Digital Learning @ HIS

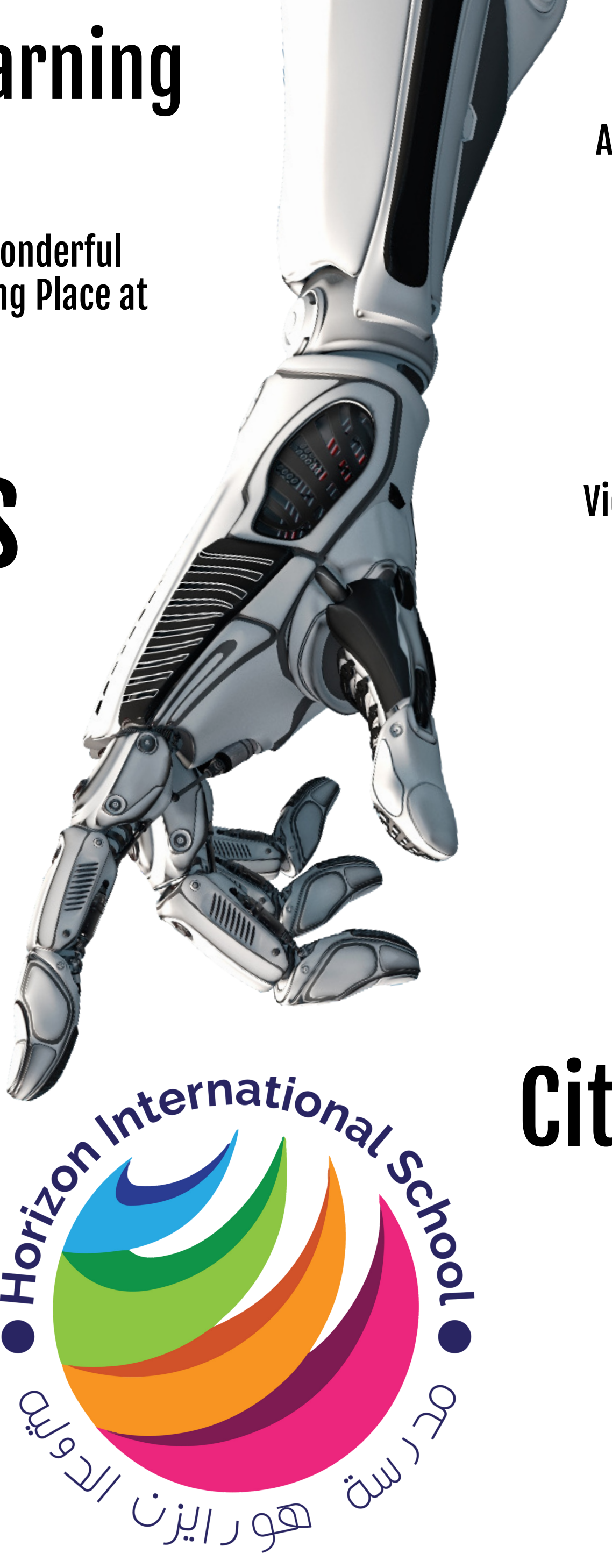
An Insight into The Wonderful Digital Learning Taking Place at HIS This Half Term

