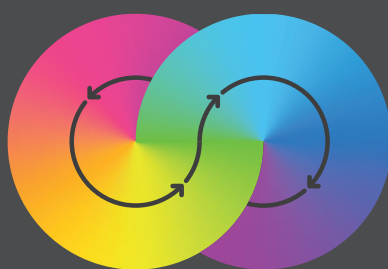
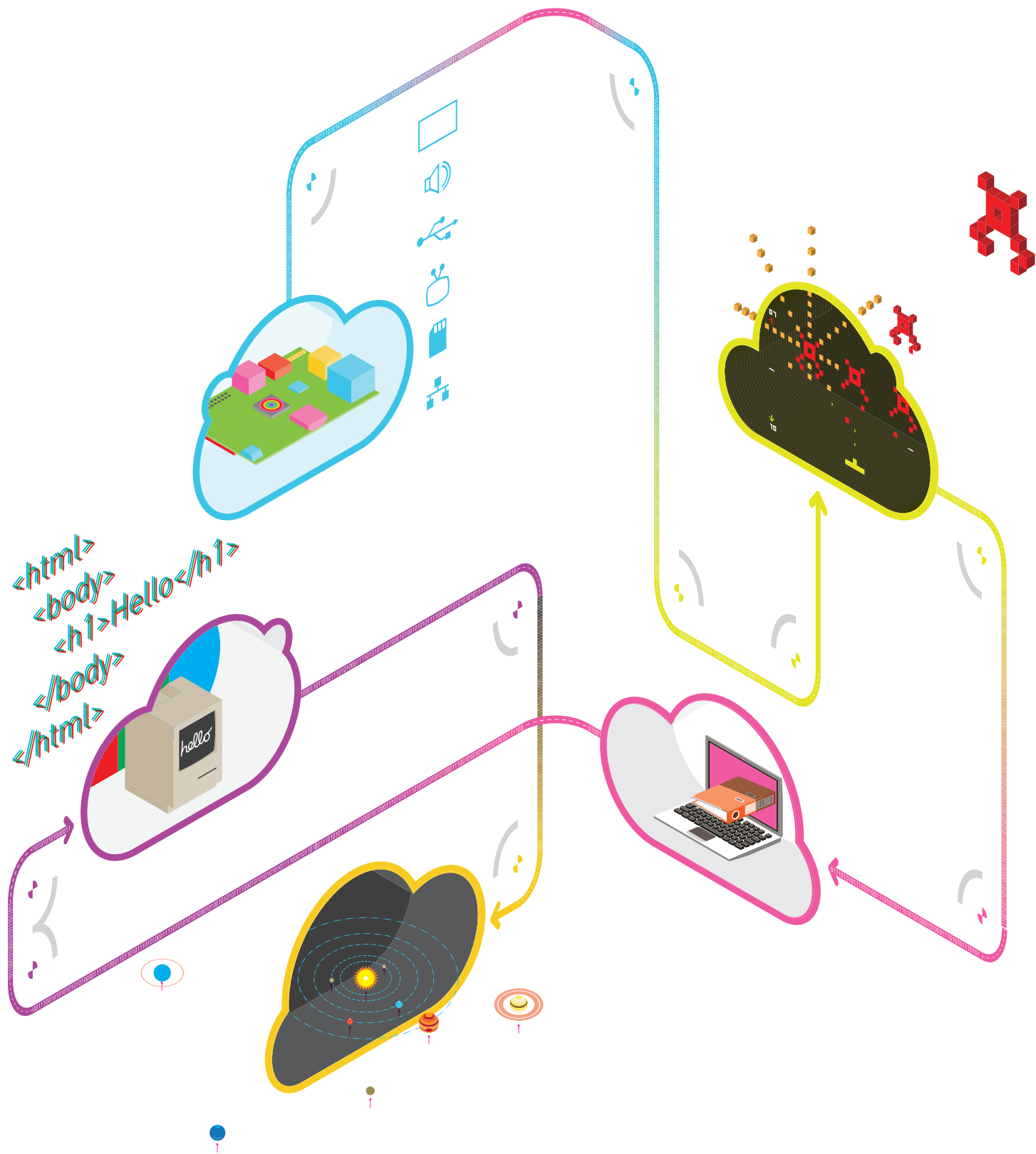
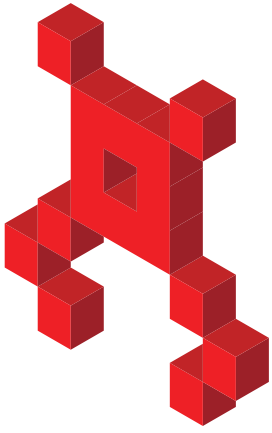


→ Education Sport and Culture
Vision for IT in Education
2013-2015 —



→ Thinking Differently —





Foreword



The time is right for us to seize the advantage and create the best learning environment for our pupils so that they can compete on a global level.

