

ONE DAY DIGITAL TEACHERS EDITION

PRIMARY TEACHER EVENT

A one day event for primary school teachers. Find out more about digital activities you can introduce into your own classroom. Choose from four workshops on website creation, animation, Scratch and Kodu. No previous experience is necessary.

Saturday 10th May

University of Glasgow

Sign up at <http://onedaydigital.eventbrite.com>



/OneDayDigital



@OneDayDigital

If you have any questions, or would like to find out more information, contact us at scotland@nesta.org.uk

Web development with CoderDojo

CoderDojo is a global movement inspiring young people to get involved in coding. At a CoderDojo you learn how to develop websites, build apps, design games and more. CoderDojo makes development and learning to code a fun, sociable, kick ass experience.

This workshop covers the history of the world wide web, and how it is fast becoming the most exciting platform for digital making. The workshop will give participants the chance to learn about coding for the web, and build their own digital creation using the latest web technologies including HTML5, CSS, and JavaScript.

Kodu

Kodu is a visual programming language from Microsoft specifically designed for the creation of games. It can be used to teach creativity, problem solving, storytelling, as well as programming. "Using appropriate software, I can work collaboratively to design an interesting and entertaining game which incorporates a form of control technology or interactive multimedia." This workshop will introduce you to the different Kodu tools that allow you to build engaging 3d worlds in which to situate your game, as well as learning code the different objects in the world.

Creating, editing and sharing

content on the iPad

The iPad's not just for capturing content; it's an editing suite and means of sharing on the move.

But where to start? As a (self proclaimed) digital Mary Poppins I will guide you through this bottomless bag of tricks and have you 'spit-spot' in no time.

The sessions will give you a taster in photography, film-making, animation and audio, as well as manipulating, editing and sharing.

And while you can share this content with the world, more importantly you'll leave equipped to share your knowledge with your class!

Scratch

Scratch is designed especially for ages 8 and over but is used by people of all ages. With Scratch, you can program your own interactive stories, games, and animations – and share your creations with others in the online community. This workshop will focus on how to deliver these within the Curriculum for Excellence for upper primary school classes. The workshop will be a hands-on session using MIT's free Scratch software – an entertaining and engaging graphical programming environment for learners.