Greenwood Academies Trust – Impact to date of the effective use of EdTech 2019

In the modest amount of time during 2019/20 that GAT's academies have been using Microsoft EdTech based products for teaching and learning there has been significant benefits across a number of themes. These benefits have created what we call an "EdTech Teaching & Learning Dividend".

Through GAT's extensive network of expert educators in technology, many powerful examples have been identified that demonstrate the potential benefits to those who use EdTech effectively.

The numerous benefits can be summarised under three main themes:

1. Increased Pupil Outcomes

2. Staff Wellbeing and Welfare

3. Value for Money

The table below summarises some of these benefits. Further case studies will be published overtime to provide further evidence of impact.

Theme	Benefit
1. Increased Pupil Outcomes	There are a number of significant specific opportunities that the effective use of EdTech has provided that positively impact pupil outcomes, both in terms of test and examination results and providing essential life and employment skills to thrive in the 21st century. Increased outcomes have been facilitated through a variety of opportunities offered through the effective use of EdTech compared to traditional teaching methods.
Personalised Learning	The opportunities to create a learner-centered approach, where more in-class time is dedicated to exploring topics in greater depth and creating rich learning opportunities, where teachers make themselves available to all students for individual, small group, and class feedback in real time as needed are huge: • Differentiated tasks for students to encourage individualised learning. • Laborious tasks can be removed allowing more time to be focused on tasks that benefit learning. • Flip classes by having students read text outside of class, watch supplemental videos, or solve additional problems. • Create flexible online spaces in which students choose when and where they learn. • Increased flexibility in the expectations of student timelines for learning and teachers in their assessments of student learning.
Student Engagement	The opportunities for greater levels of student engagement and participation can be enhanced significantly: • Many students engage better through the use of technology, which many of them are familiar with in the social environment. • Opportunities to, for instance to use Gamification, utilising game-design elements and game principles in the delivery of learning activities can help engage at an entirely different level that other traditional methods: • STEM projects enacted through group Minecraft activity are having a powerful impact in classrooms. • Empowerment of girls through online platform giving all participants an equal voice. • Removing physical boundaries to accessing learning materials inside and out the classroom. • Encouraging students who struggle to present their work neatly or worry about committing their ideas permanently.
Access & Inclusion Tools	There are a whole range of tools to empower people with disabilities to create, consume, and share content in their preferred way: • Support students and staff with a range of access needs: vision, hearing, and interaction. • Collaborative tools across the academies to increase access to ideas, ideas, creativity.

Theme	Benefit
2.Staff Wellbeing and Workload	The ability to more effectively to organise and deliver learning not only has positively impacted outcomes but has a significant positive impact on staff wellbeing. Research undertaken by Microsoft and McKinsey indicate significant savings in staff time being possible, potentially of up to 30%. Where EdTech is being used effectively, GAT is experiencing significant reductions workload in delivering what were previously mundane and low value tasks which is being used to both reinvest into higher value activity, positively impact work-life balance and to remove the need for input from some classroom administrators. The effective use of EdTech has allowed a significant reduction in time to prepare and distribute and collect lesson materials. It has allowed quicker, more efficient and timely marking of student work, enabling feedback to students quickly and by a means most suitable to their needs or style of learning through written or video, inside and outside the school day. Laborious and time-consuming tasks, such as sticking and pasting, copying and printing and practical challenges, such as teachers having to take large amounts of books and paper home are either eliminated or significantly reduced. The impact on the motivation and wellbeing of individual and whole staff groups is powerful, as can be the sense of 'team' created by consistent and systematic use of collaborative tools.
3.Value for Money	Significant cost savings have been possible at a class/school level and, as tech has been implemented consistently is across a multi-site organisation, further organisational level savings have been possible. Revenue cost savings accruing at a class/school level include, a reduction in staffing resources to carry out low-value admin type tasks, reduction in consumables, printing and copying. It is also expected there will be an opportunity to realise savings from a reduction in the number of Teaching Assistants required to support low value classroom activities, which can be re-directed to higher value activities as well as more students being directly supported by a teacher through more personalised teaching and learning techniques. There has been vastly scaled down reliance on printing; between 80% and 90% of academies' previous levels. A consistent organisational approach the deployment of EdTech has allowed for significant additional capital savings such as hardware costs (lower-cost devices, no localised servers) and ongoing costs such as less 1st line technical support, both because of greater network resilience and centralisation of remote implementation and configuration.