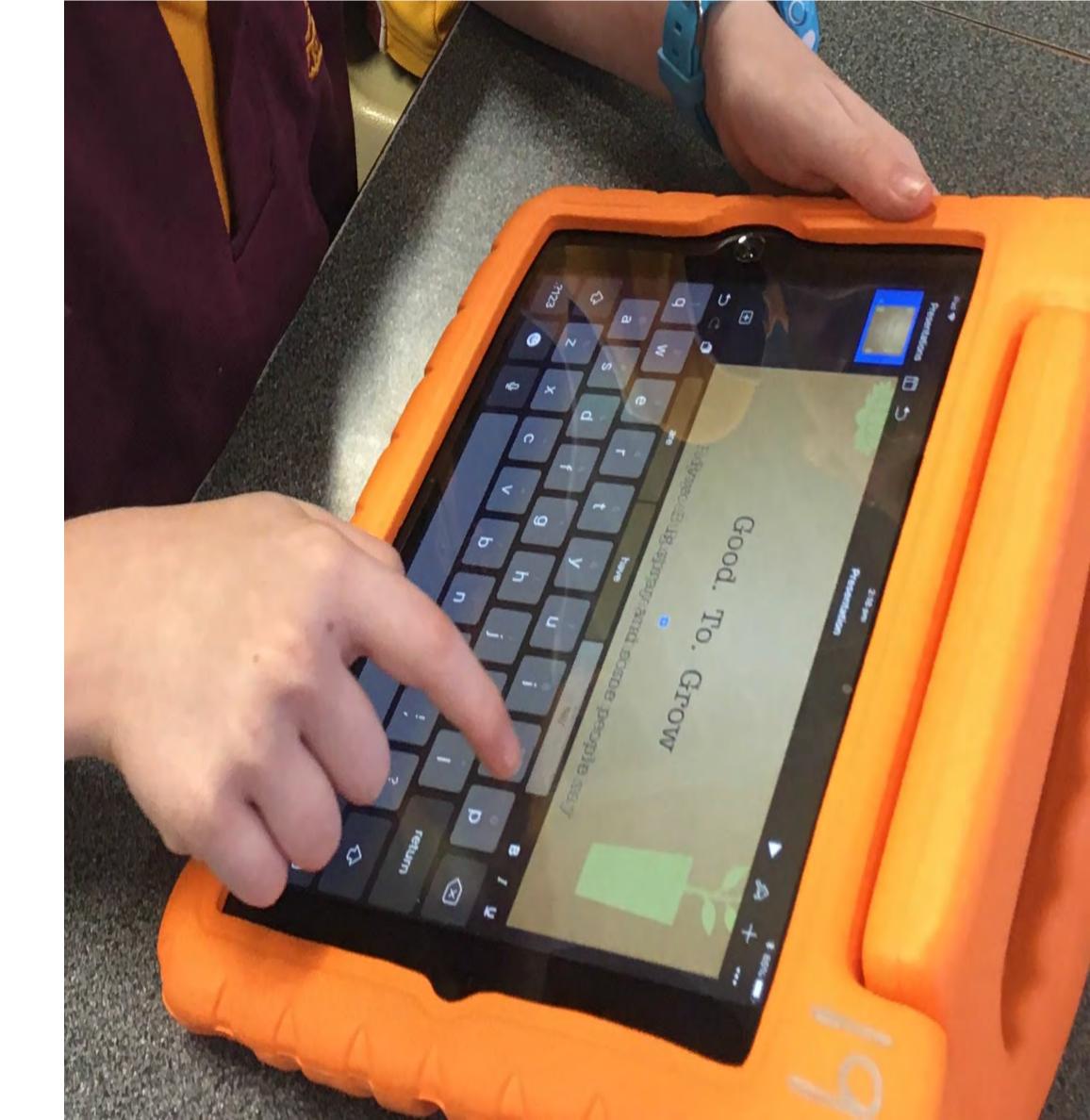


iLearn Experience Program Report

Albany Creek State School





Why use digital technologies in the classroom?

In an increasingly digitised world, schools must embrace transformative technologies to support innovative learning and to develop in students essential 21st Century skills.

