Appendix 1: Specific references to digital literacy, digital learning, digital teaching and digital technology within HGIOS 4.

1. Leadership & Management

   1.1 SELF-EVALUATION FOR SELF-IMPROVEMENT – Level 5 illustration
   - ➢ *"We gather a range of data and information to monitor and track progress for all learners. We regularly interrogate data, making use of digital technology to support this where relevant and appropriate."*

   1.2 LEADERSHIP OF LEARNING – Level 5 illustration
   - ➢ *"We are improving our approaches to digital learning and teaching."*

   1.5 MANAGEMENT OF RESOURCES TO PROMOTE EQUITY – Level 5 illustration
   - ➢ *"We make the best use of available resources, including digital technologies, to create, sustain and enhance a motivating environment for effective learning."*

   FEATURES OF HIGHLY EFFECTIVE PRACTICE
   - ✓ *All available resources, including digital technologies and outdoor spaces, are used effectively to create and sustain effective learning environments. These are used well to support learning.*
   - ✓ *Teachers make effective use of a range of resources, including digital technologies, to provide appropriate support and challenge for learners.*
   - ✓ *All staff make effective use of digital communication and balance this well with opportunities for face-to-face discussions and collegiate time.*

   CHALLENGE QUESTIONS
   - ? *How well do we use digital solutions to support the interrogation of data?*

2. Learning Provision

   2.2 CURRICULUM – Level 5 illustration
   - ➢ *"All staff take responsibility for developing literacy, numeracy, health and wellbeing and digital literacy across the curriculum."*

   2.3 LEARNING, TEACHING & ASSESSMENT – Level 5 illustration
   - ➢ *"Learners exercise choice, including the appropriate use of digital technology, and take increasing responsibility as they become more independent in their learning."*
   - ➢ *"Learning is enriched and supported by our effective use of digital technologies."*

   2.6 TRANSITIONS – Level 5 illustration
   - ➢ *"We have agreed shared approaches to record keeping and passing on of information using digital technology to support this as appropriate."*

   FEATURES OF HIGHLY EFFECTIVE PRACTICE
   - ✓ *There is a clear focus on developing skills of literacy, numeracy, health and wellbeing, creativity, digital and employability skills in a progressive way across the curriculum.*

   CHALLENGE QUESTIONS
   - ? *How well are learners enabled to select and make use of high-quality resources and equipment including digital technologies?*
   - ? *How well do we deploy a wide variety of innovative and creative resources and teaching approaches, including digital technologies?*

Improving Life Through Learning

20#20 Excellence in Learning Technology Vision is one of high achievement, attainment, ambition and inclusion, promoting excellence for all our children and young people across Stirling and Clackmannanshire through the use of 21st Century learning technologies.

3. Successes and Achievements

3.3 CREATIVITY AND EMPLOYABILITY

➢ *"Children and young people work individually and in teams creating both digital and non-digital solutions. As their digital literacy becomes more sophisticated they embed computation to solve problems. Increasingly they apply the core principles underpinning digital technologies to develop their own ideas. Their skills are up-to-date with technological advances informed by a range of sources including the expertise of the young people themselves."*

➢ *"Children and young people are innovative, confident and responsible in the use of technologies and staying safe online. They critically examine and make informed choices about the use of digital technology to enhance and personalise learning in school and where appropriate, beyond the school day. They anticipate and respond to new opportunities and threats caused by developments now and in the future."*

FEATURES OF HIGHLY EFFECTIVE PRACTICE

✓ *Learners are able to challenge the status quo constructively and generate ideas, including, if appropriate, digital solutions to improve it.*

✓ *All children and young people have the opportunity to develop and apply more sophisticated computational thinking skills.*

✓ *Young people make informed choices about the way digital technology can and should be used.*

✓ *The development of digital skills enables children and young people to be creative and use digital technologies to meet a personal or social need.*

✓ *Young people understand the importance of developing their own digital skills for learning, life and work.*

CHALLENGE QUESTIONS

? *Does the use of digital technologies enhance learning and give young people the skills to understand, apply and create new digital solutions of their own?*

? *Is the development of digital skills underpinned by computing science, enabling children to be skilled users and creators?*

? *Do young people develop an understanding of the general principles that underpin all digital technology?*

? *Are digital technologies used to support and improve communication and collaboration with others to achieve a common goal?*

? *Do young people make effective use of relevant digital and online resources to help them make informed decisions about future pathways?*

? *Are young people aware of choices to work where they want to live through remote working opportunities available using digital technologies?*