

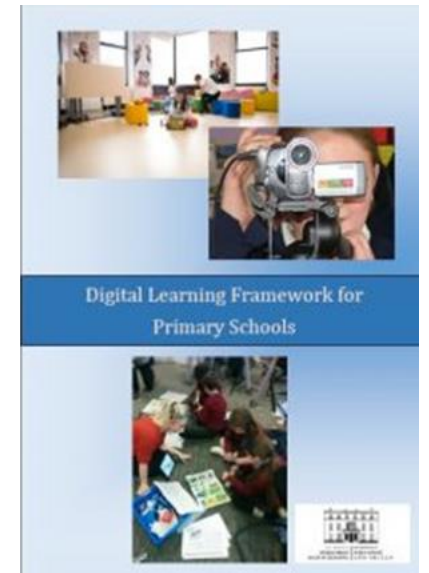
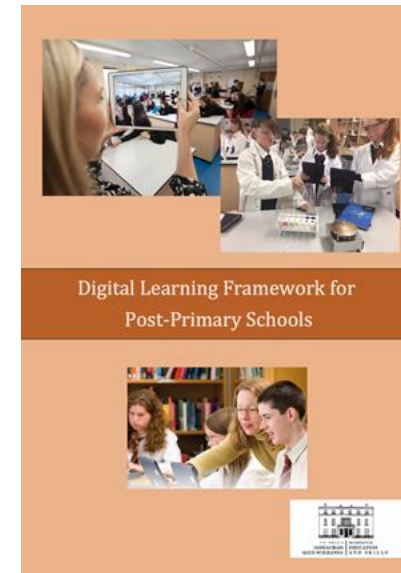
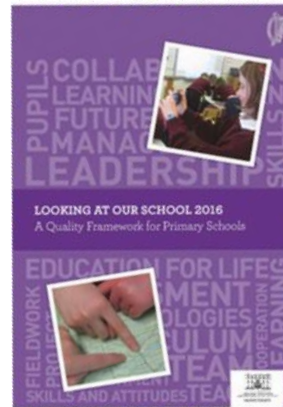
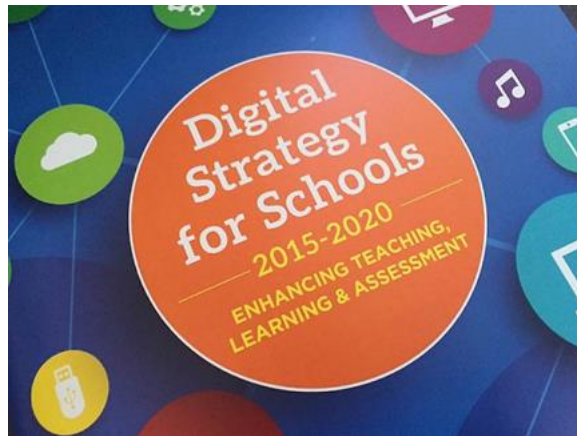


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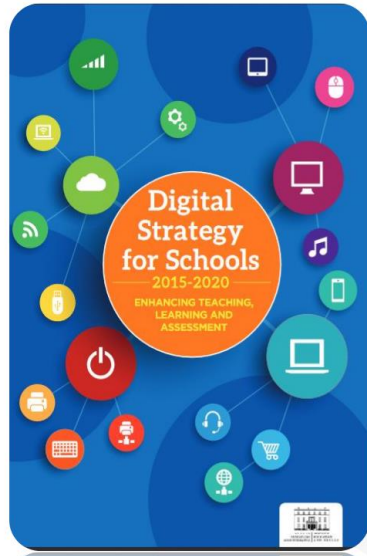
EDUCATIONAL ROBOTICS
AND STEAM EDUCATION