Effective teaching and learning should:

- be learner centred, flexible and personalised
- provide opportunities for creativity, collaboration and critical thinking
- encourage intrinsic motivation

ALBANY

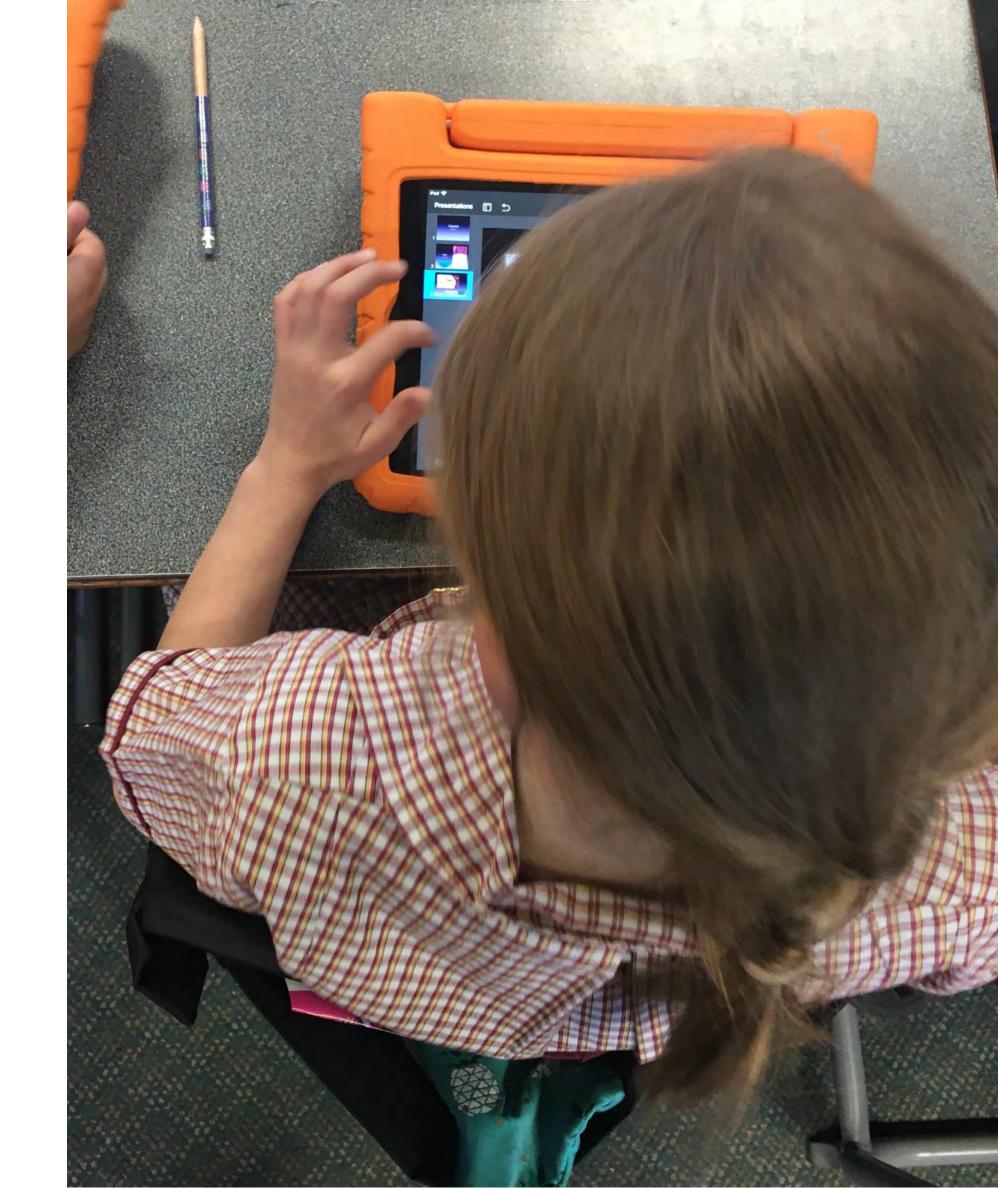
Digital Education Advisory Group, 2012, Beyond the classroom: a new digital education for young Australians in the 21st century



Why use digital technologies in the classroom?

