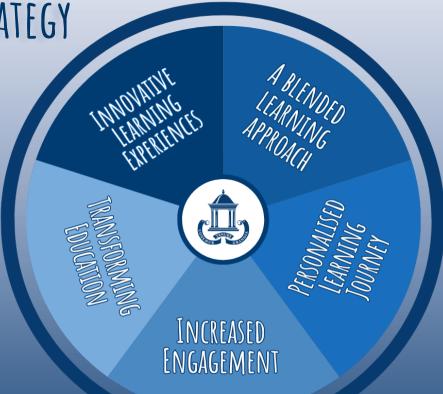
DIGITAL STRATEGY





www.beachborough.com Beachborough School, Westbury, Brackley, NN13 5LB

# WHAT IS THE DIGITAL STRATEGY?

The digital strategy is an umbrella term for the technological innovations that we are making within our curriculum, pedagogy, working practices and infrastructure; it is an integral part of our vision to create a community of digitally literate learners who are real-world ready.

#### The key messages are

- Technology-enhanced initiatives should complement and not replace our traditional strengths in smallgroup, in-person teaching.
- In some areas, school-wide consistency of practice is desirable, but in others there are different priorities, and we need to adopt available tools selectively.
- New developments need to be appropriately resourced, in terms of both systems and staff time.

## OUR VISION:

At Beachborough, we want pupils to be masters of technology and not slaves to it. Therefore, we model and educate our pupils on how to use technology positively, responsibly and safely; our pupils understand that there is always a choice when using technology. We want our pupils to be creators to achieve this, the use of technology is modelled and integrated throughout our curriculum to deliver accessible and innovative learning experiences. This allows our pupils to be fluent with a range of tools that enables them to express their understanding confidently and independently.

Our vision is for Beachborough to be a Microsoft Showcase School, where technology is seamlessly integrated into teaching and learning, fostering innovation, collaboration, and personalised learning. This will empower our pupils to use their digital skills to thrive in the 21st century, to support them in lifelong learning.

## THE PURPOSE:

The purpose of the digital strategy can be summarised in the *four Es*:

- **ENABLING** pupils to use the most effective and innovative technology to improve their learning experience and outcomes.
- **ELICITING** the skills and aptitudes pupils need to thrive in a rapidly changing world, and to maximise their employability and effectiveness.
- **EQUIPPING** teachers with the technology and expertise to enhance and innovate teaching, and to deliver sector-leading pedagogy.
- **EMBEDDING** digital literacy within the 2-13 curriculum through the coordinated delivery of the skills and applications required, across each age range and subject area.

# THE IMPLEMENTATION:

As a school, we constantly ask 'why' not just 'how'. We prioritise pedagogy, not software and hardware. Educational technology will not be used for the sake of it; it must enhance the teaching and learning experiences that our pupils receive. Finding the right balance with technology is key to an effective education and a healthy lifestyle, and this is at the heart of our strategy. Our pupils realise the need for balance, whilst embracing the next stage of their education and beyond.



### FEBRUARY 2024:

### SEPTEMBER 2023:

Beachborough accepted to become a Microsoft Incubator School.

Teaching staff are provided with a Lenovo laptop to replace the desktop in classrooms. Five bespoke training sessions on OneNote and Microsoft 365 are provided by Tablet Academy. Launch of the EdTec Governance Committee to allow Trustees oversight of the impact of the digital strategy and curriculum.

# JANUARY 2024:

Beachborough School launches the commitment to device-based teaching and learning. Programme of infrastructural development to deliver high-speed Wi-Fi across the entire site by July 2024 and an internet bandwidth of IGbps.

## APRIL 2024:

The school hosts an Information Evening for parents, to outline the digital approach to learning and its 1:1 laptop approach for pupils in Year 7 and 8, with access to banks of devices from Reception to Year 6. Devices to run Windows 11 or higher and to include digital inking. There is a commitment to using Microsoft 365, Teams and OneNote as the principal programmes.

### THE FUTURE:

Our curriculum development aims to equip all pupils with essential skills and understanding. This includes fostering awareness of cyber security, promoting appropriate online behaviour, and ensuring proficiency in key applications in Microsoft 365. Moreover, we strive to integrate technology into real-world problem-solving. We'll evaluate the strategy's strengths and areas for improvement, enhancing the educational experience and outcomes. By assessing the latest technology and its integration with education, we aim to harness innovative tools that enhance teaching and learning, empowering our students with necessary skills. Continuous evaluation will measure the strategy's impact on teaching and learning effectiveness.

### SEPTEMBER 2024:

Beachborough graduates to become a Microsoft Showcase School

### SEPTEMBER 2024:

Year 7 and 8 pupils are given their Lenovo Laptops; work stored on OneNote, SharePoint, Teams, OneDrive and a device-based approach integrated into teaching and learning. Launch of the Diploma. Integration of digital skills into the curriculum, including the real-world application of digital skills. Ongoing digitalisation and development of internal and external systems to facilitate clearer and more streamlined communication.