IRELAND

NATIONAL FRAMEWORK AND STRATEGY REGARDING THE INTRODUCTION OF ROBOTS IN EDUCATION AND TRAINING POLICIES

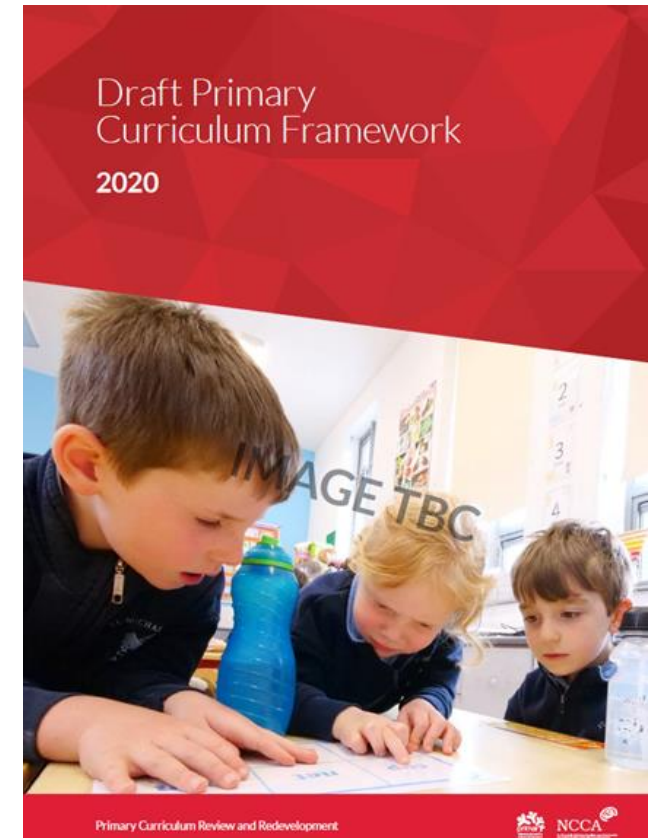


REDEVELOPED PRIMARY CURRICULUM



*“Realise the **potential** of digital technologies to enhance teaching, learning and assessment so that Ireland’s young people become **engaged** thinkers, **active** learners, knowledge **constructors** and global citizens to participate fully in society and the economy.”*

Digital Strategy 2015-2020 (P.5)



KEY FEATURES OF STAKEHOLDERS TAKING PART IN THE DEVELOPMENT OF EDUCATIONAL ROBOTICS



PRIMARY CODING INITIATIVE

Research

- Initial desk top audit
- International curriculum investigation
- Commissioned paper on computational thinking