Technology is changing the world at a rapid pace. We see this as an opportunity. The future is wide open, especially for the next generation.

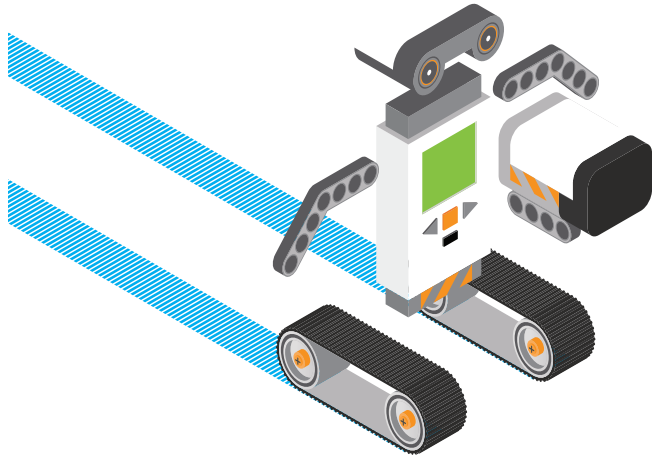
We need to make sure our young people have a dynamic education, one that inspires them to think creatively, communicate well and solve the problems waiting in their futures. Our schools are already teaching these skills but we can build on them.

This vision adds an extra dimension to learning. It aims to give our students the confidence not just to use new technology but to take it further in everything they do. To get to that point they must be given the opportunity to understand how computers work, what part they play in our lives and what the digital industry can offer.

We have created a vision that will deliver these goals. It is effective, adaptable and sustainable. A key element is that it encourages education and private enterprise to share good practice. Ultimately this will provide the best IT education possible, a workforce fluent in technology and a prosperous, successful Island.



Rod Bryans
Assistant Minister for Education Sport and Culture



Tomorrow's world



Technology has the power to transform education and although it will never replace great teaching, it is altering the traditional role of the teacher.

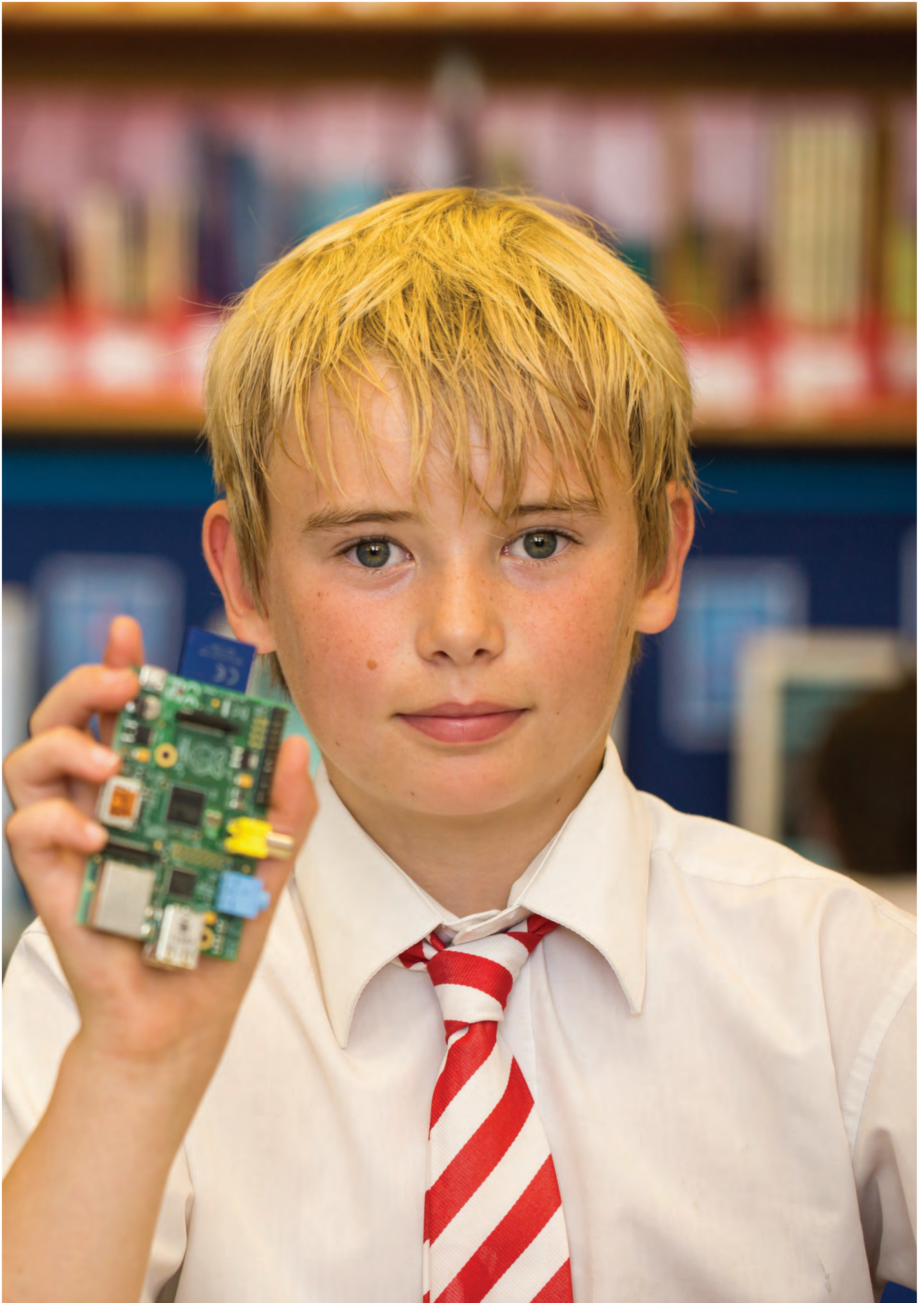
The potential of IT to enhance learning within and beyond the classroom is at the heart of this. New technologies offer greater opportunities for pupils to engage in active, independent learning and collaboration. This gives them the freedom to discover and develop solutions for themselves and enables teachers to rethink the way teaching is organised.

