OLIVE
for Education

Supporting Ramsgrange Community School

A brief history of computers in secondary schools:

1985 - 2008 Focus on computer **skills**

1985
Junior Cert change begins - computers mentioned in some subjects

1999
Leaving Cert Vocational Programme - ICT part of subjects

2008
ICT Framework for Schools launched - computers to be integrated across subjects
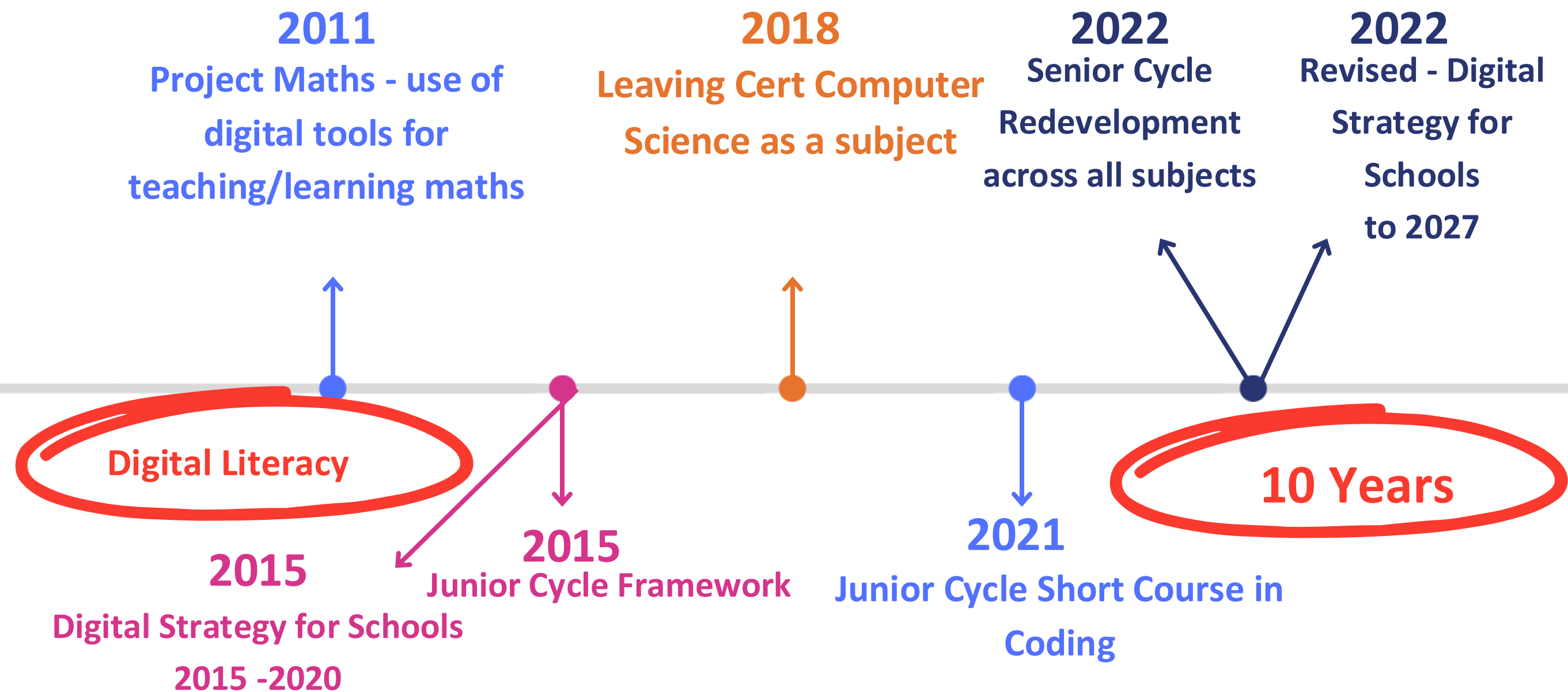
Basic Skills