# SKILLS IMPACT:

Beachborough is committed to ensuring that our pupils receive an education that embraces the use of technology to support and enhance their learning.

Through the implementation of our Digital Strategy, pupils will:



# TEACHING IMPACT:

The introduction of one-to-one laptops for Year 7 and 8 will not replace the traditional methods of learning in the classroom, but rather it will be a blended learning approach. which combines face-to-face and digital activities in a seamless and complementary flow of learning. For example, in the "flipped" classroom, a digital activity may be introduced before a face-to-face class discussion. Technology used at the point of learning, to support and enhance the learning, adds great value to the way in which lesson a can be taught and delivered.

The key benefits include:



# Greater Ownership of Learning:

In a one-to-one device environment, the learning shifts from the traditional instructor-led model to become more pupil-centred. Access to digital learning tools gives the pupil options that naturally engage them and enable them to take ownership of how their learning goals are achieved.

Pupils experience greater independence, greater task completion and a more efficient workflow with the ability to electronically manage and share tasks in a single environment.

#### **Digital Literacy Skills:**

By using one-to-one devices, pupils develop essential digital literacy skills necessary for success in the 21st century. They learn how to navigate digital interfaces, critically evaluate online information, communicate effectively in digital formats, and use tools for organisation and collaboration

# Presenting Work in Digital Formats:

# Critical Thinking and Problem Solving:

Technology promotes critical thinking, problem-solving, and decision-making skills by providing opportunities for students to analyse information, evaluate evidence, and generate creative solutions to real-world problems.

#### **Greater Collaboration:**

# Personalised Learning and Differentiation:

I-to-I technology makes it possible for pupils to receive differentiated content and assignments, using a variety of methods and tools. For example, pupils can pause videos and review media content multiple times. In addition to video, electronic and online resources can be selected and shared with pupils, ensuring that the content is being delivered and standards are being met, in a way that can be best understood by all pupils.

# Improved Assessment through Digital Feedback:

Pupils will receive feedback in a myriad of new ways. Teachers can digitally annotate a piece of work, leave voice recordings, a video, or a link to additional support online. The ability to leave voice marking creates a more personal, formative conversation in which the pupil can respond in a similar way. This shows teachers that their feedback is being acted upon, which is critical for pupil progress.

#### **Increased Engagement:**

A technology-rich learning environment captures interest and engagement, making learning more interactive, dynamic, and enjoyable. One-to-one devices enable multimedia presentations, interactive simulations, and virtual experiences that enhance comprehension and retention of content

#### Access to Information:

Technology provides pupils with access to vast amounts of information and educational resources from around the world. Through the internet, digital libraries, and online databases, pupils can explore diverse perspectives, conduct research, and access up-to-date information to support their learning

#### Anywhere, Anytime Learning:

With one-to-one devices, learning is no longer confined to the classroom. Pupils can access educational resources, collaborate with peers, and complete assignments from anywhere with an internet connection, facilitating continuous learning and extending opportunities for learning beyond school hours.



# MICROSOFT SHOWCASE SCHOOL:

Beachborough is proud to be a Microsoft Showcase School, joining an elite group of global schools that exemplify the best of teaching and learning in the world today. Microsoft Showcase Schools are pioneers in education, recognised and celebrated for educational transformation that includes vision and innovation in teaching, learning, and preparing pupils for the future. All staff undergo regular training through the Microsoft Education Centre to gain industry standard accreditations and qualifications, becoming Microsoft Innovative Experts.

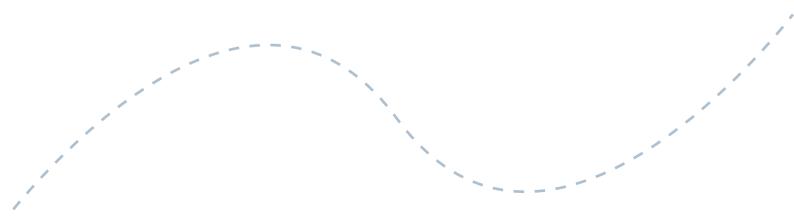
# MICROSOFT SKILLS:

Microsoft is committed to helping educators transform education and prepare learners for life in the modern world. The 21CLD curriculum helps educators design enriching learning activities through a collaborative practice-based process. These activities will enable learners to develop the skills they need for life and work in the globally connected world of the 21st century. 21CLD comprises six skills, which are essential to the development of capable and well-rounded learners:

- 1. Knowledge construction: our pupils will demonstrate Knowledge Construction by actively engaging with course material, critically analysing information, and synthesising new insights through discussions, research, and creative projects.
- 2. Collaboration: collaboration will be fostered through group activities, peer-to-peer learning, and collaborative projects where pupils will work together to achieve shared goals, developing teamwork and interpersonal skills
- **3. Real-world problem solving and innovation:** real-world problem solving, and innovation will be emphasised through scenarios and tasks that mirror authentic challenges, encouraging pupils to apply their knowledge and creativity to find practical solutions.

