Sacred Heart Primary School

1:1 MacBook Air Laptop program Year 4 - Year 6
Sacred Heart School Prayer

Dear Jesus,
Through the power of the Sacred Heart

you have shown us how to live the Gospel values.

You have taught us how to treat others kindly and with respect.

Help us at Sacred Heart Highgate, to use our talents and to continue your good work,

so that we will be peacemakers for the world.

We ask this through Jesus Christ our model and Teacher.

Amen.
Our Vision

As a 21st Century community we are responsible for quality teaching and learning, which enhances meaningful student engagement and creates responsible digital citizens.

Our Beliefs and Assumptions at Sacred Heart

- All students can learn.
- Technology is a tool that is one part of a quality learning process.
- Meaningful educational technology integration is an essential element to learning in the 21st Century.
- Effective teacher up-skilling is important in raising the competencies of all educators, students and parents.
- Other effective pedagogical strategies need to be supported by technology.
Why have a one-to-one laptop program?

Today’s students will need many skills to be successful 21st Century citizens. While Literacy and Numeracy will always be our top priorities at Sacred Heart Primary School, it is also critical that students are able to create, collaborate and connect using technology. By teaching students to use technology effectively, the teachers at Sacred Heart aim to provide a rich and engaging curriculum that will prepare the students for the future.
Research on the advantages of a 1:1 Laptop Program

In regards to student learning, research has shown benefits through:

- increased media literacy
- improved writing
- increased scores on standardised tests

In terms of a broader positive impact on student performance, other positive effects of laptop computing on students include:

- increased motivation
- improved student engagement
- decreased disciplinary problems
- improved school attendance

- Research relevant to the implementation of one to one programs using technology as an instructional tool shows evidence of increased student engagement and improved student achievement of educational outcomes (Gulek & Demirtas, 2005; Holcomb, 2009).

- A New South Wales Department of Education and Training, Curriculum K-12 Directorate (2009) study supports the idea that successful implementation of a one to one computer program must be approached from an instructional position rather than a technical position.
What does a 1:1 Program provide?

Research provides evidence that a 1:1 program can:

- improve student learning and academic achievement
- facilitate a differentiated, problem-based learning environment demanding higher-order thinking skills
  - foster more collaborative, inquiry-based learning
- provide timely, more equitable access to a broader range of digital educational resources
  - enable the development of computer literacy skills
- prepare students to better compete in technology-rich workplaces
Systems and Structures in place at Sacred Heart

- School funded iPad program in junior classes K—3.
- School funded 1:1 iPad program in Year 2 and 3.
- Key ICT Teacher working to support junior school staff in implementing effective iPad integration.
- SHPSH to image laptops and coordinate roll out days. Apple consultant will support.
- Maintain communication with parents via posted letter and email to families.
- Digital Licence for all senior students Year 4, 5 and 6
- Parent involvement and participation in information sessions. Term 1 workshop provided.
## Current Opinion

<table>
<thead>
<tr>
<th>Survey Parent comments</th>
<th>Survey Parent Suggestions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Convenience.</td>
<td>1. Provide information nights/workshops.</td>
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<tr>
<td>2. Another method of increasing engagement and learning.</td>
<td>2. Cyber Safety Parent Workshops 2017</td>
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<td>3. Supports school work.</td>
<td>3. Parent and Child workshops with Teachers</td>
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<tr>
<td>4. Teaches skills in the use of technology.</td>
<td>4. Continue communication through:</td>
</tr>
<tr>
<td>5. Improves confidence in the use of technology for school work.</td>
<td>● Blogs/online</td>
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<td>6. Creates a sense of ownership and encourages autonomous learning.</td>
<td>● Newsletter</td>
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<td>7. Teaches self awareness and the need to improve knowledge.</td>
<td>● Email</td>
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<td>● Parent Teacher meetings</td>
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</table>
Digital Licence for 2016

- Practical Use- Care and maintenance- taking care of the device, transporting the device, keeping it safe from external
- Cyber safety- privacy, keeping yourself safe, parent involvement
- Educational tool at school/home- use of applications, readiness for school
- Well Being- sitting at the computer, rests from the screen etc..
- Digital etiquette -using headphones , privacy when working, language used in email etc...