1994
Leaving Cert Applied - basic computer skills included

2000
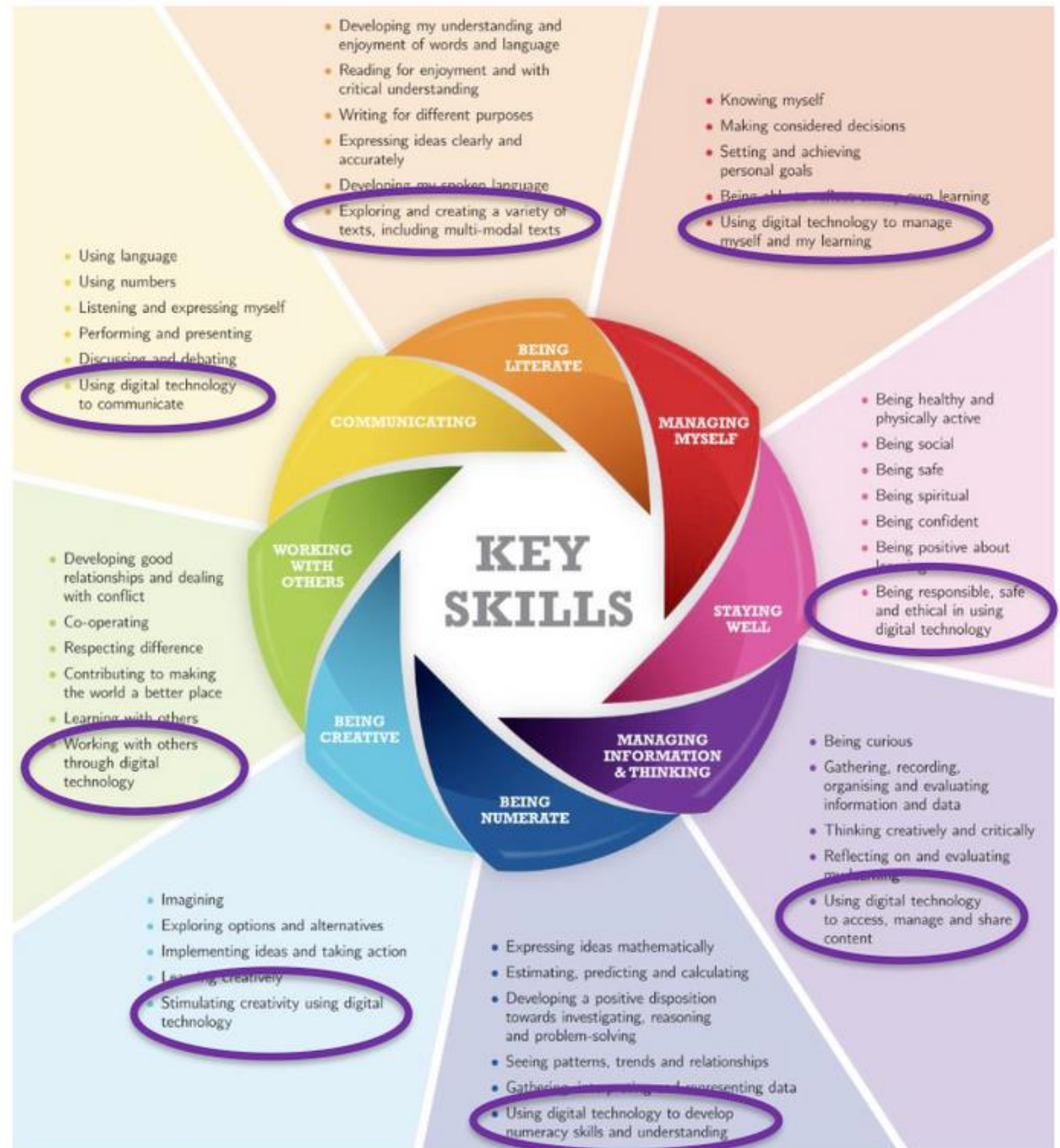Leaving Cert revised ICT part of business/technology subjects

23 Years

A brief history of computers in secondary schools:
2011 - focus on Digital Literacy

2011
Project Maths - use of digital tools for teaching/learning maths

2018
Leaving Cert Computer Science as a subject

2022
Senior Cycle Redevelopment across all subjects

2022
Revised - Digital Strategy for Schools to 2027

Digital Literacy

2015
Digital Strategy for Schools 2015 -2020

2015
Junior Cycle Framework

2021
Junior Cycle Short Course in Coding

10 Years

Since 2015 - CBAs

Framework for Junior Cycle – **digital is within** every key skill!

