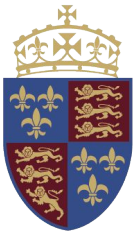


Tea & Topics:

Digital Creativity & Computing Curriculum



Thursday 1st February 2024



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About Me...

Head of Digital Learning @ City Campus

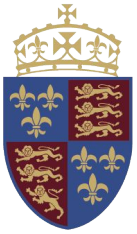
Award Winning Photographer

Documentary Filmmaker

Founding Director of the AAYFF
Across Asia Youth Film Festival

David Procter
david.p2@shrewsbury.ac.th





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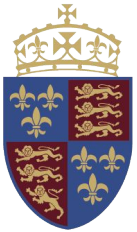
Pre-digital days!



Me, directing age 12



Media Production tools circa 1986 - 1990



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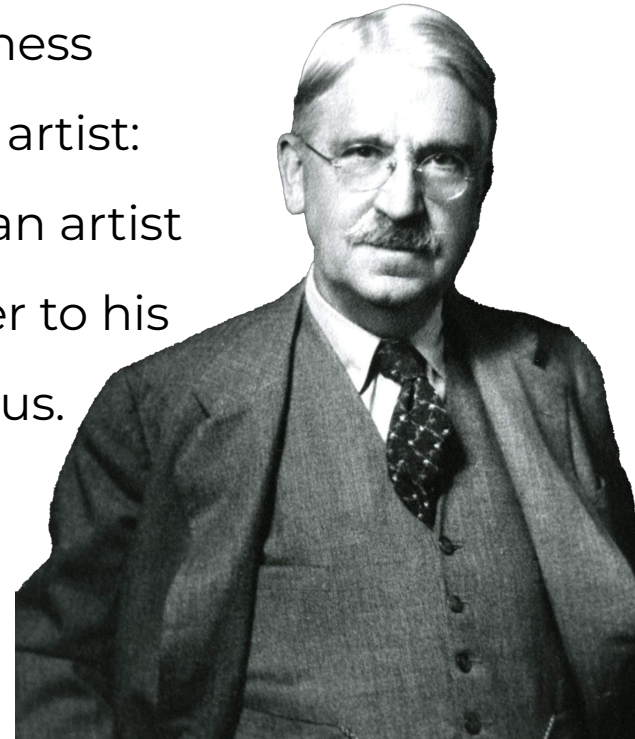
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Work and Play?

...a combination of playfulness and seriousness represents the ideal mental attitude of the artist: teaching is an art, therefore the teacher is an artist and the ideal mental attitude of the teacher to his or work combines the playful and the serious.

John Dewey,

Democracy and Education, 1916



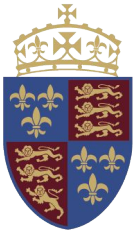
The serious business of play

Take a look at a child playing, or an artist, musician, or athlete. Are they serious about what they are doing? You bet. But they are playing too. The highest activities of human beings and some of their greatest accomplishments, in fact, are play..

John Morreall 1997 [1] (p. 11)

Key Topics

- Explore the **Digital Creativity & Computing Curriculum** and the opportunities available to the children at City Campus
- Consider creativity, play and possibility thinking through digital making and share some of the children's projects
- Connect learning between home and school and the 'third space'



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F4WVGJ



Open Safari or Chrome on your phone
and search **join nearpod**

Join a lesson

Your teacher will give you a 5-letter CODE to enter

Enter code

F4WVGJ

Join

Welcome to Your Lesson

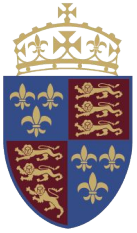
Full Name

Emily's Dad 6KH

Optional Nickname

Enter a nickname

Join Lesson



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DIGITAL CREATIVITY & COMPUTING

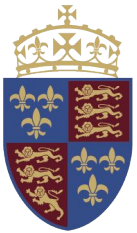
A Digital Media and Computing curriculum for Year 3 to Year 6 children

21st Century Literacies

- Acknowledge the changing nature of meaning making
- Recognise and build on children’s linguistic, social and cultural repertoires
- Recognise and build on the interaction between digital and non-digital
- Acknowledge diverse modes and media
- Encourage experimentation and improvisation
- Use playful pedagogies
- Provide contexts that facilitate criticality
- Promote collaboration through and with digital texts
- Work with the provisionality of digital media

In other words the curriculum needs to go beyond the teaching of instructional skills...

Too much emphasis on the codes and conventions of technical operations misses out opportunities to generate a more responsive pedagogy attuned to the lived experience of children as they grow up in a media pervasive world.