- **4. Skilled Communication:** skilled communication will be honed through presentations, debates, and written assignments, enabling pupils to articulate their ideas effectively and engage in constructive dialogue.
- **5. Self-regulation:** self-regulation will be encouraged through reflection exercises and goal setting, empowering pupils to manage their time, emotions, and learning strategies effectively.
- 6. Information and Communication Technology (ICT) for learning: Information and Communication Technology will be integrated into lessons, allowing pupils to leverage digital tools and resources to enhance their research, collaboration, and presentation skills, preparing them for success in

Overall, becoming a Microsoft Showcase School is a testament to a school's commitment to innovation, excellence, empowerment, collaboration, and student success. It represents a recognition of the school's efforts to leverage technology effectively to enhance teaching and learning, and prepare students for success in a rapidly changing world.



## TRAINING AND STAYING SAFE ONLINE:

During the last 20 years, technology has become embedded throughout society and has transformed the way we are expected to engage with services and consume content. This is especially true for young people, who have never known a world without digital devices.

Many people are rightly concerned about the privacy, security and safety implications that come with new technologies. It was once necessary to own a desktop or laptop to access the Internet, but now, a much wider range of devices are capable of doing so. These include games consoles, mobile phones, tablets, and smart televisions, all of which are prevalent in the homes of our pupils.

Beachborough is committed to providing opportunities for pupils to enjoy the many benefits provided by devices and the Internet, by teaching them the skills to use the technology responsibly and creatively, while understanding the accompanying risks and learning how to stay safe.

We achieve this in the following ways:

- We have a clear, progressive **online safety education**, as part of the Computing and PHSE curriculums, but staying safe online is referenced in all areas of school life, with staff reinforcing online safety messages across the wider curriculum.
- Our **Digital Ambassadors** empower our young people to educate their peers about online safety, leading work on worldwide initiatives such as Safer Internet Day, as ensuring children stay safe online is a critical responsibility for schools.
- We organise workshops and informational sessions to engage parents in conversations about online safety.
- We employ **internet filtering and content filtering systems** to restrict access to inappropriate or harmful websites and content on school devices and networks, and ensure that these filters are regularly updated and adjusted based on evolving online threats and risks.
- We have **Acceptable Use Policies**, that outline guidelines and expectations for appropriate and responsible use of technology and the internet by pupils and staff. We ensure that pupils and parents are aware of these policies and understand the consequences of breaching them.

- We implement **cybersecurity measures** to protect school networks, systems, and data from cyber threats, such as malware, phishing attacks, and data breaches. This includes installing firewalls, antivirus software, and intrusion detection systems, as well as conducting regular security audits and updates.
- We educate the pupils about safe and **responsible use** of social media platforms, including privacy settings, online reputation management, and the potential risks associated with sharing personal information online and encourage pupils to think critically and exercise caution when interacting with others online.
- We teach **digital literacy skills** such as critical thinking and media literacy, to help them evaluate the credibility and reliability of online information, identify potential online scams and hoaxes, and navigate digital environments safely and effectively.
- We have clear **reporting and support systems** with established procedures and channels for pupils to report incidents of cyberbullying, harassment, or inappropriate online behaviour. We want our pupils to feel safe and supported in reporting and addressing these concerns.
- We offer **continuous training** for pupils and staff on emerging online safety issues, trends, and best practices. This includes regular updates on cybersecurity threats, privacy concerns, and strategies for staying safe online.

By implementing these strategies and fostering a culture of online safety and responsibility, schools can help ensure that children stay safe and secure while navigating the digital world.

# EMBRACING ARTIFICIAL INTELLIGENCE:

The use of Artificial Intelligence (AI) technology, allows our teachers to keep learning exciting and relevant and to identify and fully support learners' individual needs, ensuring the delivery of a fully "differentiated" lesson.



# LEARNING SPACES:

Learning spaces will be designed to align with the learning goals and outcomes of the curriculum, as well as the needs and preferences of our pupils. Learning spaces will be flexible and adaptable, allowing for different modes of teaching and learning, such as lecture, discussion, group work, project-based learning, and more. They will foster a culture of collaboration, creativity, and inspiration, where pupils can interact with each other, the teacher, and with the digital resources and tools available.

# PARENT AND COMMUNITY INVOLVEMENT:

By engaging parents and community members, we can foster a culture of digital literacy, collaboration, and innovation.

- Organise workshops, webinars, and events for parents to inform them about the benefits of digital learning, the tools, and resources available, and the best practices for supporting their children at home.
- Engage local businesses and organisations to provide mentorship, sponsorship, and opportunities for pupils to apply their digital skills in real-world contexts.
- Showcase pupil work through exhibitions and open days to celebrate their achievements, showcase their creativity, and demonstrate their learning outcomes.

# PREPARED FOR ANY EVENTUALITY:

In an uncertain world, one thing every parent needs to be sure of is an excellent and uninterrupted education for their child. At Beachborough, we are preparing children to be able to access their learning "Anytime, Anywhere, Anyplace".