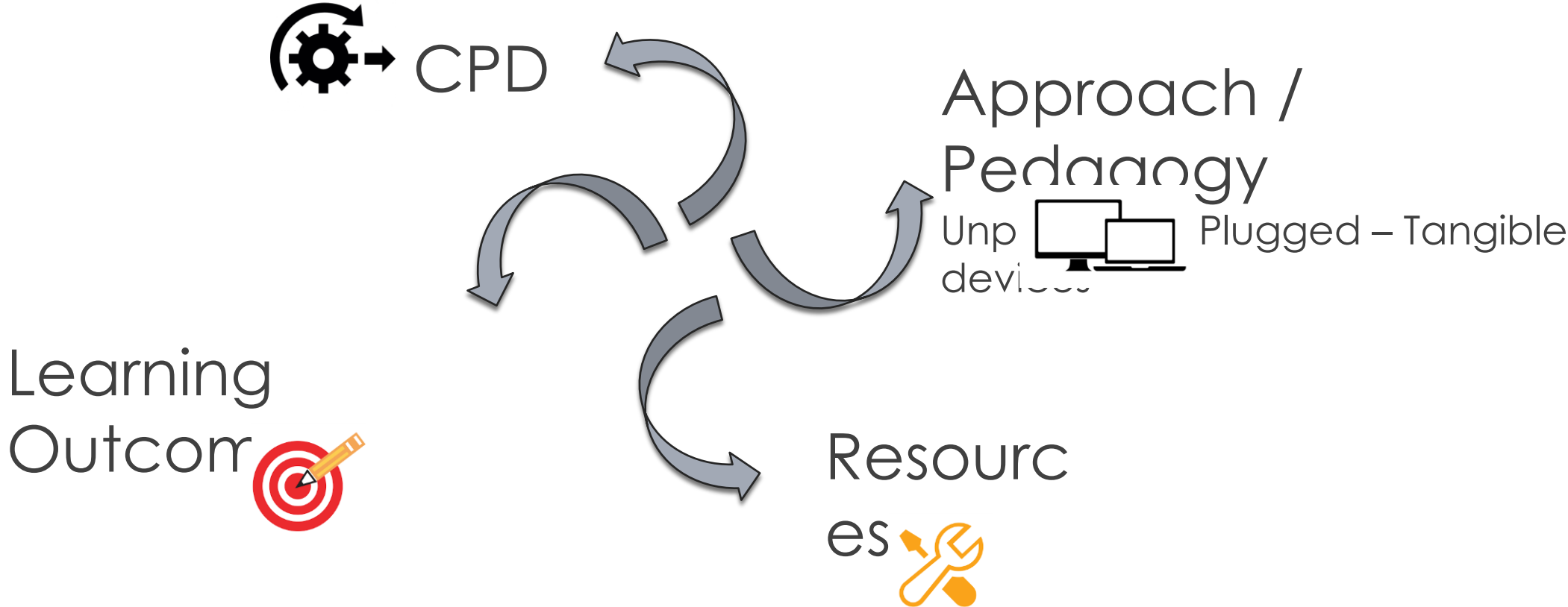
School-based initiative

- Phase 1
- Phase 2



Inform the redevelopment of the primary curriculum

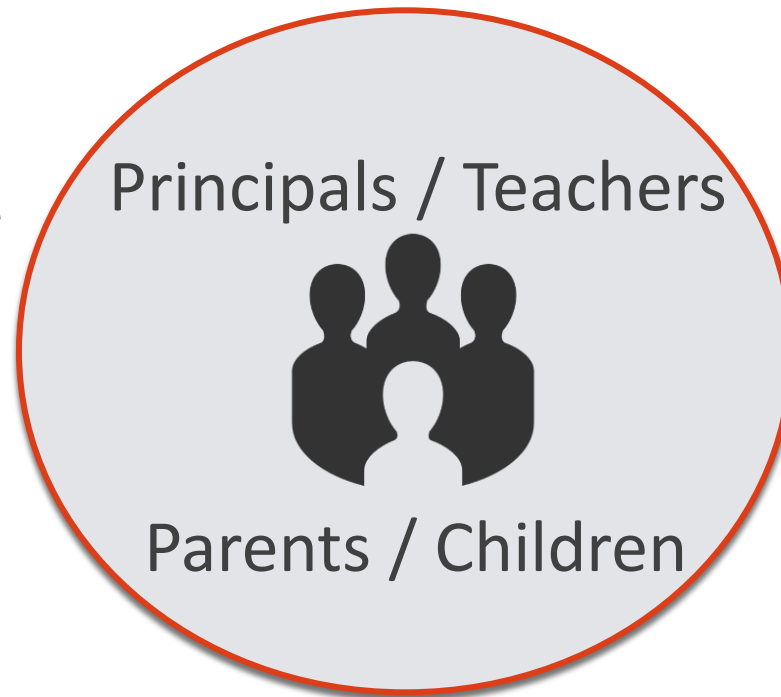
KEY FEATURES OF STAKEHOLDERS TAKING PART IN THE DEVELOPMENT OF EDUCATIONAL ROBOTICS



