

Our next generation of young people are in danger of being left behind by this pace of change. We need to act now to ensure that our education system addresses the digital skills problem but without a framework, the digital skills gap is in grave danger of widening further.



Put digital literacy and skills at the heart of education - a call for a Digital Competency Framework

In 2019, the No.Longac Optional: <u>Employer Demand for Digital Skills</u> paper by Burning Glass found that 82% of plas in the UK require digital skills. The digital work is an indelible plant of modern life, and this fact has been further highlighted by the way that people have lived and worted during the panderine. Although there has been an increase in digital use in the least 2 years, the <u>Future in 2021 report by BT says that the digital skills gap in the UK may have worsened during the <u>CPUID for gardenine</u>.</u>



As part of our research at NEN - The Education Network, we have been asking ourselves: is this lack of digital skills in the workforce the result of how and what the key factors successfully preparing today's learners for the digital world of employment that awaits them? Is the curriculum term 'computing' skewing everyone's the curriculum term 'computing' skewing everyone's to broader 'digital competencies', including the softer skills of digital and medial titeracy more accordance.

Curriculum

Computing was introduced into the National Curriculum in 2014. It is a foundation subject and LAmaintained state schools must teach it until KS4, although academies and free schools are free not to teach it.

The Primary Computing Curriculum is designed to give children the understanding of fundamental computer skills and develop their computational and creative skills to understand the modern

1 https://www.weforum.org/agenda/2022/01/digital-inclusion-skills-gap-business-divide/



Harmeet Sahota and Scott Hayden

Digital Skills

Harmeet Sahota



Headteacher and Consultant

19 years experience | 12 years SLT









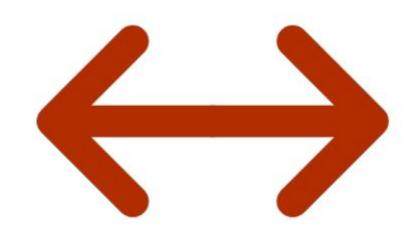




Digital Skills gap



- A 2019 study showing that 82% of jobs in the UK require digital skills, underlining the significance of digital competence in modern life.
- Despite increased digital use in recent years, the COVID-19 pandemic may have exacerbated the digital skills gap in the UK.
- The role of schools: There is a huge variation in how digital skills / and computing is taught in schools



Challenges



- The quality of digital education is influenced by:
 - teacher knowledge non-specialists
 - school budgets
 - training
 - o digital strategies.
- Only 12% of students chose Computing as GCSE (Nationally)
- Positive initiatives







Trailblazers: Digital Competency beyond Computing



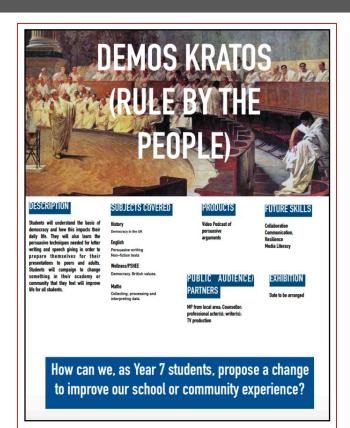
• 'A curriculum for life' to increase life expectancy

"The Digital Literacy lessons have been hugely successful. There is scope to deliver many more project-based assignments, but this can often be difficult when traversing the fine line between examination achievement and providing the essential skills that we feel would prolong or improve the life chances of our students."

Tristan Kirkpatrick, OGAT Director of Computing

Trailblazers: Digital Competency beyond Computing





Aspirations Academies Trust

- Developing Creative Technologists through Applied Transdisciplinary Learning (ATL) and STEAM (Science, Technology, Engineering, Arts and Maths)
- Demo ATL (Cross-Curricular)

Trailblazers: Digital Competency beyond Computing



"The ethos of the school centres on learning-by-doing with a focus on digital creativity. We aim to move students from the passenger seat to the driver's seat of technology. I believe children's learning should be contextual and relevant to their world which is interactive and digital. We will equip them with skills as well as qualifications, know-how as well as knowledge, and an understanding of teamwork as well as individual endeavour. Learning-by-doing, collaboration, projects and games-based learning contextualises the learning experience and puts theory into practice. The school will deliver the national curriculum but will also help children become 'worldready' and 'work-ready'



Digital Skills @ BCoT

Scott Hayden - Head of Teaching, Learning + Digital @ BCoT

We are a team of Students-turned Technologists who help ALL staff and students to use tech to improve teaching, learning and wellbeing...