Teams

All Things Microsoft Teams

CH@

Girls in The Digital World



Office 365

Access & Collaboration

Green Screen

Video Editing & Layouts

VR/AR

The Power of VR and AR in Education

Digital Citizenship

Digital Well-Being of Our Community

HIS_DIGITAL

OCTOBER 2020
EDITION 1

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GREEN SCREEN

CH@

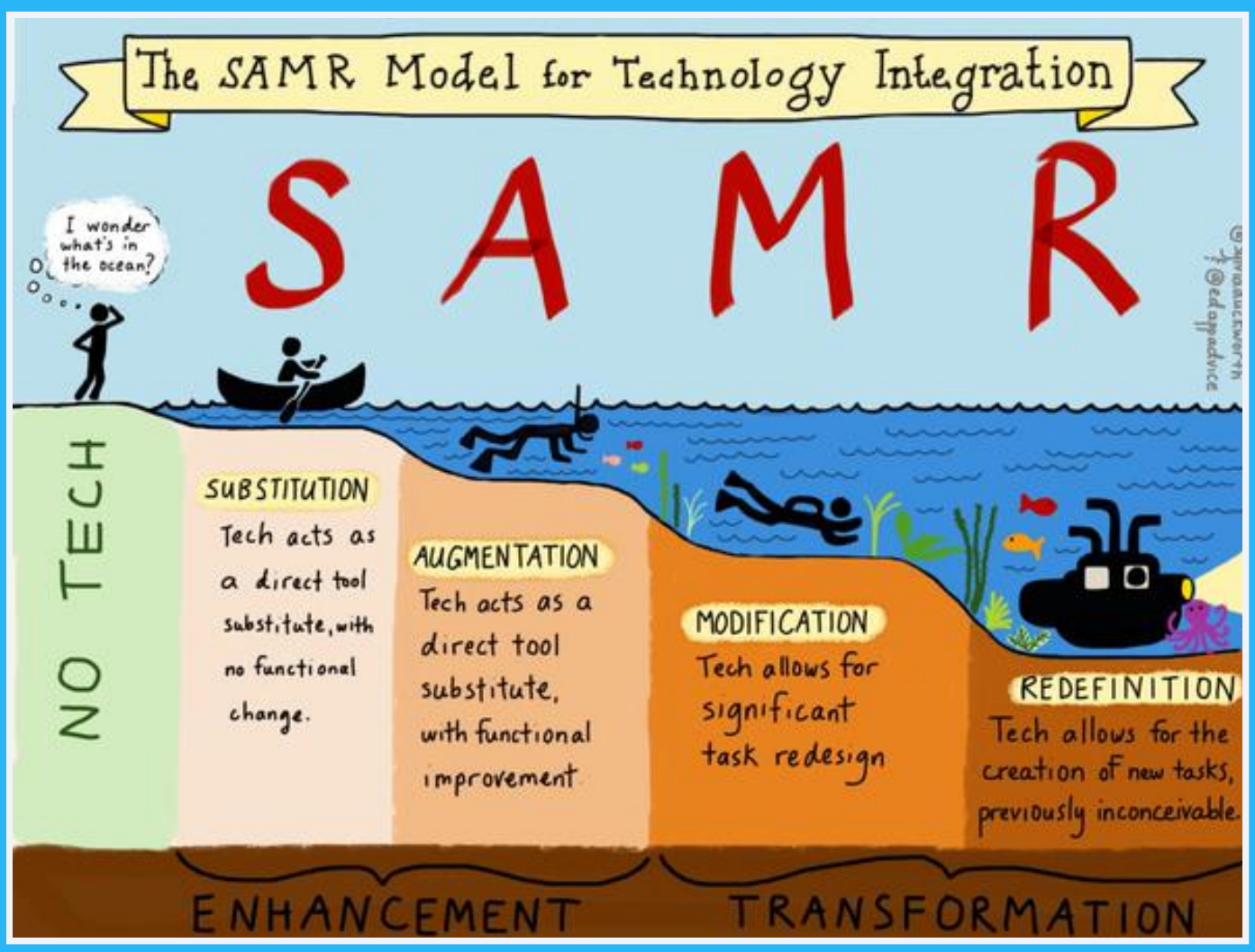
INNOVATION ECA

USEFUL APPS

COMING SOON

"The only way to discover the limits of the possible is to go beyond them into the impossible." –Arthur C. Clarke

SAMR MODEL



SAMR Model is a framework developed by Dr. Ruben Puentedura to show the impact of technology on Teaching and Learning.

Here at Horizon International School we are enhancing our pedagogy to provide 21st Century, Quality First Teaching. This enables us to redefine the way in which we deliver and our children learn.

Innovation Vision: "Embrace a culture of innovation which fosters the potential of every student to explore and create beyond any limits."

Digital Learning Vision: "To create an enhanced learning environment for our students which provides transformational, 21st century learning experiences, through the use of select digital tools."

READY PLAYER ONE

"Ready Player One" is a concept that has been mentioned throughout Term 1 here at Horizon International School in line with Digital Learning.

Are students up for the challenge? Are students ready to participate in this new platform we have started? I can tell you for sure, the answer is YES!

Our students throughout Horizon International School have had the opportunity to get hands on with a range of experiences over this half term - just to give a taster of what is out there, what is to come and what they can build on. The feedback, collaboration and engagement has been very impressive and it shows that our students are gearing towards the future readiness that is required from them!