TO WHAT EXTENT SHOULD DIGITAL TECHNOLOGY BE PART OF A REDEVELOPED PRIMARY CURRICULUM



Stand-alone



Integrated

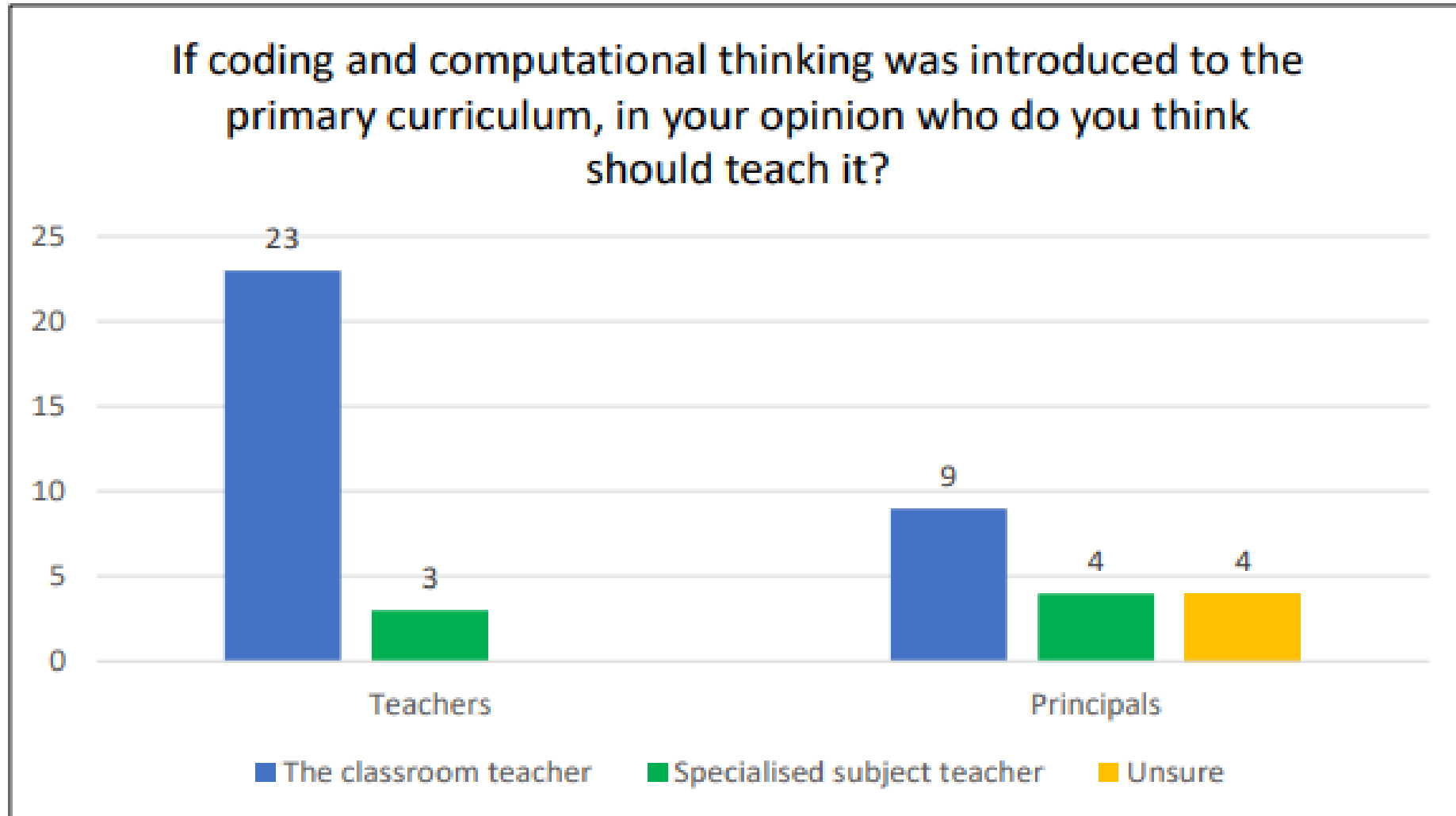


Key Competence

CONSEQUENCES ON PROFESSIONAL TRAINING, PEDAGOGICAL PRACTICES, CLASSROOM ORGANIZATION, CURRICULA AND ACQUISITION OF COMPETENCIES (IN PARTICULAR 21ST CENTURY COMPETENCIES & SKILLS)

