Filmmaking, Animation, AR, VR and Robotics

activate Ed

DIGITAL
FESTIVAL

WHAT IS THE DIGITAL FESTIVAL?

After having delivered the wildly successful 'Create Queensland Regional Roadshow' in 2017 for the Department of Education in partnership with YouTube Kids, Activate is now bringing an exciting new learning experience to schools across Queensland in the form of a Digital Festival.

Designed to get young minds curious about tomorrow's world and teachers fired up about technology in the classroom, our curriculum linked Digital Festival delivers a day of outcome-based interactive experiences which are skills developing, highly creative and a tone of fun!

The Activate team have seen first hand how an event like a festival can adjust, update and enhance the relationship teachers and students have with technology. We love watching them become excited by the endless possibilities of the Digital Technologies Curriculum and, when combined with creative thinking, can be used across nearly all key learning areas.

"Our magical adventures have unlocked hidden worlds at events, schools, shopping centres and festivals Australia-wide."

HOW IT WORKS.

The Digital Festival is very versatile and designed to suite the needs and desires of the school. All we need to know is:

1. The number of workshops you'd like to run. Each workshop has a max of 30 students.
2. The type of festival (filmmaking, animation, robotics or future tech)

Each student participated in a:
- 45min Interactive Presentation
- 1.5hr Workshop
- 45min Mini Festival

The same workshop can be run three times or alternatively, different workshops can be combined throughout the day.

ABOUT THE INTERACTIVE PRESENTATION.

To kick off the day, we like to get tech minds thinking technically. In this exciting interactive presentation participants will be programed like robots, star in their very own blockbuster and be a part of an ultimate robot showdown!

And that is just in the first 45 minutes!

Presentation Breakdown

Introduction
Students learn about stop motion, programming, filmmaking and robotics.

Demonstration
Students are shown how to use a selection of apps to complete the day's workshops.

Hands On
A selection of students are called up on stage to help demonstrate the activities.

Sharing
Each project and demonstration is shown on a projector to the audience.

CHOOSE YOUR
FESTIVAL.

SUPER
TECHFEST

2.5hrs

Interactive Presentation

1 x Workshop
Max. 30 students

Project Screening
Inc. all content produced on the day

$540*
$18/head

*+GST & Travel

MEGA
TECHFEST

4hrs

Interactive Presentation

2 x Workshop
Max. 30 students

Project Screening
Inc. all content produced on the day

$960*
$17/head

*+GST & Travel

ULTRA
TECHFEST

5.5hrs

Interactive Presentation

3 x Workshop
Max. 30 students

Project Screening
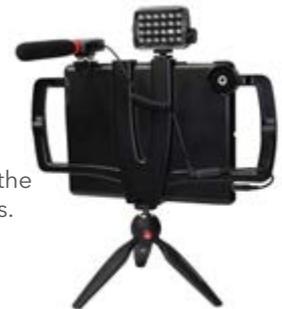Inc. all content produced on the day

$1350*
$16/head

*+GST & Travel

FILMMAKING
Super Speed Relay

For years now Activate has been empowering tomorrow's content creators and leading the way in teaching young people how to tell stories using simple devices and digital tools.

Super Speed Relay

This exciting workshop combines health and physical education with exciting video production.

Participants produce a 'how-to' video explaining how to run a baton relay, except these athletes have super speed! Using incredibly realistic visual effects apps participants film, direct and edit this entertaining educational video.

Workshop Breakdown

Introduction
Students learn about filmmaking as a storytelling and knowledge transfer tool.
Demonstration
Students are shown how to use a selection of apps to tell their story and illustrate the correct handling of the relay baton.
Hands On
Using the worksheet shot list provided and working in small groups, students film, direct and edit their story.
Sharing
When all groups have completed editing their film they share their story with the class.

Content Descriptors (Years 3-4)

Processes and Production Skills

• Define simple problems, and describe and follow a sequence of steps and decisions (algorithms) needed to solve them **(ACTDIP010)**

Knowledge and Understanding

• Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data **(ACTDIK007)**

Content Descriptors (Years 5-6)

Processes and Production Skills

• Examine the main components of common digital systems and how they may connect together to form networks to transmit data **(ACTDIK014)**

Knowledge and Understanding

• Design, modify and follow simple algorithms involving sequences of steps, branching, and iteration (repetition) **(ACTDIP019)**

Stop-motion: The Silkworm Lifecycle

Gain a deeper understanding of the silkworm's life cycle in this stop-motion workshop. Participants will use iPads combined with claymation techniques to manipulate and move plasticine to tell their story.

