

2021-2022 - Professional Learning Plan - 21st Century Learning						
Priority: Focus	Initiative	Details and Timeline	Grade(s)	# of Schools	# Teachers/School	Monitoring
ACH: Improve Conditions for Learning	Drop in Office Hour- Staff	Drop in Office Hour (voluntary)for teachers to speak to 21C live during scheduled drop in sessions regarding any questions they may have in their virtual classrooms. Ongoing: Tuesday (10-11am) & Thursdays (1-2pm)	K-12	200	5	Survey provided by Research Department
PT: Improve Student Readiness for Future Success	Growing Success Report Card Delegate Workshops	Nine drop in zoom sessions support Elementary School Report Card Delegates in the set up of Elementary report cards. Completed digitally this year via Zoom. No code days required- times offered are 10am-11am, 1pm-2pm, and 3pm-4:30pm Timeline: October 2021	K-8	169	1	Survey provided by Research Department.
HRE: Culturally Responsive Pedagogy & Instructional Equity	New Teacher Induction Program Report Card Workshop	In partnership with New Teacher Induction Program: Elementary: January dates reserved: January 5 and 6 (2 half day session). Secondary: January (1 session) Numbers TBD when co-ordinator is announced	K-12	200	2	Survey provided by Research Department. Feedback provided by the NTIP department
ACH: Improve Conditions for Learning	iPad Management for Administrators	Drop In sessions in the winter to support Principals in using Apple School Manager to purchase apps at the school level. Timeline: TBD	K-12	200	0	
ACH: Improve Math Achievement	Hour of Code	Virtual week long event. Partners: Apple, Microsoft (Logics). Will create a slidedeck similar to Earth Week 2021 to share with the system. (Send system wide invitation to participate) Timeline: December 6-10	3-8	169	5	Survey provided by Research Department Twitter Analytics (using the hashtag)
MHWBE: Improve Student Mental Health & Well Being	Leaders of Your Own Learning 9-12 Workshops-VIRTUAL	Collaboration with Student Success: Professional Development Day for Secondary Teachers TCDSB/TSU Timeline: January/February	9-12	33	0	
PT: Improve Student Readiness for Future Success	STEAM Projects	TBD Site Specific Projects focused around the integration of Science, Technology, Mathematics, Arts and Engineering (eg. speakers series,Board Challenge)	9-12	7	2	Survey provided by Research Department

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ACH: Improve Math Achievement	STEAM-The Learning Partnership (Entrepreneurial Adventure)	On availability of The Learning Partnership: Entrepreneurial Adventure empowers students from Kindergarten to grade twelve to create a business venture right in their classrooms.	K-12	30	1	Survey provided by Research Department. Analytics provided by the Learning Partnership
PT: Improve Student Readiness for Future Success	STEAM-The Learning Partnership (Investigate!Invent!Innovate!)	On availability of The Learning Partnership: I3 - Investigate! Invent! Innovate! is a program that empowers students in grades six, seven and eight classrooms to identify problems in their everyday lives and invent solutions.'	7-8	30	1	Survey provided by Research Department. Analytics provided by the Learning Partnership
ACH: Improve Math Achievement	21C/STEAM Scratch collaboration with Math	PD for central staff is occurring on October 4, 2021. Understand Resource: Lessons have 2 components: - grade-specific content that address curriculum expectations. - mathematically rich contexts to help students experience content within bigger ideas of math. -maker component to the resource	K-9	200	5	Survey provided by Research Department.
HRE: Culturally Responsive Pedagogy & Instructional Equity	Minecraft "Ways of Knowing" Indigenous Environmental Awareness	A custom world developed to teach students about of indigenous culture and how they interacted with their environment	K-8	169	2	Survey provided by Research Department
ACH: Improve Math Achievement	Swift Playground (Coding)	Using Apple's Swift playground software (available to all TCDSB iPad devices) to develop student and teacher knowledge, understanding, thinking and application in coding (mathematics). We can potentially connect with the math department as well.	4-8	169	2	Survey provided by Research Department IT analytics- check to see download/usage of the app across the board.
LRR: Re-engaging Students	Teacher Learning Series in partnership with Apple (Device/App Training/Assessment)	In collaboration with Apple Canada, teachers will be provided promising practices to integrate iPad's and Apps (found in the TCDSB app catalogue) for lesson delivery and assessment	3-12	200	2	Survey provided by Research Department IT analytics- check to see download/usage of the app across the board.
PT: Improve Student Readiness for Future Success	The Learning Partnership(Coding Quest) Storytelling Through Coding and Game Design (steam) in collaboration with Elementary Literacy (STEAM)	TBD On availability of The Learning Partnership: An engaging, experiential program that teaches computational thinking and coding skills to students in grades 1-8. 21C and Elementary Literacy will provide promising practices and assessment specific for TCDSB students	4-8	169	1	

