School Digital Champion Project Report

1. The name of our project is Soar.

2. The aims and objectives of this project are to provide easy access to assist children with learning Basic English and maths. We also aimed to provide this app and website in a very simple, easy, and fun way.

3. Yes, the project can be accessed easily online at WordPress. We are also working towards putting our app on the Google playstore.

4. The first thing that we undertook to complete our project was creating our team of five members. Each one of us applied with an application form from our teacher and we were selected to represent the school. We also had many meetings after school where we brainstormed and discussed our ideas. We eventually all agreed on the idea of this learning support app that can help with simple maths and English.

5. Soar is an app or a website which is a collection of fun and interactive maths problems and English learning support aligned to curriculum standards. The app and website reinforces maths and English concepts with self-paced and adaptive practice anytime and anywhere. Children who are looking to improve their maths or English skills will be hard pressed to find a better tool then Soar. It is charming, comprehensive and it will speak to children at the perfect level. The maths topics covered include addition, subtraction, advanced addition and subtraction, mixed operations, place value, counting and comparison, time, measurements, addition and subtraction facts, data and graphs, geometry and money. The key features of this self-paced math and English practice program are explanation for wrong maths answers, virtual rewards and games, monitor progress with real-time progress dashboard and HD graphics and sound effects to give it an amazing game play experience. The English topics covered include spelling and grammar as well as basic English language games for phonics.

6. The technologies we used to create this app and website were the computers at our school, iPads and laptops.

7. The results we had at the end of our project were that we found a way to help make learning support fun and interactive for children.

8. Yes, we do hope for the project will go on and it will be maintained and updated regularly.

9. The aims and objectives of our project were to learn about developing a resource like Soar using modern technology with the facilities we had at home and in school, to learn more about web design and app development and too see what is involved in the creation of apps. Learning support for English and maths sis common in our school with pupils who have learning difficulties but also students who are new to the country and are learning English as a foreign language , we hope soar will provide them with affective learning support in a fun environment. From speaking to the head of the learning support department in our school we aimed to target common problems with English which was basic grammar a foundation for the language. We spoke to a maths teacher in our school who discussed with us the importance of understanding basic maths and common problems associated with the pupils in our school who found maths particularly challenging. From speaking to these teachers we decided our goal was to target the problems they had outlined to us as they were evident in our school

10. The support we found most useful and beneficial was our trip to NUI Galway where we learned and gained information about web design and app design from different speakers during the day, who we all found very interesting. It was after this that we really got underway on developing our app. We also really enjoyed our day in Google.

11. The advice we can give to future School Digital Champions is that if you find it difficult at some stages in creating the app or website, don't quit or give up and also that creating an app or a website is not as hard as you might think it may be. Also that it is important to want to learn. Even if you think you're not into computers you could be surprised by how interesting and enjoyable it is.