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UCL,
LONDON
2022

MA Digital Media (Education) A Portrait of a Digital Maker



A PORTRAIT OF A DIGITAL MAKER: RETHINKING LITERACY IN THE PRIMARY CLASSROOM

Most if not all texts are **multimodal**: meaning is made through the combination of a variety of modes (sound, image and moving image, gesture etc)

My research was based on an expanded definition of literacy that incorporates multimodal production and sought to understand **what it is to be literate in the digital age.**

DIGITAL CREATIVITY STRANDS

- Creative coding (e.g. Game Design) and robotics
- Physical computing and STEM
- Moving image production: film & animation
- Sound and Sound design: Podcasting | Sound design (e.g. film soundtracks)
- Photography, image editing and digital art
- Multimedia Presentations and communication

What does it mean to be literate in the Digital Age?

Year 3

1A	1B	2A	2B	3A	3B
At Risk	Invaders History	Show Stoppers! History/Drama	Light and Dark Science	Invention and Innovation Science/History	
<u>Publishing & Presenting</u> Bookcreator Learning Journal Storytelling - hyperlinks	<u>Creative coding & Robotics</u> Coding fundamentals Scratch: design a maze game	<u>Creative coding & Robotics</u> Spheros	<u>Photography, Image & Digital Art</u> Tayasui sketches & illustration	<u>Moving Image Production:</u> Stop Motion Animation Formula 1 Adverts Flipaclip iMovie Stop Motion Studio	

Year 4

1A	1B	2A	2B	3A	3B
Yesterday's Magic, Today's Science.	Legends, Myths and Warriors	Natural Phenomena	Giants	Our Planet	Influential People
<u>Publishing & Presenting</u> Keynote Learning Journal (ongoing) Presentations Storytelling with animation	<u>Creative Coding & Robotics</u> STEM Invention Lab Microbit & Makecode	<u>Moving image production</u> Documentary films and interviews	<u>Creative Coding & Robotics</u> Coding Sphero BOLT	<u>Music & Audio</u> Music production and sound design Music dance video	<u>Creative Coding & Robotics</u> Creating a virtual Exhibition in Cosspaces

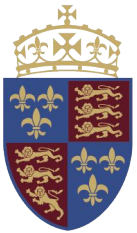
Year 5

1A	1B	2A	2B	3A	3B
Greater Power	Infinity and Beyond	Community Spirit	Journeys	Investigators	
<u>Moving Image Production</u> Stop Motion Animation Greek Myth Animation Project	<u>Creative Coding</u> Mars Rover Simulations Scratch	<u>Robotics</u> Lego EV3 sensors	<u>Digital Art</u> Julian Opie Portrait Project Procreate	<u>Creative Coding/Music & Audio</u> STEAM Invention Lab MakeyMakey Projects	

Year 3

1A	1B	2A	2B	3A	3B
----	----	----	----	----	----

Conflict and Resolution	Conflict and Resolution	Changing Landscapes	Media Makers	Shakespeare	Moving on up!
<p><u>Moving Image Production</u></p> <p>Narrative filmmaking</p> <p>Production</p> <p>Continuity editing</p> <p>Directing</p> <p>Text Link: Boy at the back of the Class</p>	<p><u>Creative Coding & Game Design</u></p> <p>Makecode</p> <p>Arcade game production</p> <p>Meowbot consoles</p>	<p><u>Photography, Image & Digital Art</u></p> <p>Procreate, image & Identity</p>	<p><u>Music & Audio</u></p> <p>Podcasting and music production in Garageband</p>	<p>Moving Image Production</p> <p>Procreate</p> <p>Dreams Unit</p>	<p>Final tech Personal project</p> <p>Animation, Film or Game etc</p>



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Moving Image production

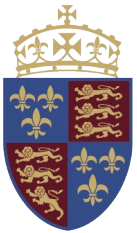
Year 3: Video reflections - Stop Frame animation and editing in iMovie

Year 4: TV Production - basic camera angles, eye line and editing, greenscreen

Year 5: Stop frame animation and sound design for Greek Myth study

Year 6: Narrative filmmaking, continuity editing and nature documentaries



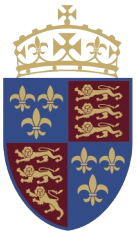


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Dynamic Literacies: Digital Editing as writing



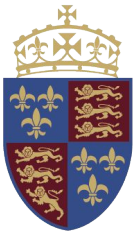


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Dynamic Literacies: Digital Editing as writing





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Year 4 TV Production



Directed by Ben
Camera Operator: Meefah

Reflection

You can only learn how to make a film or a TV show through making mistakes. **THINK** about what you and your team could do better next time.