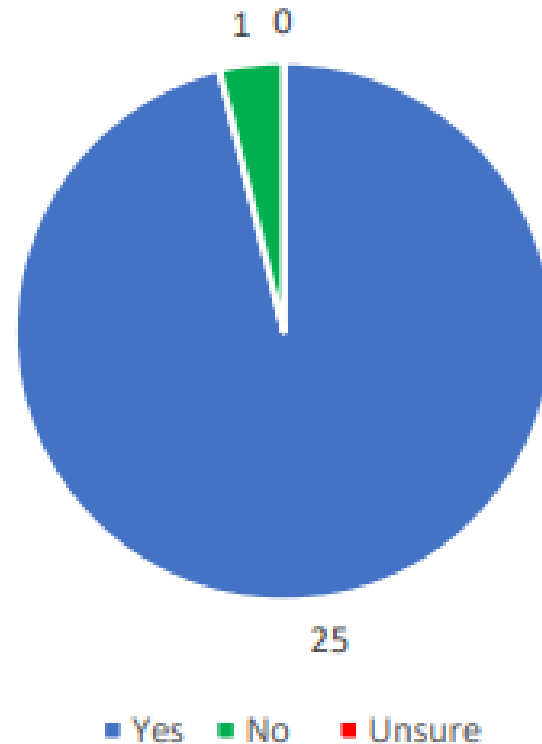
Action	Description	Date
2-day face-to-face workshop	<ul style="list-style-type: none"> Introduction to Phase 2 initiative Computational Thinking course based on PDST summer course specification 	June 2018
1-day face-to-face workshop	<ul style="list-style-type: none"> Introduction to teaching resources and Teams facility from NCCA Office 365 platform Review of classroom resources 	September 2018
1-day face-to-face workshop	<ul style="list-style-type: none"> Learning Outcomes review Pedagogy frameworks 	October 2018
1-day face-to-face workshop	<ul style="list-style-type: none"> Introduction to project-based tangible computing resources and activities 	November 2018
1-day face-to-face workshop	<ul style="list-style-type: none"> Research meeting 	February 2019
Ongoing	<ul style="list-style-type: none"> Online teacher support throughout the initiative for all participants through Microsoft Teams facility from NCCA Office 365 platform 	Ongoing

