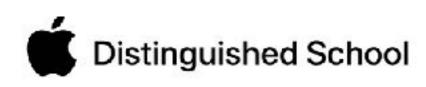
#Literat EUrope

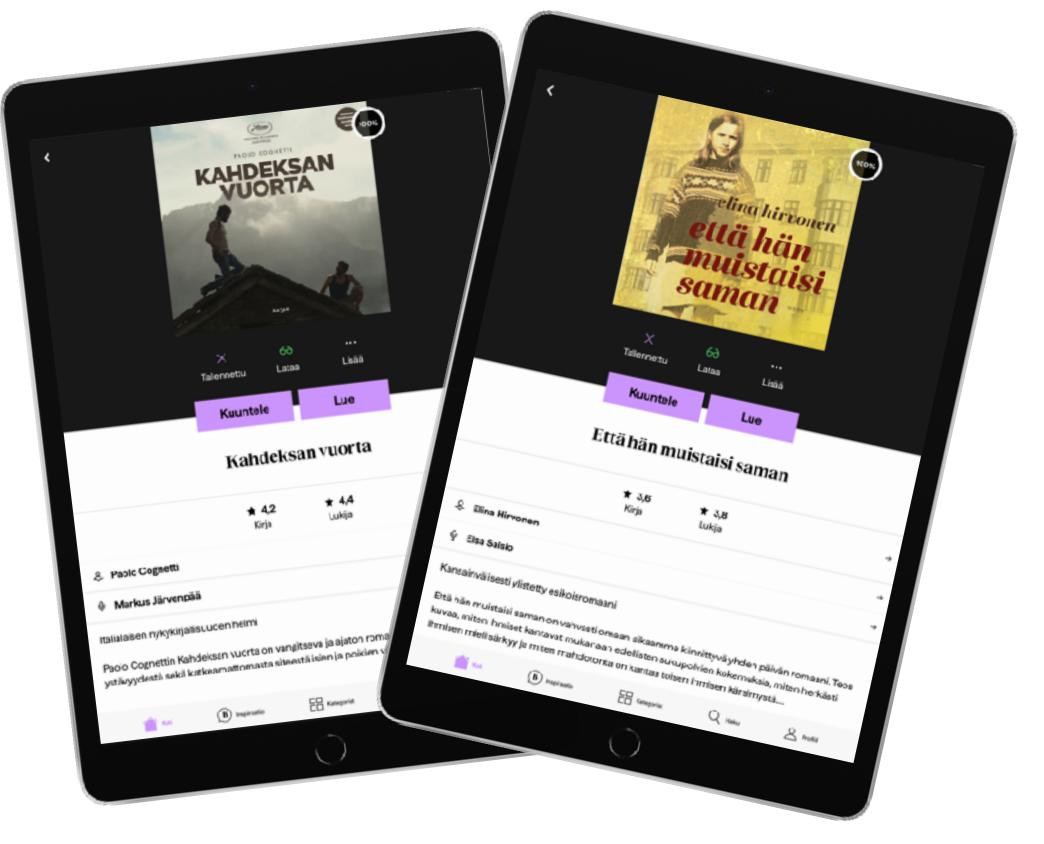
Podcasting on iPad

Ylitornion yhteiskoulun lukio, Ylitornio, Finland Istituti De Amicis, Milan, Italy



Recognised by Apple as a distinguished school for continuous innovation in learning, teaching, and the school environment.



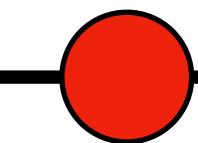


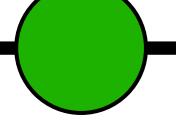
OUR GOALS

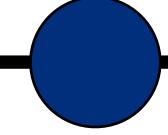
Creativity
Collaboration
Communication
Media Literacy
Foreign Languages
Cultural Awareness
Global Citizenship

Workshop week

Publishing the podcasts







BEFORE DURING

AFTER

Plan

- A podcast episode reflecting two contrasting themes
- Intro music
- Cover Art/Logo
- Presentation

Create

- GarageBand, Media room or other quiet place
- GarageBand
- Keynote, Sketches
- Keynote