Director Ben

He wrote the scrips and told us were to sit for the interview.

Camera operator Meefah

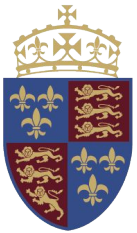
She didn't stop before anyone finished speaking and she was great

Actors (Host and Guest) host Napa guest brenton

Me and brenton was a little confused at first but at the end it went well

Technical problems

Sound problems - I couldnt hear? Not enough footage?



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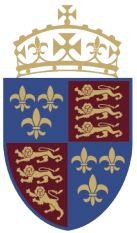
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Year 6 Film Grammar



Task: Use Five shots to tell a simple story

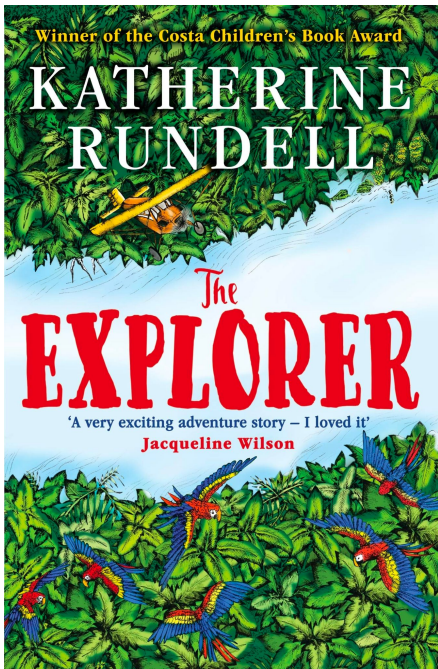
Directed, shot and edited by
LongLong and Phut



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Year 6



Year 6 - The Explorer

Screenwriting - adapting a scene from the book

Drama, performance and oracy

PreProduction

Production

Post Production

Year 6 Explorer Production - final project (Green Screen Studio)

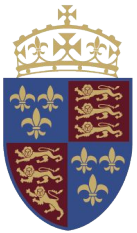


DIRECTOR | ASSISTANT DIRECTOR | CAMERA OPERATOR | TALENT | EDITOR | SOUND RECORDIST

Year 6 Explorer Production - final project (On Location)



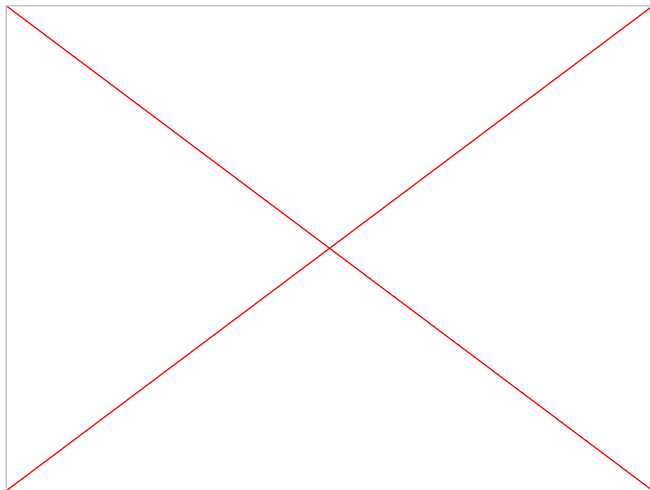
DIRECTOR | ASSISTANT DIRECTOR | CAMERA OPERATOR | TALENT | EDITOR | SOUND RECORDIST

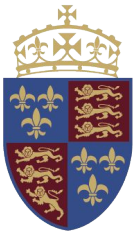


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Year 6 Shakespeare Stop Motion





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Sound & Audio

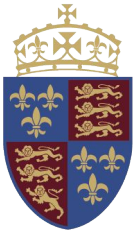
Year 3: Video reflections intro to sound effects in stop motion F1 Project

Year 4: Music for TV, Voice overs, Soundtracks and Sound design

Year 5: The Synthpad project - physical computing, programming loops and

Year 6: The podcast project. Mixing sound levels, creating jingles, intro and outro music - using microphones and the media studio