"Somewhere, something incredible is waiting to be known." - Carl Sagan

TEAMS & OFFICE 365

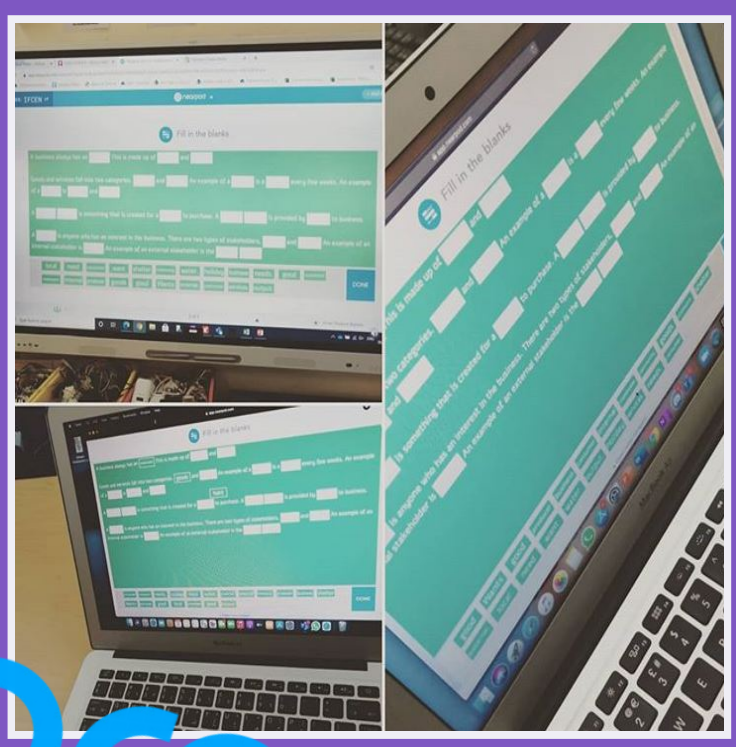
When Horizon International School re-opened our doors in August 2020, staff participated in a 2-day Microsoft Teams CPD.

This helped re-enable our staff to utilise the Microsoft Teams platform to its fullest, understanding and experiencing a whole range of features and functions from "brilliant basics", "meaningful meetings" to "adventurous assignments."

Students were also able to quickly get to grips with Microsoft Teams, Class Notebook and Flipgrid to add a different element to their learning.

"I use Office 365 and Teams to communicate and access resources from my teachers. It provides instant, easy access for me. There are so many different apps available and accessing my work on One Note on the go is so easy! It helps me to collaborate with the class if I need to aswell."

Lewis Mckenzie - Year 9



Social distancing does not stop us from live collaboration here at Horizon International School!

Students have been using Nearpod to collaborate with each other, developing discussion points, taking virtual field trips without having to leave a classroom and also introduces the concept of live polls. Students can use this to interact with each other through likes, comments and informative live feedback.

NOT
TODAY
#COVID19

CORONAVIRUS

DIGITAL CITIZENSHIP

common sense media

"Common Sense Media and Digital Citizenship has helped me understand how I portray myself online. The amount of information I share is my responsibility."

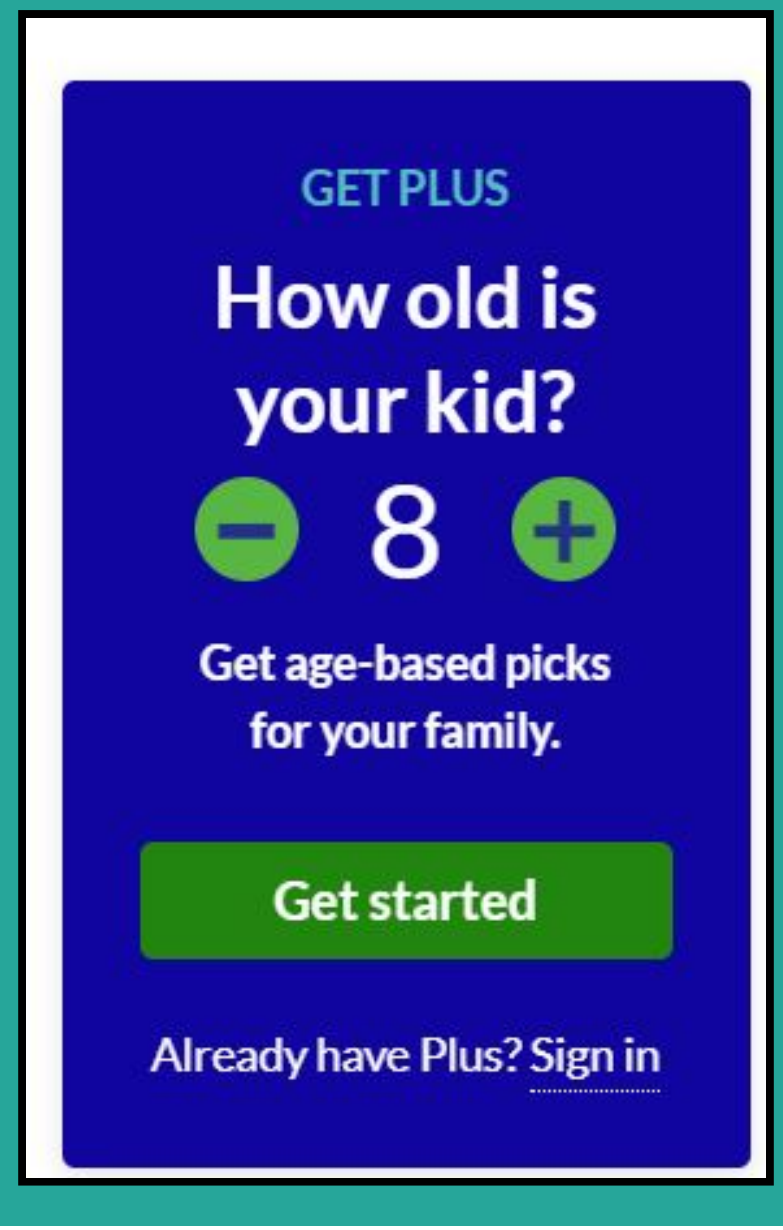
Humaira Vally - Year 9

"Digital Compass has helped me to understand what to do on the internet and how to stay safer. I have also developed my understanding on the credibility of news."