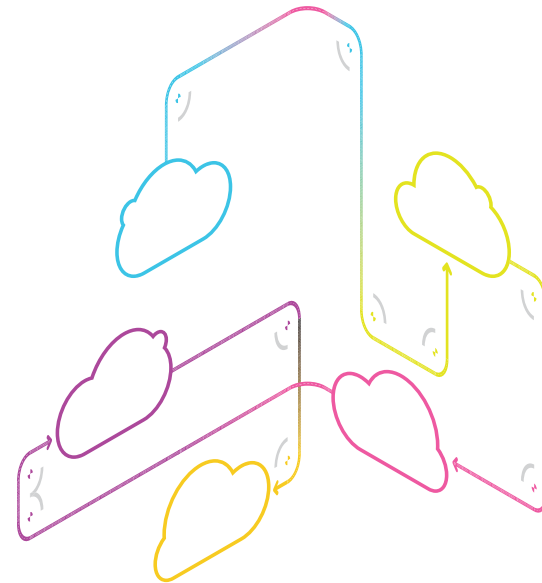
The pace of innovation in technology is rapid and quickening; it is difficult to predict with certainty what the next 'in device' will be. For this reason, our vision is based on providing schools with high-speed access to the internet and giving them greater flexibility to harness this in ways that make learning more relevant and engaging.

By allowing schools to develop solutions that meet the needs of their pupils and by providing teachers with first class professional development, we will exploit the potential of IT to help our children and young people become lifelong learners and develop the skills that are important in the 21st century.



