Pauatahanui School

2021-2023 Strategic Plan
2021 Annual Plan

Pauatahanui School - Through collaboration and innovation we all live, learn and grow.

Strategic Goals	Goal 1 All staff model collaboration and innovation in their practice, behaviour and pedagogy	Goal 2 Increase active student and community engagement with the PAUA curriculum.	Goal 3 Develop the physical learning and working spaces to enhance collaboration and align with our current and emerging philosophies of learning
Describe success	Goal 1 All staff are confident and capable in delivering a curriculum through a combination of modern, innovative and research based approaches to teaching and learning	Goal 2 Increased student voice in the curriculum. Students are supported to take action with their learning and collaborate locally and globally.	Goal 3 Staff are able to access fit for purpose and modern collaborative working spaces. Students will enjoy a range of environments that will enhance collaboration a sense of play.
Strategic Initiatives / High Impact Practices	- Grow our teachers as learners and develop their capabilities for teaching and learning in the future through cycles of professional growth - Align recruitment, induction and performance management approaches. - Provide a highly effective BYOD / Digital learning environment. - Codesign and implement clear expectations of what learner agency is at PS	- Embed taking action as a key driver for curriculum decisions - Community to be engaged **IN** the school to support children's learning - School to be engaged **OUT** in the community to support children's learning and 'give back' to the community - Actively seek input from stakeholders other than teachers.	- Develop a bush classroom on the school site. Link to community in goal 2. - Develop an outdoor play space. (Sandpit / Loose parts learning) - Develop a landscaping Master Plan. - Redevelop the admin area so it is fit for purpose - Develop a community partnership plan around involving the community in the development of the outdoor spaces. - Continue to grow our resources and capability to deliver quality STEAM learning experiences

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Describing Success

Strategic Goals	Goal 1 All staff model collaboration in their practice, behaviour and pedagogy	All staff are highly skilled, confident and capable in delivering a curriculum through a combination of modern, innovative and research based approaches to teaching and learning. Staff will empower all students to drive their learning.
Strategic Initiatives / High Impact Practices. Grow our akonga. (Staff and Students)	• Provide staff with targeted PLD to explore and embed collaborative and innovative practice. • Grow our teachers as learners to develop their capabilities for teaching and learning in the future.	1. Staff have an increased understanding of, and implement, elements of play based learning where appropriate. 2. All teachers are part of an effective collaborative team. 3. Students are doing the bulk of the work and the the talking.
	• Align recruitment, induction and performance management approaches to the vision and values. • Design personalised professional learning pathways to develop and nurture staff capability.	1. All staff have a clear understanding of the school's strategic plan and are committed to continual improvement. 2. Clearly document recruitment, induction and PM practices and associated documentation.
	• Provide a highly effective BYOD / Digital learning environment.	1. Staff are able to take on admin roles with LMS and SMS, including google admin. 2. ICT is used as a an effective learning tool.
	• Co-design and implement clear expectations of what learner agency is at Pauatahanui School.	1. All staff have input into, and a clear understanding of how they can support students to become agentic learners and students progress through the school.

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Describing Success

Strategic Goals	Goal 2 Increase active student and community engagement the curriculum.	Increase student voice in the curriculum. Students are supported to take action with their learning and collaborate locally and globally
Strategic Initiatives / High Impact Practices Grow our curriculum and learner capability	● Actively seek input from stakeholders other than teachers.	● It will be clearly evident where students have had both voice and choice in the curriculum.
	● Embed taking action as a key driver for curriculum decisions	● Celebrations of learning will focus on what action was taken in the learning process. ● Curriculum documentation supports staff / students / whanau and the community to participate. ● A redesign of the PS Inquiry model
	● Community to be engaged **IN** the school to support children's learning ● School to be engaged **OUT** in the community to support children's learning and 'give back' to the community	● Whanau will be more engaged with the school ● As part of the PS inquiry model students take action locally and/or globally.

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Describing Success

Strategic Goals	**Goal 3** Develop physical learning and working spaces that enhance collaboration and align with our current and emerging philosophies of learning	Staff are able to access fit for purpose and modern collaborative working spaces. Students will enjoy a range of environments that will enhance collaboration a sense of play while learning.
Strategic Initiatives / High Impact Practices Develop our school environment to align with our beliefs about wellbeing, teaching and learning.	• Develop a bush classroom on the school site. Link to community in goal 2. • Develop a community partnership plan around involving the community in the development of the outdoor spaces.	• Stakeholders are involved in planning, funding, building and utilizing the bush classroom. • We will have an environment that supports our teaching and pedagogy. • Our facilities will be the pride of the community.
	• Develop an outdoor play space. (Sandpit / Loose parts learning)	• We use what we know about learning and brain development to design a space that provides Protected Spaces, Empowers Children and encourages an engagement with nature.
	• Develop a landscaping masterplan • Redevelop the admin area so it is fit for purpose • Continue to grow our resources and capability to deliver quality STEAM learning experiences	• The school's physical environment will be welcoming, safe and attractive • Engage the MoE in a process that will result in the redevelopment of the school's admin area so it is fit for purpose and enhances productivity and well being.

