



## **Synergy Projects for Districts (2019-2020)**

The SET-BC Synergy Projects are designed to provide district and school teams with Professional Learning opportunities and technology tools to support student diversity and inclusion. For the 2019-2020 school year, our SET-BC projects will support four areas or programs: Virtual Mapping, Virtual Reality (VR), Deeper Learning-Outdoor Education, Mathematics and Coding.

Each project requires a project team leader and one or more classroom teacher partners. Please see the areas below for specific project descriptions, criteria, illustrations of possible projects and the available technology tools.

The application deadline for all four SET-BC Synergy Projects is **November 15, 2019**.

The application form is with this information package and also can be found on the website:

For questions or further information on these projects, please email us at [servicedelivery@setbc.org](mailto:servicedelivery@setbc.org).

Teams will be able to commit to the following:

- Participation in collaborative action planning in late December 2019/early January 2020 and a mid-year meeting with SET-BC project facilitators
- Participation in short monthly online project team meetings for sharing of resources, troubleshooting and requested training support
- Regular contributions to a professional blog for the duration of the project
- Appropriate permissions to display project outcomes, including specific indications of which images of students and their work that can and cannot be displayed on the SET-BC website

Summary of the project outcomes by May 31, 2020.

## **Virtual Mapping Project using Google Tour Creator**

### **Rationale/Overview**

Fits in with Placed-Based Education / Science / Social Studies / Language Arts

“Place-based education immerses students in local heritage, cultures, landscapes, opportunities, and experiences using these as a foundation for the study of language arts, mathematics, social studies, science and other subjects across the curriculum. Place-based education emphasizes learning through participation in service projects for the local school and/or community.”

<http://www.promiseofplace.org/>

### **Supports**

- 2- 360 degree cameras with tripods
- 8 - iPad minis with cases
- 8 microphones

## Implementing Virtual Reality (VR) into your classroom

### **Rationale/Overview**

VR has been in development for the last 30 years, but up until recently it has either been too expensive or too complicated to integrate into general educational environments. VR is a **cost efficient** alternative to expensive field trips, it allows students to visualize **abstract concepts**, it is a powerful tool for **creating** in 3D (and subsequently printing in 3D), it is also a tool for developing **empathy** in students, learning **coding**, and giving students with **complex needs** opportunities. Moreover, it is being used **in pain management** and companies like Tobii are implementing their eye gaze technology into the headsets.

### **Supports**

The Oculus Quest was just released in May of 2019. It is a game changer because it allows for easy set-up and its cost is relatively low. You would need to purchase apps for the device, but they are not expensive. Oculus apps are similar to the cost of iPad apps.

- 2x Oculus Quest (option to increase)
- 2 paid apps

## Math Synergy Project

### **Rationale/Overview**

As part of this stream, project teams will be exploring innovative ways to support numeracy. As defined in BC Ministry of Education document, numeracy is the ability to understand and apply mathematical concepts, processes, and skills to solve problems and make decisions in a variety of situations, including real-life scenarios.

Numeracy assessment looks at learning which has taken place throughout the student's education, not only in mathematics, but across various subjects.

### **Supports**

- 5 iPads (with Book Creator, iMovie, Comic Life, Explain Everything)
- Headsets with microphones
- Apple TV

## **Deeper learning - Interdisciplinary learning project with an outdoors focus (Secondary)**

### **Rationale/Overview:**

The Interdisciplinary project will support secondary schools teachers explore the use of technology to support interdisciplinary learning activities. Preference will be given to applicants who incorporate outdoor-based opportunities.

If there was a demand for a different kind of education, then there would be lots of things we could change. We could create opportunities for schools to give more interdisciplinary opportunities. We could create more connections between schools and institutions in the world. We could give students more agency and choice over their learning. There are a lot of things we can do, but fundamentally, we need to build the will for this, and the starting point is that people need to experience the kind of thing that we want them to create. - Jal Mehta - Author. *In Search of Deeper Learning*.

### **Criteria**

Priority will be given to project designs which demonstrate the following:

- Mutually developed project goals that reflect a partnership between at least two teachers in different subject areas in a secondary school setting
- Project goals that reflect specific curricular areas that are typically classroom based but can also be supported in an outdoor setting and clearly demonstrate interdisciplinary approaches to learning.
- Clear and achievable project outcomes and goals within the stated project timeline
- Commitment to exploring innovative ways to support a diverse student population that includes one or more students with complex needs
- District commitment to provide additional support and resources as needed

### **Examples:**

Climbing for All

Geography and Photography class with diverse students work with a community agency that takes young people, including those with disabilities, rock climbing. Students explore a variety of concepts such as leadership, collaboration, adaptive sports, physical and human geography, and sports photography.

### **Supports**

- 8 Win PC Laptops OR 8 Macbook Pros with video editing software
- 1 Go Pro camera (Session)
- 1 Go Pro camera (Hero)



- 2 Camera mounting packages

## **Coding – Students with Visual Impairments**

### **Rationale/Overview:**

Coding has been identified as another language. It also fosters creativity, helps with math skills, improves writing academic performance and helps with building confidence in problem solving skills. Coding is in many of today's STEAM activities.

[Code Jumper](#) is a new coding tool that is completely accessible for students with visual impairments and for sighted students. For a student with the everyday challenge such as visual impairment, having the opportunity to explore the skills that come with coding with their peers would build an inclusive classroom for all students.

### **Criteria**

We are looking for a team of a classroom teacher and TSVI who would like to work together on this project.

### **Supports**

- Code Jumper Kit
- Other technology to be determined