Mario Lundy
Director of Education Sport and Culture / vimeo.com/75475946





Our Vision

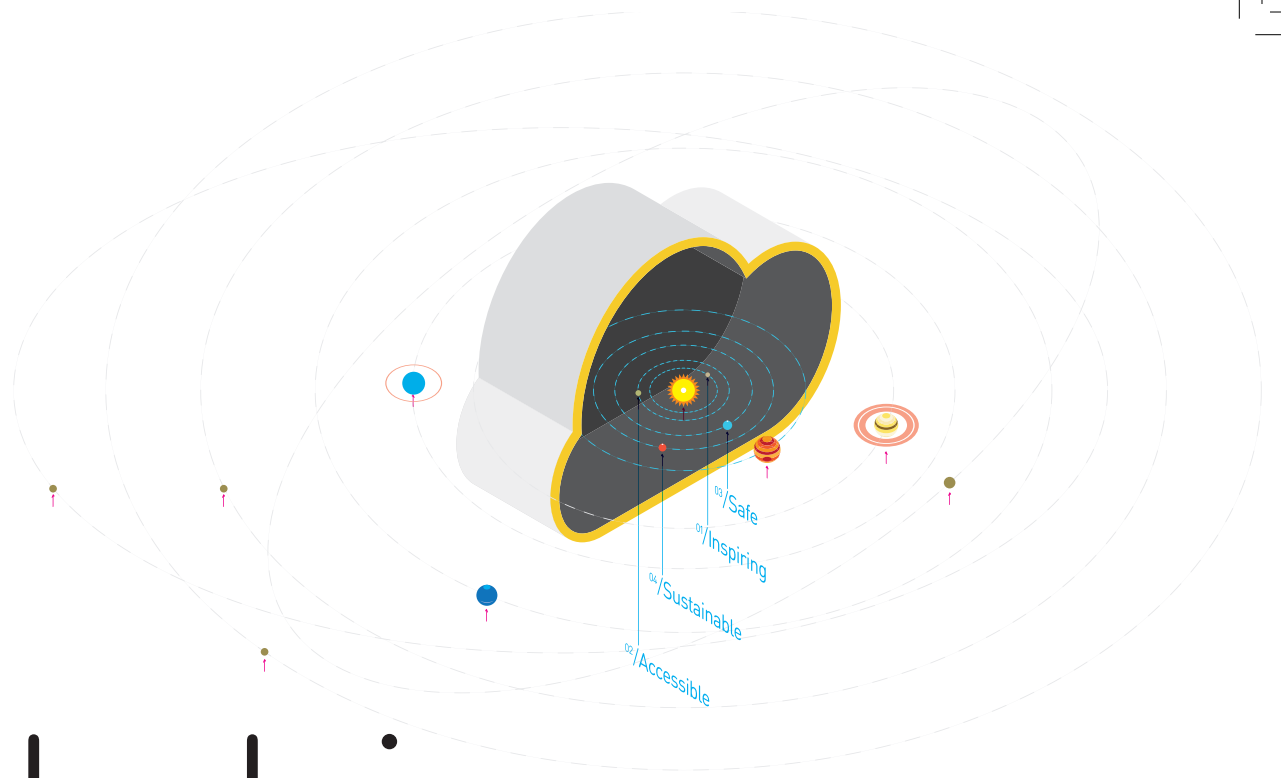


Our children need to be innovative, think creatively and work collaboratively with others.

- ^{01/} Our children need to be innovative, think creatively and work collaboratively with others. We want to provide a curriculum that is relevant, inclusive, engaging and encourages them to develop the 21st century skills and aptitudes they will need to take advantage of the opportunities and meet the challenges of the future.
- ^{02/} The availability of technology means that children can find almost any information, anywhere, anytime. As teachers may no longer be the main source of knowledge in schools we need to rethink the tools we use and the types of problems we ask our pupils to solve. Our commitment is to provide first class training to support the development of 21st century teaching skills and help teachers capitalise on the possibilities that technology offers.
- ^{03/} To unleash their creativity pupils and teachers will need to embrace new ways of working interactively, of capturing and sharing information, of communicating and collaborating online and of publishing and evaluating their work. To facilitate this we will create and maintain an up-to-date technology infrastructure that will support safe, open access; providing a seamless crossover between in school and out of school learning.
- ^{04/} Innovation and entrepreneurship are now crucial for long-term economic development. The skills that our young people acquire today will enable them to succeed in the future and contribute to the Island's economic competitiveness. With this in mind we will establish and maintain strong links with businesses to ensure our young people leave school with the skills they need for employment in the technological age.







Underlying Principles