At the heart of our Digital Strategy...



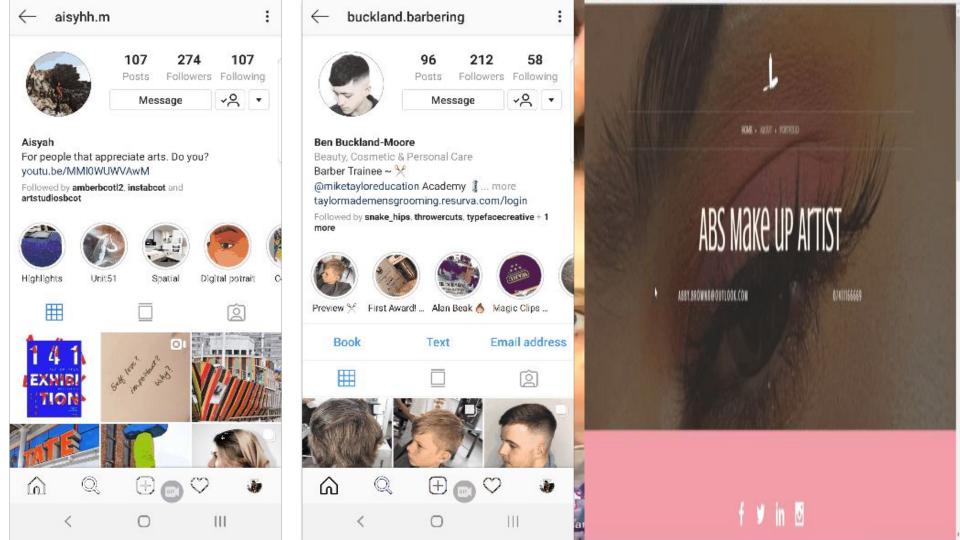
C OMPASSION • RIGINALITY **ESPONSIBILITY** MPATHY



Gerd Leonhard

Digital Wellbeing: a term used to describe the impact of technologies and digital services on people's mental, physical, social and emotional health.

1		How d	o you s	pend th	e 168 ho	urs in y	our wee	k?	
2	Time	MONBAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
3	SAM	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Maria de la compansión de
4	5.50	Sleep +	Sleep +	Sleep -	Study -	Sleep +	Sleep +	Sleep +	How do you spend the 168 hours in your week?
5	1100	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Other College Work 11.0%
6	6:30	Sleep +	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	11.6% Family
7.	7:00	Sleep +	Sleep +	Sleep +	Study -	Sleep -	Sleep +	Sleep +	Travel 2.4% 5.7% Friends
9	7:30	Sleep =	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Study 5.7% Gaming
9	8.00	Sleep -	Sleep -	Sleep -	Study -	Other -	Sleep -	Sleep -	9.2% Refax
10	930	Travel -	Study +	Work -	Gaming -	Family -	Sleep +	Sleep +	Sleep 83%
11	9:00	College +	Travel -	Relax -	Relax -	Travel -	Travel -	Sleep -	31.75
12	930	College -	Other -	Travel -	Travel -	Travel -	Travel -	đảming -	
33	10:00	College +	Travel -	Travel -	Work -	Travel -	Travel -	Gaming -	
34	10:80	College +	College +	Work *	Gaming *	College +	Work +	Gaming +	Count of MONDAY Count of TUESDAY
15	11.00	College -	College -	Work -	Gaming -	College -	Work -	Gaming -	Relax Garring
16	1100	College -	College -	Work -	Gaming -	College -	Work -	Gaming -	2.1% Work Relax
17	13814	College -	College +	Work -	Gaming -	College +	Work -	Family -	14.6% Sicep Frends Siep 59.6% Frends 59.6%
18	12:50	College -	College -	Work -	Gaming -	College -	Work -	Family =	420
19	1.00	College -	College -	Work -	Gaming -	College -	Work -	Family -	College Study Travel Office 27.1%
20	1:50	College -	College -	Work -	Gaming -	College -	Work +	Family +	33.3% Travel Other Travel 2.1% Travel 2.1%
21	2:00	College +	College -	Work -	Gaming +	College +	Work -	Family -	115
22	2.00	College -	College -	Work -	Gaming -	Friends -	Relax -	Family -	Count of WEDNESDAY Count of THURSDAY
23	5:00	College -	College -	Work +	Study -	Friends +	Travel +	Family -	Shoy
24	1:50	College +	College -	Work -	Study -	Friends -	Friends +	Friends +	535
25	4:00	College -	College -	Work -	Study -	Friends -	Friends -	Friends -	30.4% Steep 25.0% 29.2%
26	430	College -	College -	Work +	Study -	Friends -	Friends -	Friends -	Travel 38.7% Work 2.1%







