immersive education

kar2ouche®

Immersion

Contents

1 Walkthrough - Pushing the buttons	3
2 Creating your own template resources	4
Preparation	4
Creating the template	
Creating the newspaper title	5
Adding the pupil questions	5
More 'scaffolds'	5
Organising the template layout	6
Being more creative – publication templates	7
Saving your template	9
3 In the classroom – using the template	10
Getting pupils to complete the template	10
Printing pupils own work	10
4 Embedding Kar2ouche in Teaching	12
5 Create the Resources	13
6 Evaluation	14

Objectives

- Build upon the familiarisation training course
- Gain familiarity with more advanced features of software
- Explore potential uses for creating your own resources
- Plan how to incorporate Kar2ouche into existing schemes of work
- Align planned activities with learning objectives and curriculum documentation
- Plan follow up

See the award film at: www.becta.org.uk

Kar2ouche

'Much Ado About Nothing'

Key Stage 3 & 4 English Software

1 Walkthrough – Pushing the Buttons

Kar2ouche is a tool that allows teachers and students to create:

- storyboards
- animations
- publications.

The software comprises six screens accessed by tabs at the bottom right of each screen.

Screen 1 is the **Activity Screen**. From here, students can access a range of suggested activities and storyboards. These are explained in detail in the accompanying education support packs.

Screen 2 is the **Composition Screen**. This is where students can create pictures by adding backgrounds, characters and props. They can also write captions, add text boxes, speech and thought bubbles.

Screen 3 is the **Text/Audio Screen**. This provides students with a range of texts relating to the title and associated recordings. In this screen students can also record their own voices and add sound effects.

Screen 4 is the **Presentation Screen**. This works just like a video recorder and allows students to rewind, pause and play back their presentations in small or full screens.

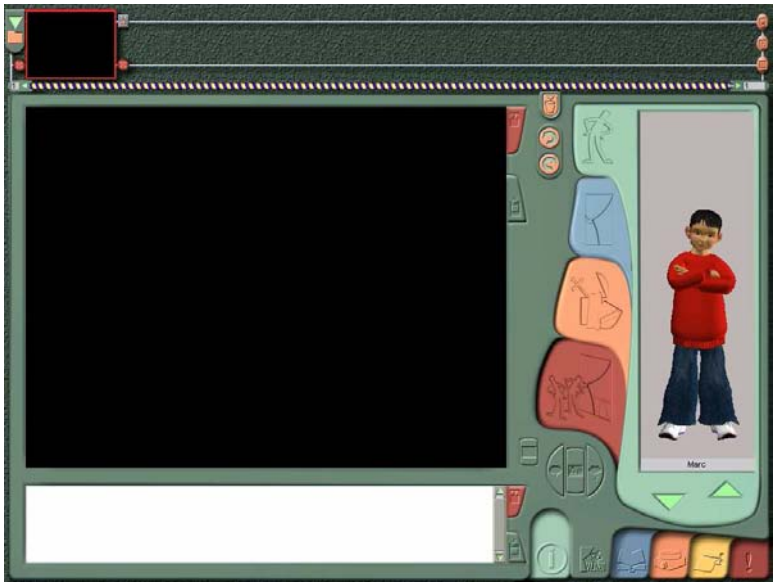
Screen 5 is the **Printing Screen**. In this screen students can print out their storyboards using a template or be more adventurous and create their own cartoon, magazine and newspaper pages. Teachers can use this facility to create writing scaffolds.

Screen 6 **is the** Utilities Screen**.** In this screen students can save their work as a Kar2ouche or QuickTime file. They can also load pre-made or previously completed storyboards. You can access the teacher controls from this screen**.**

NOTES/Questions

2 Creating your own template resources

Preparation



Kar2ouche is an ideal tool to move on beyond the activities provided and make them your own. It is very easy to create your own teaching templates allowing you

- to personalise your resources to the lessons you teach
- save time
- allow **all** students to finish the lesson with a desired outcome
- yet preserves pupil differentiation.

In this section you will learn how to make your own newspaper template.

Creating a newspaper front page template

In this example, a **newspaper front page template** will be created for students to complete in a 30 minute lesson. Don't worry about the content title that has been used in this example, the process is exactly the same no matter what content title you have!