The Digital Licence will be distributed for parents to discuss with their child and signed by both parent and student.
Students’ journey with the 1 : 1 Laptop program

Year 4
Introducing the Technology
- Mac basic skills
- Internet

Year 5
Consolidating the Technology
- Email
- Google docs

Year 6
Creating the Technology
- Augmenting new ways of using new technologies
Introducing the Technology

Year 4
Miss Ashleigh Barker
Technology Skills targeted in Year 4

ACARA Curriculum

DIGITAL SYSTEMS - Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data (ACTDIK007)

REPRESENTATION OF DATA - Examine how whole numbers are used to represent all data in digital systems (ACTDIK015)

Skills

- Student emails introduced at the beginning of year 4
- Google Docs
- Google Slides
- Saving documents, photographs and videos including creating folders and creating an organised system.
- Touch Typing

Cyber Safety

- Digital Citizenship
- Digital Footprint
- Public vs Private information and sharing
- Cyber Bullying
- What is a good/safe website?
- Reliable Websites
- ‘Netiquette’ online
- Password Safety and Privacy
- Recognising email scams and junk mail
- Safe download and recognising a virus/malware
ACARA Curriculum

COLLECTING, MANAGING AND ANALYSING DATA
- Collect, access and present different types of data using simple software to create information and solve problems (ACTDIP009)

DIGITAL IMPLEMENTATION
- Define simple problems, and describe and follow a sequence of steps and decisions (algorithms) needed to solve them (ACTDIP010)
- Implement simple digital solutions as visual programs with algorithms involving branching (decisions) and user input (ACTDIP011)
- Explain how student solutions and existing information systems meet common personal, school or community needs (ACTDIP012)
- Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols (ACTDIP013)

Application
- Budd-e Cyber Smart Program
- Padlet
- Edmodo
- Socrative Quizzes
- Plickers- Immediate Feedback questions.
- Dojo Points
- Coding - Terminology and Functions
- Read Theory
- Mathletics
- Soundwaves
- iMaths
- Touch Typing
- Online Spelling Assessment
- *Seesaw App
- BtN
# Technology Skills targeted in Year 4

<table>
<thead>
<tr>
<th>Mac Skills</th>
<th>Cyber safety</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>● General care (how to carry, charge, sweep and sleep, updates)</td>
<td>● Digital Citizenship</td>
<td>● Padlet - (all subjects)</td>
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<tr>
<td>● Keyboard shortcuts</td>
<td>● Digital Footprint</td>
<td>● Edmodo - Online collaborative classroom</td>
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<tr>
<td>● Saving/moving files/screenshots</td>
<td>● General Safety</td>
<td>● Plickers</td>
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<tr>
<td>● Typing</td>
<td>● Log in/password safety</td>
<td>● * Reading Rewards - online reading log</td>
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<tr>
<td>● Guided research</td>
<td>● Everything still goes through teacher</td>
<td>● Hour of Code - coding</td>
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Year Four Example - Padlet - Convict Research

How is it implemented?
- During a lesson (as activity)
- As revision
- Prior knowledge to plan for future lessons

Example:
- Humanities as research for an activity in the future.
- Coding what do you like about coding/what have you learnt?

Positives:
- Immediate feedback to learning (Teacher can edit)
- Collaborative. Student can work together or see others work.
Year 4 Example- *Plickers*- Revision Questions

How is it implemented?
- During a lesson
- As revision
- Prior knowledge to plan for future lessons

Example:
- *Mathematics* terminology and definitions.
- *English* structure of a narrative

Positives:
- Engaging. The students always ask to do plickers
- Immediate feedback to learning
- Questions are asked from the students- seek clarification.
Consolidating the Technology

Year 5

Mrs Amanda Saraceni
Technology Skills targeted in Year 5

**ACARA Curriculum**

**DIGITAL SYSTEMS** - Digital systems have components with basic functions that may connect together to form networks which transmit data (ACTDIK014)

**REPRESENTATION OF DATA** - Data is represented using codes (ACTDIK015)

**Skills**

- Student emails introduced at the beginning of Year 4 and continued in Year 5
- Students will learn email etiquette and will receive and send emails regularly that include attachments
- Google Docs
- Google Slides
- Saving documents, photographs and videos
- Creating a pdf file
- Touch Typing