Our vision is built on four underlying principles. It will be inspiring, accessible, safe and sustainable.

Creativity is the key skill that now drives technological change. Pupils blog, podcast, animate, record, design and collaborate in ways never anticipated even 10 years ago. The possibilities for using these skills in education are limitless.

Businesses too are developing around technology and providing new opportunities for entrepreneurship and employment. Employees need to be competent in the use of technology and digital professionals need to develop a much wider understanding of how businesses are managed and operate.

In the next decade there will be increased demand for more and new digital skills, especially in areas such as information management. It will become increasingly important for staff in the Digital sector to have a strong range of 'soft skills' e.g. adaptability, creativity, drive, global mindset, etc.





^{01/}Inspiring

- The learning experience will be broadened and enhanced through a new form of curriculum, fostering collaboration and developing partnerships with business
- Pupils will learn about inspirational practice and make innovative use of digital technology, transforming their learning across curriculum and raising achievement
- Some pupils will be inspired to be the next generation of developers

^{02/}Accessible

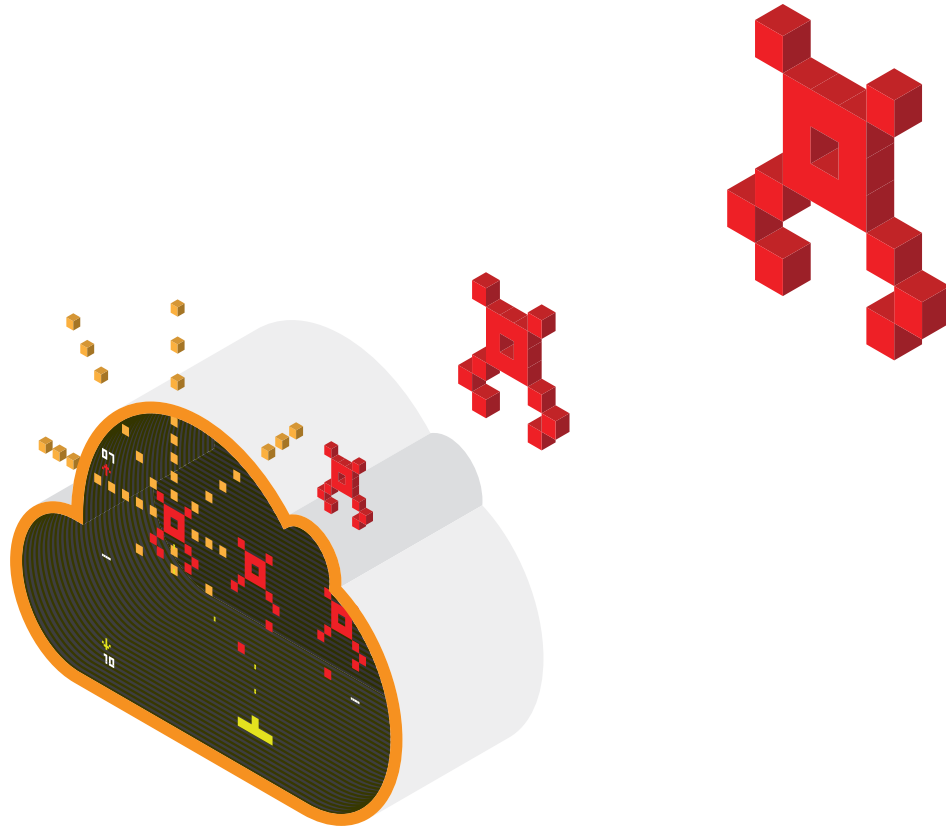
- All pupils will have access to an effective IT infrastructure and the opportunity to use up to date digital technology in schools supporting anytime anywhere learning
- All teachers will be confident to use technology with pupils; specialist IT teachers will be competent to teach the new computing syllabus
- Every learner will have the opportunity to acquire the key skills for learning, personal development and employability
- We will take steps to ensure there is no 'digital divide' between those who can afford technology at home and those who cannot.