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LRR: Re-engaging Students	3D Printing in collaboration with Arts	In collaboration with the Arts department, teachers are invited to explore ways to build capacity using 3D imaging technology as well as 3D printers to bring their designs to life. Teachers will be inserviced on how to connect these learning activities to be assessed through the arts curriculum, 21c Global competencies and the TCDSB Next Lesson. Proposed location for this workshop is St. Patrick CSS.	7 -12	200	1	Survey provided by Research Department. Analytics provided by the Learning Partnership
ACH: Improve Literacy Achievement	21C/Elementary Literacy	Provide teachers with a guide to project based learning through the lense of the elementary literacy curriculum, TCDSB Next Lesson and 21C Global Competencies	K-8	169	2	Survey provided by Research Department
ACH: Improve Literacy Achievement	21C/Secondary Literacy	Provide teachers with a holistic approach to student assessment through secondary english curriculum and TCDSB Next Lesson and 21C Global Competencies	9-12	30	2	Survey provided by Research Department
HRE: Culturally Responsive Pedagogy & Instructional Equity	Portfolio Tool: Student Documentation of Learning	In collaboration with early learning department, inservicing our DECEs and early year educators on incorporating the Portfolio tool in D2L for documentation of student learning.	K-3	169	2	Survey provided by Research Department D2L Analytics
LRR: Re-engaging Students	Assessment of Music through 21c Global Competencies	Provide teachers with a holistic approach to student assessment through music curriculum, TCDSB Next Lesson and 21C Global Competencies.	K - 8	169	1	Survey provided by Research Department D2L Analytics
ACH: Improve Conditions for Learning	21 Camp- Digital (virtual)	Teacher led professional development given in the form of several 40-45 minute workshop sessions. Workshops will be based on showcasing promising practices involving 21c competencies based on the neXT lesson as well as the Catholic Graduate Expectations. Timeline: Weekend in Spring	K-12	200	1	Survey provided by Research Department Twitter Hashtag analytics
ACH: Improve Conditions for Learning	Google Camp-Digital (virtual)	Teacher led professional development given in the form of several 40-45 minute workshop sessions. Workshops will be based on showcasing promising practices involving Google for education. Timeline: Weekend Spring	K-12	200	1	Survey provided by Research Department Twitter Hashtag analytics

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ACH: Improve Literacy Achievement	21C/Elementary Numeracy	Provide teachers with a holistic approach to student assessment through secondary english curriculum, TCDSB Next Lesson and 21C Global Competencies	K - 8	169	2	Survey provided by Research Department
ACH: Improve Conditions for Learning	Assessment & Breakout (Escape) rooms using Google Forms	Provide teachers different approach of assessing and creating lessons -Formative assessment and engage in data collection -Gamifying learning on topic (immersive learning and team building activities)	4-12	200		
ACH: Improve Conditions for Learning	Scratch - Creating accounts and learning to navigate program	Provide teachers an opportunity to learn how to begin with Scratch for the math curriculum and STEAM	K-8	169		
ACH: Improve Conditions for Learning	Everfi - "Future goals" and "Data Science Foundation"(STEAM)	Collaboration with Literacy department. Reinforce key concepts like scientific thinking and data analysis, exposing students to foundational STEAM concepts through real-life applications.	5-8 and Secondary	200		
ACH: Improve Conditions for learning	Edwin- Digital Citizenship and Career Exploration (STEAM)	In collaboration with Literacy and Science, STEAM and availability of Edwin. Understand Resource: and- grade-specific content that address curriculum expectations to encourage integrated curriculum.	Grades 5-9	200		
ACH: Improve Conditions for learning	Coding & Religion	In collaboration with STEAM - pending discussion	K-8	20		Ongoing
ACH: Improve Conditions for learning	The Indigenous Cultural Kits	In collaboration with Diverse & Equity Department	K-8	6		Ongoing