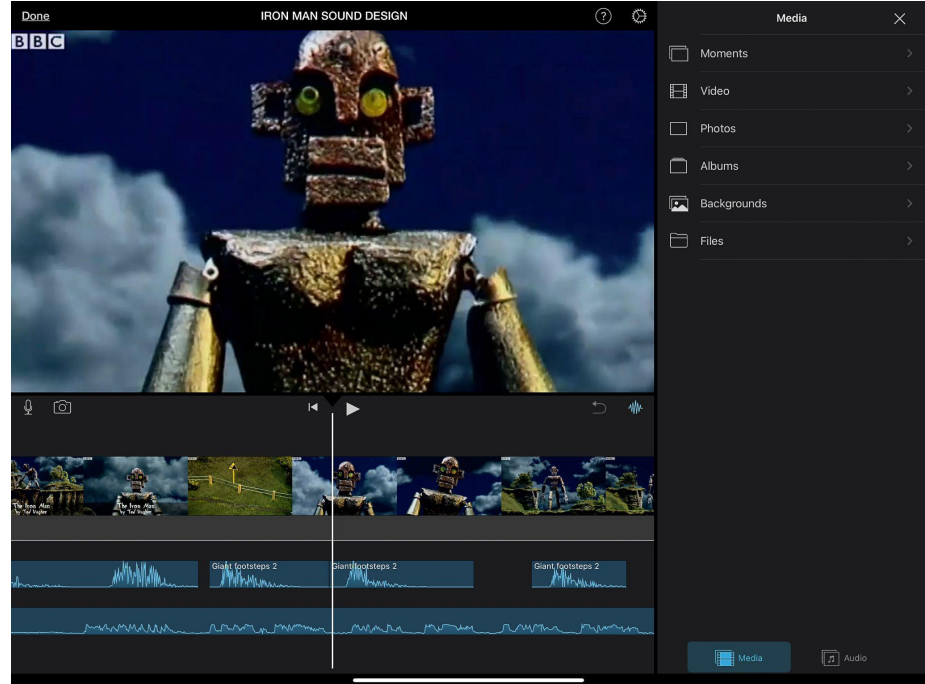
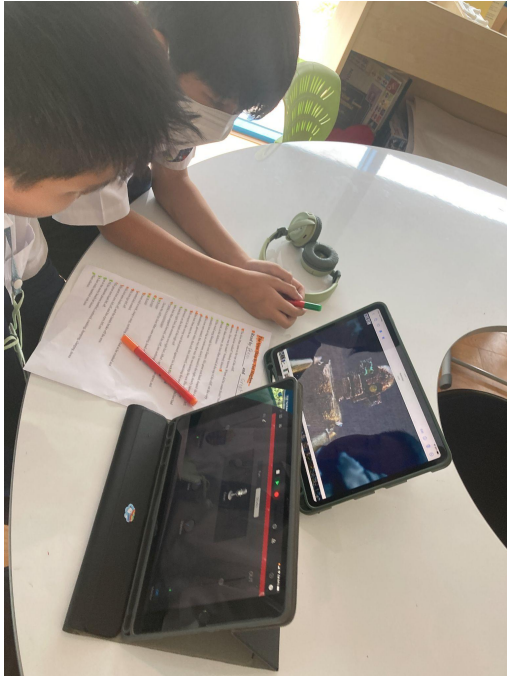


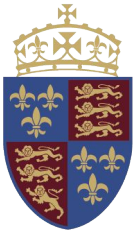


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Year 4 Sound Design





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Year 6 The Podcast Project

SHC - David Procter • 1d
Year 6 Podcast Project
Welcome to the Year 6 Podcast wall. Select a podcast and leave a like!

Year 6 Podcast Channel

Investing with Interest Podcast
YouTube
Investing with Interest Podcast
4
SHC - David Procter 1mo
What an informative podcast you two. DongDong, your questioning was brilliant and mirrored some of my own questions on investment. Kenny your clear explanations about some very complicated ideas was very impressive. Time to invest!
Add comment

Critical Chess Podcast
CRITICAL CHESS
YouTube
Critical chess Podcast
5
SHC - David Procter 15d
Excellent chess chat boys! You've worked really well together to produce an interesting and informative podcast. Great music too!
Add comment

Wonderful Weekend Podcast
Wonderful Weekend
YouTube
Wonderful weekend podcast
4
SHC - David Procter 1d
Wow, you two have some amazing weekends! So nice to hear you both chatting so confidently. Great podcast!
Add comment

The Potter+ Podcast!
YouTube
Potter + Podcast
4
SHC - David Procter 15d
This is an excellent podcast on something I know very little about. I was really impressed by your depth of knowledge and how you presented your show with such enthusiasm. Such a great listen!
Add comment

