



Why do we use devices to teach?

At Brunswick South-West Primary School, we run a device program for students in years 3-6. This is a key stage for students to become familiar with the use of technology as a powerful learning tool and for them to understand important principles of cyber safety. As well as fulfilling the requirements of the primary years curriculum, we believe that our digital technologies program provides excellent grounding for secondary school.

The 4C's of 21st Century Learning



Technology aids in preparing our students to become 21st Century Learners:.

Collaboration – students are often working on the same document with their classmates using Google Classroom. They are able to give and receive real-time feedback on a task and then act upon it.

Communication – students are constantly using devices to communicate to their teachers and peers using Google Classroom. They are also learning how to professionally publish pieces of work using various software applications such as a travel brochure using Microsoft Publisher or a Classroom Gazette using Google Docs.

Critical Thinking – students use devices to learn how to write and manipulate code. Coding is a key skill for a plethora of potential jobs and it requires a mind that can problem-solve and think critically. Coding is also part of the Victorian Curriculum and offers students important exposure to STEAM pathways. We use Scratch, Hour of Code and Pivot to introduce coding to our students.

Creativity - students are able to express their creativity through the use of applications like Minecraft for Education, Google Docs and Slides, Paint, Scratch, Pivot and filming short videos. These are creative options that are not possible with pen and paper.

Engagement

Technology promotes student engagement. Kids get excited about using technology and this in turn excites them to learn. Devices are strong research tools that, with the right direction, can provide crucial information to educate our students.

We use the SAMR Model

The SAMR model is a tool we use to show how we are using technology to teach our students. Often we are working in the *substitute* area of the tool where we are substituting pen and paper for something like Google Docs. The most rewarding ways of learning with technology occur when we are in the *redefinition* and *modification* sections of the SAMR model. In these sections we are doing things that are inconceivable with just pen and paper, such as travelling around the world using Google Earth to map out vacations or looking at emergency warning maps to track bushfires and see how they are affecting the local areas. We try to use our devices as tools to do things that simply aren't possible with pen and paper.