- Employment opportunities for ICT workers increased to 600 000 in 2014, with more than half of these positions in industries outside of ICT itself, including professional services, public administration and financial services.
- Digital technologies contributed \$79 billion to the Australian economy in 2013-14, an increase from \$50 billion in 2011.
- According to The New Work Order report by the Foundation for Young Australians (FYA), 40% of our current jobs are considered at high risk of automation over the next 10-15 years.
- As our economy continues to transition towards a knowledge economy, schools need to give students opportunities to develop new skills required by the workforce: problem solving, collaboration, risk taking and effective communication.

Australian Computer Society, 2015, Australia's digital pulse : key challenges for our nation - digital skills, jobs and education





Elements of Learning

Through work with innovative schools, teachers and with education researchers, Apple has identified five key elements used by teachers to raise the bar on what's possible in learning using Apple technology.

Using these elements supports teachers in creating active, personal, collaborative and relevant learning experiences that empower learners to be creators who believe that their work matters.

Apple, 2017, Elements of learning - Design deeper student learning experiences with Apple

Teamwork

Communication and creation

Critical

Personalisation of learning

thinking

Real-world engagement



iPad Learning Experience

During the iPad Learning Experience, the teachers focused on ways they could use the iPads with students to include more opportunities for communication and creation.

The teachers used a variety of apps and learning experiences to discover new ways of implementing technology to improve learning outcomes.





The Year 2 students used Clips to create presentations in English, Mathematics and HASS.

They discovered effective ways to combine images, text and sound to show their understanding in different learning areas. Through sharing their learning, they received feedback to improve their skills.

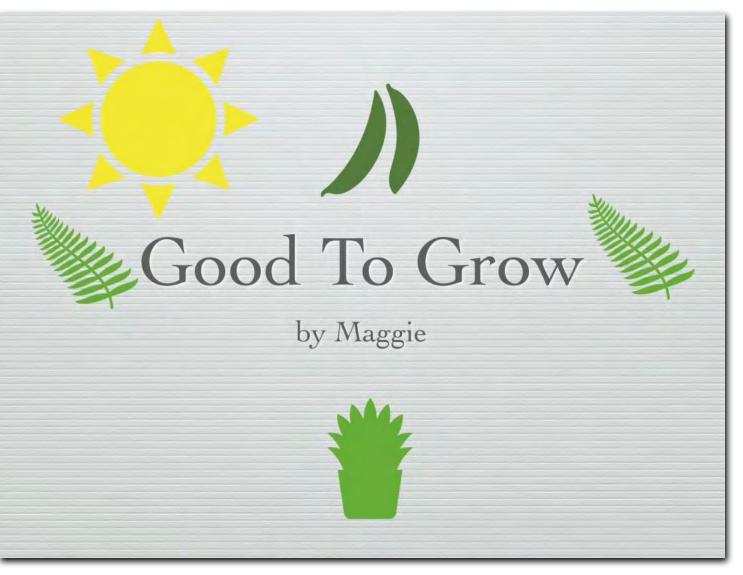




The Year 2 students used Keynote to record their observations and thinking in Science.

They built a learning log over a number of days to record changes and to collate the data they collected.

