MAKING THE MOST OF MOBILES AND MEDIA: EXCITING WAYS TO INTEGRATE TECHNOLOGY AND THE ARTS PROMOTING LEARNING ACROSS AGE GROUPS AND SUBJECTS

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Workshop Objectives
- Consider how iPads can enhance learning by making it easy to combine media in exciting ways and create shareable digital content.
- Explore practical, creative and fun use of mobile devices to manipulate media.
- Collaborate to create a framework of strategies for integrating mobile devices in meaningful ways.

Methods
Our toolkit of apps and activities enables facilitators, teachers and children to explore the relationship between technology and the arts in creative and imaginative ways. We love enabling people to engage in a participatory way, so our workshops are practical, active, creative and fun.

Outline
The acronym STEM for science, technology, engineering and maths has become an accepted term, but many suggest that the addition of an A for Arts makes for a more powerful interaction between subjects. This recognises the need to bridge the gap between industry, education, technology and the arts, and empower students to become agents of change. The manipulation of media adds a new dimension to thinking across curriculum subjects and can enhance educational practice. However more evidence is needed about what an interdisciplinary approach can add and the fields of the arts and technology can appear particularly disparate in schools, resulting in a lack of recognition of how they contribute to global culture.

We are developing a network of University staff and teachers to widen participation and demonstrate exemplary and innovative models of how the arts and technology can be used in unison. Our Stem to SteAm project has welcomed teachers to a series of productive media days at the University of Northampton. Students, teachers and children from across the county have joined together to explore creative techniques for capturing ideas across curriculum subjects. Innovation has come in many forms, with participants exploring how apps, QR codes and animation software could be combined with green screening and film editing to enhance pedagogy in their classrooms. The addition of the arts into a cross-disciplinary blend paves the way for personalised learning and helps students to make connections across subjects as they work towards a creative goal. Such an approach cultivates the flexible thinking skills that underpin real-world innovation and problem solving.

In this session we share with you our explorations and research, and invite participants to participate in some creative arts and ICT activities.

Optimum number of participants: 20