

Priority: Focus	Initiative	Details and Timeline	Grade(s)	Collaborators	# of Schools	# Teachers/ School	# Days/Teacher	Total # Days
Future Success: Pathways and Transitions	STEAM: 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.	Grade Focus: 8 Math	N/A	20	1	1	20
Equity and Human Rights	STEAM: Girls Who Game	<p>"Girls Who Game" encouraging girls to get into the world of gaming, exposing them to new ways of applying STEAM learning.</p> <p><b>Timelines:</b>  <b>PD for new teachers: November 27, 2023</b>  <b>Main event for International Women's Day March 4th- March 8th (at Microsoft headquarters)</b></p>	4 - 8 (Girls)	DELL Math Dept.	20	1	1	20
Achievement	STEAM: Building Community in the Virtual Learning Environment (VLE)	<p>Professional learning for day e-learning educators to learn the D2L: Brightspace platform for maximum efficiency.</p> <p><b>Timeline: November 24, 2023</b></p>	9-12	N/A	7	3	1	21
Pathways and Transitions	STEAM: Computer Science Education Week (Hour of Code)	<p>Week long even with two virtual days and three in-person days. Students from K-12 engage in workshops that highlight the progress that has occurred in computer science education over the last decade and celebrating great advancements in making Computer Science education more equitable and accessible for all learners through 21C competencies and the TCDSB NeXT Lesson. Week long event. Partners: Microsoft (Logics).</p> <p><b>Timeline: December 1, 4-7</b></p>	K-12	Math Dept. Experiential French EDWIN Gizmos	200			
Mental Health, Well-being and Engagement	<p>Leaders of Your Own Learning 9-12 Workshops <b>In-Person</b></p> <p>Presentation on Privacy or Blended Learning (EDWIN)</p>	<p>Collaboration with Student Success: Professional Development Day for Secondary Teachers TCDSB/TSU</p> <p><b>Timeline: February</b></p>	9-12	All Central Staff	0			0
Future Success: Pathways and Transitions	STEAM: TCDSB COLLABS (potential title)	<p>21C Camp Steam Initiative that allows teachers to develop workshops about specific STEAM-based areas. Each lead would bring 1-2 students to engage in workshops. Teachers invited to participate in all workshops to learn about chosen breakout sessions.</p> <p><b>Timeline: 2nd or 3rd week of April (Saturday)</b></p>	K-12	Experiential SHSM Science Arts		100		

Priority: Focus	Initiative	Details and Timeline	Grade(s)	Collaborators	# of Schools	# Teachers/ School	# Days/Teacher	Total # Days
Achievement	Grade 1-8: Growing Success/Report Card Platform	Professional Development for new teachers in the Elementary panel on how to use the Growing Success report card platform.  <b>Timeline: 1st session October 25th, 2023, 2nd session January 10th, 2024 (virtual)</b>	1-8	NTIP				
Achievement	Grade K-8: Growing Success/ Report Card Platform SET-UP	Professional development for vice principals and principals in Elementary schools on how to set up the report cards for their specific schools and needs to appropriately reflect students' strengths and areas for improvement and provide tailored layouts to support individuals needs.  <b>Timeline:</b> <b>In-person sessions- October 11-13 16, 25-26 2023</b> <b>Virtual Drop-in support: October 24, 27, 30-31 and November 1-3, 2023</b>	K-8	SIS				
Future Success: Pathways and Transitions	STEAM: Robotics Integration	Enabling students to explore STEAM concepts while bridging the gap between disciplines, promoting a holistic approach to education and better preparing them for a rapidly evolving world.	K-12	Experiential First Robotics				
Future Success: Pathways and Transitions	In-school Support	Providing job-embedded learning support to elementary and secondary teachers  <b>Timeline: 1-2 days per week</b>	K-12	N/A				
Future Success: Pathways and Transitions	Virtual Drop-in Support Sessions	Providing virtual support to elementary and secondary teachers through Zoom.  <b>Timeline: Every first Thursday of the Month from 9am to 2pm.</b>	K-12	N/A				
Achievement	STEAM: Makerspace (St. Alphonsus)	Providing a space where teachers and students can explore learning in new and innovative ways using the principles of the NeXT Lesson and design thinking. PD opportunities will be offered in Term 2 to create capacity and have teachers lead their own classes for full use of the makerspace  <b>Timeline: December to June</b>	4-8	Arts	15	1	1	15
Future Success: Pathways and Transitions	STEAM: Building basic use of the Virtual Learning Platform (VLE) D2L: Brightspace	Professional development for Elementary teachers to further implement the use of Brightspace in particular the use of the digital portfolio.	K-8	N/A				