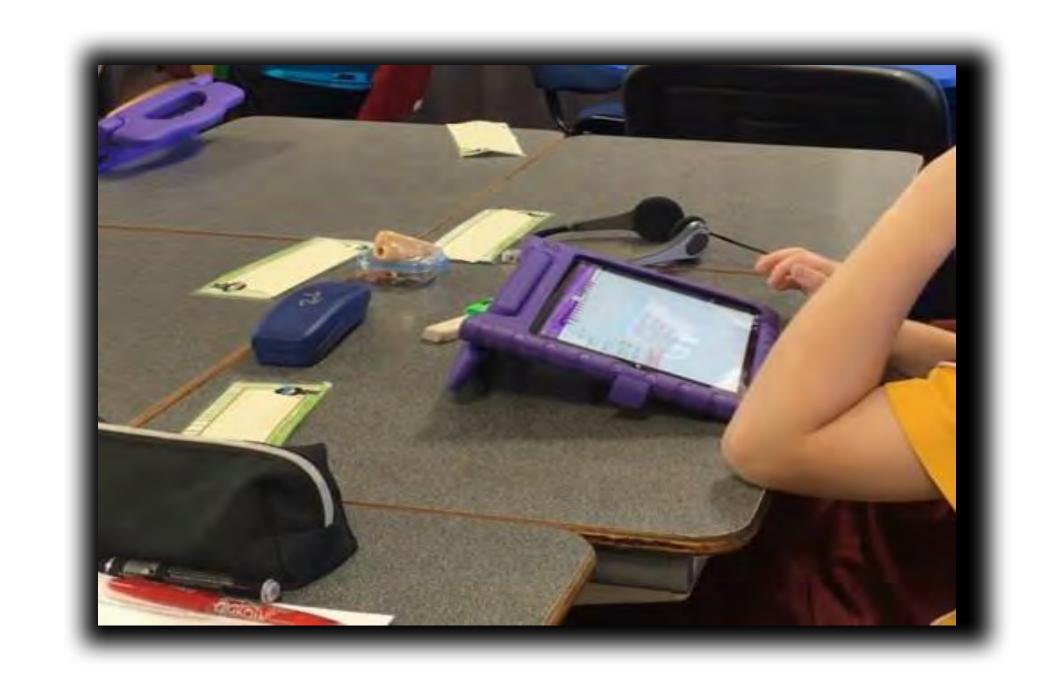






The Year 4 students used One Note to participate in learning activities in Mathematics and English.

Using technology to distribute tasks to students can increase efficiency and reduce paper use. Teachers are also able to monitor student progress and provide feedback electronically.





The Year 4 students used Keynote to create a mock app in Science.

Students demonstrated their understanding and recorded their learning about Science and considered user requirements when creating their app.



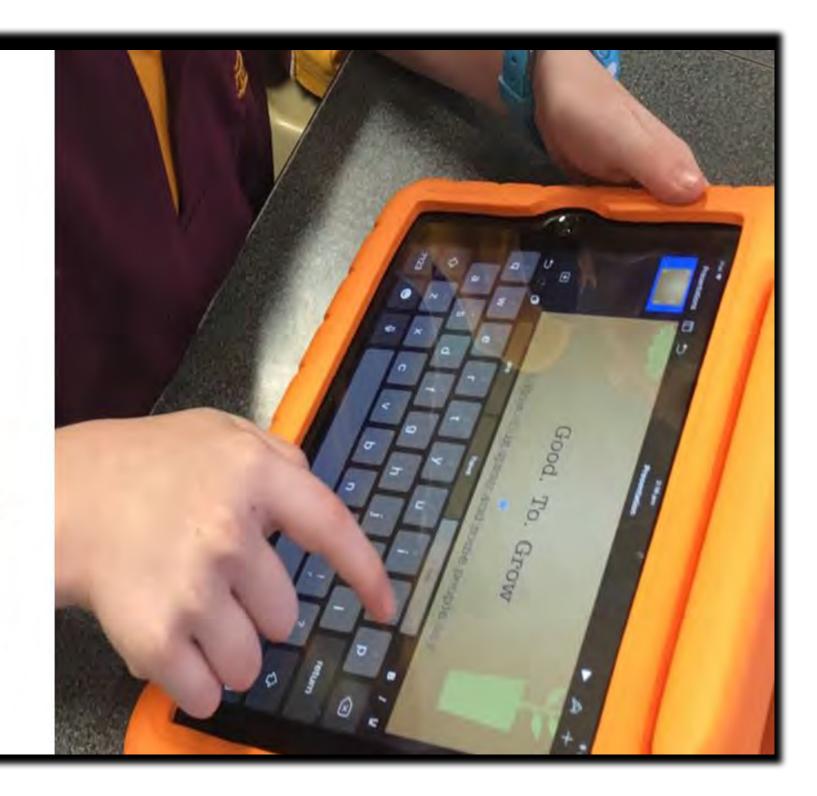
Student Reflection

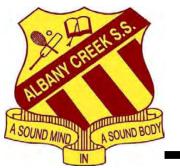
The video presented here provides a snapshot of the iPad Learning Experience at Albany Creek State School.



