Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Digital Lagraina Days	Teacher	All
Digital Learning Day: (Approximately 150 Teachers)	Admin	All
On February 23rd 2017, TCDSB staff were invited to share how they are incorporating digital learning in their learning activities to enhance student engagement. Sharing took place through two TCDSB21C Digital Learning Community forums: Google Classroom and Twitter.		Focus on 2
On this day, 82 staff joined the classroom and entered into various conversations by replying to questions and sharing their work, their students' work and/or other artefacts. Approximately 70 staff joined a Twitter chat through the #TCDSB21C hashtag by replying to questions tweeted every hour during the school day by TCDSB21C. Over 100 tweets were posted by staff.		
Growing Success Elementary Report for Elementary	Teacher Admin	6
Teachers:	Admin	
(Approx. 1 teacher rep per school = 170 people)		
Over a period of three weeks, we provided support to school report		
card administrators. During our sessions, we assist with report card set up.		
English Language Learners Initiative:	Teacher	1,2,
(25 Teachers x 4 Days = 100 Teachers PD Sessions)	1 cuciici	4,5,6
(25 Teachers A + Days - 100 Teachers I D Sessions)		, ,
TCDSB21C worked with the English Language Learners Department highlighting the use of Google Suite tools for teachers and students in the classroom, and how they could be used to support students' development of critical thinking skills and language development in the classroom.		

APPENDIX A-- 21st Century Learning Annual

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
21C Innovators Professional Learning Sessions with Lead	Teacher	All
Learners:	Admin	
(3 sessions x 8 teachers and 16 vice principals)		Focus On 2
21C Innovators is organized by a steering committee, which is comprised of two VPs and one teacher from each of the 8 area superintendencies. The TCDSB21C team facilitated professional learning sessions for the lead learners to assist them in how to design and organize sessions for their areas. As a steering committee we also establish the inquiry focus for the year.		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
21C Innovators: (Approximately 200 Teachers x 3 full days = 600 Teacher PD Sessions)	Student Teacher Admin	All Focus On
2016-2017 Focus: Knowledge Construction Highlighting Maker, STEAM, Coding		2
21C Innovators is designed to build capacity in the system for 21C Learning as outlined in the NeXt Lesson. 21C Innovators is organized by a steering committee which is comprised of Lead Learners from each of the 8 area superintendencies (as per entry above).		
Lead learners develop and offer professional development to 1-2 teachers from each of the schools in their area (about 25-50 teachers per area). Each group of teachers participates in 3 days of professional development. They work with their area colleagues to explore the competencies of the NeXt Lesson, and how to integrate these competencies into their lesson planning. The expectation is that the teachers who participate will share their learning with colleagues at their own school.		
Voices That Challenge (1 session x 20 students)	Teacher Admin	6
The 21C Department supported the "Voices that Challenge" student leadership conference on Monday, March 20th 2017 at St. Michael College. We held sessions for students in the intermediate grades supporting and educating them about the plethora of online tools that they have access to as students of the TCDSB. The session focused on how students could leverage G Suite tools to enhance and streamline their work and workflow in and outside of the classroom.		

APPENDIX A-- 21st Century Learning Annual

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
New Teacher Induction Program Growing Success Elementary Report: (2 sessions x 20=40 people)	Teacher	6
Support was offered to NTIP teachers on completing the progress report and the term report card. Teachers were introduced to the program and provided with tips on how to formulate comments based on the Growing Success document.		
Mobile Device Management: for Principals and volunteer teachers to facilitate the purchase and deployment of apps on the iPads (4 sessions x 15=60)	Teacher Admin	6
TCDSB21C provided MDM training for New administrators, resource staff and a refresher for anyone else who requested it. The session covered the purchasing of apps through Apple's VPP, and then the distribution of purchased apps to iPads through the MDM web application.		

