

# Curriculum Conversation Digital Technology at BGS

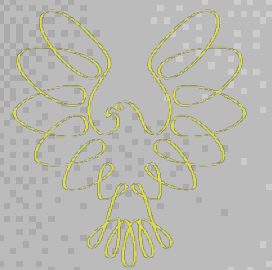
*Becky Hudson-Findley Director for Digital Learning, Enterprise and Sustainability, Kamelia Johnson Designated Safeguarding Lead, Helen Constanti IT Manager, Sarah Rogers LRC Manager and Learning Technologist*



BEDFORD  
GIRLS  
SCHOOL

A grayscale photograph of a group of people in a meeting. In the foreground, a person's hand is pointing at a tablet screen. Other people are visible in the background, some looking at their own devices. The image has a halftone or dot-matrix texture.

# Our Strategic Vision Innovative Environment



BEDFORD  
GIRLS  
SCHOOL

# Innovative Environment

Our strategic vision is dedicated to empowering every girl with a dynamic and **personalised educational journey, infused with innovation**. We're integrating **cutting-edge technologies**, such as AI, to foster a learning environment that's as inspiring as it is educational. With new apps and platforms, each student enjoys a tailored educational experience that caters to her unique learning style and pace. Our introduction of immersive VR experiences further **enriches learning**, transporting girls to new worlds and concepts, ensuring not just engagement but a deep, enduring understanding. Every girl will be equipped with the skills and knowledge to navigate, lead, and **thrive in the digital age**.

# Artificial Intelligence in the Curriculum



BEDFORD  
GIRLS  
SCHOOL

What do you think of  
when you think of  
“Artificial  
Intelligence”?



# A.I. Among Us



# Using A.I. In Education

## Personalised Learning

A.I. facilitates personalised learning, adapting to individual students' needs and helping them achieve their full potential.

## Enhancing Teaching Processes

Teachers can use A.I. tools to streamline processes such as providing real-time feedback in class and utilising A.I. to act as a blind marker or revision aid

# Developing Critical Thinking and Metacognition

We utilise whole-group teaching techniques when using platforms such as ChatGPT, which keeps students safe while still allowing them to practice prompt crafting

Teachers can then guide students through evaluating the results, analysing the responses for bias or inaccurate information that may have made its way into the platform's training model

Through exposing students to A.I. generated material, we encourage them to think critically about where information comes from



# A.I. Safety

## Content Filtering

All A.I. tools and platforms are filtered and monitored through our firewall and all T&Cs and strictly observed

## Academic Honesty Policy

We have developed an appendix to our policy which covers misuse and provides our teaching staff with guidance from the DfE, The IB and JCQ on the use of A.I. tools in education. Staff also receive training on how to support students with academic good practice

## Data Privacy

All of the tools students use in class are developed for education and are vetted for age appropriateness

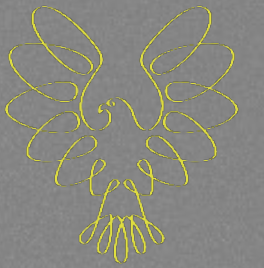
## User Authentication

Platforms like ChatGPT are used in class by teachers in whole group teaching scenarios. Students are not encouraged to acquire their own accounts due to the 18 yrs + restriction and are not set class activities where they would use the tool on their own

## Year Group Assemblies

Each Year Group will receive an Assembly Workshop which will explain what A.I. is and how to spot the potential pitfalls and opportunities with this emerging field

# Questions



BEDFORD  
GIRLS  
SCHOOL

# Digital Wellbeing

# Digital Wellbeing

Digital wellbeing is about how the internet and technology can make us feel. This includes recognising the impact being online can have on:

- Our emotions,
- Mental health and wellbeing
- Physical health and wellbeing.

It's important that you know what to do or where to go for help if ever your child does need help with something that is worrying or upsetting them online.

# Top tips

- Talk about how going online can impact our emotions
- Use wellbeing tools
- Model healthy behaviour, set boundaries and routines
- Sign post to appropriate support
- Stay informed

# Conversation Starters

1. What do you like to use technology for? How does it help you?
2. What things make you happy when you use technology?
3. What things worry you/ make you unhappy/angry/sad when using technology?
4. What would you do if something online upset you? What advice would you give to someone else in this situation?
5. How do you think your use of technology impacts your wellbeing? Good or bad?

# Internet Use

- The use of iPads at the school cultivates a culture of learning in the classroom, their use encourages students to collaborate whilst allowing them to take ownership of their education.
- The school is acutely aware of the online threats that students face and the need to balance security with the responsible use of technology in the classroom.
- Internet activity filtered and monitored inline with safeguarding standards.
- Everyone using the the school network is signed in as an identifiable user
- Filtering of emails and web access fosters a safe online environment by preventing access to inappropriate content and blocking malicious software / viruses

# Internet Safety

Throughout their learning journey at BGS students are taught to be mindful of how they interact with the internet.