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Goal 1.1- Grow our teachers as learners and develop their capabilities for teaching and learning in the future.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Develop a 'first cut collective view and understanding of future learning and practice with an emphasis on developing agentic learners	✔					Kate	Leadership Team
ii. Determine future capabilities required		✔					Release time
iii. Strengths and gap analysis based on capabilities (Individual / School)			✔				
iv. Personalised pathways. Develop and implement				✔			Teacher only day(s)
v. Strength harnessing plan (Talent management)				✔			Research
vi. Further embed the PAUA values across the school through PB4L..		✔					Student voice
vii. Students have some opportunity to work at their own pace and explore their own interests			✔				

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Goal 1.2- Align recruitment, induction and performance management approaches.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Launch strategic plan to the school community	✔					Principal / BoT	Resourcing to support design and publication of online and paper documentation
ii. Align documentation and media			✔				
iii. Adjust priority areas					✔		

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Goal 1.3- Provide a highly effective BYOD / Digital learning environment.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Grow all teacher's digital capabilities				✔		WST	Kahui Ako PLD
ii. Grow digital leadership at Pauatahanui School	✔						
iii. Grow all teachers' knowledge and ability to implement the Digital Technology curriculum		✔					Kahui Ako WST position Targeted / Individual PLD
iv. Establish a baseline of student capabilities from years 1-8			✔				Questions for the WST to ask. What support do teachers need? How can I as WST support you?
v. Blended learning and Flipped learning pedagogies are used (years 4-8)		✔					
vi. Support the schoolwide introduction of real time reporting. (Educa)	✔						ASTs can be involved in this work.

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Goal 1.4- Co-design and implement clear expectations of what learner agency is at Pauatahanui School. *(Closely aligned with Goal 2.1)*	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Stocktake of current approaches to developing agentic learners at PS. Development of a graduate profile.		✔				Kate	Time School visits Local networks
ii. Review professional literature and use local networks to learn more about how teachers and schools are supporting students to become more agentic with their learning		✔					
iii. Share findings with the teaching team and develop our PAUA approach to learner agency.				✔			

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Increase active student and community engagement the curriculum.

Goal 2.1- **Prioritise** taking action as **a** driver for curriculum decisions	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Development of a Pauatahanui School inquiry and curriculum delivery model	✔					Bradley Kansas (CCC)	Website Design support
Ii. Alignment of curriculum systems / documentation			✔		✔		

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Goal 2.2- Community to be engaged **IN** the school to support children's learning and the school to be engaged **OUT** in the community to support children's learning and 'give back'.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Parent interaction plan to increase community engagement in the school through a localised curriculum.	✔					Maddy and Kansas	Educa subscription
ii. Develop clear expectations around Educa output.	✔						Kahui Ako
iii. Stocktake of how the PAUA inquiry model has impacted on how our students take action.				✔		Bradley	

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Develop physical learning and working spaces that enhance collaboration and align with our current and emerging philosophies of learning

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Goal 3.1-Develop a bush classroom on the school site.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Determine what Health and Safety considerations will need to be addressed		✔				Sharon	
ii. Secure BoT support and funding for phase 1-Access and safety			✔				
iii. Begin construction of the bush classroom					✔		
iv. Engage in review and development of the Pauatahanui School science curriculum				✔			

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Goal 3.2- Develop an outdoor play space. (Sandpit / Loose parts learning)	Term 1	Term 2	Term 3	Term 4	Year 2	Responsibility	Resources
i. Phase 1- Secure commitment and resourcing from the BoT	✔					Bradley	
ii. Phase 2- Shed / Deck / Sandpit / Fence	✔						
iii. Phase 3- To be determined		✔	→				
iv. Continue to grow our philosophies and learning around play based learning.			✔ →				

This project is on hold until the construction of the Universal bathroom has been completed. It is very likely that the Universal bathroom project will encroach into the area designated for the outdoor play area.

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Goal 3.3- Continue to grow our resources and capability to deliver quality STEAM learning experiences	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
i. Provide professional development and resources to ensure staff teaching in this area of the school are well prepared to teach in a STEAM / Innovative environment.		✔️				Maria	Possible items to purchase. Sewing machines. Green screen. AV recording equipment.

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Goal 3.4- Develop a property masterplan.	Term 1	Term 2	Term 3	Term 4	Year 2/3	Responsibility	Resources
Develop a property plan to align the school's aesthetics with our values and beliefs about teaching and learning.				✔		BoT	
Develop a plan to develop the school's physical working and teaching spaces to align with our values and beliefs about teaching, learning and wellbeing		✔					Work closely with our property advisor and the MoE.