Khaled Al Kaddah - Year 7

"It has helped me to be responsible and appropriate online. Also, knowing the consequences of your actions. For example, posting something online about your location, which you did not intend to share."

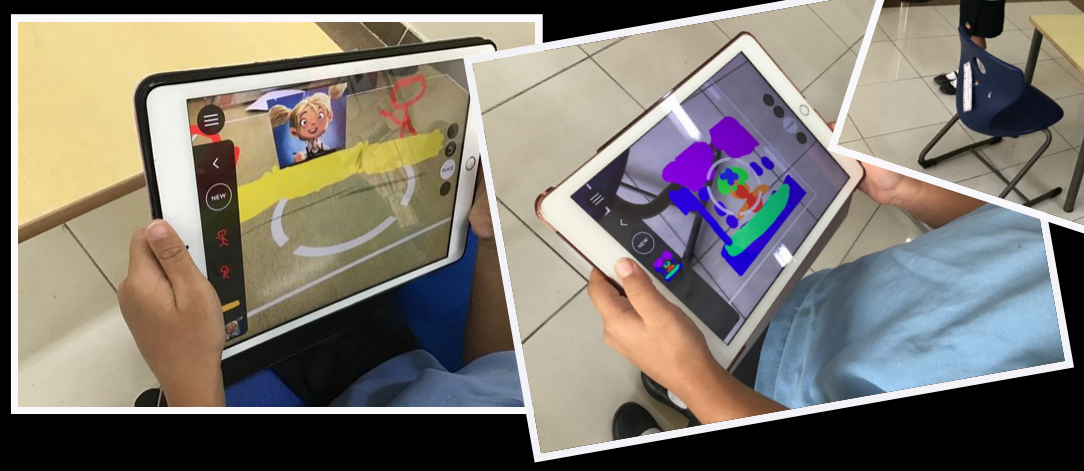
Kaira Purohit - Year 8



AR/VR

Students at Horizon International School have had the opportunity to have immersive experiences throughout a range of platforms; the showcase one being the HTC Vive.

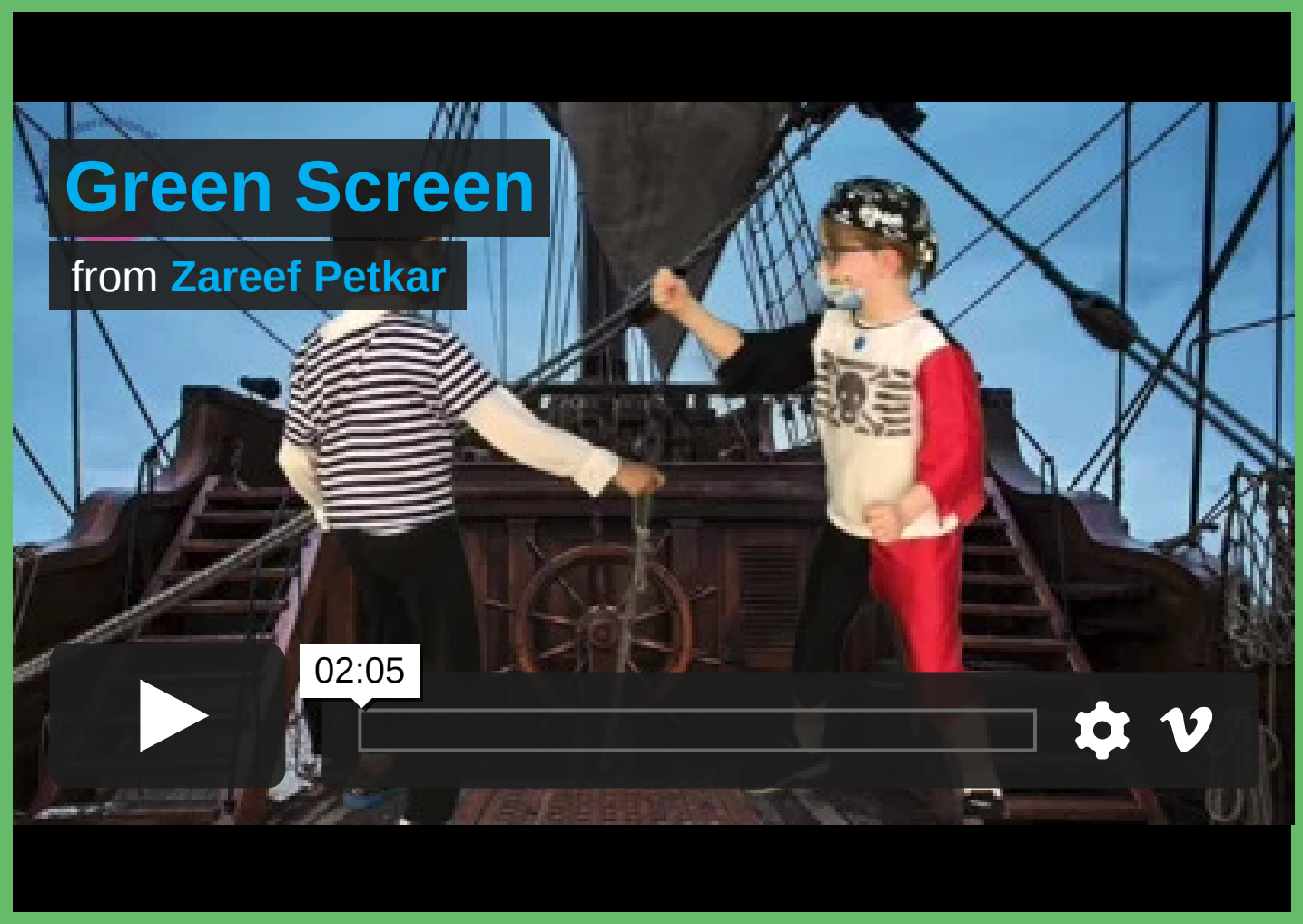
By braving the headset and being totally immersed into an unknown experience, students walked a plank to test their strength, mindset and character.



