



AGSB DIGITAL STRATEGY SIXTH FORM





OUR VISION

Digital technologies are having, and will continue to have, a profound impact on education. Our Sixth Form students are already using devices throughout their home and school studies. This strategy is about ensuring that as a school we take full advantage of these technologies by incorporating them more effectively into our curriculum delivery. This will pro-actively enhance the teaching and learning that takes place both in and outside of our classrooms.

OUR STRATEGY IS BASED ON 3 PRINCIPLES:

1. ENHANCED LEARNING

We will ensure that digital technologies are used effectively to support the curriculum in order to provide the most effective learning environment for our students

2. 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.

3. 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.



WHAT WILL IT LOOK LIKE?

At the heart of the strategy is the effective use of Digital Devices, which is being rolled out to all Sixth Form students, starting with Year 12 in September 2026. This programme involves the extensive use of Digital Devices in the classroom, for homework and for independent study.

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?'



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PRINCIPLE

What is excellent teaching and learning at AGSB

INTENTION

Use digital technologies to support this

STRATEGY

Introduce digital devices into the classroom

**ENHANCED
LEARNING**

**IMPROVED
EFFICIENCY**

**PREPARING
FOR A
DIGITAL
FUTURE**



THE DIGITAL DEVICE

Advice will be provided to all students on which digital device to choose. This will be shared with students in November of Year 11, providing sufficient time for parents/carers and students to review their options and purchase their device. This advice will be updated in a separate document each year.

A digital device with touchscreen and stylus will be a good choice. If a student already has a laptop that is not touchscreen, they will need to purchase a drawing tablet so that they can fully engage with the requirements of their course.

Students should come to school with their device fully charged. There will also be charging points throughout the Sixth Form Centre.



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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

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. 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 team-working 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 21st 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 adopting this approach students will 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

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DIGITAL WELLBEING

THE WELLBEING OF 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
- use monitoring software to ensure that the devices are used appropriately and safely within lesson
- not allow smart phone use in lessons or private study



THE DIGITAL CLASSROOM AT AGSB

By using their devices regularly students will develop essential digital skills necessary to succeed in the 21st Century. 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 and 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.

AGSB DIGITAL CLASSROOM

ENHANCED LEARNING

CLASSWORK DELIVERED BY ONENOTE IN TEAMS

FEEDBACK GIVEN IN REAL TIME VIA ASSIGNMENTS & WHITEBOARD

COLLABORATION OF STUDENTS; RESEARCH & ANALYSIS OF DATA IN REAL TIME

EFFICIENCY

ALL CLASS & HOMEWORK IN ONE PLACE - EASY TO NAVIGATE IN ONENOTE & ASSIGNMENTS

DIGITAL FUTURE

STUDENTS FLUENT IN THE SAFE USE OF DIGITAL TECHNOLOGIES

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



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