



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