In addition to this, students were also able to create their own augmented reality objects and bring their classroom to life through AR Makr.

Hover over some pictures to read further!

GREEN SCREEN



"Year 5 absolutely LOVED creating videos of themselves opening our classroom doors to reveal the entire galaxy beyond. This video was created to work alongside our writing in English in which we adapted the story of The Lion, The Witch and The Wardrobe; instead of leaving the wardrobe and finding Narnia, the children in Year Five were faced with the solar system and everything else beyond!

I feel that the use of the green screen really ignited the children's interest in our writing and enabled them to really empathise with the characters from whose perspectives they were writing.

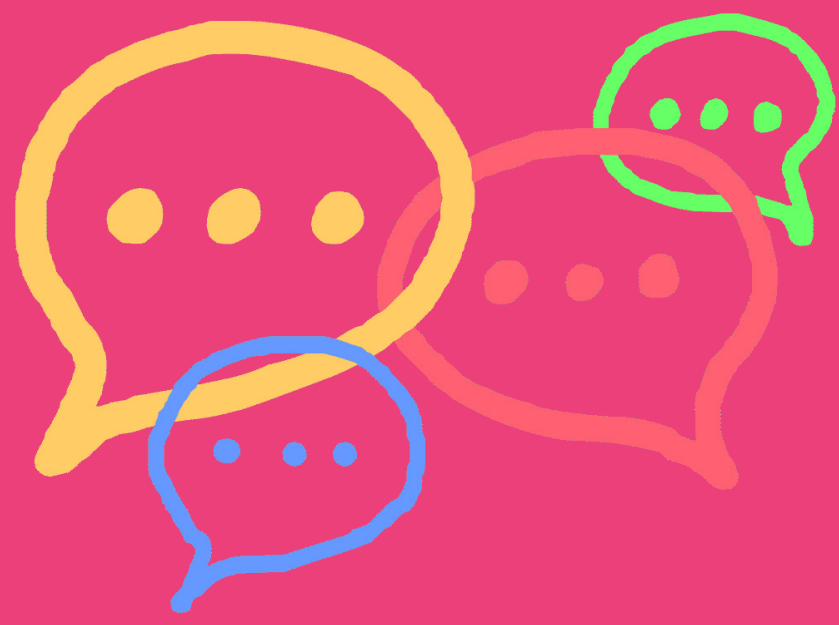
I will certainly be looking for future opportunities to incorporate the use of the green screen, as well as any other digital technologies that can enhance wider curriculum areas, into our sessions."

Mr. Gilhooley - Year 5 Progress Leader

"Setting up and using the green screen was very easy. It allowed us to create a much more immersive learning experience for students. As we grow in confidence using the screen, we will certainly be considering investing in one for the English Department. Thank you to the ICT Department for your support."

Mr. Hagan - Head of English

CH@



"I like digital technology in school because I get to share my experiences and contribute with the class. Using One Note helps me to keep my work organised. I feel more confident in using Technology!"

Lemis Berik - Year 9

"Even more so after COVID-19, using digital tools is much better as everything is stored in one place, so it makes revision easier too, things are concise and better for teacher:student communication."