Share

- Ready-to-publishversion of the podcast: AirDrop to YYKL iPadPro -Thursday afternoon
- Showbie folder -Thursday afternoon
- Showbie folder -Friday morning

Your Podcast Episode

- Discuss your themes, how are they reflected in the two books?
- Personal point of view or thoughts about the themes
- 5-10 min
- Interview?
- Episode name

Your Cover Art/Logo

 Image, colours (and text style) should enhance the content of the podcast

Your Intro Music

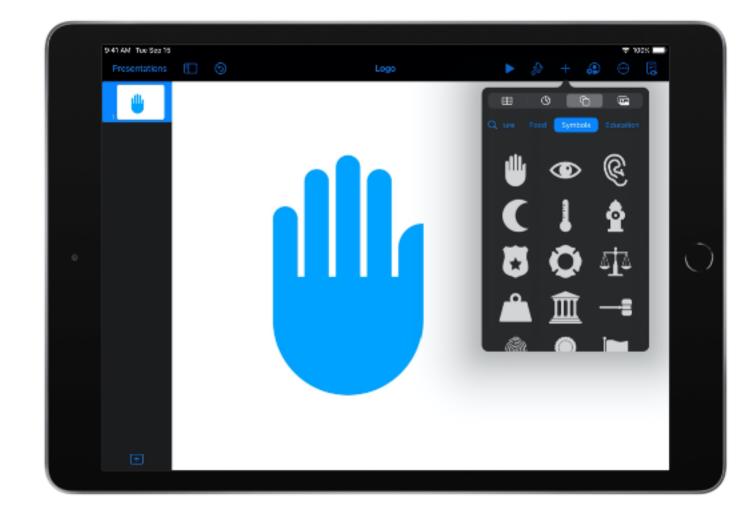
 Music should enhance the mood of the podcast

Your One Slide Presentation

- Short summary of your podcast content
- Cover Art
- A short audio clip (teaser/trailer) of your episode and intro music

Activity 2: Communicate your message visually

As you design your logo, think about how the visual elements in your design send a message to your audience. What feeling or story are you trying to communicate?



Trace shapes or symbols.

• • • • • •

Logos

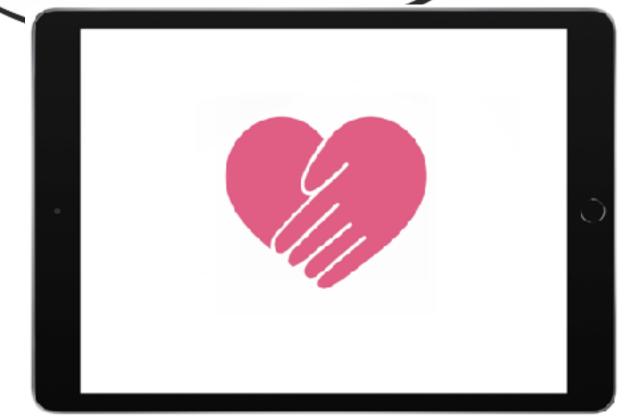
- In Keynote, use symbols and sketch objects that represent your brand:
 - ✓ Trace over shapes.
 - Use or modify basic shapes like circles, squares and triangles.
 - Create symbols that are symmetrical or asymmetrical.
 - Create organic shapes like a hand, a leaf or an animal.
 - Use a symbol to represent an idea. Go to Activity 1 in the Doodle Art chapter if you need help.

TIP: Draw simple symbols or icons so your audience can quickly identify and understand the meaning of the image.



