

impact on my practice

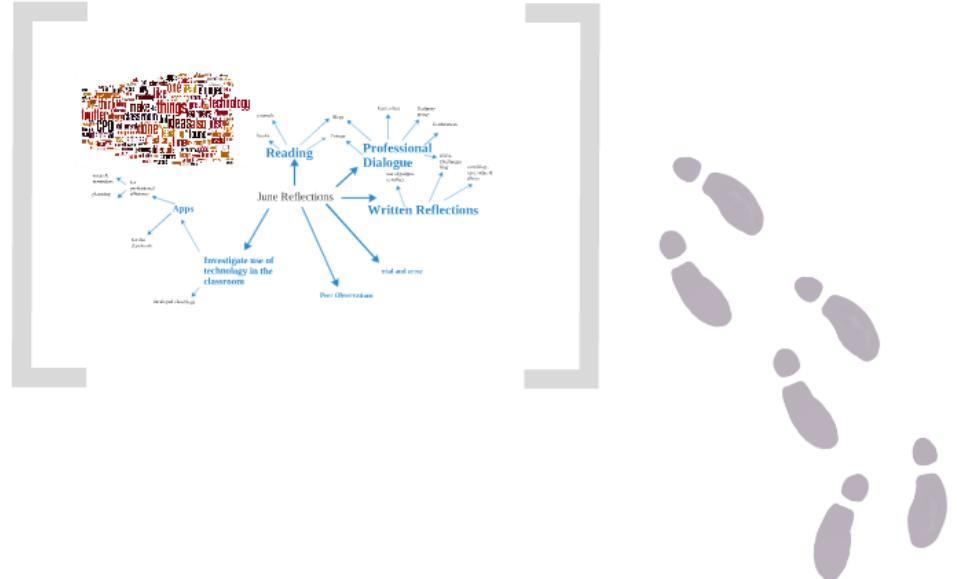
ESCalate case study: CELTA

LSIS case study: DTELLS

ESOL class

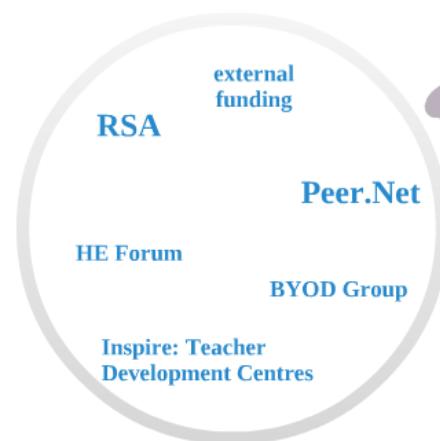
CPD

Developing teaching and learning skills



Findings

- CPD still a challenge for teachers to identify & quantify
- CPD is a chain of events
- No single CPD activity dominates
- Collaborative teacher learning
- Led by teachers-as-learners
- Mobile Twitter has been key
- Interactivity out of solitude



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IFL & 30 hrs of CPD:

"What do I have to do?"
"How will I fit it in?"

"I do lots of CPD!"
"How will I record it all?"

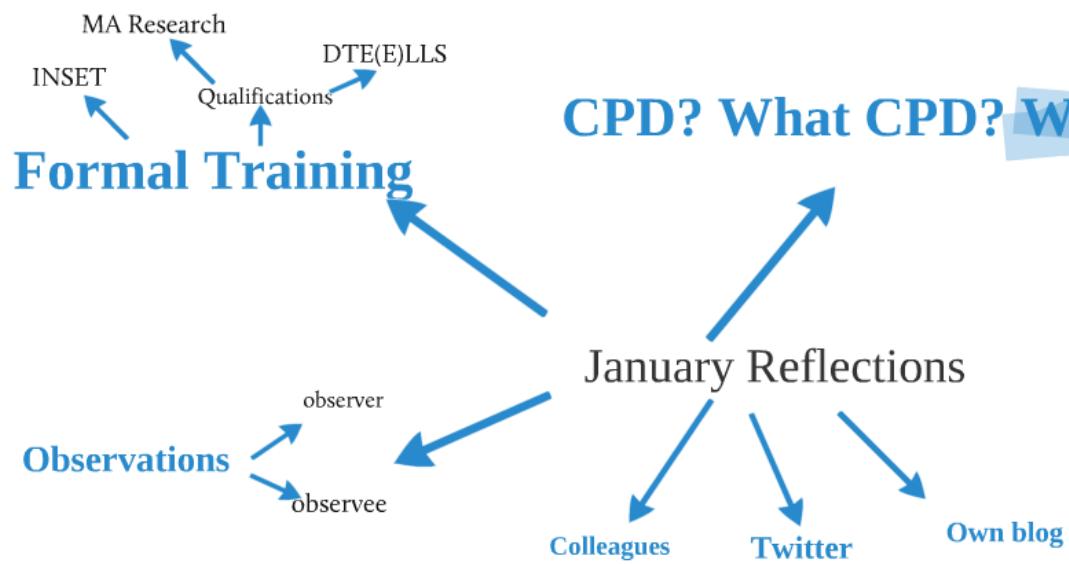
staff dev & ITT:

INSET = CPD

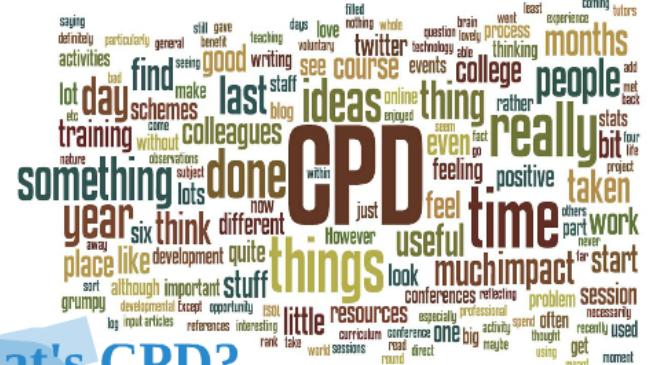
"reflection on reflection on reflection"

What's CPD?

saying
definitely
particularly
general
still gave
benefit
teaching
days
love
whole
nothing
filled
voluntary
writing
see
course
twitter
technology
question
brain
lovely
process
thinking
events
college
months
least
experience
coming
tutors
activities
find
good
writing
make
staff
last
blog
ideas
online
enjoyed
thing
rather
people
add
met
back
day
schemes
make
etc
etc
training
without
colleagues
come
nature
observations
subject
lots
done
within
seem
even
fact
go
feel
positive
taken
stats
bit
four
life
project
really
year
think
six
different
now
just
feel
time
others
part
never
work
place
like
development
quite
away
developmental
sort
grumpy
important
stuff
although
log
input
articles
Except
opportunity
ESOL
references
interesting
rank
take
curriculum
world
sessions
little
resources
reflecting
conferences
professional
especially
activity
one
big
activity
maybe
spend
often
thought
using
recently
used
get
meant
moment



CPD? What CPD? What's CPD?





The word cloud illustrates the most common themes and language used in the survey responses. The size of each word indicates its frequency, with larger words representing more frequent concepts. The color of the words varies, creating a visual hierarchy and grouping similar ideas together.

The most prominent words include:

- Technology**: The largest word, indicating the central theme of the survey.
- One iPad**: A key piece of technology mentioned frequently.
- things**: A general term used across various contexts.
- idea**: A concept often associated with innovation and implementation.
- done**: A verb indicating action or completion.
- classroom**: The primary setting for the use of technology.
- CPD**: Professional development, a significant area of focus.
- students**: The main users of the technology.
- teachers**: The professionals implementing the changes.
- reading**: An activity supported by the technology.
- writing**: Another activity supported by the technology.
- video**: A media type often used in the classroom.
- blogs**: A form of digital communication mentioned.
- resources**: Educational materials available online.
- learning**: The process facilitated by the technology.
- make**: A verb indicating creation or transformation.
- work**: The effectiveness of the technology.
- well**: Describes the work done with the technology.
- share**: The act of sharing resources or ideas.
- reflect**: A process of thinking about and evaluating experiences.
- access**: The ability to use the technology.
- short**: Describing the duration of certain activities.
- easily**: How the technology is used.
- following**: A sequence of events or steps.
- observations**: What is noticed or analyzed.
- particular**: Specific details or categories.
- particularly**: A specific example or focus.
- talking**: Communication related to the technology.
- colleagues**: Other professionals involved.
- writing**: Another activity supported by the technology.
- links**: Connections between different resources or ideas.
- feel**: Emotions or sensations experienced.
- usually**: How often something happens.
- got**: Received or obtained.
- mainly**: The primary source or method.
- even**: An adverb indicating a progression or extent.
- learner**: A student or user of the technology.
- iPhone**: A specific mobile device mentioned.
- put**: An action related to the use of the technology.
- tool**: A means or instrument for achieving a goal.
- level**: A scale or grade of achievement.
- create**: An action of producing something new.
- many**: A large quantity.
- books**: A resource often used in the classroom.
- interactive**: A feature of the technology.
- still**: A state or condition.
- sure**: A certainty or confidence.
- means**: A way or method.
- work**: The effectiveness of the technology.
- face**: A physical interaction or presentation.
- online**: A digital space or platform.
- otherwise**: A contrasting situation.
- less**: A smaller amount.
- DTILLS**: A specific acronym or program mentioned.
- reflecting**: A process of thought and evaluation.
- always**: A constant state or condition.
- something**: A general idea or topic.
- whether**: A question or condition.
- worked**: The outcome or result of an action.
- Reading**: An activity supported by the technology.
- without**: A condition or absence.
- Gadgetry**: A general term for electronic devices.
- probably**: A likelihood or possibility.
- beginners**: A group or level of learners.
- created**: An action of bringing something into existence.





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