



# **AGSB Digital Device Guide & Strategy**

## **Sixth Form**

## Device Guide

### Software

All students must have a device that runs Microsoft Office365, including Teams and OneNote.

### Hardware

Students will need to have some form of stylus so that they can annotate their documents and write freehand. There are three options for this:

**1) Purchasing a new device** - A 'two-in-one' device with the capabilities of both a laptop and a tablet is an ideal choice. A device which has both a touchscreen display and stylus pen is ideal for making class notes and for annotating onscreen documents.



**2) Using an existing device** - For students who already have their own laptop there is no need to acquire a new device. However, if their existing laptop does not have a touchscreen and stylus they will need to purchase a drawing tablet that can be used in conjunction with their laptop. This will provide them with the required functionality.



**3) Using a tablet** – Some students may already have a tablet. This will need to be able to support the full use of Microsoft Office. Students will also need to have a keypad and stylus to ensure that they can use this device effectively.



### Refurbished options

Remember refurbished devices can make a cheaper and just as reliable option. Each website has its own grading system; our technicians tend to go for the top one A1 or A2 on [laptopsdirect.co.uk](http://laptopsdirect.co.uk) as any blemishes have been very minimal or non-existent.

**Bursary (16 - 19) students** - The school will have devices available for students who qualify for the 16 - 19 Bursary. These devices will be lent to students to use during their A-level programme and must be returned after their final examinations in Year 13.

## Our Vision

Digital technologies are having a profound impact on education. We therefore aim, within our Digital Strategy, to harness, incorporate and utilise these ever-evolving technologies to further enhance the teaching and learning that takes place both in and outside of our classrooms here at AGSB.

Our strategy is based on three principles:

- **Enhanced learning**

We will embed digital technologies into every aspect of the curriculum to give the most effective learning environment for our students. The judicious use of digital platforms and technologies will enhance the learning environment by delivering the curriculum more creatively, generate more time for deeper thinking in lessons and allow for effective and real time feedback to students.

- **Improved efficiency**

We will have consistent and clear digital structures so that students can navigate their subjects' curriculum with ease. All subject resources will be in one place, improving efficiency for both students and teachers.

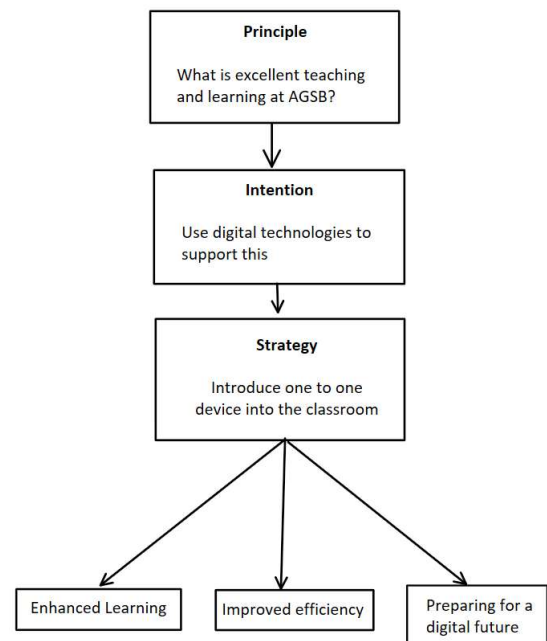
- **Preparing for a digital future**

We are looking towards the future, to equip our students with the skills to succeed in the classroom, at university and in the workplace. We will develop the skills of our students so that digital technologies are used effectively, responsibly and safely.

Our strategy is based upon a 'pedagogy first' approach i.e. what is excellent teaching and learning and how can digital tools support this. This is in subtle contrast to an approach of 'how can we use digital tools to enhance T&L?'

### What are the benefits for the students?

The introduction of devices will enhance the very effective teaching that already takes place within the classroom. Their adoption will be evolutionary rather than revolutionary, where we will utilise the appropriate technology with a **blended learning approach** so that important



traditional skills, such as oracy and independent creative thought, continue to be prioritised.

The greatest benefit, however, for the students will be the more effective utilisation of classroom time for deeper thinking. Students will be freed from certain superficial low demand activities such as note taking; the emphasis, in the digital classroom, will be on effective note making after deeper, more thorough exploration of the ideas and concepts.

The key benefits of incorporating digital technologies include:

- **An enhanced learning environment**  
All students will become conversant in the use of the Microsoft 365 platform and this will provide an extensive range of applications to give a rich digital learning environment. These applications will further enhance the quality and accessibility of teachers' explanations and modelling. All curriculum materials will be available in a highly navigable form allowing for more effective review and revision. These digital tools will also facilitate enrichment activities as well as supporting learning outside the classroom including, if necessary, remote education.
- **Greater Collaboration**  
Students will benefit from an ability of their device to allow for collaboration. By sharing digital workspaces students will be able to create and edit content together, refine each other's contributions and share information and ideas. This will develop their teamworking skills.
- **Providing more effective assessment and feedback**  
Assignments (both class and homework) can be shared more effectively and flexibly using the Microsoft platform. Digital tools will allow for a range of different types of feedback to be delivered to students making it more personal and therefore effective. Teachers will be able to digitally ink students' work, leave voice notes (or videos) and attach supporting resources, if required.
- **Personalised learning**  
When using digital devices the learning shifts to be more student-centred. Students will be able to review work and materials from lessons easily, replaying videos or going through step by step worked examples again, for example. They will therefore have greater ownership of their work and can receive, if appropriate, differentiated work to support their individual needs.
- **Develop digital skills**  
By using their devices regularly students will develop essential digital skills necessary to succeed in the 21<sup>st</sup> Century. They will therefore be very well equipped for the transition to higher education and the world of work.

