# **Term 1 Ongoing PD**

This is a document we can both edit. If we do a bit of back-and-forth before our first in-class PD session, we'll really be able to hit the ground running.

First, I'll need a little bit of background on you, your digital habits, & experience using tech in the classroom.

-What do you use as your main device? Mac with whiteboard and iPads

-What have you had a go at using already in the classroom? (Talk activities & programs, rather than devices.)

Online reading interactive programs including Blake Education and MacMillan (Junior & middle levels) Studyladder - used last year, simple research skills when given a website reference and teacher created/directed activity - eg National Trust - History/Literacy based, Mathletics, Reading Eggs, Skoolbo, MTS Maths(school membership program), Brainpop Junior as a motivating tool to introduce or revise concepts, Using Google Earth to show aerial views and locate places in the world, online thesaurus and dictionaries, screened mini YouTube videos that are educational, topical, suitable, etc also simple word clouds, iPhoto for documentation of events, assemblies, concert stage backing, etc capable chn accessing internet and googling on the spot information/illustration needed that needs clarification, Kidszone waste audit graphing task from generated data. I used Class Dojo two years ago as a positive motivator and reported data to parents but only on a short term basis. Internet safety using Cybersmart tasks, animations and key messages.

-How confident are you at using technology for your own learning & resource management?

Average ability I guess, proactive in having a go and willing to trial things and use in a creative manner in my teaching. I find it stressful and frustrating when things go wrong and you can't correct or locate something quickly or solve yourself. I have put things in folders particularly for subjects and NAPLAN preparation but need to work on this and clean up my laptop. I also bookmark content and use Promethean Program.

# **Planning**

In order to make sure we're building your capacity to apply technology in learning by incorporating it from the planning stage, we'll need an activity or a project to work with. Ignore devices, apps, & brand names for now - I'm interested in what the kids need to learn, how we'll go about that in the classroom, and what we'll expect the kids to **do**.

If you could flesh out some ideas below for a small project that can run over a few weeks that you'd like to develop, it'll give us a nice strong focus, and I can help identify where the "sticky points" are for your own tech skills & confidence.

If you pin it to a section of the curriculum and **you own the project**, I can help you with those "sticky points" so that once we're done, you can use the same ideas again in different ways.

# **Project/Learning Area:**

<u>Language/Science/</u> - The planning and making of a short sequenced movie using the Lego Movie App (already installed on iPads at school) Chn to work in pairs.

\*Chn to make rockets this Friday in Science(Week 2) and other props to be organised before week 6 with Deb and this will be their main prop.

## **Process:**

If we follow this top to bottom, we're effectively planning using the TPACK model - focus first on curriculum, then on pedagogy, then choose our toolkit last.

# **Conceptual Understanding to Develop**

## I.T.- From Digital Technologies Scope and Sequence Document

Using I.T. for a purpose to convey a message

Define simple problems, and describe and follow a sequence of steps and decisions needed to solve them.

### From National Curriculum

4:7 - Manage the creation, sharing and exchange of information with known audiences - planning the sequence and appearance of an animation to create it and share it

### Language

ACELA1475 - Understand that languages have different written and visual communication systems, different oral traditions and different ways of constructing meaning

ACELA1483 - Identify the effect on audiences of techniques - eg angle, layout, film segments, etc Literature

ACELT1601 - Create imaginative texts based on characters, settings and events from student's own and others cultures using visual features - eg distance, angle

ACELY1677 - Plan and deliver short presentations, providing some key details in a logical sequence Science

ACSHE050 - Science as a human endeavour?

ACSSU048 - Earth's rotation on its axis causes regular changes including night and day? Deb will be teaching this in Science sessions

# **Pedagogy & Classroom Strategy**

#### Week 2

- 1. Brainstorm and general intro about Space and astronauts and what chn know display library posters of space?
- 2. Motivate chn by showing the following Virgin Galactic YouTube clip and/or Science experiment clips <a href="https://www.youtube.com/watch?v=vZHRdOcjeWq">https://www.youtube.com/watch?v=vZHRdOcjeWq</a> Suzanne's

# https://www.youtube.com/watch?v=5REsCTG4-Gg - Deb's

# https://www.youtube.com/watch?v=bluQ4eOeBwo - Deb's

3. With a partner commence your pictorial story plan. It will need to have simple pictures with complimentary text. (A3 sheet with 8 numbered boxes on for sequencing) Box 1 to be title and authors

# Week 4

- 4. Intro Lego movie app and show components to chn part by part. Chn experiment with app and practice taking photos, music, voice overs, sound effects, etc
- \*Ensure all props are ready and backing for next week

# Week 6

5. Revise various uses on Lego Movie App

6. Using all props and iPads chn commence their sequence of photos, saving them, etc

# Week 8

- 7. Revise and intro music, sound effects, etc
- 8. Chn commence adding and editing movie.
- \*Aim to have completed by this week.

# <u>Week 10</u>

- 9. Short time to edit last minute aspects of movie 15 minutes
- 10. Viewing and presentation session.
- \*Present to an audience
- \*Audience and teacher evaluation feedback

### **Toolkit**

iPads, Mac and whiteboard, Lego Movie Maker rockets, figurines, black paper or material as backdrop, fishing line and any other props needed plus chn's planning sheet