CLASS TEACHER AND SCHOOL PRINCIPAL'S OPINIONS _ NEW SUBJECT

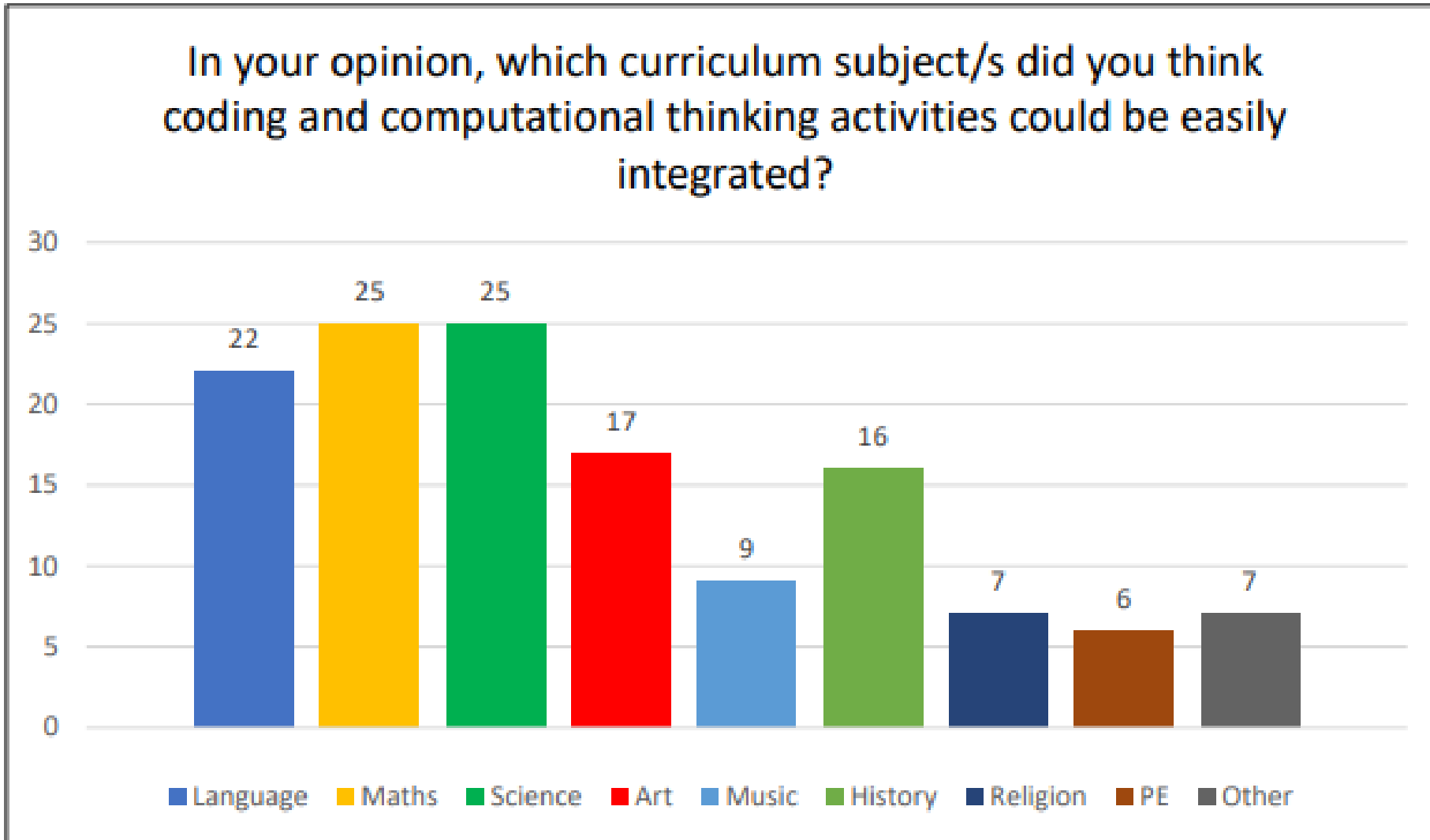


CLASS TEACHER AND SCHOOL PRINCIPAL'S OPINIONS _ OTHER SUBJECTS

