

- Fís Project
- Film making skills
  - Scriptwriting
  - Camera, lighting, sound
  - Editing
- Book reviews



# Clay Animation



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- Integration of subjects
  - Language, Art, Drama, Music, Environment, Folklore and History
- Other forms of modelling to be investigated
- Software - Frames



- Post Primary
- Investigate the use of commercial games in the curriculum
- CPSE, history and business studies
- Games:
  - Sim City 4
  - Age of Empires 3
  - Authoring:  
Mission Maker



- BBC Literacy Software
- Enables a young reader to control and interact with characters in various stories
- Suitable for Learning Support



# Evaluation – Farrell Grant Sparks – Key Findings



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- Model of “best practice”
- School Head Teachers – positive
- Teacher Professional Development – a more effective model
- Student motivation
- Student progression to higher education

[www.fgs.ie/downloads/LaunchFullReport26March2007.pdf](http://www.fgs.ie/downloads/LaunchFullReport26March2007.pdf)



# FGS Report - Quotes



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- **“The ... children’s sense of achievement....the change in their personality and their status amongst their peers if they do well at it.....fabulous.” (Teacher, Primary Level)**
- **“The projects were brilliant, they were amazing for the children.” (Teacher, Primary Level)**
- **“...there have been big changes in the individuals involved. One guy in particular who was very quiet and introvert came into his own because of the project.” (School Principal)**
- **“We've seen attendance improving for those involved, and a real interest in the work.”, (Teacher, Second Level)**





- Learning in the 21<sup>st</sup> Century
- Preparation for the Knowledge Economy
- Addressing the Digital Divide
- Redefining Literacy to include digital literacies
- Pedagogy and teacher practice



Digital Literacy is the awareness, attitude and ability of individuals to appropriately use digital tools and facilities to **identify, access, manage, integrate, evaluate, analyse and synthesize digital resources, construct new knowledge, create media expressions and communicate with others**, in the context of specific **life situations**, in order to enable **constructive social action**; and to **reflect** upon this process.

*Martin, 2006: 15*



## Learning 2.0 Power Tools

Mailing Lists      Flickr      VoIP      YouTube      Chat  
Games      Photos      Instant Messaging  
Bookmarks      Videos      Screen Sharing  
Media Sharing      Tagging      Social Networking  
Virtual reality      mySpace      Wikis      Blog Search  
Film making      Podcasts      Blogs  
Visualisation      Bulletin boards      Creative software  
Second Life

Dr Michelle Selinger, Global Education Strategist. Cisco Systems





## Table 1 Digital skills

<b>Social / Personal</b>	<b>Cognitive / Physical</b>	<b>Technical</b>
Communication	Multitasking	Hand-eye coordination
General knowledge	Logical thinking	Technical confidence
Creativity	Problem-solving	Web design / content creation
Collaboration	Trial and error learning	
Self-esteem		
Parallel processing		
Persistence		
Peer-to-peer learning		
Risk-taking		

***Their Space: Education for a digital generation***  
Hannah Green & Celia Hannon

<http://www.demos.co.uk/publications/theirspace>



- Mobile Learning
- Podcasting – Wildvoice, Podium

- Blogging

[www.edublogs.org](http://www.edublogs.org)

<http://classblogmeister.com>

- Social Networking –

[www.imbee.com](http://www.imbee.com)

[www.epals.com](http://www.epals.com)

- Involve students using a portable handheld device
- Link between classroom and home
- Device will allow for:
  - internet access,
  - camera for stills and video
  - voice recorder
  - eBooks
  - GPS
- Sponsorship





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Go raibh maith agaibh!

(Irish for Thank You)

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