



Cydweithio · Dysgu · Llwyddo
Collaborating · Learning · Succeeding

Terms of reference

Digital Learning Regional Group

Context

Ongoing developments through the Hwb / EdTech programme has led to improved core infrastructure and increased number of user devices being rolled out across the region's schools aimed at increasing engagement with a series of national strategies/priorities :

- Promoting and maintaining a Hwb first approach
- EdTech Programme
- Digital Competence will be a core requirement of the Curriculum for Wales, identified as one of the cross-curricular skills along with Literacy and Numeracy
- Enhancing digital resilience in Education action plan
- Digital Professional Learning Journey – identified in Our National Mission
- National digital learning self-review tool
- Remote Asynchronous Learning Design / Remote Synchronous Learning Design
- Computing strand within the Science and Technology Area of Learning and Experience (AoLE)
- New Digital Technology GCSE / A-Level
- E-sgol

Main Purpose

- Set out a strategic direction to support GwE, Local Authorities and Schools to implement the above strategies
- To make all stakeholders aware of developments in relation to the above strategies / priorities
- To give LA's a space to discuss and share experiences in relation to the EdTech programme
- To ensure that schools are made aware of developments and opportunities that arise through the wider digital learning agenda
- To share effective practice locally and regionally
- To give strategic input to national, regional and local professional learning programmes
- To explore and promote opportunities to use digital technology to support the Welsh in Education Strategic Plan (WESP) in all streams of digital learning
- To explore how digital technology can support the development of all areas of the reform journey



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Functions

Ensure a clear strategic direction for the effective implementation of the above strategies / priorities through planning and overseeing the following aspects:

- Embedding Digital Competence as a cross curricular skill that is used to improve the learning across various contexts
- Promoting the use of tools on the Hwb platform with all schools
- Raising awareness of digital resilience and various strategies to keep pupils and schools safe in line with the Welsh Government's strategy and action plan
- Planning engagement with the Digital Professional Learning Journey when the guidance is launched
- Planning engagement with the National digital learning self-review tool
- Analyse the data produced by the self-review tool to identify local and regional professional learning needs
- Raising awareness of the national Remote Asynchronous Learning Design project to improve learning experiences during any distance or blended learning activities
- Sharing best practice across the region, in reference to Digital Competence, Digital Resilience, Blended Learning, Distance Learning or any pioneering practice
- Preparing schools to be ready to implement the computing strand of the Science and Technology AoLE
- Exploring ways that digital technology can support WESP and other priorities within the reform journey

Membership

The core membership of the group will include representation from the following:

- GwE Digital Lead
- The six Local Authorities – one representative per LA

Occasional attendees can be invited in line with the determined priorities and the issues that will be discussed.

Reporting

This group will formally report to the regional management board per half term with minutes from meetings and will submit recommended actions for approval.