LUDGATE HUB

Ludgate Schools Education Development Strategy

Schools Programme
Report 2021

Presented By
The Ludgate Hub

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Report Outline

Introduction

The plan takes in a broad range of ages and levels with consideration of our environment in south west Cork and deals with all the relevant issues within the development of STEM/Digital skills.

The Ludgate Education Programme serves as a basis for ensuring:

1. That participants – be they kids or youths – are provided with a balanced and coordinated program of STEM/Digital development opportunities.

2. That the development opportunities are complimented by a sequential series of education opportunities for key stakeholders (teachers, parents and mentors)

Our Vision

Our vision by 2023 is to have achieved the following:

1 STRUCTURE

A clear structure of 21st Century learning opportunities throughout the area

2 OPPORTUNITIES

Create opportunities for all our kids and youths to learn, develop 21st Century skills and participate in a fun centered environment.

3 HIGHLY SKILLED YOUTHS

Produce kids and youths who are competent in their own ability.

4 HIGHLY SKILLED EDUCATORS

Create opportunities for the development of a greater number of highly skilled educators available.

MISSION

To provide equal opportunities for kids and youths and educators of all abilities to learn and develop 21st Century skills in a fun environment. We wish to facilitate pupils progressing to third level education can be the best they can be.

Our Aim

Our aim is to achieve the following:

1 To increase participation of kids and youths in STEM/Digital disciplines.

2 To increase proficiency of kids and youths in STEM/Digital skills.

3 To increase the numbers of students from local secondary schools undertaking STEM/Digital degrees.

As Ireland continues to position itself as the epicentre of the world's digital economy, we need to future proof the talent pipeline.

Core Principals

1.INCLUSIVE

Our aim is to allow kids and youths the opportunity to participate in STEM/Digital activities and gain 21 st century education skills.

2.ACCESS

We hope to provide access to all kids and youths in the area the opportunity of participating in STEM/Digital skills initiatives through our communities and schools and to make their experience happy and enjoyable one.

3.QUALITY

We aim to provide opportunities to improve and develop our education structure through a new educator development format.

4.EDUCATION

We see the education of all our kids and youths as an integral part of the Ludgate rural regeneration programme. We also need to develop our education knowledge of 'best practice' and 'new ideas.' These are all key to a successful education structure.

5.ENJOYMENT

If our kids and youths are not enjoying our activities then we have failed, therefore it is of the utmost importance that we make our activities enjoyable for all. We aim to achieve this through an enjoyable, challenging education environment.

Strategic Action Pillars

EXPLORERS
Age 5-8

OBJECTIVES

To develop the basic fundamentals of 21 st century skills in education through STEM/Digital activities in primary schools in south west cork. This includes balance, coordination, agility, speed, catching, kicking, striking, running, jumping and throwing.

OUTCOMES

Established the basics of STEM/Digital skills. These include exploring, thinking, well being, identity and belonging.

LEARNERS
Age 8-12

OBJECTIVES

To build the basics of the STEM/Digital skills already developed in the Explorers stage beginning to incorporate them into more complex situations

OUTCOMES

Pupils will be introduced to learning, thinking and life skills. They will have been introduced to the team ethos and will have learned the importance of communication and teamwork. Fun and enjoyable learning is the most important part of this stage with competition coming secondary.

CREATIVES
Age 12-15

OBJECTIVES

To facilitate the progression of pupils into the junior cycle curriculum while maintaining a continuing STEM/Digital skill development and participation ethos for all.

OUTCOMES

Pupils will have experienced immersive STEM/Digital activities with pupils from different schools on a collaborative and competitive basis. It is important that the focus is on creative skills as part of the 21st century skills in education.

CRITICAL THINKERS
Age 15-19

OBJECTIVES

To facilitate the progression of pupils into the senior cycle curriculum while maintaining a continuing STEM/Digital skill development and participation ethos for all.

OUTCOMES

Pupils will have experienced immersive STEM/ Digital activities with pupils from different schools on a collaborative and competitive basis. It is important that the focus is on creative skills as part of the 21 st century skills in education.

Strategic Action Pillars

FUTURE LEADERS
Secondary Schools

OBJECTIVES
To allow opportunities for secondary school students to gain industry experience and develop leadership skills.

OUTCOMES
All interested students will be given the opportunity to complete this activity.

SCHOOLS
Primary and Secondary

OBJECTIVES
To provide opportunities for schools to undertake strategic planning and the development of a digital plan

OUTCOMES
Each school would have a digital plan encompassing 1: Teaching, Learning and Assessment Using ICT; 2: Teacher Professional Learning; 3: Leadership, Research and Policy; 4: ICT Infrastructure.

WORKSHOPS
Education Workshops

OBJECTIVES
To provide opportunities for teachers, parents and mentors to gain new ideas in different aspects of STEM/Digital education.

OUTCOMES
Provide education opportunities for teachers, parents and mentors.

MENTORS

OBJECTIVES
To allow opportunities to train up mentors with the knowledge for educational support

OUTCOMES
Opportunities will be given to mentors to develop their STEM digital and education skills.

STEM/DIGITAL CAMPS

OBJECTIVES
To offer condensed immersive STEM/Digital experiences and increase number of kids and youths attending summer camps and academies.

OUTCOMES
The STEM/Digital camps will allow kids their first introduction to STEM/Digital activities and involve a number of days of intensive skills development. The academies will offer immersive experiences to talented youths. Participants will learn the importance of collaboration, communication, improving individual skills, and making activities enjoyable for everyone.