Board Meeting Virtual School Dual Credit/Film Festival Innovation Pilots



May 2018

Virtual School



Vision Statement

To be leaders in providing *quality education* to *rural students* in a *dynamic learning environment*.



"LRSD Virtual School provides courses and educational programs which are delivered electronically to a student at a school site or off-site, under the instruction and supervision of a certificated teacher" *Virtual School Admin Procedure 240*

Virtual School Update



Moving Forward with High School Redesign

MFHRD is grounded in nine foundational principles:

- Mastery Learning
 - a. Virtual school provides the opportunity the students to participate in content they would not usually have access to. (French, Spanish, Math 31)
- Rigorous and Relevant Curriculum
 - a. Virtual school content is driven by needs of students. Courses are created through the collaboration of dedicated professionals, Alberta Education and ADLC
- Personalization
 - a. The Virtual School personalizes the learning for:

Students who want to take a course that is not offered at their home school

Students who need to take a course that will not fit into their regular schedule

Students who prefer to complete their program independently and at a self-directed pace.

Students who need to retake a course

Students who require assistance with credit recovery

Students who are involved in high level sports or fine arts making regular school attendance difficult.

- Flexible Learning Environments
 - a. The Virtual school is open 24/7, learning has no fixed time, asynchronous learning model, flexibility is at the core
- Educator Roles and Professional Development
 - a. The Virtual School leverages the expertise of the Outreach Teachers providing professional learning in asynchronous course delivery



Virtual School Update



Moving Forward with High School Redesign

MFHRD is grounded in nine foundational principles:

- Meaningful Relationships
 - a. Virtual school staff are in direct contact with the students both virtually and in person making the LRSD Virtual School unique
 - b. During flex or preps students can take the opportunity to meet with subject specific teachers at the school of residence
- Home and Community Involvement
 - a. Virtual School leaves the walls of traditional education to provide flexibility to reside at the student's home and community.
- Assessment
 - a. Assessments are designed by dedicated professional teaching staff from LRSD
- Welcoming, Caring, Respectful and Safe Learning Environment
 - a. By it nature the Virtual School provides a safe and caring learning environment for students



Virtual School

Who Can Register

- Any LRSD resident student may be eligible for admission to LRSD Virtual School depending on the availability of the program and the needs of the individual student.
- A student's decision to enroll in the Virtual school will be made in consultation with the resident school Principal.
- A student may request to enroll in an LRSD Virtual School course by contacting the administration or guidance counselor at their home school, contacting the nearest Outreach School or by contacting LRSD Virtual School directly. Upon approval of admission all parties will be informed.

LRSD Virtual School Handbook/Homepage









Film Festival



The Southern Alberta Student Film Festival is a showcase of student storytellers, actors, and filmmakers who want to give us a glimpse into their passions, adventures and their lives. The Festival is open to students who attend school within the education <u>geographical Zone 6</u>. The festival is a celebration of learning with viewing nights and workshops taught by industry professionals. Students may participate in the "<u>Film in 48 hours</u>", "Full Length Film" or both. The Festival will took place from May 2-4 at the Galt Museum in Lethbridge Alberta .

Southern Alberta Student Film Festival Student Films



Dual Credit



Partners

We are excited to present our partner for the Dual Credit Program, the Movie Mill, University of Lethbridge, Lethbridge 51, Palliser School Division. These partners are leaders in industry and education through innovation and creativity.



About the Course:

Cinema 1000 is intended as a foundational course that introduces students to the basic constructive principles and formal components of moving image art. Therefore, the material covered in the course will be instrumental to students' creative and critical work in all subsequent moving image and/or media courses.

Course Title: Introduction to Cinema Studies

Contact Hours/week: 4-0-0 (Tuesday 6:00 p.m. -10:10:00 p.m.)