Workshop Breakdown

Introduction
Students learn about stop motion as an animation technique.

Demonstration
Students are shown how to use a selection of apps to produce their stop motion.

Hands On
Using the worksheet shot list provided and working in pairs, students produce a small stop motion animation film then apply titles, credits and music to polish off the project.

Sharing
When all groups have completed editing their film they share their story with the class.

Content Descriptors (Years 3-4)

Processes and Production Skills

• Collect, access and present different types of data using simple software to create information and solve problems **(ACTDIP009)**

Knowledge and Understanding

• Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data **(ACTDIK007)**

Content Descriptors (Years 5-6)

Processes and Production Skills

• Acquire, store and validate different types of data, and use a range of software to interpret and visualise data to create information **(ACTDIP016)**

Knowledge and Understanding

• Examine the main components of common digital systems and how they may connect together to form networks to transmit data **(ACTDIK014)**
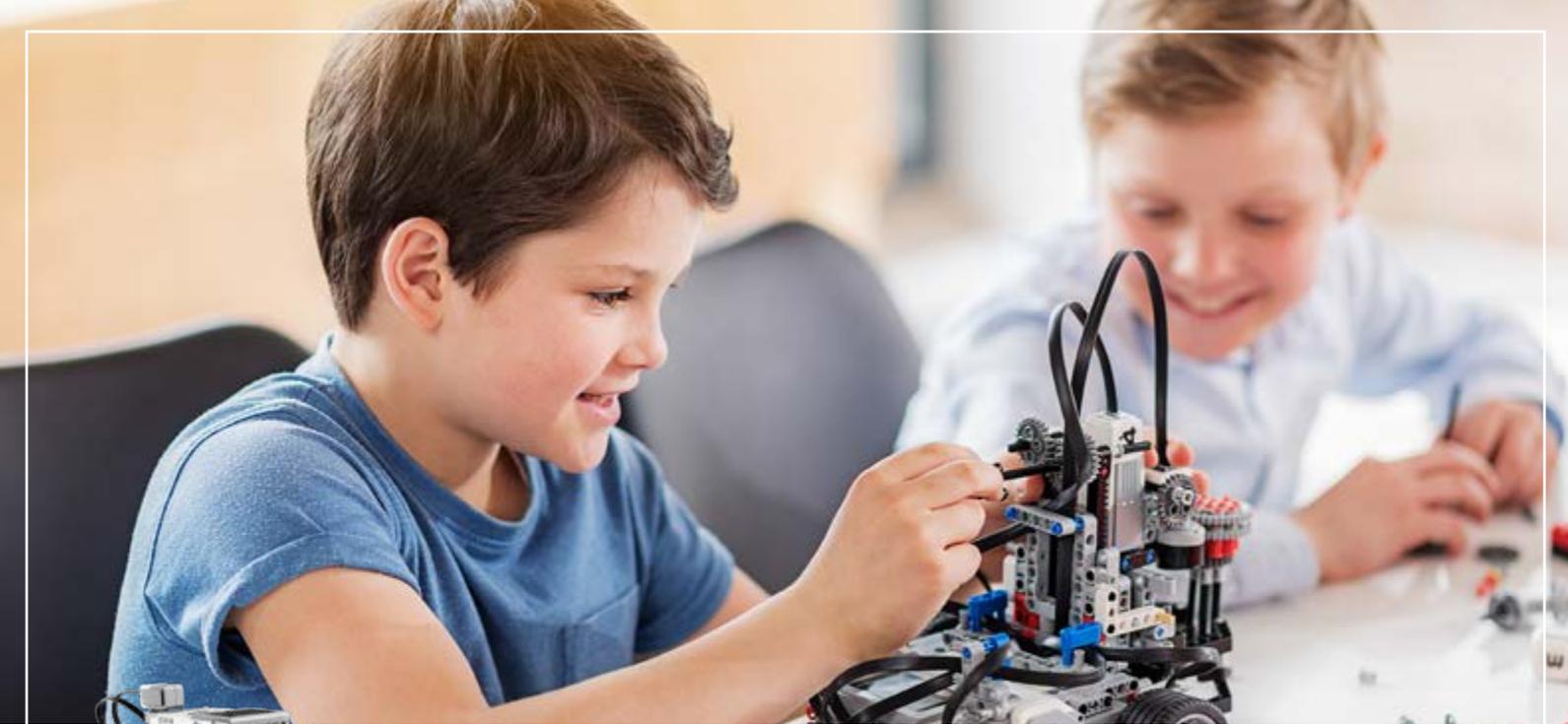
ANIMATION