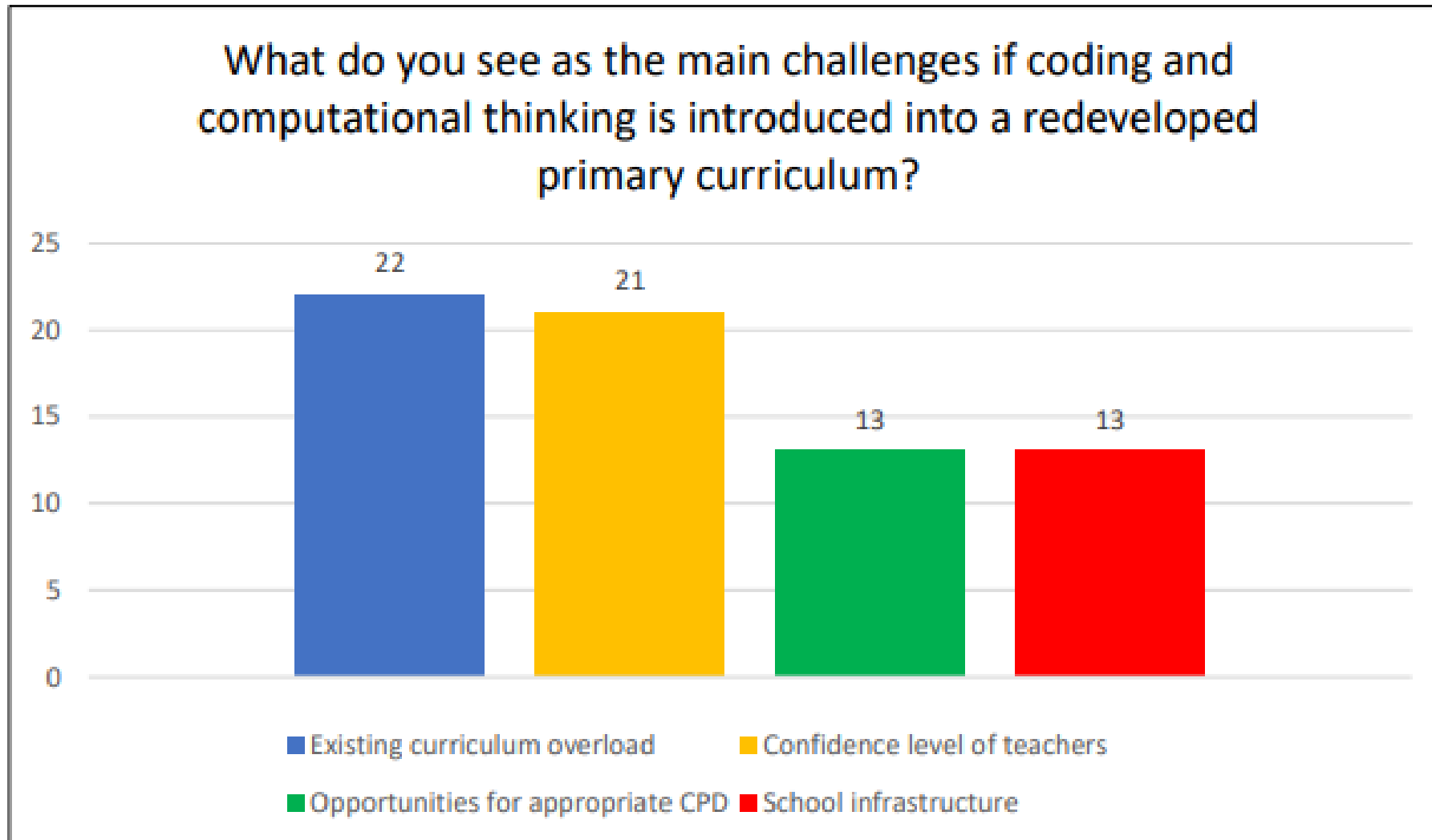
In your opinion, do you think coding and computational thinking activities contributed to learning about other subjects?