Sammy Krishnakumar - Year 10

"I am able to communicate with the teachers, send any resources and access them. I also had access to the class notes using Class Notebook; allowing me to share my learning with my classmates and teachers."

Sohaila Yosry - Year 11

CLICK >>>

HIS PE Department

79 subscribers

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Swimming ECA Week 3

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Football Super Skills ECA Week 3

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Primary Dance ECA Week 2

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Swimming ECA Week 2

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Multi-skills ECA Week 2

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Primary Dance ECA Week 1

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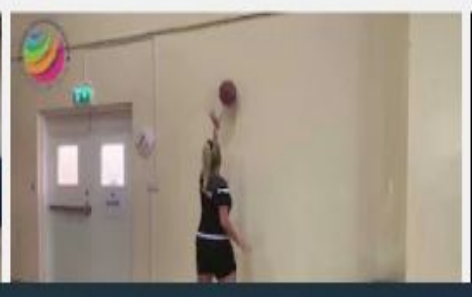

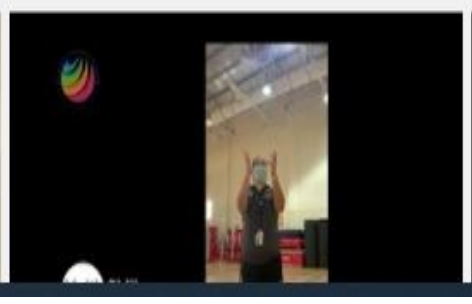

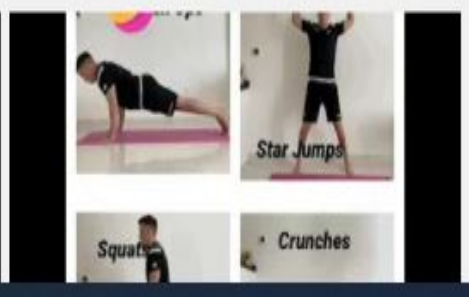

<<< CLICK

F1 in Schools
United Arab Emirates

Presented by ADNOC

Horizon International School
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TEST DRIVER CHALLENGE

DESIGN | MAKE | RACE!

Learn 3D CAD skills to design a Formula 1 model race car. Get it CNC manufactured by Yas In Schools. Race at the F1 in Schools National Final.

AGE GROUP: **12-17 YEARS** | PARTICIPATION IS **FREE**

The F1 in Schools STEM Challenge is a global competition that uses the magnetic appeal of Formula 1 to deliver comprehensive STEM learning through a 21st Century Skills project based learning approach.

The Test Driver Challenge is a new competition category that provides a simple entry level to F1 in Schools. Work from home or school, on your own or collaborate with up to 3 of your friends.

SHIFT UP A GEAR

TAKE THE ONLINE **FUSION 360** COURSE

DESIGN YOUR OWN F1 IN SCHOOLS CAR

SEND YOUR DESIGN TO YAS IN SCHOOLS FOR **CNC MANUFACTURING**

FINISH **CAR ASSEMBLY** AT HOME

SEE MORE **VISIT** YasTV | READ MORE **GET ACCESS NOW**

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Evolv3

ENRICHING PEOPLE, ENHANCING POTENTIAL, BECOME EXCEPTIONAL.

<<< CLICK

دبـــي الذكية
SMART DUBAI

2020:
Towards the next 50

United..
we can make significant changes
and raise aspirations

الإمـــــارات
THE EMIRATES

EXPO SCHOOL PROGRAMME

EXPO 2020 DUBAI UAE

YOUTH CONNECT

USEFUL APPS

HISTORY

ANNE FRANK HOUSE VR

1943 BERLIN BLITZ

MASTERWORKS

NEFERTARI

HISTORIUM VR

GEOGRAPHY

GOOGLE EARTH VR

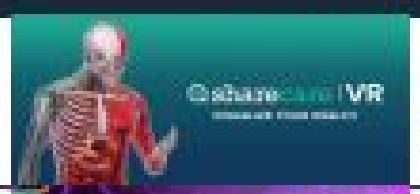
AMAZON ODYSSEY

GO GUESS!