Stop-motion: *The Silkworm Lifecycle*

Stop-motion is the perfect introduction to animation technology and ignites the imagination of what's possible.

ROBOTICS

Robots: *A Mission to Mars*

Drawing on the power of today's robots, students design and construct robotic solutions to complete a mission to another planet!

Robots: A Mission to Mars

Harness the power of LEGO's EV3 robotic system in this engaging workshop designed to challenge and inspire the next generation of inventive thinkers with interplanetary missions. Our robotics program incorporates design-based thinking within a fun and educational setting to solve problems like resources collection, transport and sustainability on another planet.

Workshop Breakdown

Introduction
Students are introduced to design-based thinking using robotic systems to complete tasks.
Demonstration
Students are shown how to use the Lego Mindstorm EV3 system for completing a given task.
Hands On
Students work in teams to design the most effective way to complete their task.
Sharing
Students share their findings at the end of the workshop and compare results to their classmates.

Content Descriptors (Years 3-4)

Processes and Production Skills

• Plan a sequence of production steps when making designed solutions individually and collaboratively **(ACTDEP018)**

Knowledge and Understanding

• Investigate the suitability of materials, systems, components, tools and equipment for a range of purposes **(ACTDEK013)**

Content Descriptors (Years 5-6)

Processes and Production Skills

• Develop project plans that include consideration of resources when making designed solutions individually and collaboratively **(ACTDEP028)**

Knowledge and Understanding

• Investigate characteristics and properties of a range of materials, systems, components, tools and equipment and evaluate the impact of their use **(ACTDEK023)**

AR, VR, Sphero and Green Screen

Colour your own underwater animals and watch them float by with the exact colours you choose with AR! Then be transported to another environment filled with stunning visuals and immersive sound and nifty interactivity with VR! Challenge your abilities as a robolympian with a fun Sphero course and finish it all of with an exciting Green Screen activity!

Workshop Breakdown

Introduction
Students are introduced to the power of advancing technology and how it will impact tomorrow's world
Demonstration
Students are shown how to use the VR, AR, Spheros and Green Screen technology
Hands On
Students engage in a circuit rotating through all of the activities to test out each of the technologies
Sharing
At the end of the session, a short video showing the students engaging in the technology and also the result of their green screen videos are shown.

Content Descriptors (Years 3-4)

Processes and Production Skills

• Collect, access and present different types of data using simple software to create information and solve problems **(ACTDIP009)**

Knowledge and Understanding

• Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data **(ACTDIK007)**

Content Descriptors (Years 5-6)

Processes and Production Skills

• Acquire, store and validate different types of data, and use a range of software to interpret and visualise data to create information **(ACTDIP016)**

Knowledge and Understanding

• Examine the main components of common digital systems and how they may connect together to form networks to transmit data (ACTDIK014)

FUTURE TECH

Assorted Technology Activities

This circuit of activities introduces students to the newest examples of technology that are positioned to be significantly impactful in the near future.

LINKS TO OTHER KEY LEARNING AREAS.

Filmmaking

Health & Physical Education (Year 3-6)
Practise and refine fundamental movement skills in a variety of movement sequences and situations **(ACPMP043)**

English (Year 5)
Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience **(ACELY1704)**

Animation

Science Understanding - Biological Sciences (Year 4) Living things have life cycles **(ACSSU072)**

Robotics

English Understanding (Year 3)
Listen to and contribute to conversations and discussions to share information and ideas and negotiate in collaborative situations **(ACELY1676)**

Future Tech

English Understanding (Year 3)
Plan, rehearse and deliver presentations incorporating learned content and taking into account the particular purposes and audiences **(ACELY1689)**

CONTACT US

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