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See
Coding Quest: The Learning Partnership	Student	Legend) All
(Approximately 43 Teachers were in-serviced; 36 schools, and approximately 150 students participated)	Teacher Admin	
Based on provincial curriculum and using a critical inquiry process, students in Grades 4, 5 and 6 learn fundamental coding skills and create a video game through this engaging, student-driven, program. Coding Quest focuses on STEM education, 21st Century and computational thinking, while incorporating learning skills, science & technology, mathematics, language arts, visual arts and social studies. The program culminates in a regional Arcade hosted by The Learning Partnership.		
Teachers are assisted as they deliver a 25-class adjustable framework, through an in-service workshop and online resources via The Learning Partnership's eLearning Moodle. Coding Quest enriches student learning by adding coding and game creation while addressing the changing technology and learning skills necessary for the 21st century. This program was offered to all of our elementary schools.		
Schools that received direct in-class support from the program coordinator and/or RBC mentor: St Cecilia, St Joachim, Our Lady of Victory, St Alphonsus, OLPH, Blessed Pier Giorgio Frassati. Most of these schools had multiple support visits for approx. 1.5-3 hrs at a time.		
Schools registered to attend the Arcade (Showcase): OLPH, 20 students; OLV, 12 students; St Alphonsus, 8 students; Pier Giorgio:12 students, St Joachim: 10 students, St Cecilia: 6 students		
For more information visit: https://www.thelearningpartnership.ca/what-we-do/student-programs/coding-quest		- 5 -

APPENDIX A-- 21st Century Learning Annual

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The	Competency (See
	NeXt	Legend)
Exploring Grade 5 Mathematics and Coding Professional	Teacher	All
Learning Sessions:		
(70 Teachers x 2 days = 140 Teacher PD Sessions)		
For the past four years, the TCDSB research project, funded by the		
CODE Technology Learning Fund, has focused on mathematics		
and student engagement. We are exploring ways to increase		
student engagement in mathematics by incorporating the use of		
ICT for learning. This year our focus was coding and grade 5		
mathematics. We continue to collect evidence to see if an increase		
in student engagement will affect student achievement.		
6.6		
In the spirit of PPM 159, the Mathematics, Research, and 21C		
departments engaged in collaborative professionalism to design,		
organize, and facilitate professional learning sessions. One grade 5		
teacher from each of our elementary schools was invited to attend		
two full days of learning. Our focus throughout was to emphasize		
the mathematics, and then introduce coding as a tool to foster 21C		
skills.		
Teachers expressed an interest to continue exploring coding and		
how it can be integrated in math. We look forward to the		
opportunity to continue learning alongside them!		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Day eLearning Professional Learning	Teacher	All
(12 Teachers x 2 days = 24 PD sessions)		
The 21st Century Learning Department facilitated professional learning opportunities for day eLearning teachers. These teachers offer a full credit online course to students from across the TCDSB. It provides an opportunity for students to take courses that are not offered at their day school, or that do not fit into their timetable.		
The Third Teacher - Changing the Learning Environment:	Student	All
(support as requested from schools and presentations/ discussions	Teacher	
as part of the 21C Innovators)	Admin	
The department continues to work with schools and teachers who wish to change their learning environment. We have responded to requests from schools and teachers that wish to convert their classrooms and/or libraries into 21st Century collaborative learning spaces that reflect the principles of Third Teacher theory. (http://thethirdteacherplus.com/)		
In addition the TCDSB21C department has worked with teachers,		
administrators and the Purchasing Department to develop a 21st Century Learning purchasing catalogue which includes various		
items that can be purchased to support the above goal.		
Geographical Information System (GIS) Professional Learning	Teacher	6
Sessions:		
(10 Teachers X 2 days = 20 Teacher PD Sessions)		
The 21st Century Learning Department teamed up with the TCDSB Planning Department to offer secondary geography teachers professional learning sessions on the use of the <u>GIS</u> web application.		

Legend: APPENDIX A— 21st Century Learning Annual

Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Exploring 3D Printing – TCDSB21C and Arts:	Student	All
(30 Grade 7 Students and 15 Grade 7 Teachers)	Teacher	
3D printing is a process for making a physical object from a three-dimensional digital model. The digital model is designed using software. This innovative technology will excite and spark creativity. 3D printing will fit into many curriculum areas.		
On May 18, 2017 TCDSB21C organized an event where Grade 7 students and their teachers from 15 of our schools were given an opportunity to explore 3D printing.		