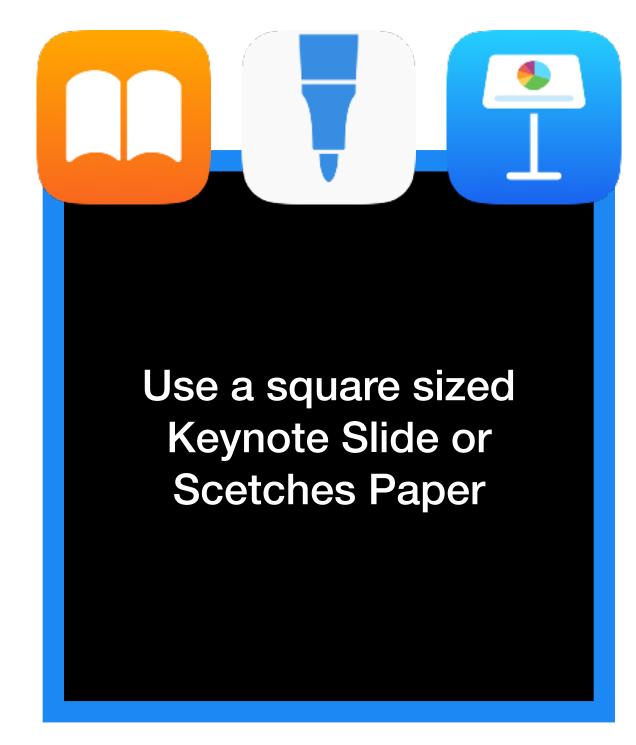
Modify and adjust shapes.

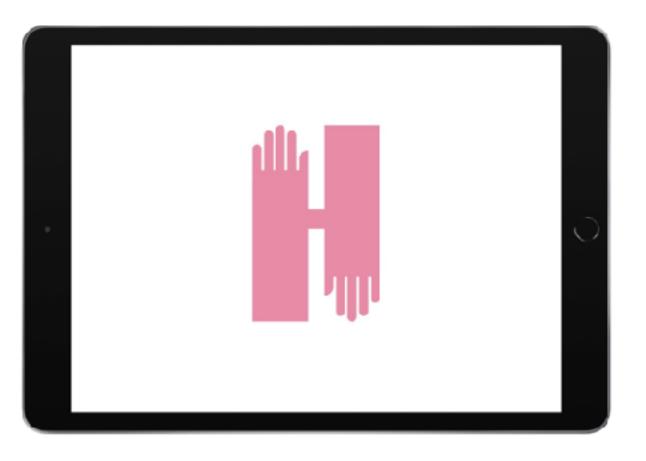
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Basic shape logo

