

## Investing For Success Plan

### Under this agreement for 2020

### New Farm State School will receive

**\$173, 788.00\***

#### This funding will be used to

Target	Measures
1. Improve reading and writing achievement in Years 3 and 5 NAPLAN by 2020	<ul style="list-style-type: none"> <li>• Baseline/endpoint:               <ul style="list-style-type: none"> <li>○ Synthetic Phonics assessment tool every 8 weeks (Read Write Inc)</li> <li>○ Prep quick test oral language program (term 2 &amp; 4 2020)</li> <li>○ PM and Probe levels Semester 1 &amp; 2</li> <li>○ Writing samples per semester</li> <li>○ Year 3 and 5 NAPLAN reading and writing U2B</li> </ul> </li> <li>• Comparison:               <ul style="list-style-type: none"> <li>○ English A–E and NAPLAN Reading NMS and U2B data from Similar Queensland State Schools (SQSS).</li> </ul> </li> <li>• Monitoring:               <ul style="list-style-type: none"> <li>○ Number of Indigenous and Non-English Speaking students identified as IEAL/D and bandscaled in OneSchool</li> <li>○ Teacher planning documents and lesson observations</li> <li>○ Student feedback and moderation of results across year levels and cluster schools</li> <li>○ Coaching and feedback with teachers and teacher aides</li> <li>○ Movement on P-10 Literacy continuum</li> <li>○ Prep quick test oral language program (term 2 &amp; 4 2020)</li> <li>○ English A–E data</li> <li>○ Annual Performance Review (APR) process data.</li> </ul> </li> </ul>
2. STEAM is integrated through cohesive learning opportunities	<ul style="list-style-type: none"> <li>• Baseline/endpoint:               <ul style="list-style-type: none"> <li>○ Science Maths and Technology A–E, Semester 1 to Semester 2, 2020</li> <li>○ STEAM Engagement and Knowledge data Year 4 (Pilot BYOD)</li> </ul> </li> <li>• Comparison:               <ul style="list-style-type: none"> <li>○ Distance travelled compared historically (by student) for same length of teaching time (1 year)</li> <li>○ Teacher capabilities in implementation of STEAM</li> </ul> </li> <li>• Monitoring:               <ul style="list-style-type: none"> <li>○ Coaching and feedback with teachers and teacher aides</li> <li>○ Liaison with HOD (Curriculum) and External STEAM networks</li> <li>○ School Opinion Survey – use of ICT</li> <li>○ Parent consultation and feedback</li> </ul> </li> </ul>

\*Funding amount estimated on 2019 data. Actual funding will be determined after 2020 enrolment data are finalised. Actual expenditure may vary due to changes in finalised 2020 enrolment data and student learning needs.



## Our initiatives include

Initiative	Evidence-base
<p>1. <b>Improved Reading and Writing</b></p> <ul style="list-style-type: none"> <li>Implement a culture of evidence based pedagogy for the improvement of reading and writing by:</li> <li>Introduce the Read Write Inc (RWI) Synthetic Phonics Reading program for all classes Prep – Year 3.</li> <li>Support teachers and teacher aides with professional development and coaching</li> <li>Continuation of a whole school writing program “How Language Works” (HLWP) and build teacher capability by providing professional development, embedding practices and focussing on student feedback for improved writing outcomes.</li> </ul>	<p>Stuart, M and Stainthorp, R 2015, <i>Reading Development and Teaching</i>. Sage, London.</p> <p>Sharratt, L, &amp; Fullan M, 2012 <i>Putting FACES on the Data: What Great Leaders Do!</i>, Corwin, California, US.</p> <p>Miskin, R. 2016, Read Write Inc. Phonics Handbook 2, Oxford University Press, Oxford, United Kingdom.</p> <p>Halliday MAK &amp; Matthiessen CMIM 2004 <i>An Introduction to Functional Grammar (3<sup>rd</sup> Ed)</i> Hodder Education, London.</p> <p>Custance B, Dare B &amp; Polias J 2017 <i>How Language Works: Success In Literacy and Learning</i>, Lexis Education Pty Ltd, Elizabeth Bay NSW.</p>
<p>2. <b>STEAM is integrated through cohesive learning opportunities</b></p> <ul style="list-style-type: none"> <li>Digital Citizenship PD for students, teachers and parents</li> <li>Introduction of the pilot BYOD program in Year 4 classes</li> <li>Develop community networks to support student and staff capabilities</li> </ul>	<p>Cyber Safety in Queensland Schools <a href="https://www.qld.gov.au/education/schools/health/cybersafety/cybersafety-qss">https://www.qld.gov.au/education/schools/health/cybersafety/cybersafety-qss</a></p> <p>Internet Safe Education <a href="https://www.internetsafeeducation.com">https://www.internetsafeeducation.com</a></p> <p>Creativity in Learning <a href="https://www.gallup.com/education/267449/creativity-learning-transformative-technology-gallup-report-2019.aspx">https://www.gallup.com/education/267449/creativity-learning-transformative-technology-gallup-report-2019.aspx</a></p> <p>Queensland Education Community Engagement Framework <a href="https://education.qld.gov.au/parents-and-carers/community-engagement/about">https://education.qld.gov.au/parents-and-carers/community-engagement/about</a></p>

## Our school will improve student outcomes by

1.

Actions	Costs
Provide targeted professional development supported by resourcing, planning, modelling, observation and feedback processes for HLWP.	\$32 788
Ensure staff are employed, trained and supported for the implementation of the RWI Program.	\$64 000

2.

Actions	Costs
Provide technical support for teachers, students and parents in the BYOD program.	\$22 000
Improve community engagement around STEAM curriculum. Promote increase opportunity and use of digital resources P-6.	\$55 000
Total	\$173 788



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