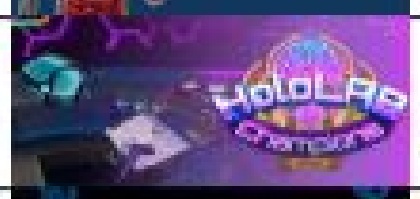
BEYOND TOKYO

EVEREST VR

SCIENCE



SHARECARE VR



HOLOLAB CHAMPIONS

MICRO COSMIC WORLDS

HOLD THE WORLD

CIRCADIAN RHYTHM

AR

SOCIAL STUDIES

BECOMING HOMELESS

HUNGER

WITHIN

THE WALL

BLACK BOX

ASTRONOMY

UNIVERSE SANDBOX²

OVERVIEW

TITANS OF SPACE 2.0

APOLLO 11 HD

HOME: A VR SPACEWALK

EDUCA
VR A

FOR HTC VIVE, OCULUS R

Icons denote which store each app is avai

List curated by Steve Bambury // @steve_bambury // ww

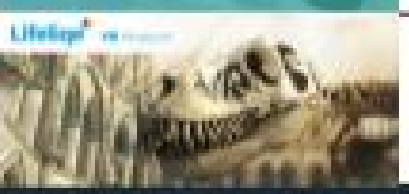
TEACHING

ENGAGE

UNIMERSIV

ALTSPACE VR

RUMII



LIFELIQE VR MUSEUM

ECOLOGY

OPERATION APEX

CORAL COMPASS

OCEAN RIFT

KOLB ANTARCTICA EXPERIENCE

TREE

STEM

FANTASTIC CONTRAPTION

ROBOTICS IN VR

SCHOOL FAB LAB VR

FERIT SIMULATOR

WRENCH

MU

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RT

DESIGN TECHNOLOGY

GALLERIES

MATHS

TILT BRUSH

GRAVITY SKETCH

THE KREMER COLLECTION

CALCFLOW

MASTERPIECE VR

BLOCKS BY GOOGLE

VR MUSEUM OF FINE ART

NUMBER HUNT

QUILL

MAKEVR PRO

SHEPARD FAIREY - DAMAGED

MATH CLASSROOM CHALLENGE

KINGSPRAY GRAFFITI VR

MICROSOFT MAQUETTE

THE FINNISH VIRTUAL ART GALLERY

NEOTRIE VR

DOJAGI KOREAN POTTERY

OCULUS MEDIUM

BOULEVARD

GEOGEBRA MIXED REALITY

TIONAL APPS

IFT AND WMR HEADSETS

lable from (Steam/Viveport/Oculus Store)

w.virtualiteach.com // www.youtube.com/stevebamburyvr

STORYTELLING

NARRATIVES

MINDSHOW

PEARL

TVORI

INVASION!

FLIPSIDE STUDIO

ALLUMETTE

PUPPET FEVER

VESTIGE

ANYLAND

THE RAVEN VR

SIC

PSYCHOLOGY

IDEATION

PHYSICAL EDUCATION

MUX

IN MIND 2

NODA

BOX VR

LYRA VR

NOTES ON BLINDNESS

DRY ERASE

FIRST PERSON TENNIS

THE MUSIC ROOM

WHERE THOUGHTS GO

ALTAR SHOW

SPARC

JAM STUDIO VR

RICHIE'S PLANK EXPERIENCE

THINK SPACE

FINAL SOCCER VR

VINYL REALITY

THE MARVELLOUS MACHINE

VIRTUAL IDEA AREA

BEAT SABER

USEFUL APPS

new

THE PERIODIC TAB

OF iOS APPS FO

AR AND VR to try

Art Plunge

Boulevard AR

Immersituly VR Art

Lightspace

Memory Museum

School Fab Lab

Shepard Fairey AR

51° North

Alice in Wonderland

AR Flash Cards Addition

Calculus in VR

Magicplan

Medieval Math VR

Virtual Architecture

Walter's Cube

Bookful

Catchy Words AR

CleverBooks Geography

Dubai360 VR

Explore Geog ActiveLens

3D Museum Viewer

Enter The Room

Figment

Immersively Shakespeare

Night Zookeeper

Kolb Antartica

PI VR Earth

Sites in VR

Valentine's Day Massacre

Portals - Learning w/ AR

Tara's Locket

VirtualSpeech

Wonderscope

Google Expeditions

Virtual Oceans

WWF Free Rivers

Hologo

POWERED BY NetSupport

CREATED BY MARK ANDERSON @ICTEVANGELIST / C

BLE

OR

y today!

ART & DESIGN
CREATIVITY
GEOGRAPHY
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MATHS
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TEACHING

3DBear
AR Maker
Assembly
Kooji
ABC AR Space Discovery
AR VR Molecules Editor
Moatboat
Orb
Quiver Masks
SketchAR
Astro Tim
Brainspace
Shapes 3D Geometry
Times Tables VR
PI VR Explorations
Trench Experience VR
Tayasui Blocks
Thyng
Complete Anatomy
Dino Park AR+
Ancient Egypt VR
AR Flashcards Lincoln
ARchaeology - Dig Up
Magi Chapel VR
Olympia in VR
ENEC 360
Froggipedia
MEL Chemistry VR
ChronoQuest
Civilisations AR
Hangar VR
iDig
Kokoda VR
Mr Body
Mancala
Share the Science - STEM
Life VR
NYT VR
Object Viewer
Our Minds AR
Waypoint EDU
Solar System Builder AR
The World Of Cells
V-Lab