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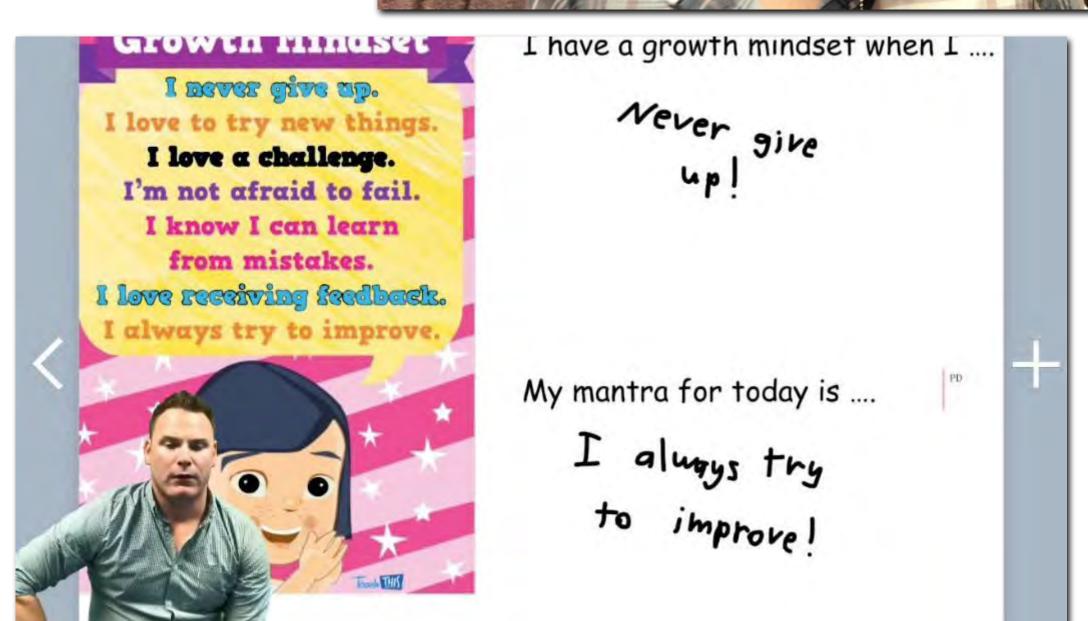




Teacher Reflection



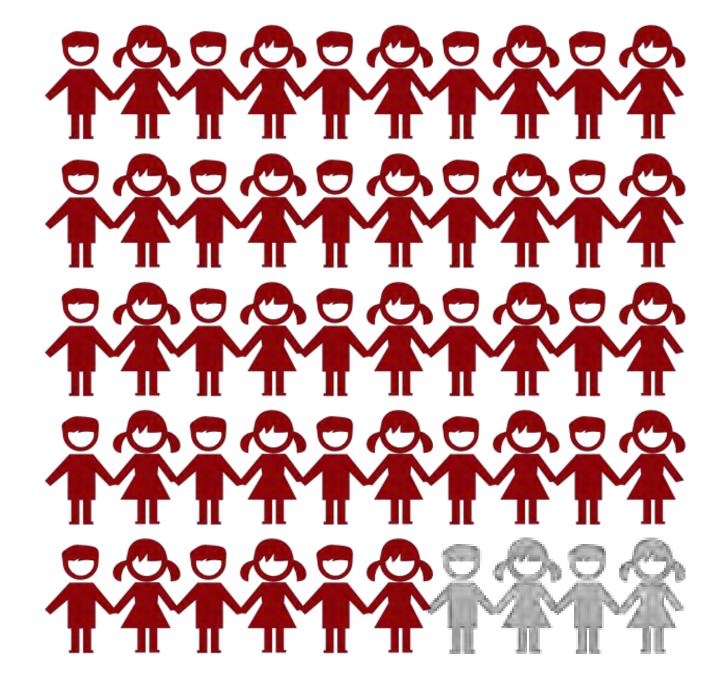
The videos presented here provides a snapshot of the iPad Learning Experience at Albany Creek State School.





Bringing one to one learning into your classrooms was an important decision. Now you'll want to know the results of that decision and what your next steps should be. Research is an essential component in answering those questions.

