Þingeyjarskoli's March project

The first year we focused on interactive feedback and assignments to better meet and support different student needs and competences.

1. Assessment: We wanted to focus on various assessments based on digital technology to collect and analyse students' learning processes and give them feedback so that it contributes to planning further learning activity (e.g. online polls, forms, surveys, self reflection rubrics, e-portfolios (Seesaw).

What have we done to achieve this goal:
We are using the various features of the educational platforms Google Classroom and Seesaw in order to hand out and collect class assignments, provide feedback, keep track of student work and provide both students and parents with regular and interactive feedback. We have found this to be a valuable tool in meeting different needs of both students and their parents.
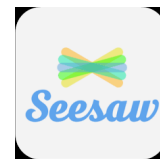
2. Digital resources:
a. Use Fab lab and integrate it with other subjects.
b. Use mind mapping tools for problem solving.
c. Coding- continue with coding, starting with a younger age and working throughout the endurance of their stay in the school.
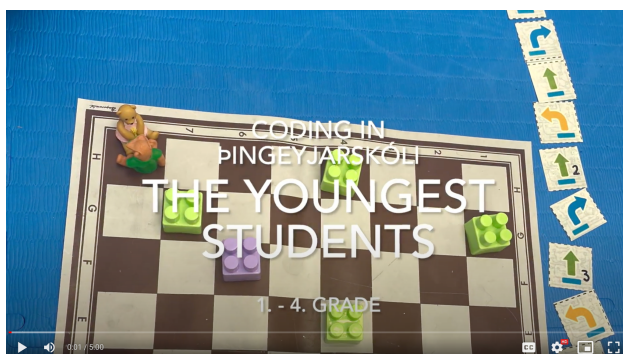
<u>What have we done to achieve this goal:</u>
a. We have helped students find ways to integrate the Fab lab in both schoolwork as well as with their own hobbies. Fab lab has been integrated into arts and crafts classes as well as interest based learning and electives. Outside of school we have had students use the fab lab facilities in cooperation with their teacher to use in their hobbies and out of school activities, f.ex. by creating their dungeon and dragons avatar with a 3D printer.

b. We are working on using mind mapping tools to a greater extent with our students but have integrated them into student democracy and social problem solving.
c. We have put greater emphasis on teaching coding to younger students to a positive and obvious effect by introducing them to and instructing in the use of platforms such as *Code.org*. The positive outcome of introducing coding to younger students is an encouragement to put greater effort into continuous and varied coding lessons with older students.

3. Facilitating Learners Digital Competence: Focus on making our students responsible in the use of digital resources and respect the copyright and be critical about resources they use.

<u>What have we done to achieve this goal:</u>
We have taken part in nationwide projects focusing on internet ethics and morality with emphasis on our responsible and conscious role in cyber society. We also integrate this goal into other lessons as well as working with institutions responsible for after school programs and activities.