Pupil activity:

- pupils read and complete a variety of questions and activities about Bullying
- create their own front page for a school newsletter or newspaper on the subject of bullying
- print out their completed work for peer review and teacher assessment

Creating the template

This is a really easy yet effective process to create your own unique templates in which you can personalise to your heart's content!

Using the composition screen plan out a guiding framework to create your newspaper frontpage. In this example, the objective is that the students create a front cover for a Bullying newsletter at school. Remember you can do this easily at home and then transfer the kar2ouche file on your USB drive - it only takes a few minutes after practice!

Creating the newspaper title

- First create four blank 'template' frames (these will be the frames pupils will complete but you can use as many as you want!)
- Type the template text that will be overwritten by the student during the lesson
- You can change the text size, style and font by right clicking in the text box and using the text manipulator tool!

Adding the pupil questions

In this example, two questions have been created:

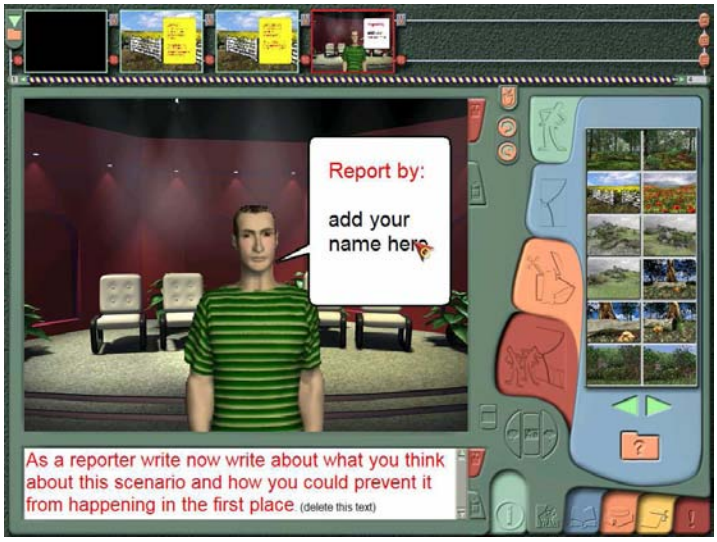
(a) in a box on the second frame
(b) a further question for pupils to answer in the text box.

You can use a variety of means to create prompts in your template – backgrounds, props, text-based questions, photographs – it is up to you!

Adding more 'scaffolds'

Add further questions to help students think about the content for the newspaper front page they are creating

HINTS: You can copy whole frames to speed up your template creation process – drag and drop the frame you want to copy into a blank frame!



The final part of the activity…

Here the students are asked to add their name (personalise) and empathise with the situation by adding their own thoughts.

HINT: You could also record voice to the frames to allow the instructions to be spoken!

Organising the template layout

Now go to the printing screen

Click on the yellow tab to open the printing screen. You will be offered a range of print templates in both landscape and portrait formats.

These allow you to create simple picture and graphic stories.

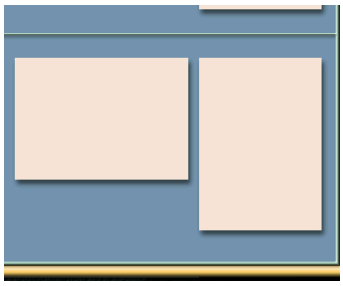
One of the options is to create a quick print of their storyboard in sequence. Click on the template you want to use. Then either drag your frames one by one into the template (this allows you to create sequencing activities) or click on the green arrow to fill the template in the order the frames appear in the film strip. The words in the caption window appear below, but make sure that they fit in the frame.

To move between pages, click on the next and previous pages arrows. To print, click on the print button.

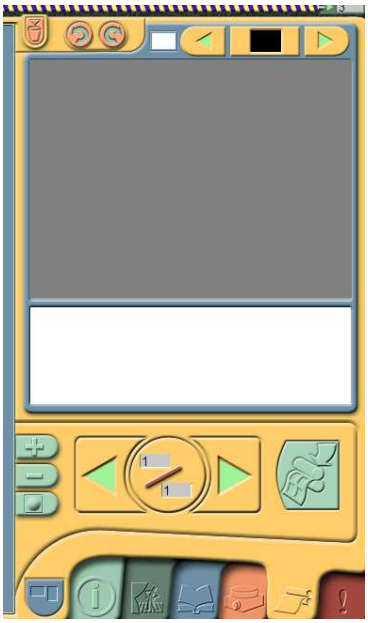
When you print you are asked if you want to add your name and given the opportunity to change your mind!