- Protect personal data by not oversharing share personal information such as birthdays, phone numbers, or even pet names.
- Click with Caution. To be wary of links or attachments in emails or messages they receive
- Be aware of phishing and other scams
  - Phishing is a scam where someone tries to trick the user into sharing personal data that can be used for other purposes.
- To always refer to an adult should something they encounter on line make them feel uncomfortable
- To always be respectful of others online



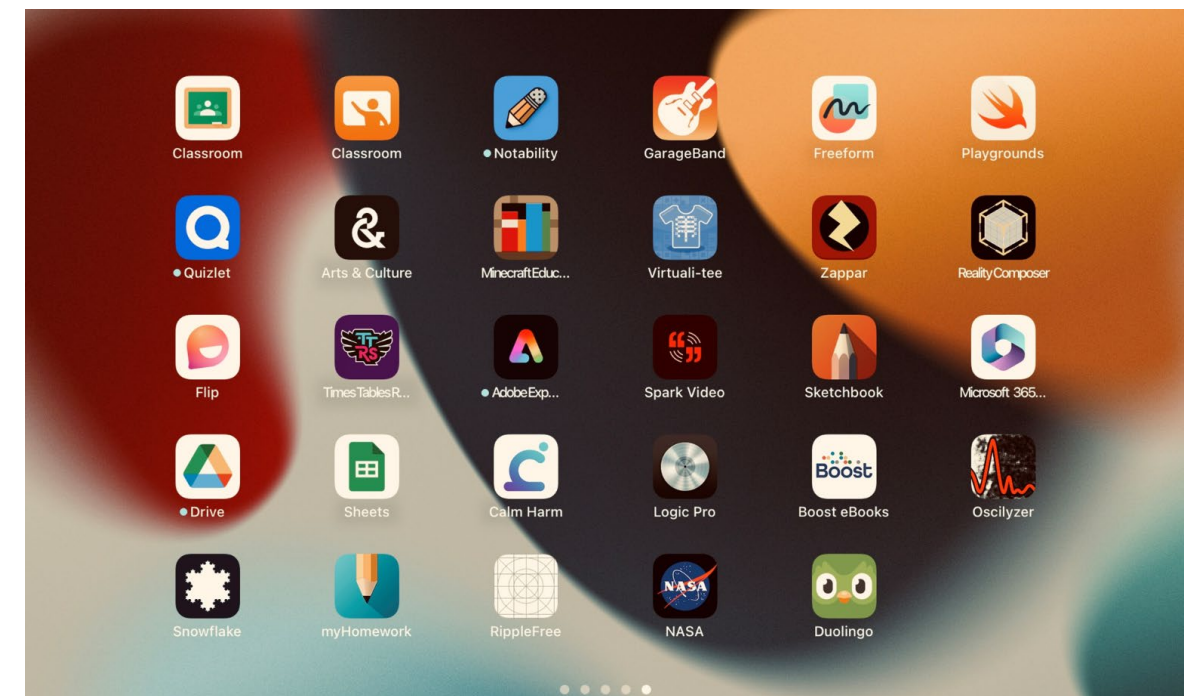
# Technology Role

- Facilitate an innovative learning environment across the school.
- Provide safe secure access to educational technology and learning materials
  - Mobile Device Management (MDM) used to centrally monitor and manage devices, deploy apps and propagate age-appropriate controls to devices
  - Student accounts have no direct access to the Apple App Store or Microsoft Store
  - Education apps are pre-approved made and available via the schools trusted Self Service portal



# Unlocking potential with Tech

- **Creativity** - Empower students' creativity through digital tools and applications.  
Inspire art, music, and multimedia projects  
Cultivate innovative thinking and problem-solving skills.
- **Content Development** - Provide access to educational resources  
Curate engaging interactive learning materials to support personalised learning experiences.
- **Communication** - Encourage discussion and feedback.  
Promote effective teacher-student interactions through live discussions and interactive learning.
- **Collaboration** - Foster collaboration both in-person and remotely.  
Encourages teamwork and a sense of community among students.
- **Coordination** - Manage assignments, schedules, and resources.  
Promote effective time management skills.