- Developing my understanding and enjoyment of words and language
- Reading for enjoyment and with critical understanding
- Writing for different purposes
- Expressing ideas clearly and accurately
- Developing my spoken language
- Exploring and creating a variety of texts, including multi-modal texts

- Knowing myself
- Making considered decisions
- Setting and achieving personal goals
- Being able to reflect on my own learning
- Using digital technology to manage myself and my learning

- Using language
- Using numbers
- Listening and expressing myself
- Performing and presenting
- Discussing and debating
- Using digital technology to communicate

- Being healthy and physically active
- Being social
- Being safe
- Being spiritual
- Being confident
- Being positive about learning
- Being responsible, safe and ethical in using digital technology

- Developing good relationships and dealing with conflict
- Co-operating
- Respecting difference
- Contributing to making the world a better place
- Learning with others
- Working with others through digital technology

BEING LITERATE

COMMUNICATING

MANAGING MYSELF

WORKING WITH OTHERS

KEY SKILLS

STAYING WELL

BEING CREATIVE

MANAGING INFORMATION & THINKING

BEING NUMERATE

- Being curious
- Gathering, recording, organising and evaluating information and data
- Thinking creatively and critically
- Reflecting on and evaluating my learning
- Using digital technology to access, manage and share content

- Imagining
- Exploring options and alternatives
- Implementing ideas and taking action
- Learning creatively
- Stimulating creativity using digital technology

- Expressing ideas mathematically
- Estimating, predicting and calculating
- Developing a positive disposition towards investigating, reasoning and problem-solving
- Seeing patterns, trends and relationships
- Gathering, interpreting and representing data
- Using digital technology to develop numeracy skills and understanding

Starting 2025 - AACs Additional Assessment Components 40%

Senior Cycle Key Competencies – **technology as a tool** to support learning

KEY COMPETENCIES IN SENIOR CYCLE

LITERACIES AND NUMERACY

- Thinking and solving problems
- Being creative
- Managing learning and self
- Communicating
- Cultivating wellbeing
- Participating in society
- Working with others

- students' literacies are well developed, i.e., when they can meaningfully and effectively read, watch, write, speak, listen, and mediate meaning.
- students' numeracy is well developed, i.e., when they can understand numbers, data and symbols meaningfully and interpret and use them effectively.
- students make good use of various tools, including technologies, to support their learning.

	Computer Skills	Digital Literacy Skills
Definition	Basic abilities to use computers and software applications effectively.	The ability to find, evaluate, utilize, share, and create content using information technologies and the internet.
Focus	Practical use of software and hardware.	Understanding and using digital tools and platforms responsibly and effectively.
Examples	Using word processors, spreadsheets, email, internet browsing, and basic troubleshooting.	Evaluating online information, understanding digital footprints, using social media responsibly, and protecting personal data.
Learning Objectives	To become proficient in using common software tools and performing everyday tasks on a computer.	To develop critical thinking, ethical understanding, and effective communication in digital environments.
Skills Developed	Typing, using office software, managing files, internet navigation, and basic digital literacy.	Information evaluation, online communication, digital content creation, cybersecurity awareness, and ethical use of technology.
Applications	Everyday tasks, office work, communication, and basic digital literacy.	Research, online collaboration, digital citizenship, content creation, and personal data management.
Educational Level	Often taught at primary and secondary education levels as part of digital literacy.	Integrated across various educational levels and subjects to promote responsible and effective use of digital technologies.