Presented here is some of the research conducted throughout the iPad Learning Experience.



loons made by Freenik from www.flaticon.com

92%

of students said that the ILE made learning either more exciting or easier.



Using iPads in the classroom to encourage creativity and communication has increased student enjoyment and engagement in learning.

Increasing opportunities for working together and sharing their work has lead to deeper levels of satisfaction and intrinsic motivation for students. I shared and presented information to my class.



I worked collaboratively most days this week.



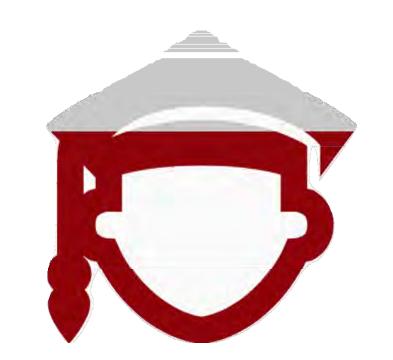
I enjoy being in school.



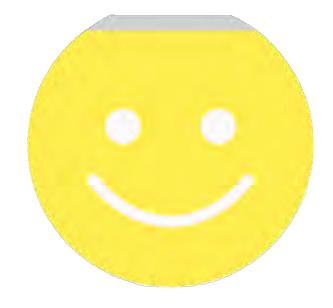


A 1:1 iPad program can have positive benefits for the school community. As students become more able to share their learning with parents, the relationship between home and school is strengthened.

Parents reported positively about the iPad Learning Experience. Students were keen to share their learning experiences with their families.



of parents noticed an improvement in attitudes towards school and learning.



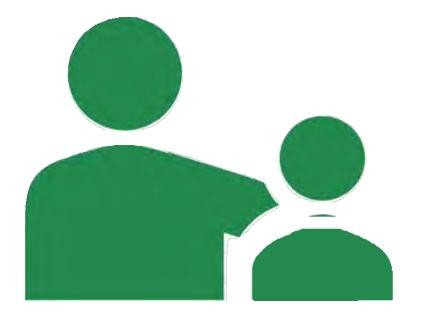
90%

of parents reported that their student was excited about using the iPad for learning.



of parents said their

confident in their learning with iPad.



of parents reported that their student learning experiences with them.



As a school leader, conducting systematic and well-designed research allows you to explore how learning with iPad can impact your school community. It provides insights into what works and what needs improvement, and it helps inform future decisions.

Utilising a variety of measurement techniques and tools is important to the ongoing evaluation of your program.

For more information download Research for Educators from the iBooks store.

Teachers found:

increased collaboration

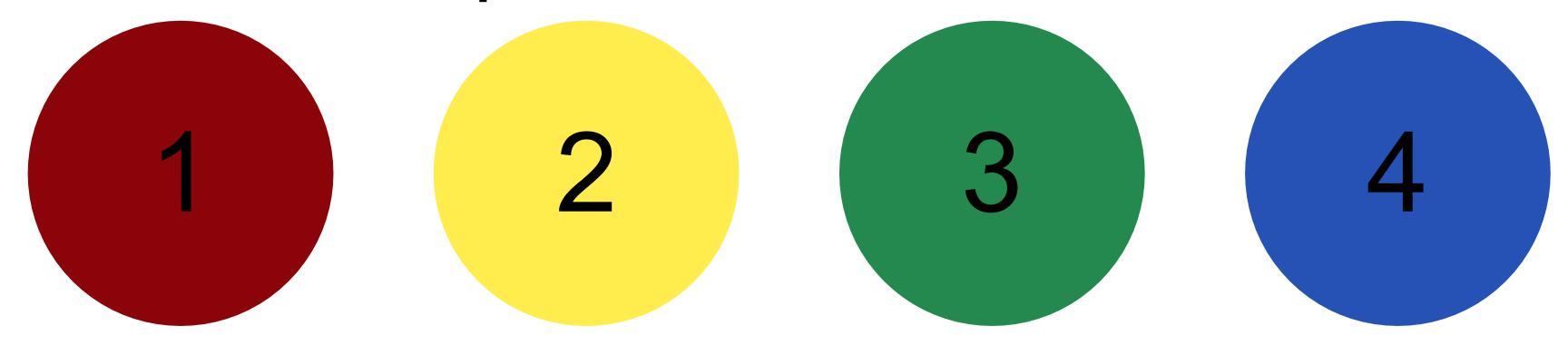
capturing learning using photos and videos