516 views 16 14 ● 0 → SHARE = SAVE ...



















A discussion about #immigration #representationmatters #refugee rights and #politics with #tedxspeaker and author Gulwali.

#solidarity #asylum #migration #british #islam #muslim #religion

48w



maraleftlung Only realised you were doing these videos on Insta today, @scottdanielhayden - cos I saw that Esam was commenting on them on Twitter, Great initiation to arranica there talks











JUNE 29, 2020



Add a comment...







scottdanielhayden



scottdanielhayden #blacklivesmatter @



This is the 3rd in a series of critical thinking discussions on #blacklivesmatter with the brilliant Liz AKA @theblacknurserymanager

49w



theblacknurserymanager Great to talk to you Scott, thank you for having me on. Let's keep these conversations going and ensuring there's LOTS of action (A)

49w 3 likes Reply









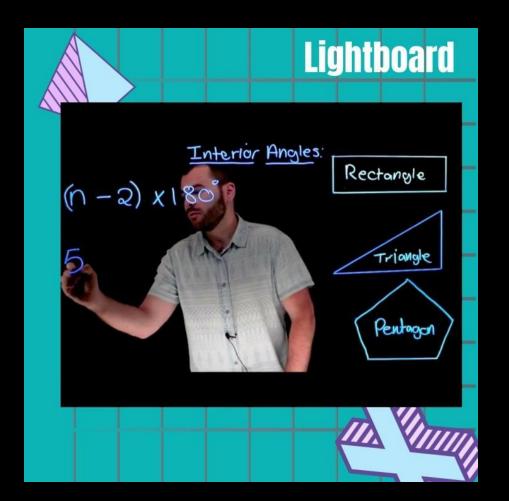




JUNE 18, 2020



Add a comment...











scottdanielhayden



scottdanielhayden To teach students about #FakeNews and what to trust/ believe online we are creating a #rapbeef between two fictional rappers @lilcalpol1 and @huffinfroth. If you want to join in (or even challenge our #rappers) it will help us create and build the #narrative as it evolves leading up to the #LiveStream on Tues 10th Dec at 12:00.

#college #creative #media #production #film #tv #graphicdesign #photography #student #basingstoke #hampshire #qsuiteforedu #designthinking #innovation #creativestudiosbcot #GoogleEI #FE #loveFE #edtech #digitallearning #blendedlearning #flippedlearning









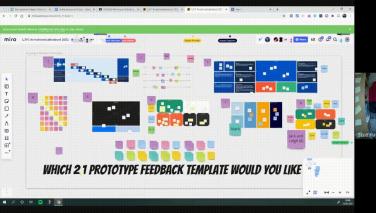


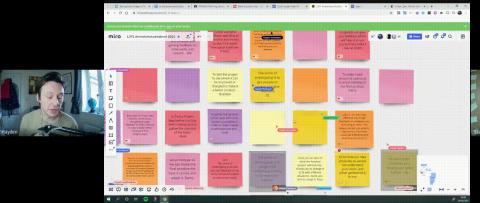
Liked by chrismoodygram and 10 others

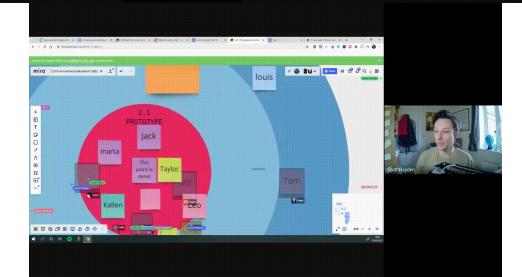
DECEMBER 3, 2019



Add a comment...