Any subsequent changes you make will be updated in the printing screen.

Being more creative – publication templates



You can also select a blank template to create your own publications. Click on either the blank portrait or landscape page to open the printing template.



Click on the thumbnail frame you wish to add first and drag it into the grey box.

From here you can click on it again and drag it onto the plain page and position it where you want it.

To resize it, hover with your cursor over one of the bottom corners until the double-headed arrow appears. Drag it to size. To keep the same ratio press the control button on your keyboard as you drag.

Any text attached to the picture will appear in the caption box on the printing palette. This can be dragged onto the page and resized in the same way as the picture.

You can also colour the text box, remove the border and so forth by right clicking on the text. This brings up the text manipulator.

Click on the colour fill you want in the top box.

To alter the brightness move the slider left to right. Drag the top red button from the left to right to get rid of the outline.

You can also layer text in front of and behind pictures or other blocks of text by clicking on the bottom arrows.

In this example the transparency slider has removed the box from around the text "Bullying newsletter title"

Click on the X to close the manipulator.

You can change the shape of the pictures by selecting a cut-out using the arrows at the top of the print palette then clicking on the cut-out image.

Resize the cut out by hovering over the edges of the cut-out until a double-headed arrow appears. Click and drag to size.

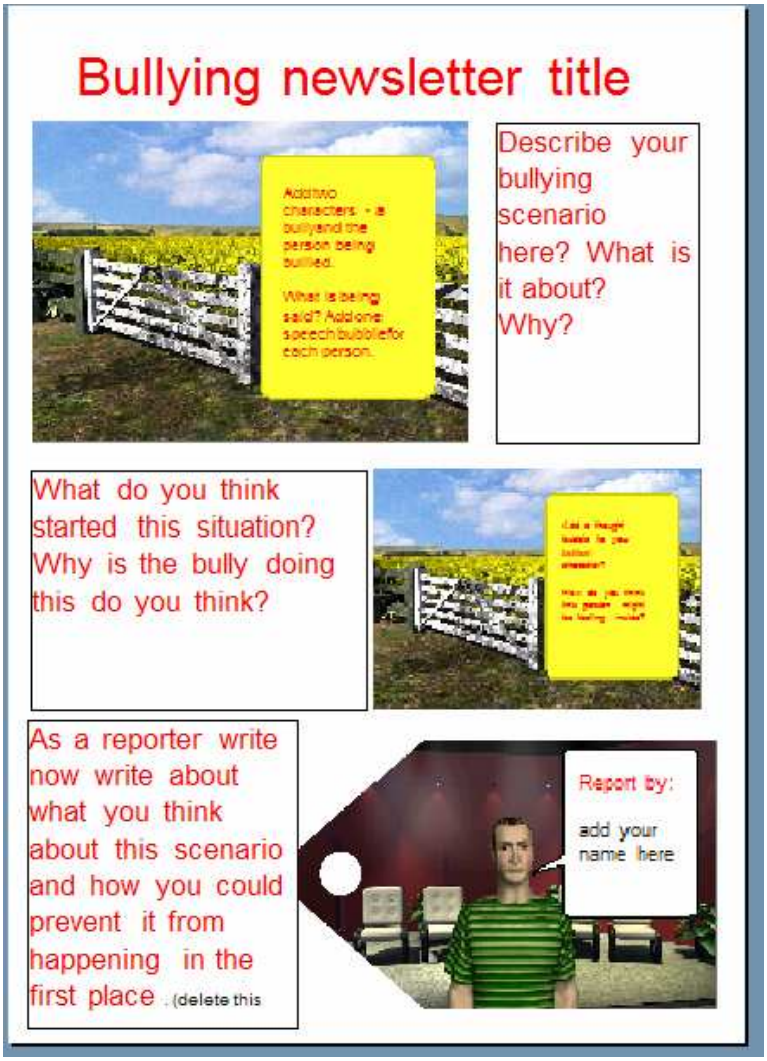
Move onto your page as before.

As you can see in this example the template is now looking more like a front page of a newsletter

Don't worry about the text at this stage – all will be revealed later!

HINT: Don't worry about the text being questions at this stage – all will be revealed later!