^{03/}Safe

- We will provide a safe learning environment which focuses on training for all stakeholders, including pupils, teachers and parents and teaches about existing risks and how to use technology responsibly online
- Web filtering and monitoring systems will be responsive and enable learning
- We will ensure that pupils are taught to critically analyse and validate information captured online

^{04/}Sustainable

- We will invest in continual professional development for our staff
- We will plan for the future and identify the funding necessary to maintain our strategy
- Schools will be expected to develop clear, coherent and ambitious plans for integrating technology into the curriculum



Priorities



^{01/} Teaching & Learning

- A new engaging computing curriculum for the 21st century with greater emphasis on employable skills that will be in demand in the future, with progression to industry; enthusing girls as well as boys
- High quality teaching supported by continual professional development
- Primary Coding & Computer Theories
- Personalisation of Learning

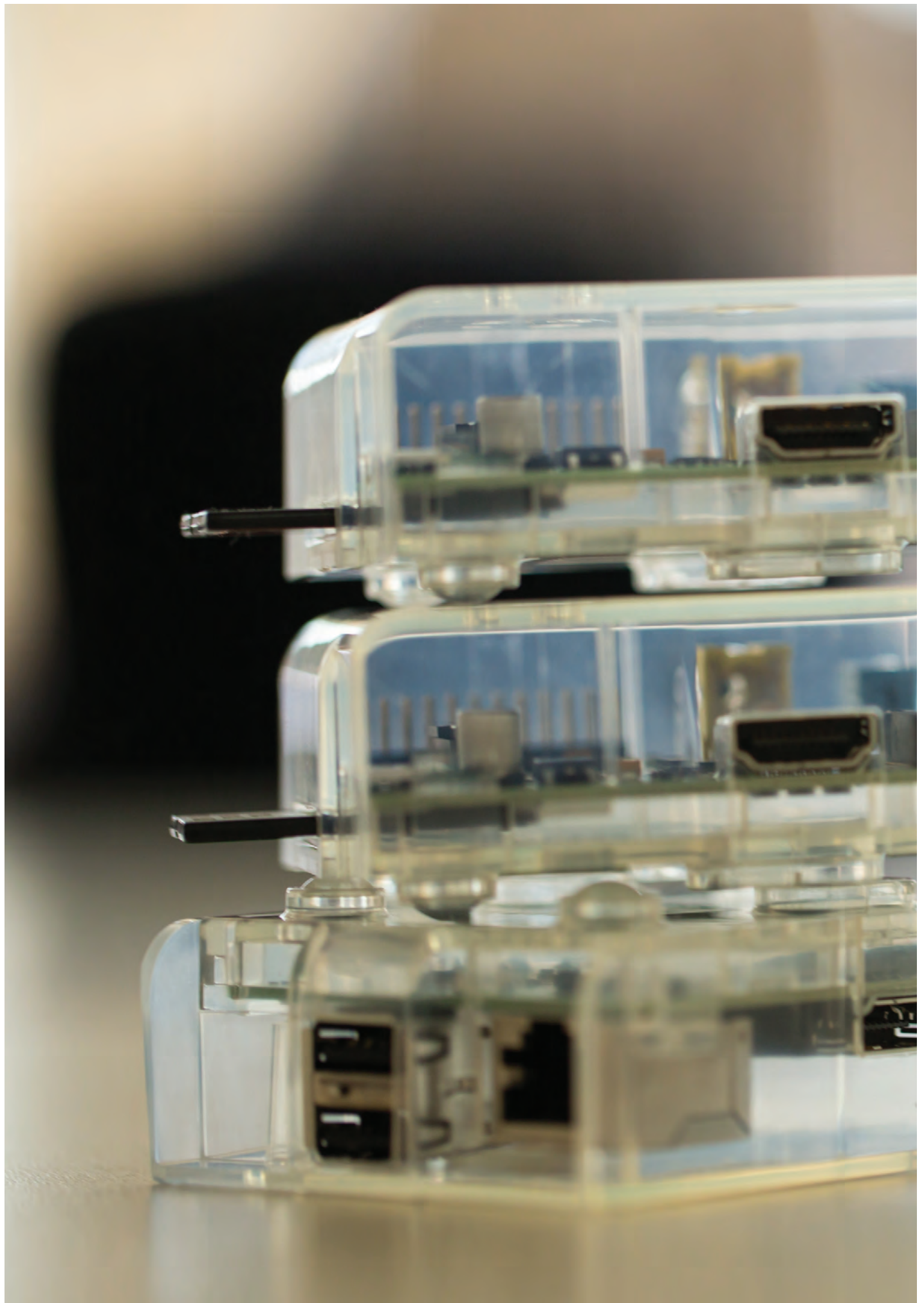
^{02/} Infrastructure & Technology

- Effective accessible IT infrastructure; high speed e-safe WAN, LAN(s) and wi-fi
- Innovative use of digital technology in schools; explore new ideas and innovations to properly equip pupils both in school and in their future careers
- Pupils learn about risks of using technology; how to be responsible online

^{03/} Business & Education

- Business involved in school activities to help pupils to understand and apply theory to real life business opportunities, particularly in areas such as coding
- Industry supports education through advice, learning and by providing relevant pupil experiences; encouragement for pupils who wish to pursue a career in IT





01 /

Teaching & Learning

→ We will focus on the long term success of every learner and provide opportunities to acquire key skills for learning, personal development and employability.



We want Jersey to have an education system that we can continue to be proud of, one where learning is personalised to increase the chances of all pupils achieving higher standards, teaching is of the highest quality and where appropriate, delivered by qualified specialist teachers supported by continual professional development.

We will aim to use technology more creatively to enhance learning, re-shape the computing curriculum for the 21st century, develop a broad range of skills in our pupils and provide progression towards employment.

/ Projects

- Develop a new computing curriculum for pupils up to Key Stage 3
- Encourage the creative use of technology in learning by providing high quality professional development for teachers
- Introduce Coding & Computing in the primary school curriculum
- Support the personalisation of learning with a new Virtual Learning Environment

/ Outcomes

- Pupils will use technology routinely to search for reliable sources of information, collaborate and publish their work
- Teachers will help pupils to validate reliable sources of information, synthesise information, communicate, collaborate and problem solve using the opportunities technology provides
- A new engaging computing curriculum will be in place that inspires pupils, girls and boys, to be creative and innovative
- Pupils develop the wider skills required in the workplace such as creativity and business acumen and how to use and apply new knowledge and skills to problem solving →



Infrastructure & Technology



Digital technology when well used can substantially improve the quality of education and outcomes for pupils.



Digital technology when used well can substantially improve the quality of education and outcomes for pupils.

