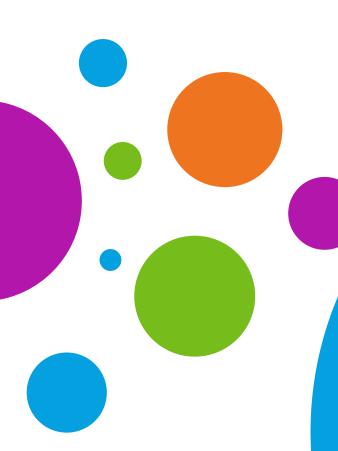
An tSraith Shóisearach do Mhúinteoirí

# Junior CYCLE for teachers

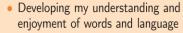


**Digital CPD Booklet** 

# Whole School CPD







- Reading for enjoyment and with critical understanding
- Writing for different purposes
- Expressing ideas clearly and accurately

COMMUNICATING

WORKING

WITH

**OTHERS** 

BEING CREATIVE

- Developing my spoken language
- Exploring and creating a variety of texts, including multi-modal texts.

Knowing myself

MANAGING MYSELF

STAYING

WELL

- Making considered decisions
- Setting and achieving personal goals
- Being able to reflect on my own learning
- Using digital technology to manage myself and my learning

### Using languageUsing number

- Listening and expressing myself
- Performing and presenting
- Discussing and debating
- Using digital technology to communicate
- Developing good relationships and dealing with conflict
- Co-operating
- Respecting difference
- Contributing to making the world a better place
- Learning with others
- Working with others through digital technology

**BEING** 

LITERATE

SKILLS

BEING NUMERATE

- Being healthy and physically active
- Being social
- Being safe
- Being spiritual
- Being confident
- Being positive about learning
- Being responsible, safe and ethical in using digital technology

- Imagining
- Exploring options and alternatives
- Implementing ideas and taking action
- Learning creatively
- Stimulating creativity using digital technology
- Expressing ideas mathematically
- Estimating, predicting and calculating

MANAGING

INFORMATION

& THINKING

- Developing a positive disposition towards investigating, reasoning and problem-solving
- Seeing patterns, trends and relationships
- Gathering, interpreting and representing data
- Using digital technology to develop numeracy skills and understanding

- Being curious
- Gathering, recording, organising and evaluating information and data
- Thinking creatively and critically
- Reflecting on and evaluating my learning
- Using digital technology to access, manage and share content







#### **Digital Technology**



involves using any device e.g. laptop or desktop computer, tablet or smartphone to process, analyse, create, store, view and communicate information in electronic formats.





Co-funded by the Erasmus+ Programme of the European Union















you can activate in

School



#1

Managing Myself

Using digital technology to manage myself and my learning

#2

Managing Information and Thinking

Using digital technology to access, manage and share content



Working with others through digital technology



**Q** Being Literate

Exploring and creating a variety of texts, including multi-modal texts



**Q** Staying Well

Being responsible, safe and ethical in using digital technology



Using digital technology to communicate

#6

**Q**Being Numerate

Using digital technology to develop numeracy skills and understanding

#8

Q Being Creative

Stimulating creativity using digital technology

#### **Notes on presentations**

	٦
Kahoot	
Classes this application	
would be suitable for	
Ideas that struck you	
Other Notes	
Piktochart	
Classes this application	
would be suitable for	
Ideas that struck you	
Other Notes	
	٦
Coggle	
Classes this application	
would be suitable for	
Ideas that struck you	
Other Notes	

	٦	
Weebly		
Classes this application		
would be suitable for		
Ideas that struck you		
Other Notes		
Padlet		
Paulet		
Classes this application		
would be suitable for		
Ideas that struck you		
Other Notes		
	_	
Twitter		
IWILLEI		
Classes this application		
would be suitable for		
Ideas that struck you		
Other Notes		

Classes this application would be suitable for	
Ideas that struck you	
Other Notes	
Google Forms	
Google Forms  Classes this application would be suitable for	
Classes this application	

Activating	g elements of the key skills digitally in	class
Digital application selected:		
Year-group:		
Topic:		
Learning intention:		
Resources required:		
Role assigned to students	(if any):	
Key skill		
Element of the key skill focussed on:		
Room layout:		
Planning required to implement the digital activity in class:		
Timeframe:		
Active student outcomes e.g. student		
presentation:		

Feedback Sheet				
Digital application selected:				
Year group:				
Topic:				
Learning intention:				
Timeframe:				
Report on how the application was activated:				
Benefits of this application for teaching and learning:				
Challenges encountered: _				
Changes you would make when implementing again:	:			
Was the application effective? Why?				
Student feedback				



### Contact details

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