## Why are Digital Skills important?

- We live in a rapidly changing world where digital skills are in demand as never before. We therefore want all AGSB students to be digitally literate
- By using digital devices, students develop strong digital skills that will not only further their education here at AGSB, but equip them for university and for successful careers
- A number of UK exam boards have announced that some of the external exams they offer will be assessed digitally from 2025, with increasing numbers of subjects being assessed in this manner each year until 2030. Our approach will allow us to prepare students fully for the digital exams they may take

## Digital wellbeing

The wellbeing our students is integral to our digital strategy. We are very mindful of the potential of introducing devices that can distract attention within lessons and for students having excessive screen time within the school day.

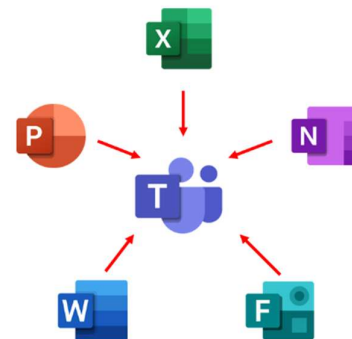
To ensure students' wellbeing we will:

- have a blended approach to the use of the device within lessons – the tablet will not be used continuously and students will migrate between screen & stylus and paper & pen routinely. We will encourage students **not** to use their devices at break and dinner and enjoy the many non-screen activities offered in school
- teach students how to use their device responsibly and effectively so that they are digitally literate and safe online
- not allow the use of smart phones in lesson time or private study periods

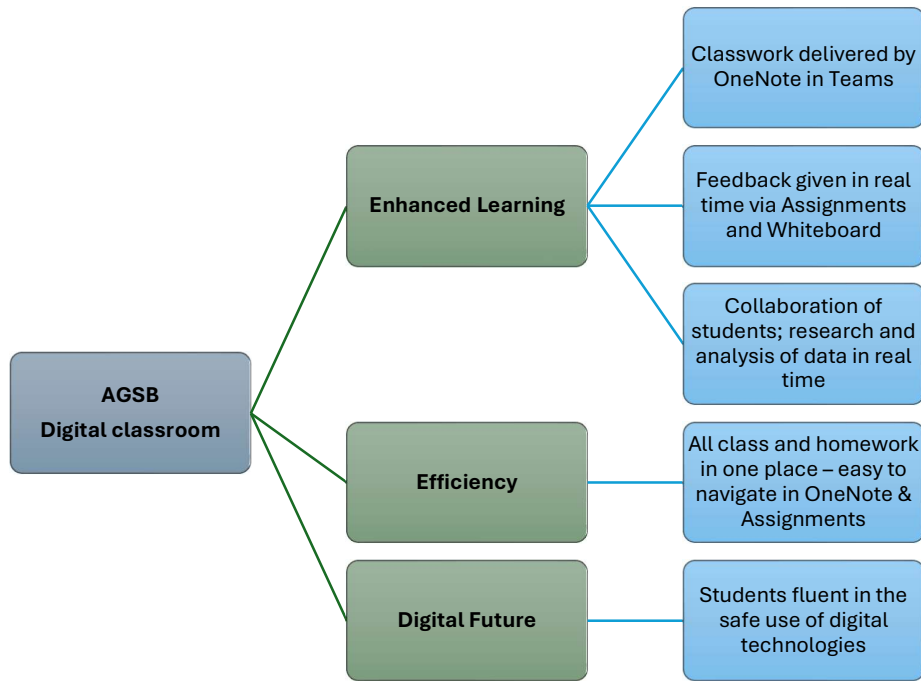
## The Digital Classroom at AGSB

No two lessons will be identical and the range of tools used will vary from subject to subject. However, the Microsoft suite of programs will act as an anchor across the curriculum with Teams being the central hub for organising all the student's work.

The use of devices will allow notes, worksheets to be delivered seamlessly to students via OneNote in Teams. Feedback can be delivered to students in real time and via a range of methods e.g. voice notes. Students thinking can be made more apparent in the classroom allowing the teacher to make more effective judgments regarding understanding. Students will also be able to research and analyse data or information more efficiently and work collaboratively on this.



Students should be able to navigate their subjects' areas easily via a common format and revisit class and homework at any time via their subject Teams.



As paper recedes in the classroom and thinking increases our digital strategy will offer a future that is 'green, clean and lean'.