**Cyber Safety**

- Digital Citizenship
- Digital Footprint
- Public vs Private information and sharing
- Cyber Bullying
- What is a good/safe website?
- ‘Netiquette’ online
- Password Safety and Privacy
- Recognising email scams and junk mail
- Safe download and recognising a virus/malware
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<td><strong>COLLECTING, MANAGING AND ANALYSING DATA</strong></td>
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<tr>
<td>• Collect, store and present different types of data for a specific purpose using software (ACTDIP016)</td>
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<td><strong>DIGITAL IMPLEMENTATION</strong></td>
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<tr>
<td>• Design solutions to a user interface for a digital system (ACTDIP018)</td>
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<td>• Design, follow and represent diagrammatically, a simple sequence of steps (algorithm), involving branching (decisions) and iteration (repetition) (ACTDIP019)</td>
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<tr>
<td>• Implement and use simple programming environments that include branching (decisions) and iteration (repetition) (ACTDIP020)</td>
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<tr>
<td>• Create and communicate information, including online collaborative projects, using agreed social, ethical and technical protocols (codes of conduct) (ACTDIP022)</td>
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<tr>
<td>• Budd-e Cyber Smart Program</td>
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<td>• Reading-Rewards</td>
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<td>• Coding - Developing Games</td>
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<td>• Robotics - Edison</td>
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Get me to the sunflower using the fewest blocks possible! Try using one “repeat” loop inside of another to cut down on the amount of code you need.

**Student Game created using CODE**
Creating the Technology

Year 6

Ms Byrne-King
## Technology Skills targeted in Year 6

### Cyber Safety

**Producing and implementing**
Select, and apply safe, procedures when using a variety of components and equipment to make solutions *(ACTDIP022)*

- Numeracy
- Information and Communication
- Technology (ICT) capability
- Critical and creative thinking
- Personal and social capability

- Digital Citizenship
- Google digital license

### Collaborative Learning

Manage the creation and communication of information, including online collaborative projects, using agreed social, ethical and technical protocols *(ACTDIP022)*

- Google Classroom
- Google Docs
- Google Slides

### Application

**Digital Technologies Processes and Production Skills / (ACTDIP019)**

**Digital implementation**
Design, modify, follow and represent both diagrammatically, and in written text, simple algorithms (sequence of steps) involving branching (decisions) and iteration (repetition) *(ACTDIP019)*

- Robotics
- 3D printing
- Coding
Google Classroom

 ANNOUNCEMENT  Renee Byrneking  Nov 9

Hi Year 6 students,
we will be doing some online standardised testing this week and you will need the following link to get to the website were your assessments are. Please click on the link and enter your Username and Password which I will give you when we do the tests this week.

https://oars.acer.edu.au/sacred-heart-primary-school-highgate

I will speak to you about this tomorrow.

Thanks
Creating an App
Sacred Heart Primary School

1:1 MacBook Program 2016
by Derek Stewart
Minimum Requirements

MacBook Air 11"

Model Number MJVE2LL/A

1.6GHz dual-core Intel Core i5 processor (Turbo Boost up to 2.7GHz)

4GB memory, 128GB Solid State Drive, Intel HD Graphics 6000

Please check the last page for other tested/supported models including the Macbook Air 13” MD231xx/A

Battery Life Up to 9hrs

Weight 1.08Kg

Warranty Covered by a 1 year limited Warranty from Apple and Australian Consumer Law (if purchased in Australia). An AppleCare Protection Plan for MacBook Air can be purchased for an additional cost.

Important Information

• Date to remember
  • DATE MacBooks to school on the first day. Imaging will take place during week 1
  • Feedback request from parents. Information session based on this. Scheduled for first/second week of term.
  • Students from year 4, 5 and 6 approx. 1hr sessions on MacBook maintenance, tips and tricks. To be scheduled a week after the parent sessions.

Site references for parents

• School Website - http://web.shpsh.wa.edu.au/
• Apple Education Store - http://store.apple.com/au-hed
• Apple Finance - http://store.apple.com/au/browse/finance/instant_credit
• Apple Refurbished Store - http://store.apple.com/au-hed/browse/home/specialdeals
  • 11” MacBook’s - http://store.apple.com/au-hed/browse/home/specialdeals/mac/MacBook_air/11
• Black Friday Guide - https://blackfriday.com/when-is-black-friday
  • Friday November 25, 2017
Supported Models

• Oldest model current Year 6 Students - **MD223xx/A** - MacBook Air (11-inch, Mid 2012) MacBookAir5,1
• Oldest tested Macbook Air 13” **MD231xx/A** - MacBook Air (13-inch, Early 2012) MacBookAir5,2
• *Please note that the battery life does deteriorate after age and can have an impact on the reliability in class.*

Site references for models


Additional Site references for Parents

• OpenDNS - [https://www.opendns.com/](https://www.opendns.com/)
Thank you for attending this evening and for your continued support.