Podcast Channel

Year 6 Podcast Channel

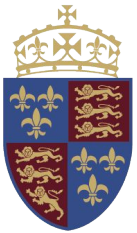
The Kick Off Podcast!
KICK OFF

Wow in Swimming Podcast
WOW IN SWIMMING

Hamster and Budgie Animal Podcast
Hamster and Budgie Animal Podcast

Amazing Art!
The Amazing Art Podcast

[Click](#) to visit the Year 6 Podcast Project



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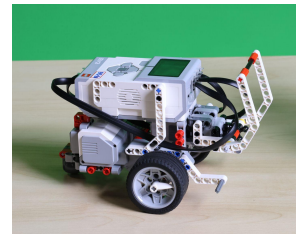
Robotics

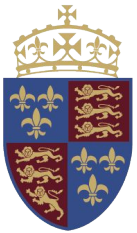
Year 3: Sphero: driving, coding and light Painting

Year 4: Sphero Bolt: LED animations, variables and loops

Year 5: Lego EV3: Mars Rover engineering and control -multiple motors and sensors

Year 6: Personal Project: Optional VEX Robotics



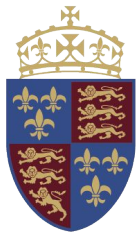


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Year 3 Code and Control

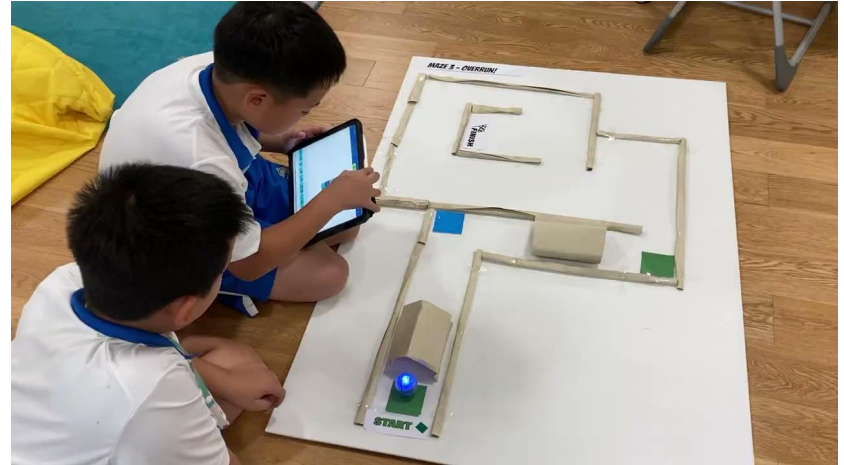
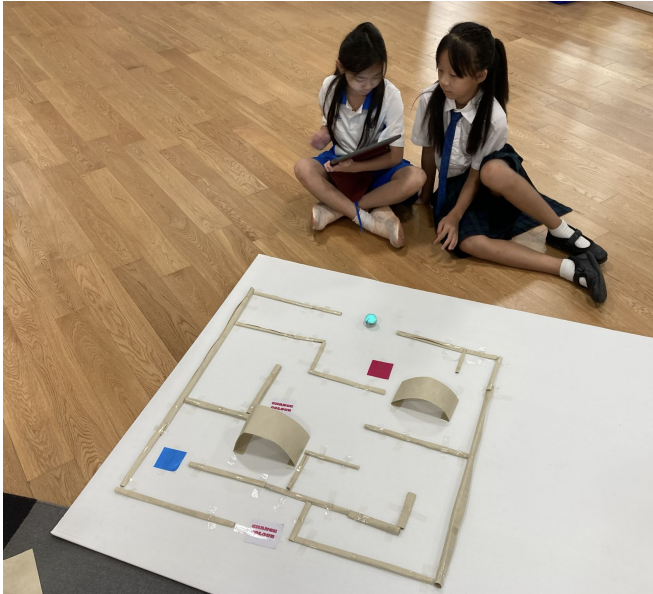
Light painting using Spheroes and long exposures in the Black Box

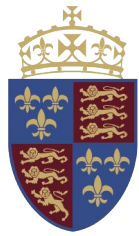




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Year 4 Robotics Sphero Mazes





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Year 6 VEX Robotics and Engineering



Digital art, photography and Image editing

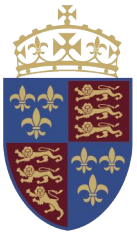
Year 3: Illustration and publishing

Year 5: Digital Art: Portraits and Digital Art (Julian Opie and David Hockney)

Year 6: Working with photographs, design and image editing



Tess

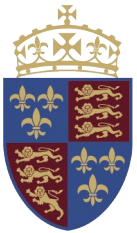


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Year 3 Illustration and Publishing