Home

Digital Well-Being

LaunchSpace

Apple RTC

Contact Us

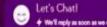
What is Digital Well-Being?

"Digital wellbeing considers the impact of technologies and digital services on people's mental, physical and emotional health" Jisc, 2019



If you are new to the idea of digital wellness, we would also highly recommend you complete the short Digital Flourishing Survey by the Digital Wellness Institute to self-assess your own digital habits and consider how you might improve your own digital wellbeing, as well as role-model positive behaviours to your students.







1		How d	o you s	pend the	e 168 ho	ours in y	our wee	ek?	
2	Time	MONBAY	TUESDAY	WEONESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
3	SAM	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	With the second
4	5:30	Sleep +	Sleep +	Sleep -	Study -	Sleep +	Sleep +	Sleep +	How do you spend the 168 hours in your week?
5	8100	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Other College College
6.	6:50	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Work 11.0% Family
7.	7:00	Sleep +	Sleep +	Sleep +	Study -	Sleep -	Sleep +	Sleep +	Travel 2.4% 5.7% Priends
9	7:50	Sleep -	Sleep -	Sleep -	Study -	Sleep -	Sleep -	Sleep -	Study
9	8.00	Sleep -	Sleep -	Sleep -	Study -	Other -	Sleep -	Sleep -	9.2%
10	9.50	Travel -	Study +	Work +	Gaming -	Family -	Sleep +	Sleep +	Sleep Refax 6.3%
11	9:00	College +	Travel -	Relax -	Relax -	Travel -	Travel -	Sleep -	30.7%
12	930	College -	Other -	Travel -	Travel -	Travel -	Travel -	Gaming -	
13	10:00	College +	Travel -	Travel -	Work -	Travel -	Travel -	Gaming -	
14:	10:80	College +	College +	Work +	Gaming *	College +	Work +	Gaming +	Count of MONDAY Count of TUESDAY
16	11.00	College -	College -	Work -	Gaming -	College -	Work -	Gaming -	Relax Garning
16	1100	College -	College -	Work +	Gaming -	College -	Work -	Gaming -	Work Relax
17	1254	College +	College -	Work -	Gaming -	College +	Work -	Family -	1465 Sleep 10.4% Sleep
18	12:50	College -	College -	Work -	Gaming -	College -	Work =	Family -	4.2% Friends 89.6% Friends
19	1.00	College -	College -	Work -	Gaming -	College -	Work -	Family -	College College Study
20	1:50	College +	College -	Work -	Gaming =	College -	Work +	Family -	83.3% Other Travel
21	2:00	College +	College -	Work -	Gaming +	College -	Work +	Family -	218 138
22	2.00	College -	College -	Work -	Gaming -	Friends -	Relax -	Family -	
23	500	College -	College -	Work +	Study -	Friends -	Travel +	Family -	Count of WEDNESDAY Count of THURSDAY
24	11-50	College -	College -	Work +	Study =	Friends -	Friends +	Friends -	Study 6.3%
25	400	College -	College -	Work -	Study -	Friends -	Friends -	Friends -	Friends Steep Study 28.0% Steep 28.0% 22.0%
	4.00	College -	College -	Work -	Church	Friends -	Friends -	Friends -	Travel 30 7% Work 122"

Friends -

Friends -

430 College -

College -

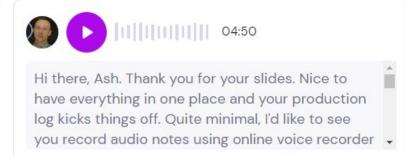
Work

Study - Friends -

4 mote



Scott Hayden 6 Jan





Scott Hayden 3 Jan







1111111111 01:09

I will only see you four more times between now and the final major project deadline due to a Bank Holiday and the King's Coronation, both of which would fall on a Monday. It is crucial you use the





MULTIPLE CHOICE QUESTION

How do you spell it?