URATED WITH STEVE BAMBURY @STEVE_BAMBURY

ICT EVANGELIST

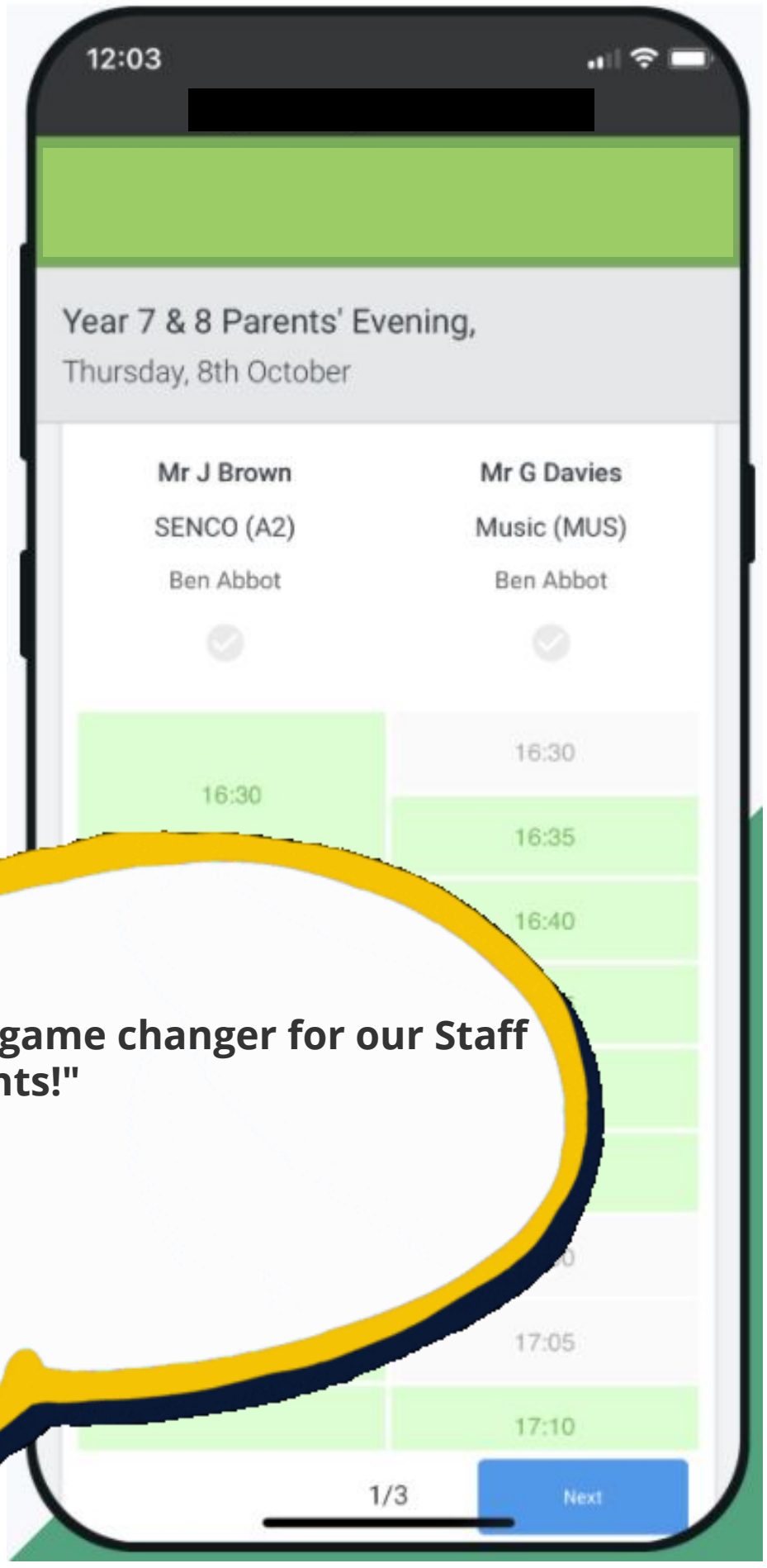
COMING SOON

"Thank you so much for this! We have needed this for a long time."

Parent

"This is a game changer for our Staff and Parents!"

Staff



A digital online parent:teacher consultation booking system, with built in video feature.

This removes the need to sign up on paper, timely reminders are automatically sent via email, video chat is available and it works on any device!

Secure Video Calls

All video calls are encrypted between teachers and parents.

No App to Install

There is no app for the teacher or parent to install. They simply use their web browser.

Efficient Scheduling

The teacher or parent is automatically connected to the next person in their appointment schedule.

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All Staff Are Welcome To Join

STAFF
HIS
CHOIR

Every Sunday
After School 3.15pm
Music Room

Come & Be Awesome - Be Brave
All Talent Levels Welcome

Horizon International School

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