

Peel District School Board: 2014 - 2015

Project Title	Focus, Foster and Flame - Cultivating 21st Century Teaching and Learning Practices Leveraging iPads To Support Numeracy
Description	To assist teachers in creating engaging, effective numeracy strategies using iPads. An ADE was hired to provide P.S. with ongoing support coming from Board IT/RT's and Math support personnel.
Context	<i>Number of students: 1800</i> <i>Number of teachers: 85</i> <i>Number of schools: 30</i> <i>Grades/Program: Grades 4/5, 8/9</i>
Impact on Students	The teachers involved in the project used the strategies they learned from Kyle Pearce to engage their students in Math.
Impact on Instruction	Teachers collaborated cross-panel and within their schools to share strategies, Apps and to look at student work.
Impact on System	Our Board's focus is on numeracy using 21st Century strategies. This initiative supported both goals and we will be examining the data to determine the next steps in the project.

Project Title	Focus, Foster and Flame - Cultivating 21st Century Teaching and Learning Practices Video Conferencing
Description	Implement Video Conferencing and Collaboration within the Board and Classroom to provide the ability to connect and collaborate at a Teacher – Teacher, Teacher-Student, Student-Student and Classroom- Classroom level. With the technology purchased we are currently building out use cases for a 21st century classroom by leveraging video conferencing and other collaboration tools that we hope to roll out shortly. We have rolled out Video Conference technology at our field offices and administrators and teachers are now able to connect to meetings remotely. This has dramatically reduced travel time and meeting participation.

Project Title	Focus, Foster and Flame - Cultivating 21st Century Teaching and Learning Practices 21st Century Skills and Software Inquiry
Description	To explore a 21st century approach to professional learning, a small group of educators was selected to participate in one of three inquiries. The topics were chosen as they were areas we authentically wanted/needed to explore further.

	<ul style="list-style-type: none"> • The Power of an Image exploring how we could better engage a visual culture and learners that are avid Instagram users and selfie takers. • Maker Ed in the Classroom: Having many library learning commons integrating maker ed as an option for learners in their building we wanted to explore further how we could take the principles of designs and creation and bring them to the classroom, linking to the big ideas in the curriculum. • Minecraft in the Classroom exploring different ways we could capitalize on student interest in Minecraft to explore and more deeply understand big ideas in the curriculum. <p>Unfortunately due to the ETFO and OSSTF job action we were unable to complete the project. [Our intent is to complete the project during the 2015/16 school year.]</p>
Context	<p><i>Number of students: 1000</i></p> <p><i>Number of teachers: 37</i></p> <p><i>Number of schools: 23</i></p> <p><i>Grades/Program: Grades 1-8</i></p>

NOTE: Information in the summary is taken directly from the data contained in the final project report.