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
I ³ : Investigate! Invent! Innovate!: The Learning Partnership: (Approximately 13 Teachers were in-serviced, and 13 schools participated)	Student Teacher	All
The I ³ program is an integrated math, science and technology program for Grades 7 and 8 students. The goal of I ³ is to instil a passion for math, science and technology, to foster innovative thinking and to make learning science fun. Students identify a problem or opportunity in their daily lives and then invent a product or service to solve the problem based on concepts they learn in class. Their 'invention' and process is showcased at school and citywide Invention Conventions. I ³ is delivered in classrooms and fully aligns with the Provincial Science & Technology and Language Curriculum. Students foster innovative thinking through learning applied science, math and technology in a way that is creative, hands-on and relevant in their lives.		
The Learning Partnership sponsors this program and provides professional development for all teachers involved. We promoted this program to all of our elementary schools.		
The following schools participated in I ³ this year: St. Maria Goretti, St. Nicholas, St. Paschal Baylon, St. Bernard, St. Thomas Aquinas, Holy Rosary, Christ the King, St. Teresa, St. Leo, St. Francis Xavier, Our Lady of Victory, All Saints, St. Jude		
For more information visit: http://www.thelearningpartnership.ca/what-we-do/student-programs/investigate-invent-innovate		

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

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Project Name	Phase: The NeXt	Competency (See Legend)
EAP - Entrepreneurial Adventure Program & Dragon's Nest: The Learning Partnership (Approximately 15 Teachers were in-serviced, 29 Teachers from 26 schools participated)	Student Teacher	All
The Entrepreneurial Adventure Program is a hands-on entrepreneurial journey for students in Grades K-12. It is designed to develop students' enterprising spirit, financial literacy, innovative thinking and social responsibility.		
To date, these student business ventures have raised \$2.6 million for charities! Entrepreneurial Adventure helps develop Canada's next generation of entrepreneurs by teaching essential 21st century skills, such as marketing, business planning, team building and the importance of social responsibility. Together with teachers and volunteer business mentors, students from kindergarten to Grade 12 develop innovative business ventures that raise money for local, national and international charities. EAP is sponsored by The Learning Partnerships and in partnership with them we are promoting the program to all of our schools.		
The following Elementary Schools participated in EAP this year: Holy Cross, Holy Rosary, Our lady of Assumption, Our lady of Victory, Our Lady of Wisdom, Precious Blood CS, St. Bridget, St. Bruno, St. Catherine, St. Cecilia, St. Helen, St. Kevin, St. Michael's Choir, St. Richard, St. Sebastian, St. Theresa Shrine, St. Alphonsus, St. Monica		
The following Secondary Schools participated in Dragons' Nest this year: Bishop Allen Academy, Senator O'Connor		
For more information visit: http://www.thelearningpartnership.ca/what-we-do/student-programs/entrepreneurial-adventure		
		- 10 -

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Hour of Code: (Approximately 6564 Students & Teacher/Admin Participants)	Student Teacher Admin	All
The Hour of Code is global program run by Code.org, a nonprofit dedicated to expanding participation in computer science by making it available in more schools, and increasing participation by women and underrepresented students of color. The Hour of Code challenges students to take part in a one-hour introduction to computer science, designed to demystify code and show that anybody can learn the basics.		
Approximately 250 million youth from throughout the world participated in Hour of Code during Computer Science Education Week, December 5–11, 2016.		
By participating in a number of online tutorials, students discovered the fun of coding and, more importantly, how it can be a catalyst to create and achieve great things. The Hour of Code provided opportunities for everyone to get involved as a teacher, mentor or participant. One-hour tutorials were made available in over 30 languages. No coding experience was required by participants.		
40 teachers shared the following feedback after our event: Actual total number of lines of code: 1138801 Actual total number of hours: 670 Actual total number of participants: 1505 Grades: K-12		
For more information visit: https://hourofcode.com/ca		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
TCDSB21C working with York University Faculty of Education: (120 Future Teachers) Members of TCDSB21C presented to students at York University's Faculty of Education. Workshops were provided on the Next Lesson, and G Suite Apps.	Teacher	All
Makey Makey (15 Grade 4/5 Students and 15 Grade 4/5 Teachers) Grade 4 and 5 teachers and two of their students participated in an exciting 21st Century Learning STEAM (science, technology, engineering, arts, and math) opportunity. During a day devoted to innovative work, play and learning, students and teachers from 15 of our schools were given an introduction to Makey Makey, an electronic invention kit. Makey Makey allows people of all ages to use everyday objects and combine them with the internet. Makey Makey allows one to take a conductive material and turn that material into a keyboard control. Some of the controls that Makey Makey allows us to use are the spacebar, left click of the mouse, and the arrow keys. Why is it so popular? Because the hardware is affordable, it's easy to learn and it teaches students important logic and coding skills. http://www.makeymakey.com/	Student Teacher	All