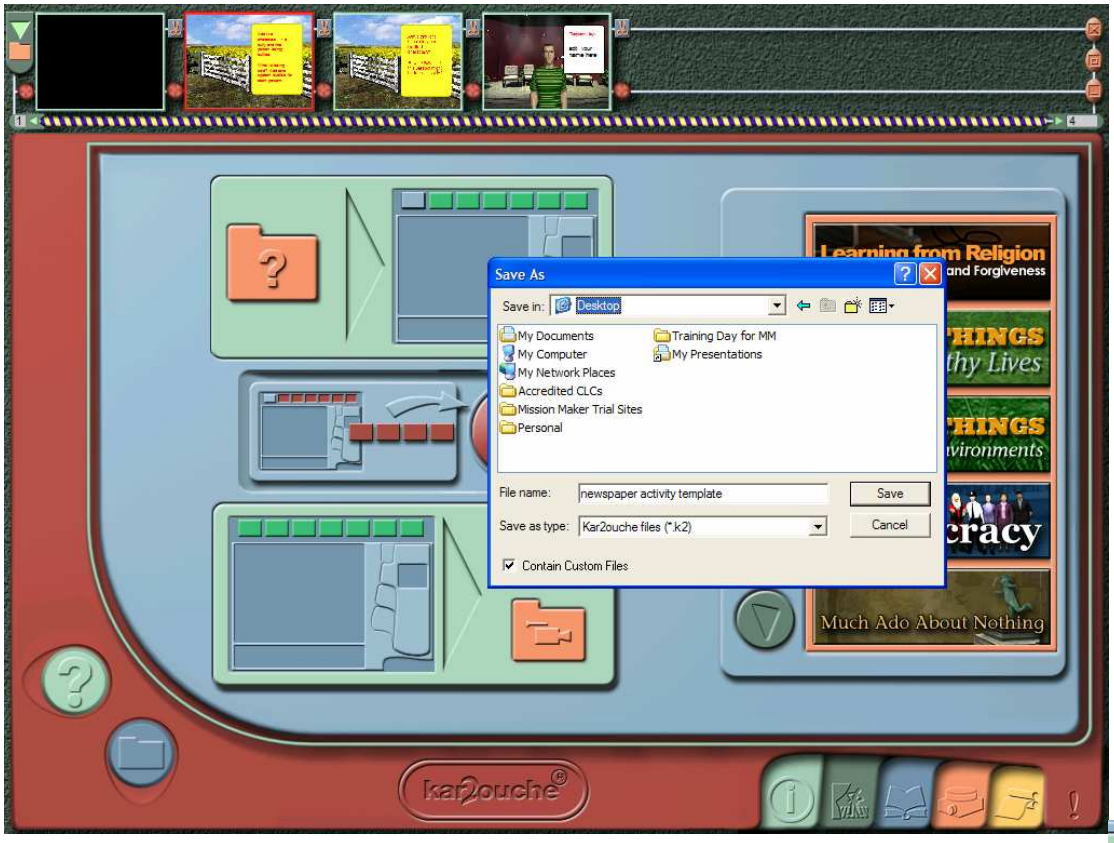
Final template design

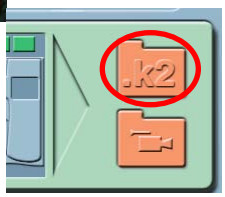


Congratulations! You have now finished your template design!

Saving your template

Save your storyboard as a Kar2ouche file. As this is template give it a suitable name – eg "newspaper template activity.k2" or similar.





HELPFUL HINT:

- Make it a read only file to prevent students deleting the original! (You can do this from your desktop environment by right clicking on the file and under properties change the file attributes – this will prevent any accidental deletion or modification of your template. Alternatively ask your network manager to store the file in a read-only area
- Check that the 'save custom files' button if you have recorded audio instructions – otherwise your voice instructions will not be saved with the template file!