Halfing Joint

Halving Joint









	1
-	

NOTE

BEST PRACTICE - always square your lines all the way around

Rewatch

Ski

Continue



Midjourney



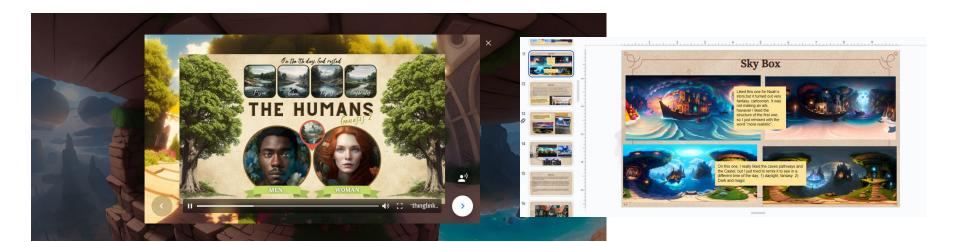
A Full body shot of a woman, hyperrealistic digital drawing of the very pretty peasant woman wearing a yellow Print Kerchief captures her stunning beauty with intricate details of her delicate features, such as her captivating blue eyes that shine with a hint of mischief, her luscious light brown hair that cascades down her shoulders in loose waves, and the subtle rosy flush on her cheeks that complements her warm, sun - kissed skin tone, all while embodying the essence of her rustic charm and simple yet alluring elegance. she is wearing a blue floral delicate dress and black shoes



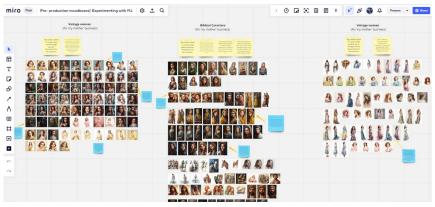


gorgeous and have light brown hair and blue eyes, the men are very handsome and have light

brown hair and have beard and wearing a vintage cloths digital drawing







7 bodyswaps

Social Skills VR also available on Apps and Browsers to help learners with interviews, presentations, and other employability skills







ir bodyswaps





DEVELOPING C.O.R.E

SKILLS

BCoT students were offered the opportunity to completed the following BodySwaps modules:

- Managing Interview Anxiety
- Landing the perfect job, on your own terms!
- Three steps to answering (almost) any question
- Interview Simulation



BCoT Students said:

57.6%

Improvement in self-awareness

54.7%

Improvement in understanding 51.8%

Improvement in confidence 53.2%

Improvement in effectiveness









What might I do to help other educators like myself use technology intentionally, mindfully, and with a clear purpose to enhance rather than restrict or consume the lives of the people I help?



Dear educator, your noble pursuit to enlighten minds is commendable. In the world of advancing technology, it is essential to wield it with care, lest it becomes a chain that binds rather than a tool that liberates.



To put it simply: Teach them to question and verify information they find online.



Remember, life is an ever-changing tapestry, and we're all just trying to find our way through it. Sometimes the best way to continue growing is to take that leap into the unknown. As I've experienced in my own career, those leaps can lead to extraordinary transformations and achievements.

So, take a deep breath, muster your courage, and dare to push yourself beyond your current limits. The results might just surprise you, and you may find a whole new world of possibilities awaiting you.



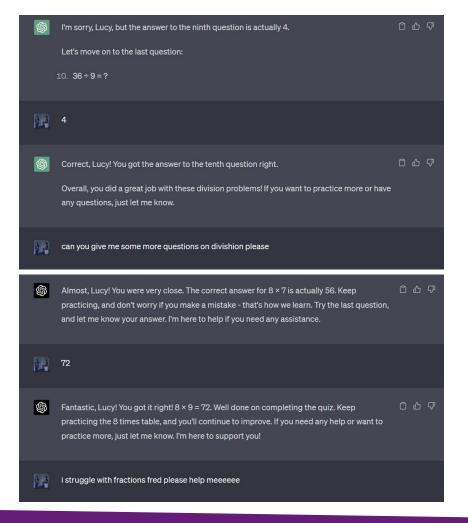
How do I make the leap to something new? I love my job...but feel I can do more both in my job helping others with digital learning and in my personal life to adapt into something new that focuses more on creativity, innovation, and the future. I feel I can do more. How do I move forward from here?



