



# 2018-2020 INNOVATION MODEL FOR HIGH QUALITY TEACHING COMMUNITIES

HOW CAN WE FOCUS ON RIGOROUS, CHALLENGING INNOVATION PRACTICES?

## DIGITAL INNOVATIONS TEAM (DIT)

How can digital technologies enable us to create a classroom environment that challenges students to be creative and critical thinkers?

Innovative use of ICT

Training and certification

AC Digital Technologies Curriculum

Digital Citizenship

**ESSENCE**  
 Fascinate, inspire and motivate through ICT innovations

**ESSENCE**  
 Mentor others in Apple, Google, Microsoft and Flipped Learning technologies to earn professional accreditation

**ESSENCE**  
 Lead the implementation of the digital technologies curriculum

**ESSENCE**  
 Innovative programs to ensure students are responsible global digital citizens

**STRATEGIES**  
 Minecraft for creative assessment  
 Formative assessment with ICT

**STRATEGIES**  
 Apple Teacher training  
 Apple Distinguished Educator mentoring  
 Google training  
 Microsoft Innovative Educator training  
 Flipped Learning Global Initiative

**STRATEGIES**  
 Create coding pathways and opportunities across the partnership.  
 Develop the coding club and build its capacity to lead coding across the school.  
 Scope and sequence for curriculum.

**STRATEGIES**  
 Year 8/10 skills program to develop essential iPad and MacBook skills  
 Gamified programs for digital citizenship

## INTEGRATION INNOVATIONS TEAM (IIT)

How can we develop and build systemic capacity to provide cutting edge integrated STEM teaching and learning?

Discovery

STEM+

**ESSENCE**  
 Fascinate, inspire and motivate through inquiry based approach across the curriculum

**ESSENCE**  
 Fascinate, inspire and motivate by providing student opportunities to undertake authentic career/industry links

**STRATEGIES**  
 Student driven curriculum: learner voice is demonstrated by co-design of tasks.  
 Culturally responsive pedagogies.  
 Students articulate subject specific literacies.  
 Choose your own discovery programs.

**STRATEGIES**  
 Use of digital technologies to develop 3D products and virtual assets that can be interacted with in virtual spaces  
 Develop production/product-focused inquiry pathways  
 Promote STEM career pathways.

## POSITIVE CULTURE INNOVATION TEAM (PCIT)

How can we use what we have learned about positive education to ensure students develop a growth mindset?

Learn, teach and live the Growth Voice Mindset

Learn, teach and live the Learner Voice Mindset

**ESSENCE**  
 Growth framework for learning and personal development incorporating personal growth plans

**ESSENCE**  
 Learning design to challenge and stretch thinking  
 Learner voice for contemporary learning and social action

**STRATEGIES**  
 A growth mindset  
 Cultural shift  
 Resources to foster a growth mindset across the school  
 Students-Brainology-Animated instruction (PLP)  
 Teachers-SchoolKit  
 Resources to cultivate a growth mindset  
 Leaders-LeadersKit

**STRATEGIES**  
 Co-design and pedagogical practices  
 Students and teachers co-design learning tasks  
 Strategies to promote learner voice across the curriculum  
 Transforming tasks-visible thinking  
 Student Leadership as a continuum of learner voice  
 Co-design social action projects  
 Co-design Co-curricula House events/activities