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The	Competency (See
	NeXt	Legend)
L4T - Laptops for Teachers:	Teacher	All
(100 Teachers x 1 after school session x 4 online modules x 1 full		
day of PD)		Focus
day of 1 D)		on
		6
Laptops for Teachers (L4T) is a professional development program		
developed and run by TCDSB21C. This year 100 teachers took		
part. Teachers completed a 2.5 hour after-school orientation		
session, four 2-hour online modules and a full day workshop. The		
professional development focused on the NeXt Lesson		
competencies, in particular the Use of ICT for Learning. Upon		
completion of the program, teachers were given a laptop for their		
own dedicated professional use in the classroom.		
The teachers who participated were chosen via a system-wide		
lottery. Funding for the program came from the Ministry of		
Education and the Council of Directors of Education (C.O.D.E).		
Over 650 teachers submitted their names into the lottery.		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
TCDSB 21Camp: (approximately 160 Teachers/Admin)	Teacher Admin	All
On Saturday, May 27, 2017 the TCDS21C Department will host its fifth annual 21Camp. Over 160 teachers registered to attend.	7 Idilili	Focus on 2
The event was an opportunity for teachers to meet with other teachers from across our system to discuss and share classroom practice. This day provided participants with an opportunity to build their personal and professional Learning Networks. The event represents a culmination of our 21C Innovators program and many of the discussions centered on ways to integrate 21st Century Learning Competencies into the classroom.		
This year's sessions featured 5 minute Ignite Talks. Staff could then attend follow up sessions to go deeper in topics of their choosing.		
21Camp Planning Team: (17 Teachers, 1 Admin)	Teacher Admin	All
In preparation for our 21Camp, TCDSB21C supported 21Camp facilitators. The planning team organized and designed various learning opportunities for TCDSB to participate in.		Focus on 2
The planning team was composed of elementary and secondary teachers.		
Mini Special Olympics: (Approximately 800 Student Participants)		6
TCDSB21C will be supporting the TCDSB Annual Special Needs Mini Olympics. As part of an Arts Station, members of the TCDSB21C will provide iPads and work with the students to explore apps that allow them to interact with technology while creating art.		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Google Suite (G Suite): Additional Functionality (Approximately 250 Teachers and 1500-2000 Students)	Student Teacher Admin	All
Google Suite was rolled out in the Fall 2015, we continue to launch additional functionality. This year the functionality that has been added is Google Sites.		
TCDSB21C tested this service centrally and invited some elementary and secondary schools to provide feedback as well prior to announcing its availability. In December of 2016 Sites was made available to staff and students.		
Google Sites is a blog and web page-creation tool offered by Google as part of the G Suite productivity tools. The goal of Google Sites is for anyone to be able to create an individual or group site where multiple people can collaborate. It is also a wonderful tool for creating online portfolios for students or for sharing pedagogical documentation. Sites are very user friendly and are recommended for all grades.		

