



Strand 1: Teaching and Learning

E-Access – Access to interactive learning resources will be 24/7 and through a variety of platforms such as mobiles, tablets and PCs.

E-Curriculum – The curriculum will be personalised via E-pathways and E-resources will become a central method of delivery.

E-Delivery – The curriculum will be delivered by E-Learning; for specified group(s) in the first place and for all in the long-term.

E-Assessment – Frog will become the primary method by which learning is set, collected, assessed, recorded and reported to parents.

E-Portfolio – A student's E-portfolio will become the primary method by which they are assessed on entry, evidence their achievement and interact with mentors and the outside world.

E-Classroom – Physical classrooms will be laid out in a manner which facilitates E-learning and every teacher will have a virtual classroom. Cover lessons and study periods will be staffed in the virtual classroom.

E-Training – All staff will be fully conversant with classroom software, the virtual learning environment and supporting applications such as SISRA, FFT, Attendance systems and Behaviour systems.

Strand 2: Cloud Computing

E-learning – The learning that goes on away from school – whether at home, primary schools or the learning centre – will be as important in raising achievement at the learning within school.

E-Champions – Students will moderate and lead learning via use of collaborative web tools.

E-messaging – Communication between students, parents, teachers, support staff, governors and other stakeholders will primarily be electronic.

Website – Communication between the school and prospective parents, prospective teachers and external bodies such as Ofsted will primarily be electronic.

Strand 3: Core Data

E-timetable – The daily timetable will be available electronically and resources, whether at the Leisure centre or school, will be bookable electronically.

E-assessment – All stakeholders will have access to current attainment, targets, markbooks and reports electronically.

SISRA – SISRA will be well understood by all stakeholders and used to drive mentoring, departmental analysis, whole school analysis and appraisal by external bodies such as Ofsted.

Examinations – Entries, timetables, results and remarks will all be managed electronically.

Attendance – Attendance will be managed electronically; fingertip registration, e-mails and text messaging to parents and interactive replies will be used.

Behaviour – Behaviour management will be transparent to students, parents, teachers, support staff and other stakeholders via electronic means. Students, parents and other stakeholders will be able to interact with the behaviour system electronically.

Finance – The school will be cashless as well as paperless. All stakeholders – students, parents, teachers, Heads of Department and alumni – will be able to see their financial records and balance electronically.

Strand 4: Infrastructure

Access Devices – In classroom technology will be cutting edge and resources – computers, laptops, tablets, cameras, digital recorders et al – will be bookable electronically. All systems will be compatible with personal devices such as tablets and mobiles.

Network Infrastructure – Network access will be available across the pyramid and, via cloud computing, anytime, anyplace and anywhere.

Application – E-management will be applied to all systems within school and all storage will be virtual.

Support – Security, storage, reliability, support, back-up and training will be applied across all applications.