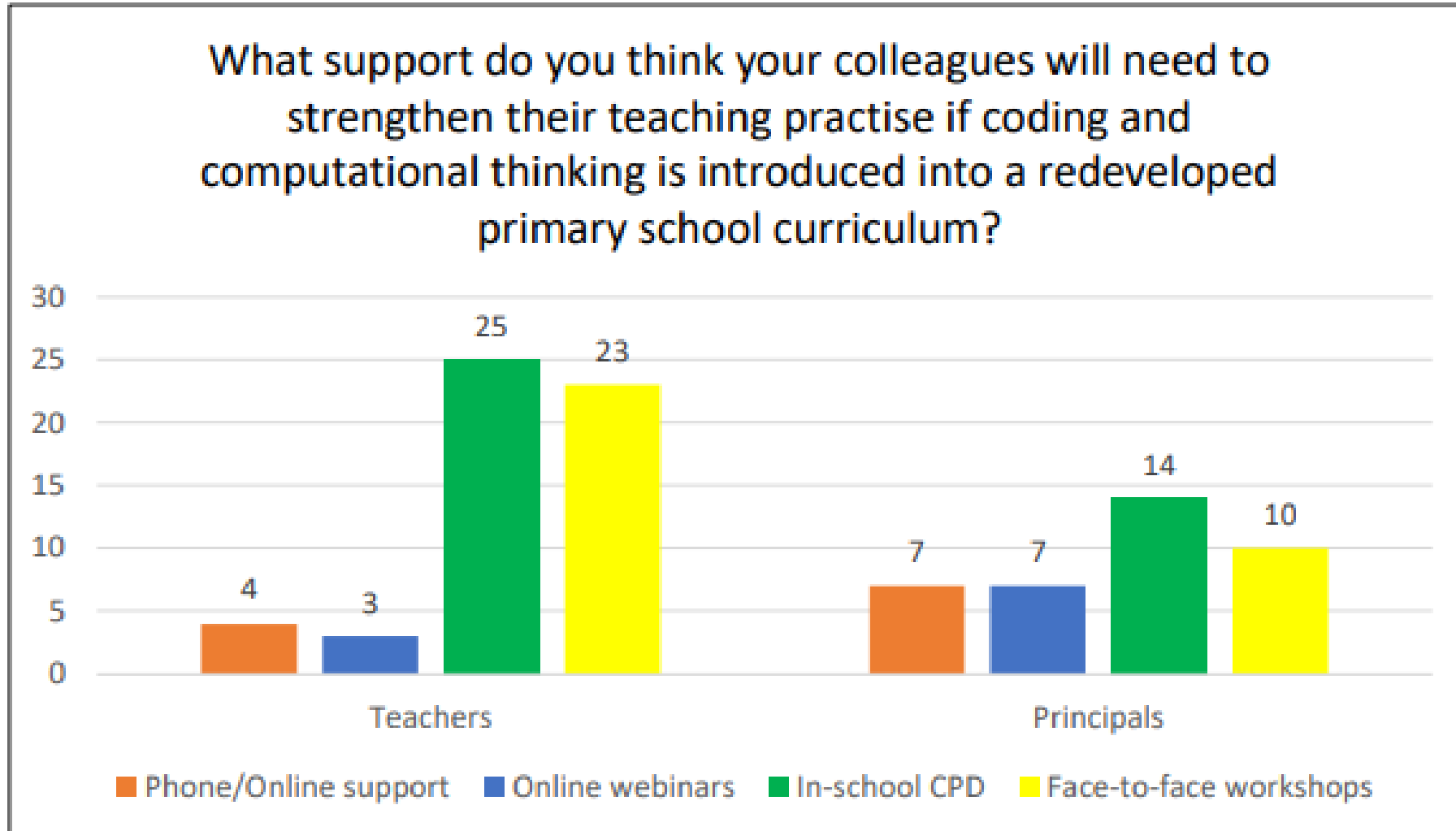
CLASS TEACHER AND SCHOOL PRINCIPAL'S OPINIONS _ OTHER SUBJECTS



CLASS TEACHER AND SCHOOL PRINCIPAL'S OPINIONS _ NEW SUBJECT



CLASS TEACHER AND SCHOOL PRINCIPAL'S OPINIONS _ CPD



RELEVANT EXAMPLES OF USES OF ROBOTS FOR EDUCATION AND SPECIFICALLY FOR STEAM EDUCATION

- Share teachers' experiences from the initiative
- Provide examples of good practice
- Continued interagency collaboration

Support Materials for Schools

See examples of the types of classroom activities undertaken during the initiative.

[Find out More](#)



<https://www.ncca.ie/en/primary/primary-developments/coding-in-primary-schools>