# Immersive Technology



BEDFORD  
GIRLS  
SCHOOL

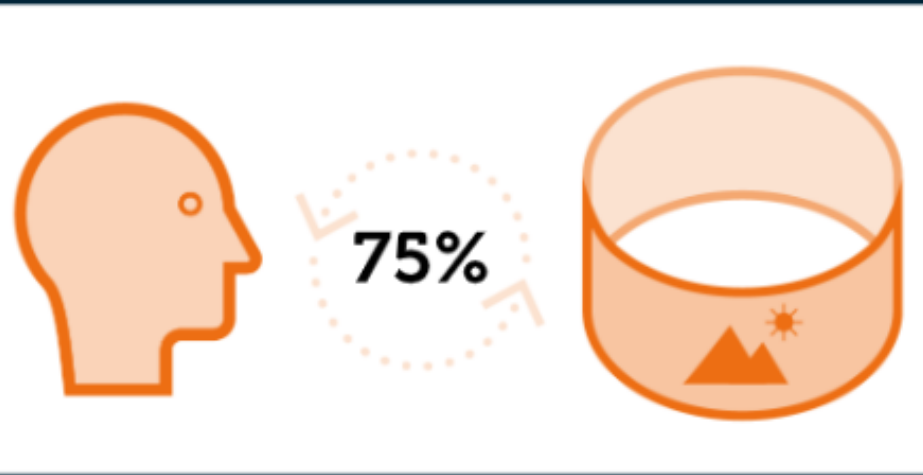


# ClassVR – Virtual Reality Technology for the Classroom

'Standalone' VR headset with student-friendly interface and embedded educational resources.

Delivering immersive learning with curriculum-aligned VR content for schools

- Raises Engagement
- Increase knowledge retainment
- Ensures we stay at the forefront of the frantic pace of digital technology



## Experience

**Learning through experience can boost knowledge retention by up to 75%.**

Increase your students' ability to retain knowledge by immersing them into exciting experiences they'll never forget.



## Engage

**We only remember 10% of what we read, but can retain 90% of what we experience.**

Improve students' interaction within the classroom by incorporating visual stimuli with ClassVR's virtual experiences.



## Achieve

**VR can improve student attainment increasing exam results by up to 20%.**

ClassVR comes complete with all the tools you need to deliver curriculum-aligned VR lessons to boost your students' learning.

**ClassVR is an curriculum-based education platform.**



## What's Included

The ClassVR portal includes access to a huge library of pedagogically sound content, including:

- ✓ 1000s of UK curriculum and US state standards aligned content and resources
- ✓ Engaging 360 images and videos, 3D models and explorable VR content
- ✓ Downloadable structured lesson plans
- ✓ Guides and worksheets to help spark the imagination of students
- ✓ Access to our community of content created and shared by teachers from around the world
- ✓ Ability to create and upload your own content
- ✓ Integrations with VR and AR education content providers, such as:



**Using virtual reality in the classroom provides truly immersive lessons.**

**Students are able to visualise and understand even the most complex of educational subjects.**



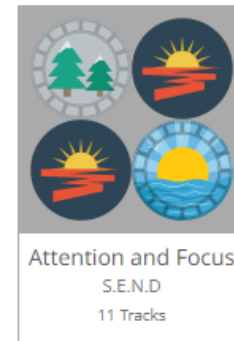
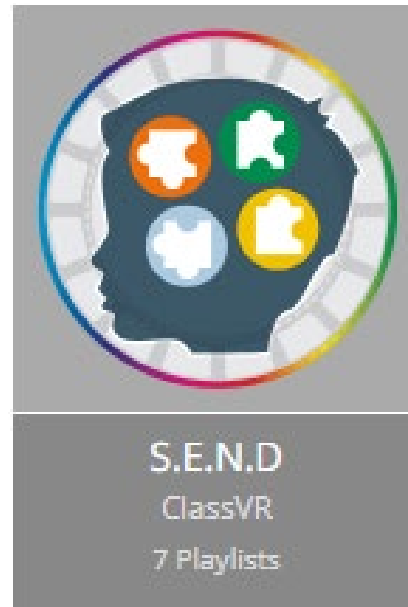
# Augmented Reality



Augmented Reality allows students to view and interact with exciting 3D models straight from worksheets or AR cubes

# Supportive community content

← Attention and Focus



This category has been designed to help students develop their ability to focus. You can use the videos and images here inside a ClassVR headset and then, from the ClassVR Portal, click on the preview image provided to set a dynamic point of interest that students can direct their attention to. Ask students to hold their focus on that point of the image for as long as required and then, when ready, move the point by clicking elsewhere on the screen.

You can track students focus by looking at the preview image in the Portal and watching for the white infinity symbols tracing over the image or video - this gives live feedback on where each active headset is currently looking. For a more detailed look into what each student is seeing, you can click on 'ClassView' in the deliver tab - this will show a live feed from inside each device and allow you to give more detailed feedback to each student.

## Student Notes

Feel free to add any other tracks to this playlist that will work with your students. Have a student that loves space? Use a NASA launch video? Students interested in animals? Use a clip of Adventures in Nature. The possibilities are endless - the focus tracking will work on any image or video in the ClassVR or Community libraries.

## Tracks





# Demonstration