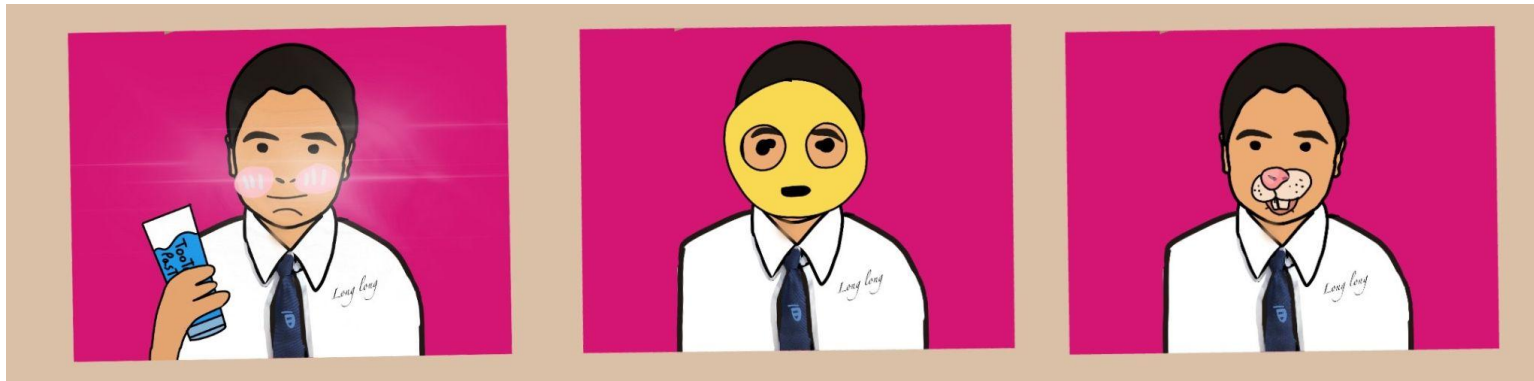
Illustration in Sketches for school, layout and publishing in Book Creator

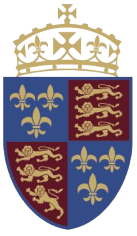




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Year 5 Digital Art: Portraiture

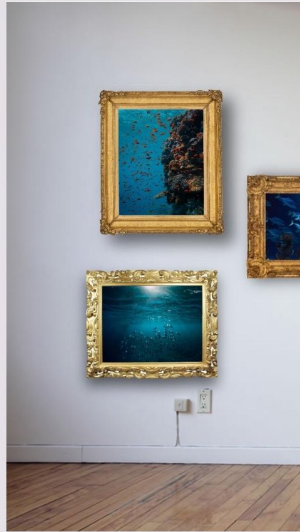


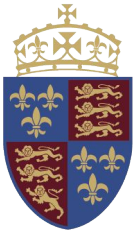


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Year 6 Image Editing & Design





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Year 6 Image Editing & Design

The long
road home

THE LONG ROAD

THE LONG

A long way

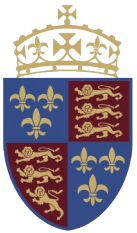


A.L Tanaka

A.L.
TANAKA

A. L. TANAKA





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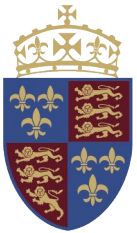
Sound & Sound Design



Year 5 Literacy: Sound Design for Way Home by Libby Hathorn and Gregory Rogers



Inspired! Nada's sound design of an anime clip created with sounds she recorded herself



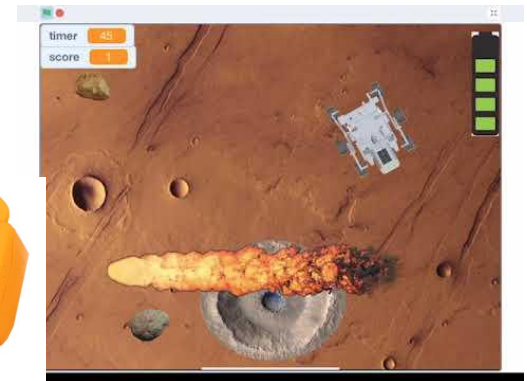
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Creative Coding: Game Design

Year 3: Simple Maze Games in Scratch
(broadcasting and sensing)

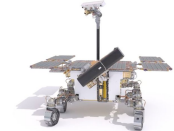
Year 5: Mars Rover Simulation game in Scratch
(Variables, loops, broadcasting, pseudocode)

Year 6: History of games and retro game design in Microsoft Makecode
(Sprite and Tile Map design, events, loops and arrays)



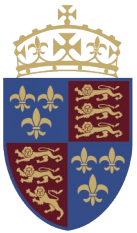
HOW FAST DOES A ROVER MOVE?