opportunities for students to share work with others

easier to personalise learning

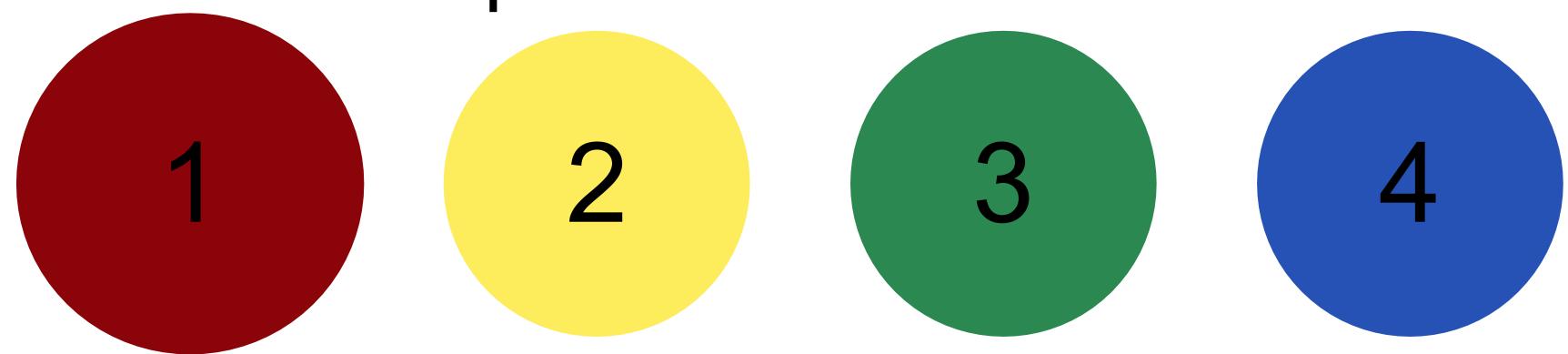
students more confident in assessing own learning