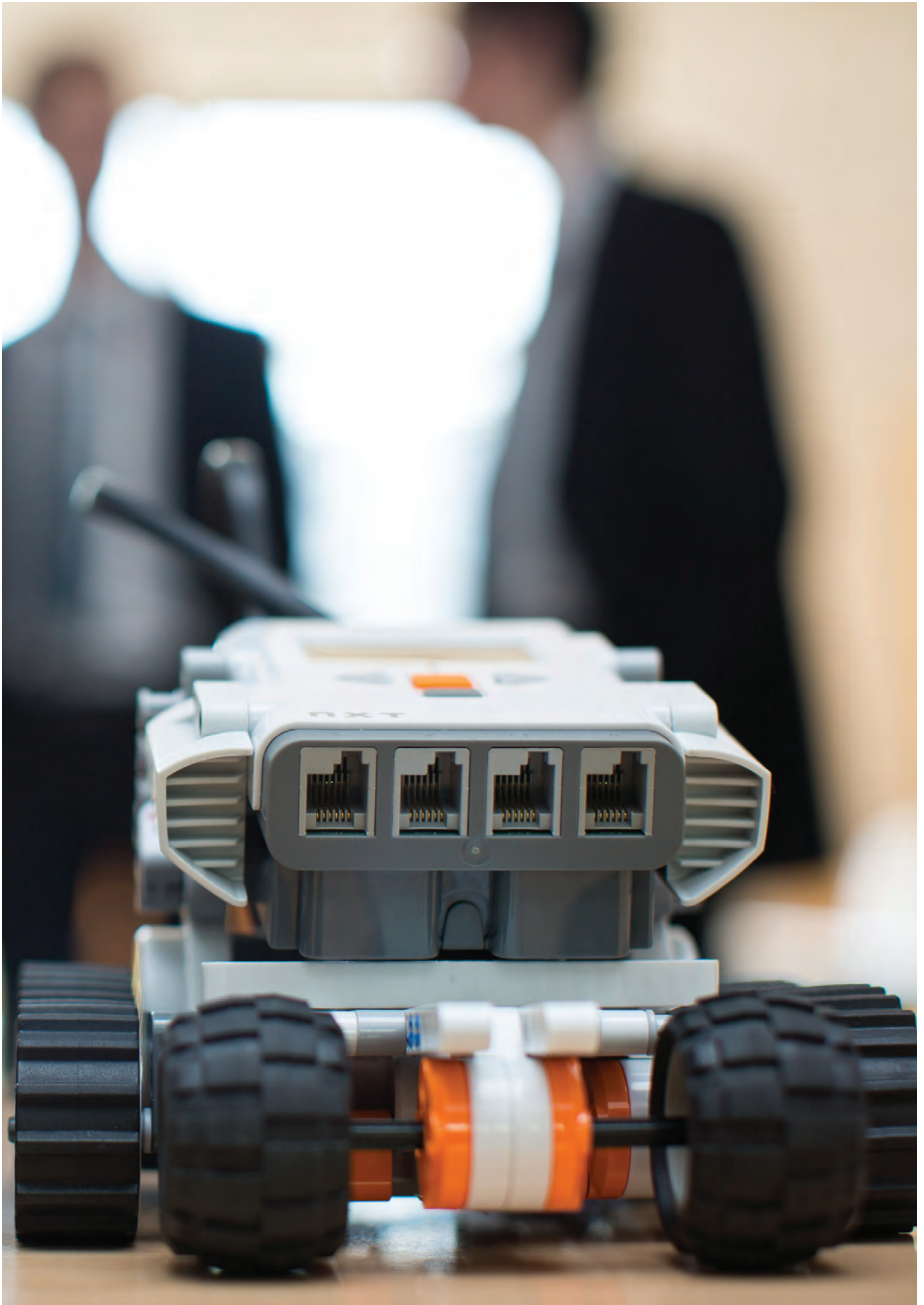
Schools should be supported to make innovative use of technology in the classroom, encouraging creativity through digital media and transforming learning. The education landscape is experiencing radical change which is re-moulding the infrastructure of future learning environments.

/ Projects

- Deliver an effective accessible IT infrastructure with flexibility to cope with future developments; high speed e-safe WAN, LAN(s) and wi-fi networks in all our schools
- Promote innovative use of digital technology in the classroom; explore new ideas and innovations to properly equip pupils both in school and in their future careers
- Teach pupils about risks of using technology and how to be responsible online

/ Outcomes

- A new broadband infrastructure is installed with increased bandwidth and capacity for mobile devices
- High speed wi-fi networks are deployed to allow pupils to use mobile devices including their own to access information anytime, anywhere
- Pupils enhance their digital literacy; the essential knowledge, understanding and skills needed by everyone to use computer systems safely, confidently and effectively



Business & Education



To support a smooth transition from education to employment we need to work closely with businesses to ensure that we are helping pupils to develop the necessary skills.



Jersey competes in a global market. Its strong financial services sector has been successful and will expect even higher levels of skills from pupils moving into the local workforce to maintain its strong position. It is crucially important for the economy of our Island that we prepare our young people to be successful in the future workplace.

Technology is becoming ever more critical to businesses yet there is currently a worldwide shortage of Digital Professionals with the appropriate skills. We want to encourage and support pupils who have a particular interest in technology and wish to pursue it as a career.

/ Projects

- Promote the involvement of business in IT Education with a greater focus on business skills needed for the workplace to enable pupils to understand and tackle real life problems; encourage work placements
- Establish links with industry to support education through advice, learning and providing relevant pupil experiences and encouragement for school leavers wishing to pursue a career in IT; provide specialist IT training through vocational education, GCSE, A level and degree

/ Outcomes

- Learning experience is broadened and enhanced through project based learning, cross-curricular themes, competitions and after school clubs
- Pupils have opportunities to enhance 'Digital Literacy' and become better equipped to meet the demands of employers
- Pupils develop 'soft skills' needed by industry; e.g. problem solving, communication skills, collaborative skills, leadership skills, resilience and creativity
- More school leavers are inspired to enter IT Industry; girls encouraged as well as boys to ensure equality of opportunity





Funding

Strategy Costs 2013-2015

Teaching & Learning
£2,415,000

Infrastructure & Technology
£3,365,000

Business & Education
£ 220,000

Total
£6,000,000

What's Next?

Schools and Highlands College will be expected to develop clear, coherent and ambitious plans for integrating technology into the curriculum. Plans must incorporate specific measurable outcomes linked to the IT Skills Strategic Vision and aligned to their school development plan. Individual plans will be presented to the Strategic Sponsoring Group for approval and funding will then be made available for implementation so schools can continue to build upon their existing good practice.