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

NeXt	(See Legend)
Teacher	6
	Teacher

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
FIRST Robotics – Secondary:	Student	All
(14 Teachers, 7 Schools, Approximatively 70 students)	Teacher	
FIRST® Robotics Canada is an umbrella organization that was established in 2001 to meet the growing need for student robotics programs in Canada; it is an international organization that holds robotics competitions for both elementary and secondary students. For more information visit the following: http://www.firstroboticscanada.org/main/		
Overall, it was a very successful season for Toronto Catholic.		
Robotics programs align with the BLIP and many schools' School Learning and Improvement Plan goals.		
Schools that participated: Chaminade College, Mary Ward, Fr. Redmond, St. Patrick, St. Mother Teresa, Senator O'Connor, Archbishop Romero		
Some achievements: Mary Ward (Ryerson Champions), Fr. Redmond (Ryerson Team Spirit Award & Made it to World Championships), Blessed Mother Teresa (Ryerson Judges' Award & Western Judges' Award), Senator O'Connor (Victoria Park Champions)		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Be a Game Changer 2.0:	Student	All
(71 Teachers enrolled in this eCommunity)	Teacher	
	Admin	
In the spirit of PPM 159, Toronto Area School Boards engaged in collaborative professionalism to design, organize, and facilitate a virtual speaker series focusing on 21st Century Competencies. The TCDSB was represented in most sessions, and led the session on the competency of Innovation, Creativity, and Entrepreneurship.		
Approximately 71 TCDSB teachers have joined the 'Be a Game Changer 2.0' eCommunity and actively participated in this biweekly professional learning opportunity.		
Exploring Grade 5 Mathematics with Windows 10 Cloudbooks	Student	All
and Minecraft Education Edition	Teacher	
(2 sessions x 12 teachers) (1 session also included 8 students)	Admin	Focus
		on
On March 24th and April 19th TCDSB21C organized a Minecraft		2
Education Edition event. Day one was devoted to innovative work,		
play and learning where teachers from each elementary panel from		
4 schools were given an introduction to Minecraft Education		
Edition. This session was attended by 8 International Leaders in		
MineCraft.		
In preparation for day two, teachers and students were supported by experts from all over the world, and math resource teachers. During day two, students shared their key learnings.		
Both days were, characterized by high teacher and student engagement, a great success and many of the teachers plan on continuing the lessons learned back in their classroom. Blog from a Teacher at Our Lady of Perpetual Help: https://goo.gl/tQOT9b		

Legend: Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
February 13 th Professional Development Day for Secondary	Teacher	All
Teachers – LOYOL:		
(30 Teachers x 5 Sessions = 150 Teacher PD Sessions)		
TCDSB21C facilitated five sessions on the NeXt Lesson and		
competencies of the Use of ICT for Learning and Knowledge		
Construction. Our sessions also highlighted the use of G Suite		
apps, Brightspace by D2L, and other webtools.		
Collaboration with TCDSB Technical Services Department	Student	6
Image Testing: Regular and Ongoing Support	Teacher Admin	
TCDSB21C works closely with the Technical Services Department		
to help determine the configuration of iPads, Laptops and		
Desktops to be used by students and/or teachers. The department		
provides educational direction on what apps/software should be		
included in the various images and is integral to the testing process		
that ensures everything works properly.		
Weekly Consultations		
TCDSB21C meets weekly with Technical Services staff to provide		
an educator/student perspective on the implementation and use of		
educational technology in our schools.		

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):

Project Name	Phase: The NeXt	Competency (See Legend)
Preliminary Investigations for a Potential Parent Portal TCDSB21C, ICT Trillium/Student Services, Technical Services, Computer Services and the Communications Department have been investigating options that would enable parents to become more engaged in the school community using digital tools. A Parent Portal would enable parents to stay informed regarding their child's school (news, events, etc) and to be able to access information related to their child's learning and achievement. Work has been done to determine what types of services exist and what each service can offer. Many of the available options tie into our Student Information System to allow access to achievement data and attendance data.	Parent	1,4,5,6
School Community Engagement Apps – Digital Alternatives to the Traditional School Agenda Book TCDSB21C, Technical Services, Federation Representatives, School Administrators and Materials Management have been reviewing products that offer a digital alternative to the traditional School Agenda Book (paper). Features of the various offerings are being considered. Consultations are ongoing as we consider offering vendor(s) of choice for schools who are interested in pursuing this option. Particular interest has been shown by the Secondary Schools, as students would prefer a digital alternative to the paper book.	Parent	1,4,5,6
School Cash Suite An online option for parents, guardians and students to pay for their school related purchases. This application also provides access to additional features such as digital forms. This tool, in addition, to providing convenience for payments will also enhance communication with families.	Parent	1,4,5,6

Legend: APPENDIX A— 21st Century Learning Annual Update

5 Year Plan Phases:

The NeXt Student, The NeXt Teacher, The NeXt Parent and The NeXt Administrator

NeXt Lesson Competency (C):