Oh, I completely understand your desire to expand your horizons and delve into new realms of creativity, innovation, and the future. Here are some steps you can take to make that leap:











give me 10 multiple choice questions on the eight stages of erikson's psychosocial stages of \square development and attachment theory, write in UK english, give me the correct answers



Sure, here are ten multiple choice questions on Erikson's psychosocial stages of development and attachment theory:



1. What is the key developmental task of Erikson's Trust vs Mistrust stage?

- A. Developing independence
- B. Establishing trust in caregivers
- C. Learning new skills and developing competence
- D. Developing a sense of identity

Answer: B

2. According to Bowlby and Ainsworth's attachment theory, what is the quality o





Create a How-to Guide on Training a Dog to Stand on a Placemat for Up to Fifteen Seconds

Write this using headings and bullet points

Write it in a reading age of 16 years old. Use short and impactful sentences. Get to the point.



How-to Guide: Train a Dog to Stand on a Placemat for Up to 15 Seconds



Materials Needed:

- Placemat
- Clicker (or alternative conditioned reinforcer)
- Dog treats

Part 1: Teach the Dog to Sit for 15 Seconds

Step 1: Start in a quiet area



Starter:

Each session will be started with a brief from the Head Chef. Candidates will be given guidance on the tasks they are to do and the objectives that are to be met.

Plenary:

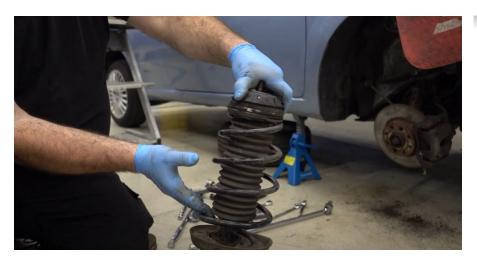
At the end of each session the team will be debriefed by the Head Chef. They will discuss how the service went. They will look at what went well and areas for improvement. They will be given development areas to work on moving forward.

English: Communication with team (verbal and written), recipes, menu's

Maths: Calculating recipes, portion control

Digital: Researching recipes and cooking methods.







LEARNER PRACTICAL TASK SHEET: LV01s Task 1- Servicing

Date of activities

Cth June 2022

Learner Name:	Student A	(may be more than one):	6th June 2023
	Ve	hicle/Rig details	
Reg No:	AB12 XYZ	Approx year:	2018
Make:	Ford	Model:	Fiesta
Eng/VIN No:	1HGCM82633A123456		•

Customer Request:	Tick tasks carried out (√)
1. Carry out intermediate service on vehicle	• -

Brief description of work carried out and recommendations for repair:

Ctudent A

- . Completed oil and filter change, ensuring the filter is seated correctly and torqued to manufacturer's specifications.
- Checked and topped up coolant, brake and power steering fluids.
- Checked brake pads and discs for wear; recommend replacing front brake pads as they are nearing minimum thickness.
- Tyres inspected; rear right tyre has a tread depth of 1.6mm, recommend immediate replacement.
- · Wipers and lights tested; all functioning properly.
- Battery terminals were cleaned and checked for a secure connection.

PPE worn and special precautions taken:	Technical data used to complete task:		
	Oil capacity and grade	4.3 litres, 5W-30	
 Safety glasses worn during fluid checks and changes. 	Coolant Specific gravity	1.025 at 20°C	
Gloves are worn throughout to protect the skin from	Brake pad/shoe min thickness	3mm	
 chemicals. Used a jack stand when checking underneath the vehicle. 	Min legal tyre wear	1.6mm across the central three-quarters of the tyre.	

Brake Disc & Pads:



PLANNING



ARTIFICIAL INTELLIGENCE FOR PLANNING AND BUILDING RESOURCES Harness Al for Optimised Planning & Resource Building @

At BCoT we are adopting AI in a mindful, purposeful, deliberate and intentional way. Introducing your digital allies for 23/24 - Google Bard and Teachermatic

- Google Bard your innovative AI companion that can provide quick content suggestions, clarify complex concepts, suggest creative teaching ideas, and much more
- TeacherMatic (limited licences available) your Al-powered tool to help you plan, create resources, and reduce your teacher workload and focus on what matters most

Remember, as we integrate Al into our workflows, it's paramount that we remain critical thinkers . Always keep ethics at the forefront and refrain from inputting sensitive information into Al platforms. Al will bring us (and our learners) speed, efficiency, and scalability, but humans bring depth, understanding, and empathy that Al can't replicate.