3. In the classroom – using the template

Getting pupils to complete the template

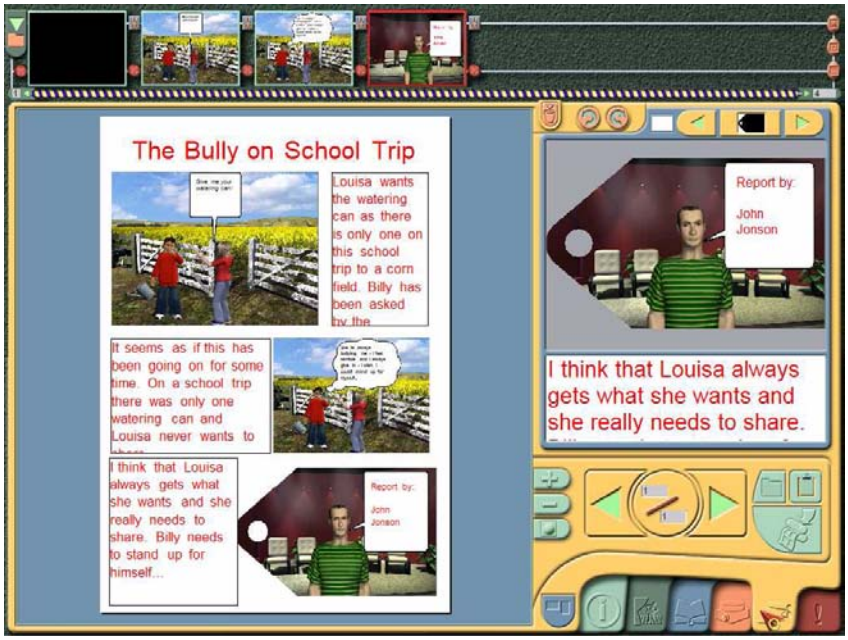
You canoad existing storyboards by clicking on the load storyboard folder in the Utilities screen.

Get the pupils to load the same template file.

Provide the pupils with the outline of the lesson, and explain how you wish them to complete the storyboard – eg

- Explain how they should use sticky notes (deleting after reading)
- Overwriting pre-existing text or questions (replacing text with their own)
- Adding backgrounds, characters, props or even their own audio

Printing the pupils own work



- Once they have finished completing the task in the four frames, they can now view their front page newspaper title in the print window – it should appear automatically!
- Don't worry about the fact that text may not be fitting the boxes – you should now tell the pupils that they need to edit their publication just like an editor for a national newspaper. Here they can fine tune the presentation of their newspaper front page by using the manipulator tool.

The final result!

The Bully on School Trip

Louisa wants the watering can as there is only one on this school trip to a corn field. Billy has been asked by the

It seems as if this has been going on for some time. On a school trip there was only one watering can and Louisa never wants to

I think that Louisa always gets what she wants and she really needs to share. Billy needs to stand up for himself...

4 Embedding Kar2ouche in Teaching

Class (Year/Key Stage and Ability)
Subject/Topic
Planned Date
Learning Objectives
Planned Outcomes
Timing
Resources (including pre-made storyboards)
Activities
Introduction
Development
Plenary
Formative Assessment
Summative Assessment

5 Create the Resources

Using your plan and your emerging skills in using Kar2ouche begin to create the Kar2ouche resources you will need to deliver your lessons.
Make a note of your storyboard needs below. Think about the sort of presentation you might want to use with a whole class, maybe to introduce the topic or stimulate ideas. Next plan the sorts of storyboards you might want the class, groups or individuals working on.

Whole class storyboards (whiteboard)
Class, group, individual storyboards

6. Evaluation

Have I pressed all the buttons and thought how best to use the software in my teaching?

Tick the box that you feel best describes your level of achievement in using Kar2ouche so far. Make a list of your main strengths and outline some targets for further practice.

Frames	I managed to create a single frame.	I managed to create a series of related frames.	I created a brief animation.
Character	I added at least one character to the frame(s).	I resized, reposed and rotated at least one character and had a good sense of scale.	I added multiple characters and used all the functions of the manipulator tool including layering.
Props	I added at least one prop to the frame(s).	I resized, reposed and rotated at least one prop and used it appropriately within the frame.	I added multiple props and used all the functions of the manipulator tool including layering.
Sound and Timings	I added an audio file to my single frame.	I created my own audio and added it to a frame. I also added sound (including sfx) to more than one frame.	I added sound that spanned a number of frames and adjusted the timeline to create a planned audio track.
Lesson Planning	I can see that Kar2ouche may have benefits, but I'm not sure where I'll use it in my teaching.	I have some good ideas for using Kar2ouche to move learning forward and have made a start on the planning.	I have a strong idea how I will use the software to achieve specific learning objectives and have started to develop the resources.

Main Strengths

What Next?