The rover has a top speed of 6 cm per second on flat hard ground of 5 centimeters (2 inches) per second.



INVESTIGATE HOW WE CAN MAKE THE ROVER MOVE USING COMBINATIONS OF THESE BLOCKS.

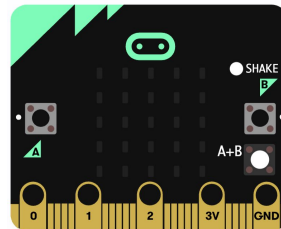
- move 10 steps
- point in direction 90
- rotate 10
- turn 15 degrees
- turn 15 degrees



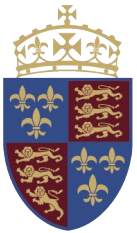
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Year 4 STEAM Inventions

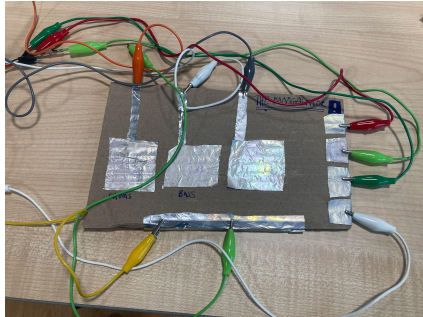


MicroBit invention kit and Microsoft Makecode. Human computer interaction and wearable technology.

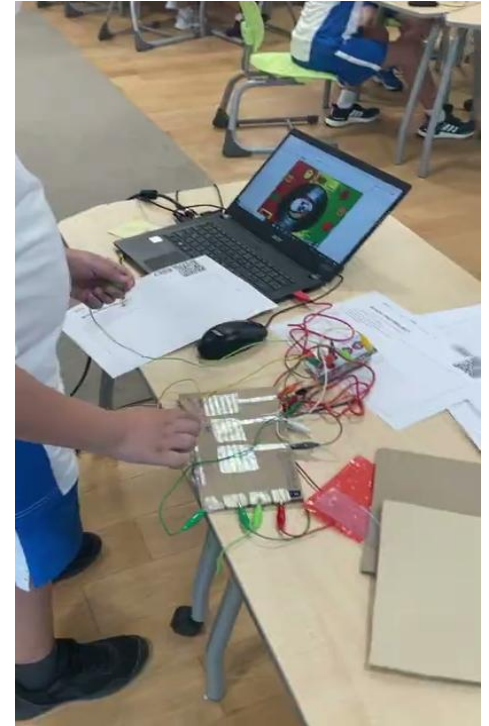


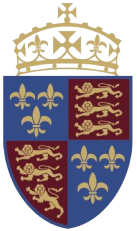
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Year 5 STEAM Inventions



Designing Synth Pads:
Exploring human
computer interactions

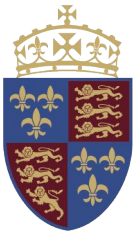




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Learning “spaces”

- Creating **Third Spaces** - space between “worlds” of school and home
- Traditional Hierarchies are upended - co-creation
- Children can explore work, play and experiment and follow interests that may have developed during lessons.
- Encourage group media projects



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Digital Creative Lunchtimes (Yrs 3-6)

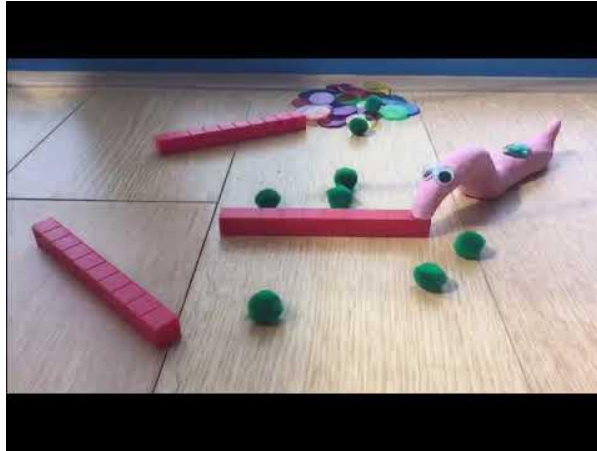


FILM | ANIMATION | PHYSICAL COMPUTING | GAME DESIGN |
MINECRAFT | PUBLISHING | INTERVIEWS

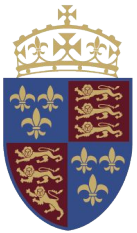


YOU-TIMES

Nurturing creativity and encouraging children to notice deeply



Context: You Time stop motion animation club
Brief: make a short film about the exploits of a worm

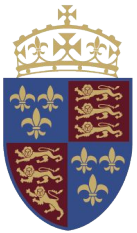


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Inspiring personal affective responses





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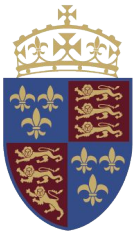
City Life Magazine

CITY LIFE

City Life Magazine, the twice yearly publication is created by a dedicated editorial Team of Year 5 and 6 students. The children research and write articles based on their interests as well as conduct interviews, organise competitions and publish their articles to professional standards.