As a college, we are here to help you integrate AI with the uniquely human skills which are now more valuable than ever before

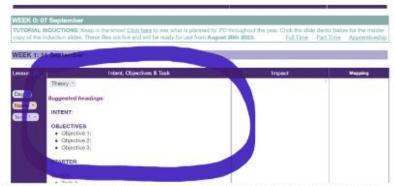
Join in the debate!

Your expertise is pivotal as we shape the future of AI in education. By sharing your insights, we ensure our use of AI is as responsible as it is innovative.

scott.hayden@staff.bcot.ac.uk to schedule a 1-1 or join our monthly AI Ethics meetings

SoL Prompts using **Bard**

Intent, Objectives & Task



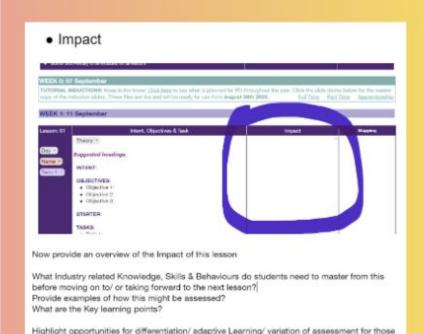
Write a lesson plan about [] that is [] minutes long, suitable for the [] course, and clear for the [] year old learner's to understand. Focus on the following subtopics [].

You are a teacher of [] who is an expert in writing quality lessons that engage your students and advance their learning

Create an engaging Starter task that sets the context and theme for the lesson

Write a set of three Lesson Objectives using Bloom's Taxonomy

Your lessons fluently embed opportunities for English, Maths & Digital skills development,
examples of Safeguarding & PREVENT, and highlighting examples of British Values and



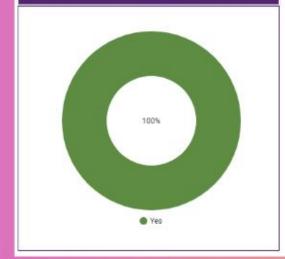
who learn differently. Write in UK English

WEEK 2: 18 September

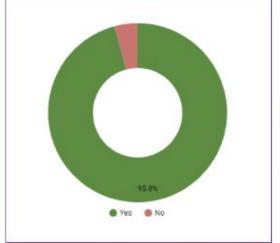
Lesson: 01	Intent, Objectives & Task	Impact	Mapping
Thursday Scott Term 1	Intent, Objectives & Task Tutor presentations - To introduce theories, concepts, policies etc * Introduction to Behaviour Management in Education and Training INTENT: To provide learners with a comprehensive understanding of behaviour management theories, their practical applications, and methods for addressing common behavioural issues in education. This lesson sets the stage for the investigative report on behaviour management. OBJECTIVES: Objective 1: Understand and analyse key theories of behaviour	Impact Industry-related Knowledge, Skills & Behaviours to Master: Knowledge: Understanding of key theories of behaviour management. Awareness of common behavioural issues within education and training settings. Skills:	Mapping AS1 - L5 DET 23 Unit 1 - 3.1 Analyse theories of behaviour management Unit 1 - 3.3 Explain how our own practice in creating and maintaining a safe, inclusive teaching and learning
	management. Objective 2: Reflect on and discuss the application of these theories in personal teaching practices. Objective 3: Identify common behavioural issues in their practice and explore strategies to address them in line with theoretical frameworks. STARTER: "Classroom Cinema" – A short edpuzzle clip (3-5 minutes) showcasing a challenging classroom environment from a popular movie or series that will pause at different points with provocative checks on learning around the discussion question: "What did you observe in terms of classroom behaviour, and how would you have responded?" TASKS:	Ability to apply theoretical knowledge to real-world classroom situations. Skill in reflecting on personal teaching practices and identifying areas for improvement in behaviour management. Competence in collaboratively discussing and devising strategies to address behavioural challenges. Behaviours: Displaying empathy and understanding when discussing	environment has taken account of theories of behaviour management. Unit 2 – 3.3 Explain how own planning meets the individual needs of learners

AI IMPACT SURVEY

Do you feel that using Al has allowed you more time for meaningful tasks?



Do you feel that Al has positively impacted your wellbeing?



STAFF

24

How many hours has Al saved you as a teacher as you prepared for the 23/24 academic year?

135

Average hours saved per week

5.57



Winner

Outstanding use of technology for improving teaching, learning and assessment award





Reference College