Prerequisites: None

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Equivalent: Drama 3030 (prior to 2017-18)
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ETAC Technology Pilots provide teachers the opportunity to determine if advances in specific new education technologies makes significant pedagogical differences in their teachings. These findings provide a resource bank of feedback on technology that will support the infusion of instructional technology throughout LRSD.

- 360 Camera
 - 360-degree video is typically recorded using a dedicated camera that contains multiple camera lenses embedded into the device, and filming overlapping angles simultaneously. Through a method known as video stitching, this separate footage is merged together into one spherical video piece
- Digital Portfolios
 - A Digital Portfolio is as a type of learning record that provides actual evidence of achievement. Learning records are closely related to the outcomes taught in class. Digital Portfolios are an emerging tool which schools use to manage and display learning. This year we piloted Freshgrade



Coding in the Classroom

- Coding in the classroom is linked to improved problem solving and analytical reasoning, and students who develop a mastery of coding have a natural ability and drive to construct, hypothesize, explore, experiment, evaluate, and draw conclusions. To meet the needs of student centered learning and the Alberta Competencies LRSD piloted a coding package that could be placed in schools that provided all things needed for students to code.
- The package included 4 IPads, 2 Sheroes and 1 mini-drone and the students who participated were from grade 7-9. Students used the programs Swift, Lightbox, Tickle and XCode. Students learned the basics with Lightbox and progressed through the software until they created their own apps with XCode. Students demonstrated understandings and competencies throughout the process



Makerbox in the Learning Commons

- The maker movement is about teaching and learning that is focused on student centered inquiry. This is not the project done at the end of a unit of learning, but the actual vehicle and purpose of the learning. Lrsd is looking for an opportunity to infuse this ideology into the Learning Commons . In 2016-17 LRSD designed a box with maker movement materials to be located in the Learning Commons for students to access whenever possible. The goal was to capitalize on learner centered practices and have the students learn by doing. The box provided the tools , the commons provides the space and student provides the energy Sphero Robots
 - The Sphero Robots are a Robotic Ball controlled via an App on a Smarphone, Tablet or Chromebook. These devices allow for simple remote control or introductory coding and programming. The related apps include challenges and tasks for students to complete.



Wireless Charger

• a wireless cellphone charging station was equipped in a Grade 7 classroom. The idea was that it would lower off-task behaviour with students if the phone was in a place they could see it, but there was a viable reason for it to not be in their hands.

Cardboard Makerspace Tub

• A maker tub was created to assist a Grade 3 class to engage in the maker movement with simply cardboard and fasteners. The kit included cardboard saws, cardboard screws, screwdrivers, tube joints, hinges, stacking flaps and cardboard hole punch

Chromebook access

• 10 touchscreen chromebooks were stored in a Grade 5 classroom to determine if students had better access than they would with a cart .

Vibe VR Machine

• A Vibe VR machine was purchased and placed in a Learning commons to determine the validity of this technology in school to support student learning.

WEDO

• A set of Wedo (simple robots) were placed in a Kindergarten classroom to determine if this technology assisted students in coding

Dual Credit

Purpose

- To provide students with access to dual credit programming opportunities to personalize their high school experience and build on or discover their career passions and interests.
- To enable students to earn high school credits at the same time as post-secondary credits toward a postsecondary certificate, diploma, or degree.
- Dual credit helps students to:
 - Complete high school while engaging in meaningful curriculum
 - Gain confidence in transitioning from high school to post-secondary studies
 - Make meaningful connections to the current and emerging labour market
 - Navigate an ever-changing world and the increasingly complex decisions in their futures
- Students Receive

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- Receive a U of L Student I.D.card, and become University of Lethbridge students
 - Have access to U of L academic supports and the University Library
 - Earn 5 high school credits and 3 University course credits for each course
- Receive a regular U of L transcript and must advise any future college/university of the
 - U ofL attendance
- Are eligible for the scholarships
- Participate in field trips to the U of L, attend tutorial sessions with a U of L instructor