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Symmetrical logo

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#Literat EUrope

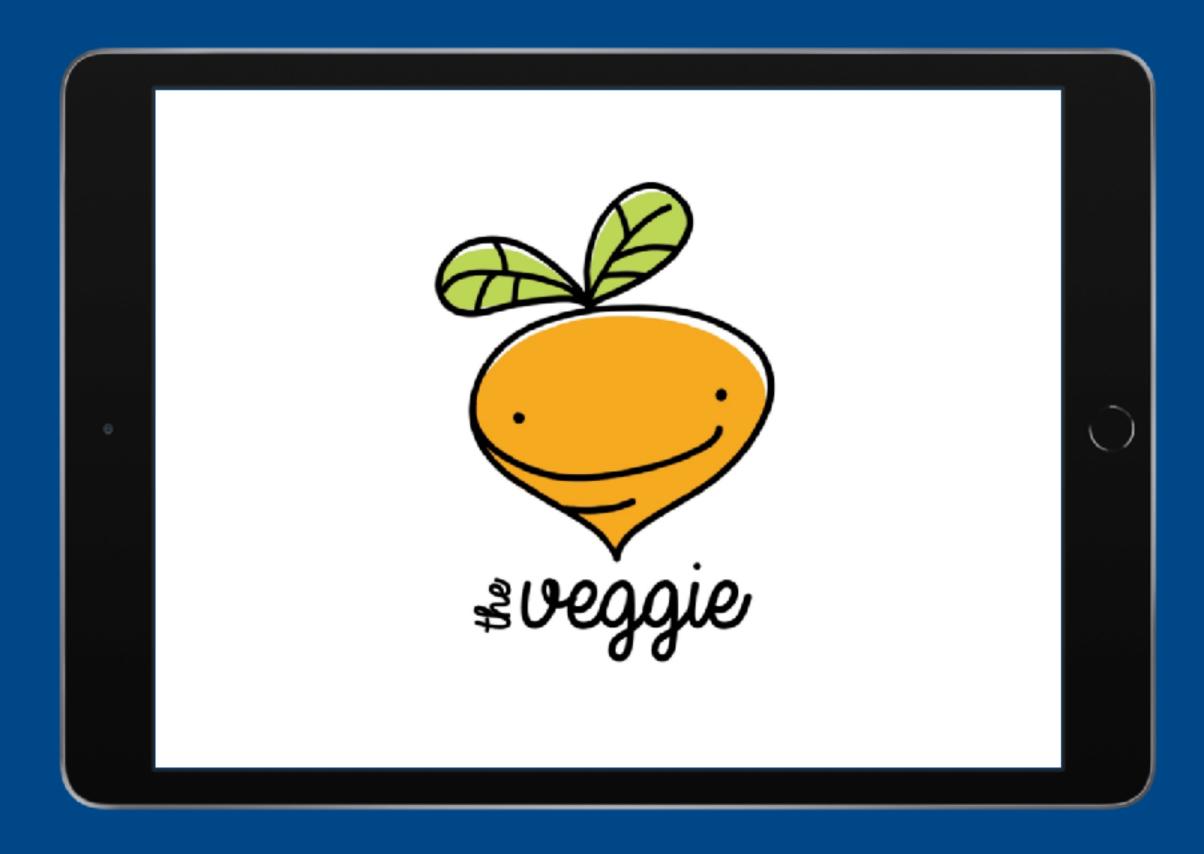
Cover Art, Logo Design

Ylitornion yhteiskoulun lukio & Istituti De Amicis



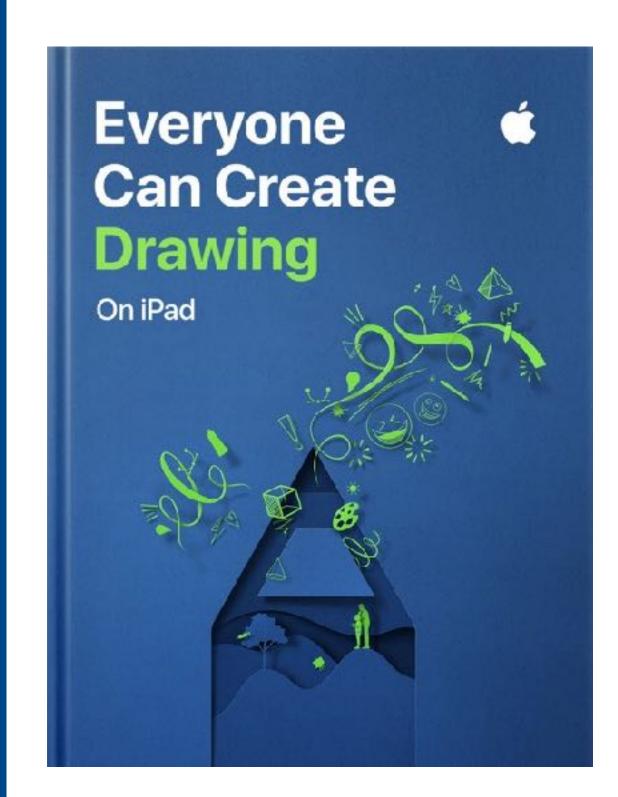
Project: Create your logo

Use colour combination, lettering and good design principles to make a unique hand-drawn logo for yourself or a business you'd like to create one day.



• • • •

- Check to make sure your image clearly communicates the brand message.
- ✓ Select colours that reflect the way you want your audience to feel.
- ✓ Pick a hand lettering style that reflects the emotion of your brand.
- ✓ Rearrange elements to see variations of your logo.
- ✓ Choose three designs you like best. Ask for opinions from others before you select your final logo.