Schools will have the freedom and responsibility to decide the most appropriate solution for their pupils. This may include the choice of mobile devices and other digital media to encourage innovation and creativity. It will be important for schools and businesses to share best practice and avoid duplication where possible.

Teams will also be set up to define specific solutions for all of the projects outlined in this Vision. Delivery will be phased over the next three years.

What does this mean for Jersey?



To view the full movie please scan above / vimeo.com/75474585



Thinking Differently



Ted Ridgeway Watt
Digital Jersey / vimeo.com/75475285



Digital Jersey is strongly supportive of a third millennium IT skills strategy which benefits both learning and teaching through effective use of digital technology. We will introduce exciting collaborative projects to encourage pupils excited by digital technology and, working closely with the Education, Sport and Culture Department, are developing new learning pathways which will connect pupils with the employment needs of Jersey companies in the digital sector.



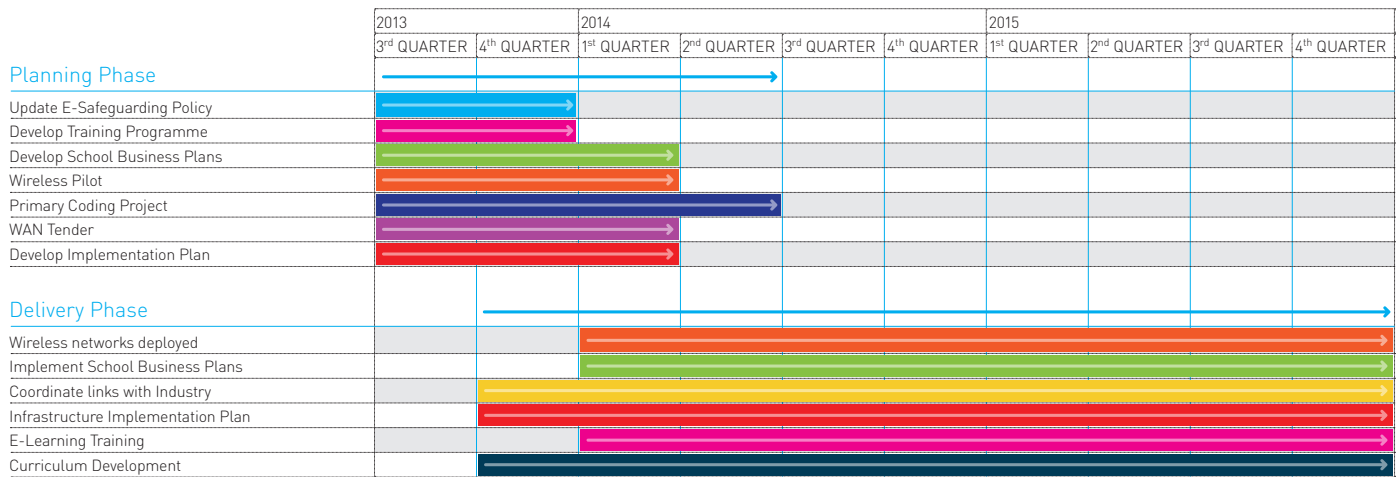
David Viera
Jersey Finance / vimeo.com/75474858



Financial Services is a truly global industry and now, more than ever before, IT is driving innovation, growth and new opportunities. As a world-class finance centre, it is the skills and expertise of our workforce - some 12,500 finance professionals - that help to differentiate Jersey from competitors and it is clear that there is demand for new and better IT skills within that workforce. Properly supported and delivered, the new IT Skills Strategy will enhance the capabilities of the next generation of finance industry professionals, thus contributing to the ongoing success of the industry and the wider Jersey economy.



Milestones & Timeline



→ Chris Clark
Institute of Directors

Technology is pervasive not only in the workplace but in life therefore our children need to be the most competent digital natives that they can possibly be, this will enable them to derive the most pleasure, insight and opportunity through the appropriate use of technology in their education. This strategy acknowledges the rapid evolution in technology and its fluid 'ever evolving' nature. By embracing these shifts rather than constraining adoption, we have an opportunity to create a digitally inclusive and digitally enabled generation that can compete, innovate and succeed in adulthood.



→ Richard Plaster
JEC / vimeo.com/75475517

The Digital world is unique in that it can be accessible to virtually all parts of our society, regardless of age, gender or disability. As the Digital industries change the way we live and work, this strategy recognises the importance of integrating education with the Digital Skills required for our Islands future. The challenge, to ensure every young person has the skills to live and work in the Digital age is a huge one, and presents educators with their biggest challenge. This strategy is a welcome first step towards meeting that challenge.



→ Karen Patterson
Entrepreneur

Education is the bedrock of a sustainable Digital Jersey empowering youngsters to succeed with a career in technology and for Jersey to be an acknowledged centre of excellence in this sector.



States 
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