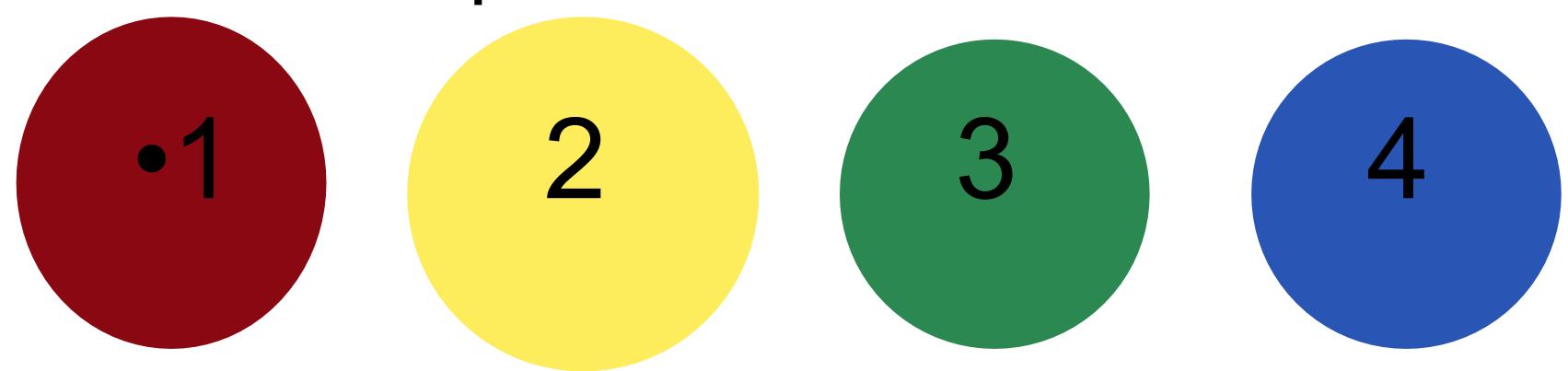






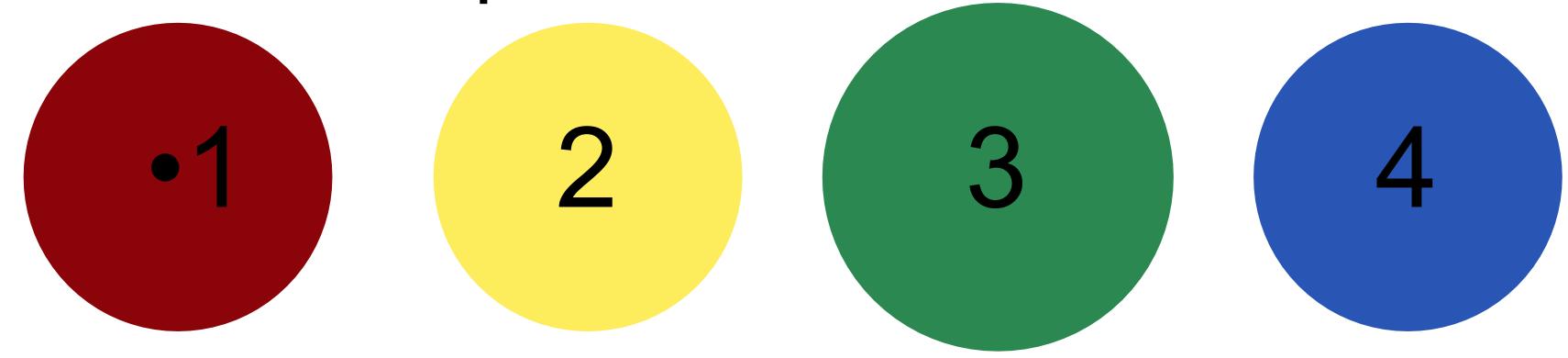
The ILE teachers share their learning, reflections and experiences with other staff through staff meetings, peer coaching and "sandpit sessions"





•Engage with resources from Everyone Can Create (available late 2018), including a Teacher Guide and a Student Guide with hands-on projects using apps built-in to every iPad.

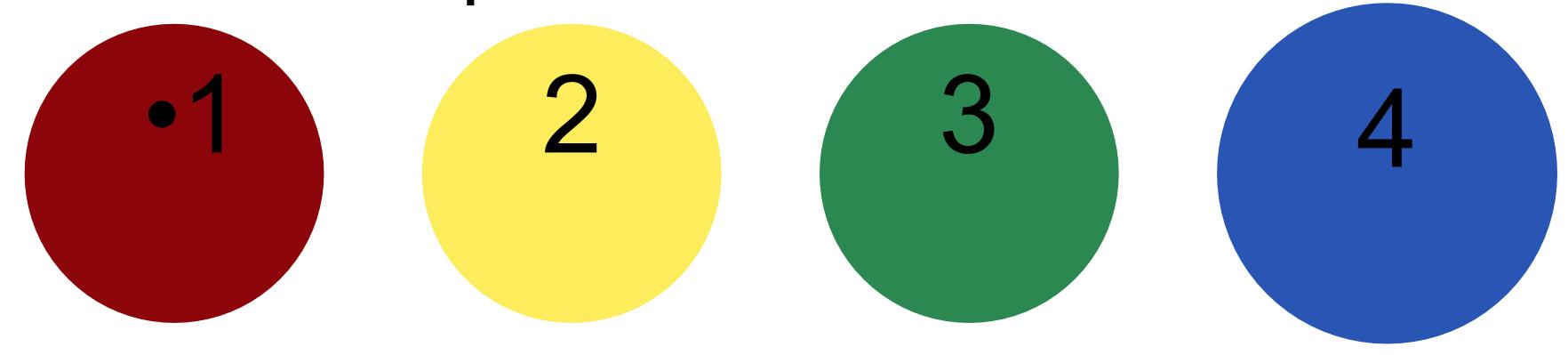




•Utilise the Apple Leadership resources to continue to develop a school culturethat supports and fosters innovation.

These include Elements of Leadership, Innovation in Schools, and Research for Educators.





•Use the framework and resources from Apple's <u>Elements of Learning</u> to increase opportunities for communication and creation, personalisation of learning and collaboration.