Why introduce 1:1 devices?

✓ **Critical ICT Competencies for the Modern Era**:

Mastery of Information and Communication Technology (ICT) is vital in today's digital landscape, ensuring that students are well-equipped for the challenges of both higher education and the professional world.

✓ **Facilitation of Research-Intensive Classroom-Based Assessments (CBAs)**:

CBAs necessitate extensive research, and having access to devices allows students to efficiently utilise reliable online resources, rather than depending on less effective alternatives like mobile phones.

✓ **Conformity with the Revised Leaving Certificate Structure**:

With 40% of the Leaving Certificate now comprising project-based Additional Assessment Components (AAC), devices will be indispensable for organising, executing, and submitting these projects in a systematic and professional manner.

Why introduce 1:1 devices?

✓ **Minimizing Reliance on Physical Textbooks**:

Digital books reduce the daily burden on students while still allowing access to physical copies at home, fostering a more adaptable learning environment and supporting a blended learning approach.

✓ **Overcoming the Constraints of Mobile Phones**:

Mobile phones are inadequate for detailed academic work. Devices such as laptops or tablets offer the necessary screen size, tools, and functionality for effective learning.

✓ **Sustaining Our Current ICT Infrastructure Is Not Possible**:

Our ICT infrastructure has grown significantly since the Covid-19 pandemic, but this expansion is not sustainable without further support.

✓ **Ensuring Educational Resilience**:

The growing dependence on technology in education and society highlights the need for schools to adapt. Transitioning to a 1:1 model ensures that students and teachers remain competitive in an ever-evolving world.
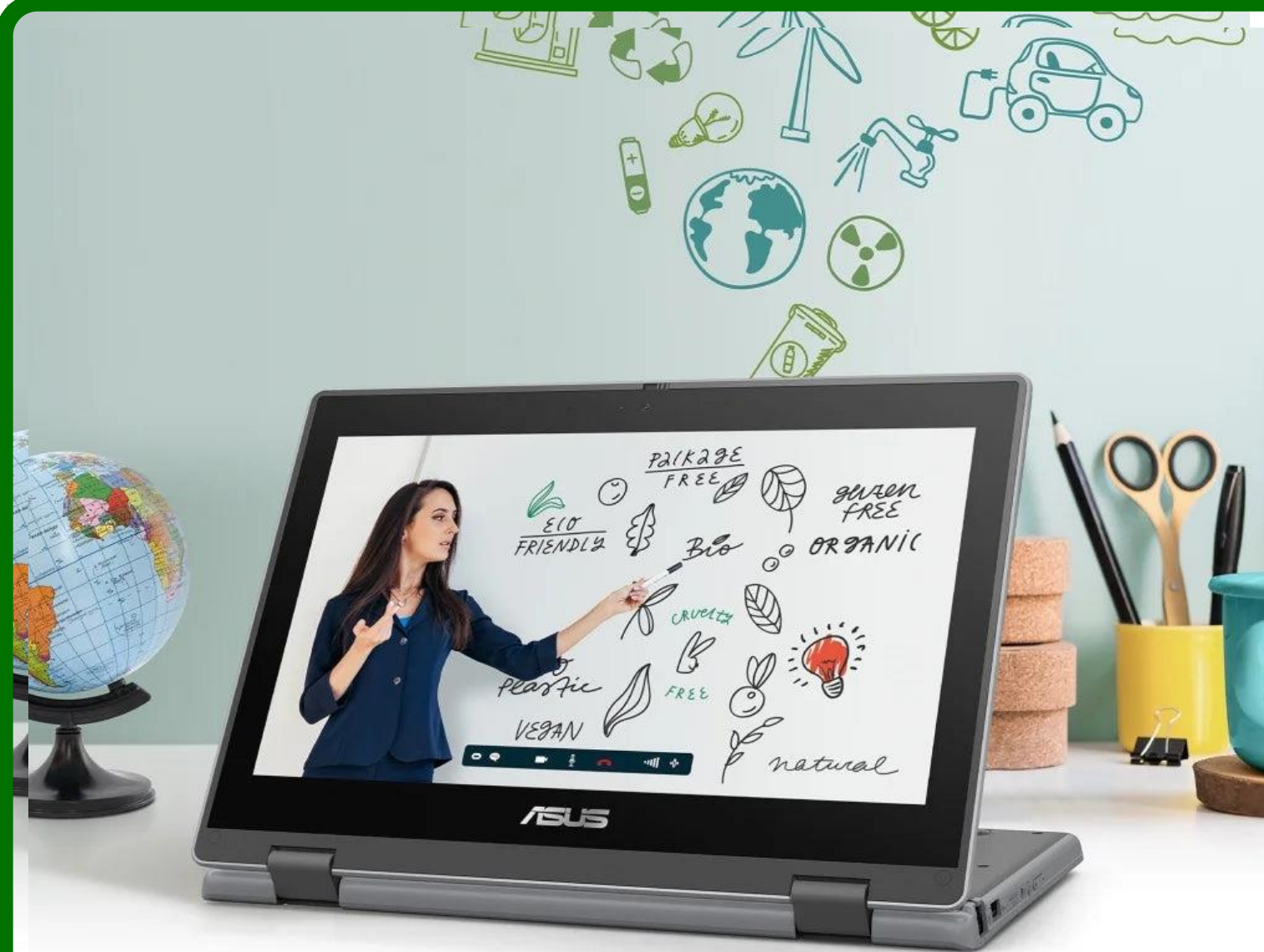
A 2-in-1 Laptop made for students

