



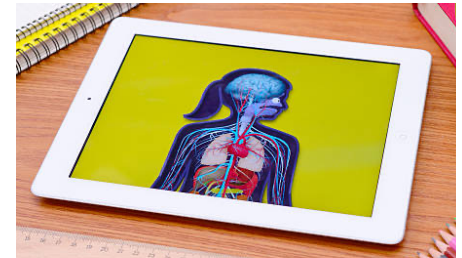
St. Kilian's  
Deutsche Schule Dublin

# Digital Learning

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# Digital Learning Devices

- Laptop trolley 1:2
- Tablet trolley 1:2
- Bee bots programmable robots
- Interactive whiteboards
- Beginning first cycle of 4 year reinvestment plan
- 6 dedicated digital learning sessions per week



# Vision

- World of abundant Information, advanced technology and a rapidly changing, competitive society, digital skills are necessary as part of a 21<sup>st</sup> century classroom.
- Implementing a Digital Learning Plan/Vision
- Our vision is to make digital technologies an everyday part of student life; teaching students to construct knowledge

# Targets & Priorities

- Every student has a Microsoft Teams account/in-class and online engagement
- Investment in training teachers and staff /Peer-led learning (lockdown success)
- Individual learning support: own device, immersive reader, new ways to communicate
- Child-centred learning environment – what this looks like:

# Example: Independent Learners



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# Example: Coding



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- Bee Bots
- Scratch
- Codecademy
- Coder Dojo
- Python

The image shows two overlapping screenshots. The top one is a Trinket Python IDE window. The code in the editor is as follows:

```
main.py
2
3 def draw_circle(turtle, color, size, x, y):
4     turtle.penup()
5     turtle.color(color)
6     turtle.fillcolor(color)
7     turtle.goto(x,y)
8     turtle.begin_fill()
9     turtle.pendown()
10    turtle.circle(size)
11    turtle.penup()
12    turtle.end_fill()
13    turtle.pendown()
14
15    tommy = turtle.Turtle()
16    tommy.shape("turtle")
17    tommy.speed(500)
18
19    draw_circle(tommy, "green", 50, 25, 0)
20    draw_circle(tommy, "blue", 50, 0, 0)
21    draw_circle(tommy, "yellow", 50, -25, 0)
22
23    tommy.penup()
24    tommy.goto(0,-50)
25    tommy.color('black')
26    tommy.write("Let's Learn Python!", align="center", font-size=24)
27    tommy.goto(0,-80)
```

The right side of the Trinket window shows a canvas with three overlapping circles: yellow, blue, and green. Below the canvas, the text "Let's Learn Python!" is displayed. The bottom screenshot is a Scratch project. The stage shows a monkey on a tree branch, a frog, a lizard, and a snake. The Scratch interface, including the sprite palette and stage controls, is visible.

# Example: Collaboration & Curriculum

## The Film-making Process

Planning is essential.

All stages linked to curriculum.

Can be linked to the school's digital learning plan also.



# Example: Assessment



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