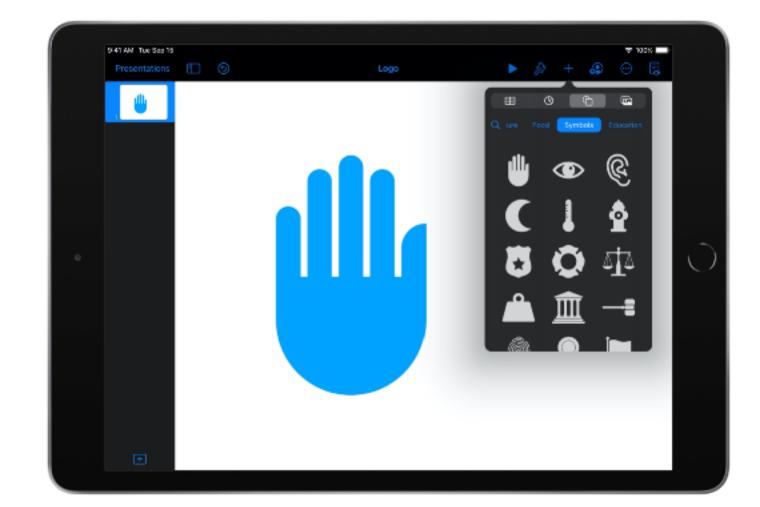




Logos 67

Activity 2: Communicate your message visually

As you design your logo, think about how the visual elements in your design send a message to your audience. What feeling or story are you trying to communicate?



Trace shapes or symbols.

• • • • • •

Logos

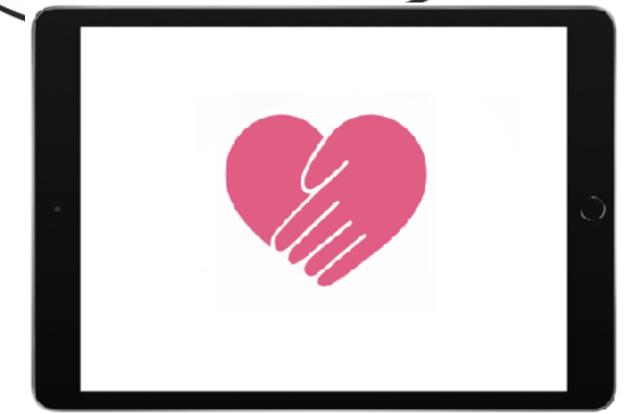
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TIP: Draw simple symbols or icons so your audience can quickly identify and understand the meaning of the image.



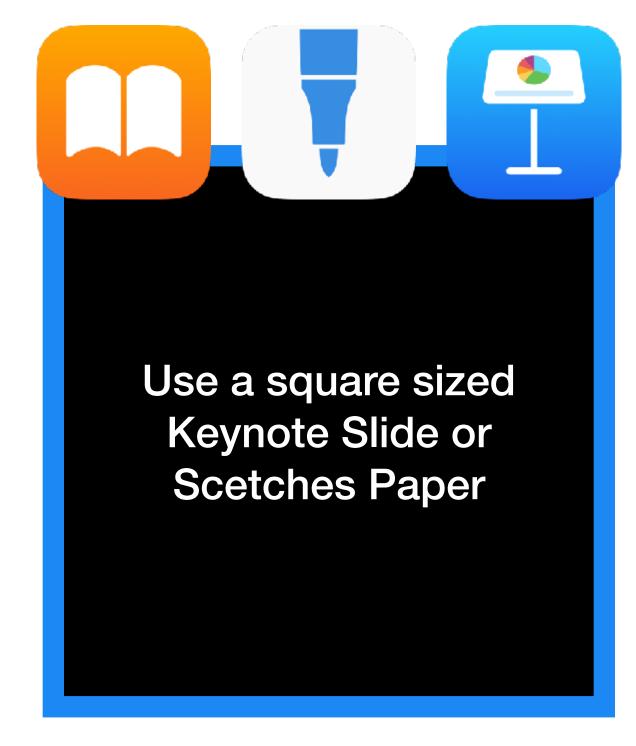
Modify and adjust shapes.

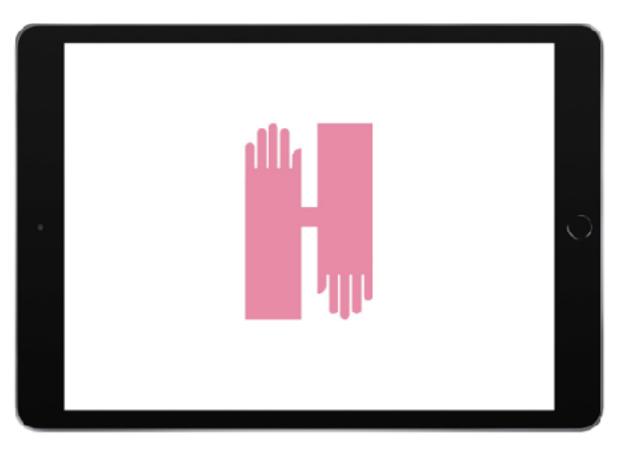
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Basic shape logo

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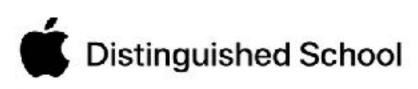
Symmetrical logo

. . . • . .

