

# Digital Solutions for Primary Education

Using technology to support humanities, arts and science

Wednesday, 19 June 2019 | 8.45am - 3.45pm | The Tomlinson Centre, E8 3ND



A day exploring the effective use of technology to support learning and engagement in history, geography, RE, science, music and across the curriculum in primary schools. This day is being led by London CLC.

## About London CLC

London Connected Learning Centre is a BETT award-winning not for profit that supports schools in using digital technologies creatively and critically. We provide outstanding curriculum support, technical services and professional development. Our aim is to embed the use of technology into all areas of the curriculum and we believe every young person deserves the digital skills and critical mind-set to prepare them for life. Our curriculum workshops and CPD programmes are effective, engaging and always based on sound pedagogical research. Our technical team offers expert, independent advice with best value in mind. We have a measurable impact on each school we support.

## Overview

This immersive CPD day will look at how technology can be used to support teaching and learning in geography, history, RE, music and science. The day aims to introduce a range of software and hardware that can be used effectively to teach these subjects and across the curriculum. Emphasis will be on ensuring the correct technology is chosen to support the context and consideration is given to sound, evidence-informed pedagogy with technology. A range of workshops will enable you to explore several focuses, including technology for the study of history, creative use of technology, innovative use of VR and AR, technology to enhance science learning, working with stories about Windrush and a look at women in history. By the end of the day, delegates will:

- know about a range of resources to support learning across the curriculum in humanities, arts and science
- have an understanding of evidence informed approaches to using resources
- have ideas for projects that can be run across KS1-2 in school that address the wider curriculum requirements

## **Cost: £190 per person plus VAT**

If you are interested in attending this conference, you can book your [place here](#).

**Attendees will be asked to select their workshops when booking.**



# Programme

## 8.45 Registration and coffee

## 9.15 Opening presentations

- Layers of London - Institute of Historical Research
- Critical thinking, digital citizenship and humanities - Caitlin McMillan, Teaching and Learning Consultant

This talk will explore how we can teach pupils to critically evaluate a range of sources on the web, considering how we can teach pupils to evaluate primary and secondary sources of historical as well as other information.

Drawing on London CLC's teaching experience and work with a wide range of partners, this talk will offer a proposal to teachers and senior leaders: that enabling and empowering critical and discerning learners is an essential activity for the classroom, not a bolt-on option. We will explore some practical ways to engage children in critical evaluation of digital information in a range of contexts, supporting their learning and development both as consumers and creators of content of all kinds, fact and fiction included.

## 10.20 Break

Including a showcase of Virtual Reality and Augmented Reality to support learning.

## 10.40 Workshop one

- Significant people: local, national and international KS1 focus - Caitlin McMillan
- Looking at Windrush using filmmaking and multimedia - Christian Turton

## 11.45 Workshop two

- Digital RE-sources - Caitlin McMillan
- Music, Photography and Art with apps - Christian Turton

## 12.50 Lunch

Including a showcase of Virtual Reality and Augmented Reality to support learning.



### 13.30 Showcase/sharing – Christian Turton

- ‘Everyone Can Create’ resources will explore the teacher and student resources from Apple, looking at how you can develop creativity with iPad - Christian Turton
- Technology enhanced learning across the curriculum and what evidence says about how we should use it: will explore some key activities and tools with technology that evidence says improves outcomes for learners. It will look at four high impact strategies, look at what the research says and then show how they can be practically implemented in the classroom.

### 14.10 Workshop three

- Invisible Women - Caitlin McMillan
- Using technology to support learning in Science - Christian Turton.

### 15.10 Resource roundup: a quick fire tour of online resources and apps - Caitlin McMillan

- Using cultural organisations’ digital resources: A short presentation on tools that are available for free to use in school provided by cultural organisations
- Updates, tools and links: Looking at software and hardware to support teaching and learning in Humanities

### 15.30 Plenary - Christian Turton

### 15.45 Close

# Outline – speakers and workshops

## Speakers

### **Christian Turton - Co Director, London Connected Learning Centre**

Christian has a wide range of experience of supporting a schools to adopt effective, evidence based approaches to impacting on learning with technology. Originally a music teacher, who went on to teach multimedia and music technology to all ages he has been involved in developing innovative uses of technology in education as part of being deputy and acting manager of Luton CLC, as a local authority advisor and as an Apple Professional Learning Specialist. He recently ran the first Apple Digital Leadership Academy working with leadership from schools using iPad on a 1:1 basis.

### **Caitlin McMillan - Teaching and Learning Consultant, London Connected Learning Centre**

Caitlin has been working at London CLC since 2014, delivering workshops and professional learning to primary school pupils and teachers with a particular focus on creative digital. She began her career in music technology before taking a year out to train as a clown. Caitlin is a Google certified educator, an Apple teacher and is Google certified in online marketing. She is also the voice of several BBC Bitesize animations.



## Workshops

Delegates are invited to attend one workshop in each of the three sessions. Spaces will be allocated on a first come, first served basis, and workshops will run according to demand.

### Workshop one. Choose from:

#### **Significant people: local, national and international KS1 focus (also applicable to KS2) - Caitlin McMillan**

Bring individual people from the past to life in this hands-on workshop with three creative technology/art/speech activities offering an inclusive and flexible approach.

#### **Looking at Windrush using filmmaking and multimedia - Christian Turton.**

In this workshop, participants will explore imagery and resources from a variety of sources including the British library and museum of London. They will then go on to look at creating a 1950s style news report about Windrush inspired by video from the age.

### Workshop two. Choose from:

#### **Digital RE-sources - Caitlin McMillan**

In this workshop, participants will travel the world with Google Earth and make digital firework displays as they explore how a variety of digital RE-sources (see what we did there?...) can be used to research and present learning around pilgrimages and festivals.

#### **Music, Photography and Art with apps - Christian Turton**

This workshop will explore how apps can be used creatively to support learning about in Art and Music and how we can convey meaning through Music, Photography and Art.

### Workshop three. Choose from:

#### **Invisible Women - Caitlin McMillan**

Research shows that only 17% of Wikipedia entries dedicated to notable people are for women. This workshop will showcase the sometimes-overlooked women of history and look at the resources available to support you in embedding their stories in your teaching.

#### **Using technology to support learning in Science – Christian Turton.**

This workshop will explore a range of digital software, apps and hardware that can support learning in Science including exploring sound, Purple Mash tools to support Science and logging data.