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Multiple Ways to Use

- Like a Laptop

- or like a Tablet

- or a mix of Both

- or anywhere In-Between

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Great Specifications

- 128GB of Storage & 8GB of RAM

- Battery Life of 10 Hours

- Touch Screen

- Full Size Spinning Keyboard

- Digital Pen / Stylus

- Windows 11

- Build to withstand Hard Knocks

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5 Year Extended Warranty

5 Year Accidental Damage Cover

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Can I bring my own Computer / Laptop / Tablet / Phone / 2-in-1?

Everything that you need in One Bundle

Safe & Secure Set Up

- Each 2-in-1 Laptop is set up to be used safely and securely as a learning 2-in-1 Laptop

- Only Apps approved by the school for learning, will be available

- That means it is locked down for learning, with no distracting or inappropriate games

  or social media

Ongoing Support for You

- Parents, Students and Teachers, receive ongoing support for any issues that might come up

- Full 5 Year Comprehensive Manufacturers Warranty

- Full 5 Year Comprehensive Accidental Damage Cover

- Lives on with Manufacturer

  for the full 5 Years

Bundle Total

€684

2-in-1 ✓

Laptop

Set Up & Security ✓
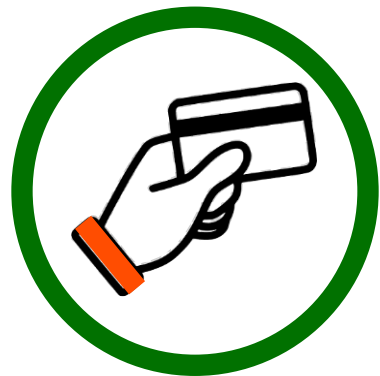
Ongoing Support ✓

& Extended Warranty

Payment Options

Olive Payment Plan : Pay in stages in advance of students getting their 2-in-1 Laptop at the start of the new school year.

Pay by Card : Simply pay with your Debit or Credit Card.

Pay Monthly : Pay monthly over 3 years, through Humm Finance.

A Credit Check is needed for this option, Interest is Payable and Pre-Approval is recommended.

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Simple Ordering Process

Step 1. Order through the Online Store

Step 2. Payment Options will be included

Step 3. Students will get their 2-in-1 Laptop, in school at a dedicated workshop in the new school year

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Thank You

Questions & Answers