NEW GENERATION VISION

The Grange P-12 COLLEGE

Key directions – Literacy, Numeracy, Guaranteed Viable Curriculum, Improving student learning outcomes, attendance, engagement, student leadership and voice. Need to show growth across all of our key data sets.

Directions for next 5 years
A curriculum to continue enrolment growth

• Developing STEAM based curriculum
• Relationship Wyndham Tech School
• Sports Science
• Robotics, virtual/augmented learning
• Building a highly positive community perception
• Learning and curriculum preparing students for new economy
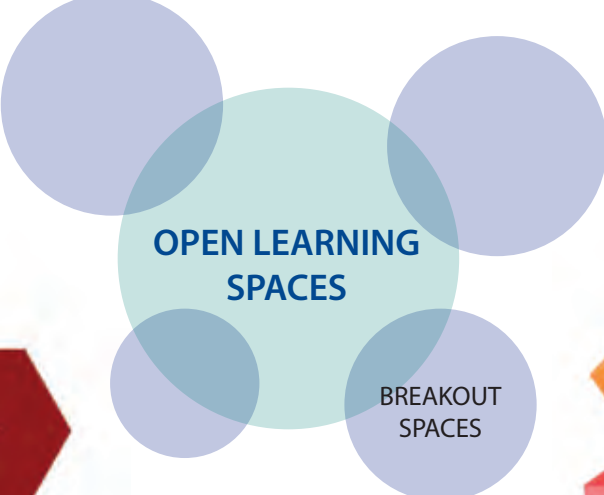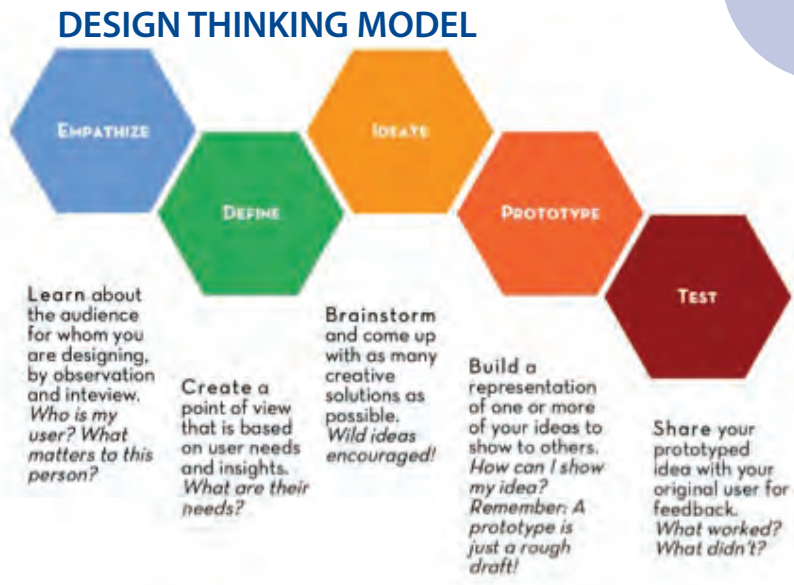• Continue to strengthen P-12 learning and teaching

Learning Model – our future

• The building project should inspire a school community of transformative practice, driving a collaborative culture where students, teachers, community work together to prepare students for the changing world of work.
• Use of evolving technologies
• Problem based learning
• Academic rigor – projects mapped to Vic Curriculum
• Data collection, analysing, interpreting, prototype and test, creating, design thinking and predictions for further study.
• Virtual and Augmented reality
• Emerging technologies

What should our College look like

• Collaborative spaces
• Learning laboratories
• Scientific and technical equipment
• Presentation equipment
• Large open learning spaces
• Break out rooms
• Linking outdoor to indoor
• Positive outside spaces – landscaping –passive, social and sporting spaces
• Buildings to take us through the next 15 – 20 years. Therefore we need to be adaptive, open and lateral in our thinking
• Maker spaces

FLEXIBLE LEARNING SPACES

DESIGN THINKING MODEL

EMPATHIZE — Learn about the audience for whom you are designing, by observation and interview. *Who is my user? What matters to this person?*

DEFINE — Create a point of view that is based on user needs and insights. *What are their needs?*

IDEATE — Brainstorm and come up with as many creative solutions as possible. *Wild ideas encouraged!*

PROTOTYPE — Build a representation of one or more of your ideas to show to others. *How can I show my idea? Remember: A prototype is just a rough draft!*

TEST — Share your prototyped idea with your original user for feedback. *What worked? What didn't?*

OPEN LEARNING SPACES

BREAKOUT SPACES

FUTURE PROOF

LEARNING MODEL

Inquiry Learning Cycle

I WONDER — notice, ask questions, state problems
I INVESTIGATE — plan, read, research, field work, interview
I RECORD — data, organise, describe, classify, graph, draw
I DISCOVER — observe, examine, measure, interpret
I THINK — logic, relate, discuss, analyze, alternative explanations
I TRY — experiments, model, ideas, repeat
I REFLECT — revise, rethink, improvise, conclude

TECHNOLOGY ENHANCED LEARNING

LEARNING
TEACHING
ASSESSMENT

SPORTS — VICTORIAN CURRICULUM — SCIENCE