

DIGITAL TECHNOLOGIES IN FOCUS PROJECT PROPOSAL		
School name	Mossman State School	
School contact details	(07) 4099 9333	
Key contact for project	Sonja Craven	
	Team member	Role
School team members	1. Digital Technologies Class Teacher 2. Gr. 3/4 Class Teacher 3. Gr. 6 Class Teacher 4. HOC/Principal 5. Teachers aid	
School profile	Number of students	<600
	Location	Remote
	Sector	Government
	School type	Co-educational
	Year range	F-6
	Proportion of students who are Indigenous	46%
	Proportion of students with disability	7.5%
	Proportion of students who have EAL/D	7.5%
Year level(s) involved in project and reason for choice	<ul style="list-style-type: none"> F-6 Whole school approach Designated Digital Technologies lessons with Mrs Craven each week 	
Number of students involved	Approx. 220	
Number of teachers involved	2 x classroom (+ TAs) 1 x specialist 1 x HOC 1 x Principal	

INVESTIGATING AND DEFINING
Proposal details
<p>What is your research question? (Identify the challenge generally; refine the statement; get specific and express as a question.)</p> <p>Our challenge is to develop STEM curriculum awareness and implement it into our school (and furthermore our community).</p> <p>Can we, as a school community, become more competent with cross-curricular teaching of Technology in our day-to-day teaching?</p> <p>How can we create a whole-school and school community approach to STEM education?</p> <p><i>Focus on creating a learning environment where a cross-disciplinary approach to teaching increases student interest in STEM-related fields and improves students' problem-solving and critical analysis skills. (ACARA STEM Connections Report 2015)</i></p>
<p>What are your project aims? (no more than five)</p> <ul style="list-style-type: none"> • To create a learning space that all students and staff can access during class time as well as at lunchtime • Develop a supportive whole-school ethos that encourages working with staff, students and parents to establish a shared understanding of STEM (ACARA report) • Enrich student education and skills in preparation for their move to high school
<p>How will your school investigate the research question? (Consider literature review, connecting with other schools, working with members of your school's professional learning ecosystem.)</p> <ol style="list-style-type: none"> 1. Seeking support/suggestions/guidance from other schools who have had success with their Makerspace/STEM/STEAM setup 2. Support our curriculum with corresponding activities 3. Provide PD for all staff 4. Where do we need to get our students to before they move into grade 7+ 5. Can we work with other HS feeder primary schools in our district 6. Document: ACARA STEM Connections Project Report
<p>Please briefly describe your project. Include an explanation of how your project links to the Australian Curriculum: Digital Technologies and how it helps you achieve existing goals for your school. Include references to your school plan.</p> <p>To build teacher capabilities and confidence, build student resilience and computational skills by creating a space that allows for access to resources so that hands-on learning can be used to discover.</p> <p>Our project links back to the Australian Curriculum across various KLAs. As we are a primary school, we have two cohorts every year participating in NAPLAN. There are many opportunities to incorporate our lessons with aspects of technology. We want to develop the 'computational thinking' capabilities (and confidence) across the whole school – students and staff.</p>

State your criteria for success.

By the end of the project:

Mossman State School will have a **designated learning area** for all staff/students to access, where they can **create, explore, play** across the KLAs:

Science
Technology
Engineering
Arts
Mathematics.

- Have a physical space, designated to STEAM education
- Students will demonstrate improvement in problem-solving skills (NAPLAN, Mathematics, Science).
- Teachers will be more confident in delivering STEAM education.

GENERATING AND DESIGNING

How will your project be delivered? What actions are planned?

1. Create a STEAM Space/Maker Space
2. Host Digital Technologies lessons (Sonja) and other lessons (classroom teacher)

Are you collecting data? How do you plan to do this?

There is no definite plan to collect data at this point; however, opportunities for us to do so would include:

1. Teacher observation of confidence/thinking skills
2. Challenges e.g. Bebras

COLLABORATING AND MANAGING

Identify the resources you will need for the implementation of the project. (Include your key stakeholders / how ACARA can offer assistance / what will impact your capacity to deliver)

1. Collection of donated (recyclable) materials that kids can use to be 'hands on' with
2. Purchase of robotics/coding kits (e.g. Edison)

Identify the potential risks your project may face. (Include risks, such as lack of resources; lack of interest by teachers, students, community)

1. Lack of resources
2. Lack of space
3. Lack of support

Consider the deliverables and timelines for this project (progress reports, webinars, podcasts, final report). What are the milestones for your school's project?

1. Having a successful space that can be utilised by the whole school by semester 2.

PRODUCING AND IMPLEMENTING

Describe how Digital Technologies will be implemented in your school.

1. Part of the Digital Technologies curriculum is delivered as a specialist subject to each class once a week.
2. Classroom teachers will continue to incorporate ICT into each of the KLAs and term units.
3. Classroom teachers will have access to the computer lab & STEAM learning area to cater for various activities related to learning activities.

ACARA will be surveying teachers at the beginning and at the end of the project in terms of their ICT literacy and their confidence in teaching Digital Technologies knowledge, understanding and skills.

What additional evidence will you need to collect in relation to your school's specific action research question?

Is the room/space being used by staff?

How often is the room being utilised? For lessons and/or lunchtime extra activities

Will our staff feel more confident delivering lessons – catering for the different KLAs of STEAM?

Please add any other comments about your project that you would like to make.

We would really like to have a positive change in the way that our students use their thinking skills. Knowing that they can look at a problem and find solutions with independence, through various means, will not only benefit them in their futures but will also benefit our society.

Thank you for your time and commitment to the Digital Technologies in focus project.