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Co-creation

[Captain Underpants for Loy Krathong](#)



[City Slickers for International Day](#)



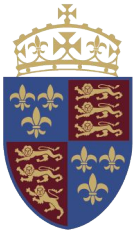
Fobisia Writing: [here](#) & [here](#)



Music: [Memories](#)



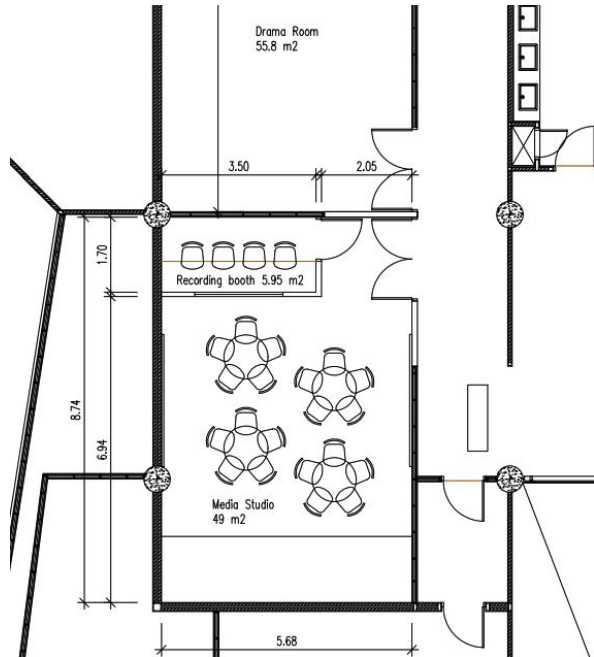
Bear Nobel [Film Challenge](#)



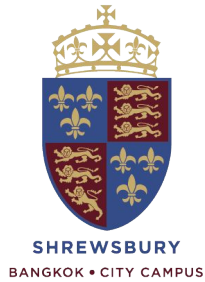
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Learning Spaces: City Media Studio



- Digital Clubs & Youtimes
- Flexible classroom space
- Film / Media production
YouTime activities
- TV channel / podcasts /
publishing



The Aims of the curriculum

Literate Media Practitioners with the capacity to communicate meaning through many forms (textual repertoire)

Respond critically to the world around them

Agentive - interested in creative digital making across the curriculum

Inspired to use their skills to learn, express understanding and create

Safer
Internet
Day 2024

Tuesday
6 February

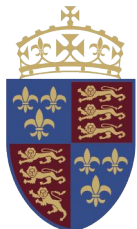
Coordinated by the UK Safer Internet Centre



This presentation and more information and resources can be found on the Firefly Parent's pages

David.p2@shrewsbury.ac.th
or via Seesaw

The screenshot shows the website for Shrewsbury International School. At the top left is the school's crest and name. A search bar is at the top right. A navigation menu includes Dashboard, Resources, Planner, Tasks, and Markbook. The main header is 'Digital Creativity & Computing'. Below this is a sidebar with a list of links: Curriculum, Digital Citizenship, Shrewsbury iPad Programme, Media Production, Safer Internet Day 2024, and Resources & Links. The main content area features a video player. The video is titled 'Digital Creativity @ Shrewsbury City Campus' and shows a man in a white shirt and green tie sitting at a desk with a laptop. A blue overlay at the bottom of the video identifies him as 'Mr Procter, HEAD OF DIGITAL LEARNING'. The video player includes a play button, a progress bar showing 0:05 / 0:54, and icons for closed captions, settings, YouTube, and full screen.

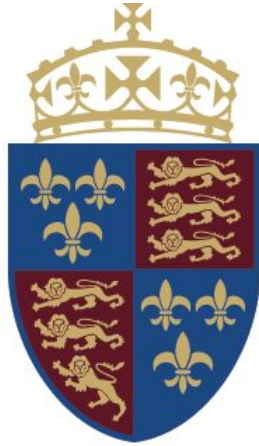


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#WeAreShrewsbury





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