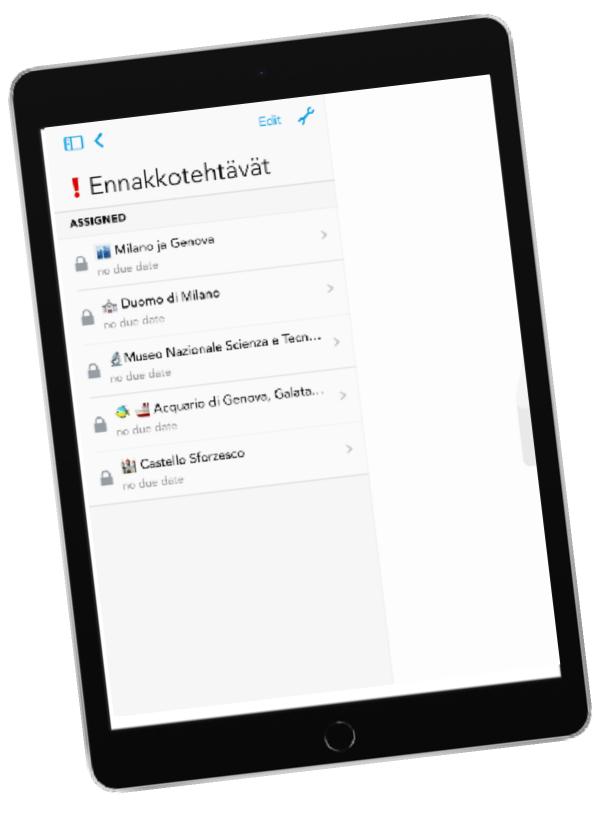
#Literat EUrope 2

Podcasting on iPad

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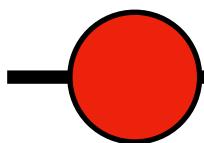


OUR GOALS

Creativity
Collaboration
Communication
Media Literacy
Foreign Languages
Cultural Awareness
Global Citizenship

Workshop week

Publishing the podcasts



BEFORE

DURING

AFTER

Plan

Create

Share

- A podcast episode on the topic of the day
- Intro music
- Cover Art/Logo
- Description of the episode

- Voice Memos, recording on site (take notes!), GarageBand
- GarageBand
- Keynote
- Showbie

 Ready-to-publishversion: airdrop to Hanna or Sari

Your Podcast Episode

- Reflection of the place of the visit (see next slide)
- ~ 5 min
- o Interview?
- Episode name

Your Cover Art/Logo

- Image, colours (and text style) should enhance the content of the podcast
- One logo/visit (De Amicis)

Your Intro Music

- Music should enhance the mood of the podcast
- One trailer/visit (YYKL)

Podcast Description

Short summary of the podcast content (YYKL)

Your Podcast Episode - reflection

- 1. Introduction of people who are discussing the topic.
- 2. Introduction of the place of the visit. What, when, why, by whom?
- 3. What did you see during your visit/tour? Guide the listeners through your visit, give some examples.
- 4. What was your overall impression of the place? Did it meet your expectations? Why? Why not?
- 5. What were your favourite things you saw or experienced at the place? Why did you like them, why were they interesting?
- 6. What new knowledge or insights did you gain from the visit? What did you learn? Did it change your perspective on or the way you think about any topic or idea?
- 7. How did you feel when you were exploring the place? Can you describe your thoughts and feelings?
- 8. Were there any specific artifacts, artworks or elements that resonated with you? Why do you think they had such an impact?
- 9. How did the place make you feel connected to history, culture, nature or other people?
- 10. Were there any aspects that you found challenging or difficult to understand? What questions or doubts do you have after the visit?
- 11. Did the visit inspire you to explore the subject further, did the visit make you want to learn more about the subject? If so, what aspects would you like to know more about?
- 12. Why do you think other people should visit this place? What makes it important or interesting to share with others?