

## 2022-2023 - Professional Learning Plan - K to 12 - 21st Century Learning

BIEP Priority: Focus	Initiative	Details	Grade(s)	# of Schools	# Teachers/ School	# Days/Teacher	Monitoring
Pathways and Transitions	Online Game Based Learning	A workshop to support teachers and students on building sustainable environments using Indigenous STEAM with online gaming.	K-8	30	1	1	Teacher/Student Feedback Student Artifacts
Achievement	Coding Workshop	Using digital tools to develop student and teacher knowledge, understanding, thinking and application in coding (mathematics).	K-8	30	1	1	Feedback Form
Pathways and Transitions	3D Printing & Design Thinking	Teachers are invited to explore ways to build capacity using 3D printers through the design thinking model. Teachers will be inserviced on how to connect these learning activities to curriculum as well as assessment through their grade level, subject, 21c Global competencies and the TCDSB Next Lesson.	5-8	40	1	1	Feedback Form
Mental Health, Well-being and Engagement	21C Camp	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 Ontario Catholic Graduate Expectations.	K-12	200	3	0	Feedback Form
Achievement	Collaborative Productivity App Workshop	This is an opportunity for teachers to further integrate the collaborative productivity tools into their teaching practice. We will discuss the tools available to teachers and how they can support classroom engagement, differentiated instruction and assessment. Teachers will also be shown promising practices on how to integrate 21C Global Competencies into their instruction through the neXt Lesson pedagogy.	K-12	80	1	1	Feedback Form
Human Rights and Equity	Girls Who Game	The "Girls Who Game" program encourages girls to get into the world of gaming, exposing them to new ways of applying STEAM learning.  This is an engaging technology-based program designed to captivate female students in grades 4-8 in learner-driven experiences to build their technology, leadership and communication skills.	4 - 8 (Girls)	20	1	1	Feedback Form
Mental Health, Well-being and Engagement	Coding with Robots	Educator PD session focused on experiential learning tasks, where students will use design thinking and create mazes with robots to learn coding (part of Mathematics curriculum).	3	48	1	1	Teacher/Student Feedback Student Artifacts
Pathways and Transitions	Speakers Series - STEAM Focused	This experiential learning opportunity will bring experts from Science, Technology, Engineering, Arts and Math to the classroom. In collaboration with Science Dept.	7-12	200	5	0	Teacher/Student Feedback Student Artifacts