

RIVERSIDE GIRLS HIGH SCHOOL

JOURNEY SUMMARY



Strategic use of instructional leadership, collaborative practice, partnerships with industry and universities, cooperation of parents led to introduction of an entrepreneurial mindset in our Stage 4 ICT program.

JOURNEY FOCUS AREAS

- ★ Entrepreneurship and innovation
- ★ Empowering students through agency and voice
- ★ Empowering students as leaders in their community
- ★ Building adaptability and resilience
- ★ Young people can be agents of change
- ★ Divergent, emergent and convergent thinking is a key focus, the essence of the processes involved

MILESTONES 2016

- Developed a working partnership with The Hatchery, University of Technology (UTS), Sydney.
- Year 8 student facilitators trained at The Hatchery, UTS in Design Thinking.
- Bootcamp to launch design thinking principles conducted with Stage 4.
- Stanford model of design thinking implemented following whole staff professional learning.
- A team from the Atlassian Foundation facilitated a Year 10 bootcamp to develop students' social enterprise ideas.
- Parent bootcamp with assistance from Year 8 facilitators.
- Participated in the co-designing of STEAMPunk girls at The Hatchery, UTS.

MILESTONES 2017

- Presented program at our Lane Cove River Alliance professional learning day.
- Consolidation of teachers' skills through professional learning.

MILESTONES 2018

- Growth mindset learning focus.
- Learning dispositions professional learning.
- Learning dispositions for our school context developed.
- Commenced implementation of building learning power.
- Professional learning to implement learning intentions, learning purpose and success criteria.
- Presented at Entente Cordiale (group of schools) STEM conference.
- Presented with UTS at STEM conference, Sydney and EduTECH Asia, Singapore regarding our connections to STEAMPunk girls and its impact on entrepreneurship at RGHS.
- Wee Waa High School travelled to RGHS to participate in *Young Change Agents* social enterprise program.
- Collaborated with parent community around learning dispositions they perceived as most important for students at RGHS.
- Renamed ICT course to Innovation, Collaboration and Technologies.

REFLECTION

POSITIVES

- Age category finalists in the Australian Information Industry Association awards for Year 7's "Find My Pet".
- Sharing our Entrepreneurship and Innovation Program at EduTECH Asia.
- Majority of students have responded well to being able to select a project of interest and work collaboratively with peers.
- Strengthened our connections with our city/country alliance school.

EMOTIONS

- Ambiguity
- Challenge
- Confusion
- Excitement
- Cynicism
- Gratitude
- Joy
- Loss
- Adulation / praise
- Comradery
- Isolation
- Doubt
- Conviction
- Criticism

MAIN CHALLENGES & SOLUTIONS

- Teachers changing their focus in the classroom from teacher directed to a more collaborative structure .
- Teachers becoming facilitators and coaches in the classroom.
- Students embracing their own learning, showing self-regulation, self-efficacy and independence and self-teaching.

<https://education.nsw.edu.au/teaching-and-learning/curriculum/learning-for-the-future/school-journeys>