

BACKGROUND

- Widespread use of digital literacies with new opportunities for making and sharing meaning
- Currently there are pockets of good practice often led by enthusiasts
- Need to engage the profession at all levels at a time in which accountability and professional uncertainty dominate

OPEN EDUCATIONAL RESOURCES

... digitised materials offered freely and openly for educators, students and self-learners to use and reuse for teaching, learning and research (OECD, 2007).



Create



Remix



License



Share

... teaching, learning and research resources that reside in the public domain or have been released under an intellectual property license that permits their free use or re-purposing by others. (Atkins et al. 2007).

CORE PROJECT TEAM

- Dr Cathy Burnett
- Dr Julia Davies
- Dr Anna Gruszczynska (Project Manager)
- Prof. Jackie Marsh
- Prof. Guy Merchant
- Richard Pountney (Project Lead)
- Dr Nicky Watts



DEFT PROJECT AIMS

Aims to involve teachers and pupils, teacher educators and teacher education students in:

- exploring and sharing the potential of digital technologies
- understanding more about what it means to be digitally literate
- sharing and developing good practice in teaching

Early Years	Using mobile apps for digital story-telling, including iPods and digital video
Primary School	Using Scratch to create and animate digital monsters
Primary School	Exploring the intersections of DL and creativity using Brushes on iPads
Primary School	Blogging Sheffield Children's Festival project "Camp Cardboard"
Primary School	Using QR codes and geocaching in a community park
Special School	Using digital images/film/ digital video to enhance communication skills
Secondary School	Exploring issues in uptake of digital tools focused on the school VLE
Secondary School	Using OERs to enhance sharing of good practice across the school
Secondary School	21 st century "show and tell" using video and screencasts
Secondary School	Using QR codes with local Science Adventure Centre (Magna)

Digital literacy anatomised: practices in context



CASE STUDY 1: SHARROW NURSERY

- Teachers: Zubida Khatoon and Alice Worthington
- Nursery children
- Using mobile apps for digital story-telling, including iPods and digital video

We understand digital literacy in our setting to be the children's use of technology confidently and appropriately. Our aim is to develop the speaking and listening skills of our children by using a range of digital equipment such as digital cameras, blogging, podcasts, using microphones, iPads and flip video cameras. We are using the technical equipment as a motivator to inspire the children and encourage them to talk. We have children with a varied ability of speaking and listening skills and we can differentiate whilst using digital equipment. Some children are currently speaking at one key word level and we hope the project will provide them with more confidence. We would like to further enhance the language skills of more able. We are also linking it to our topic which is the farm. We would like children to be confident in using a variety of digital equipment independently within the nursery.



Sharrow Nursery: On The Farm Children's Work About Farm Animals

[Home](#)

[Main Website](#)

FEATURED

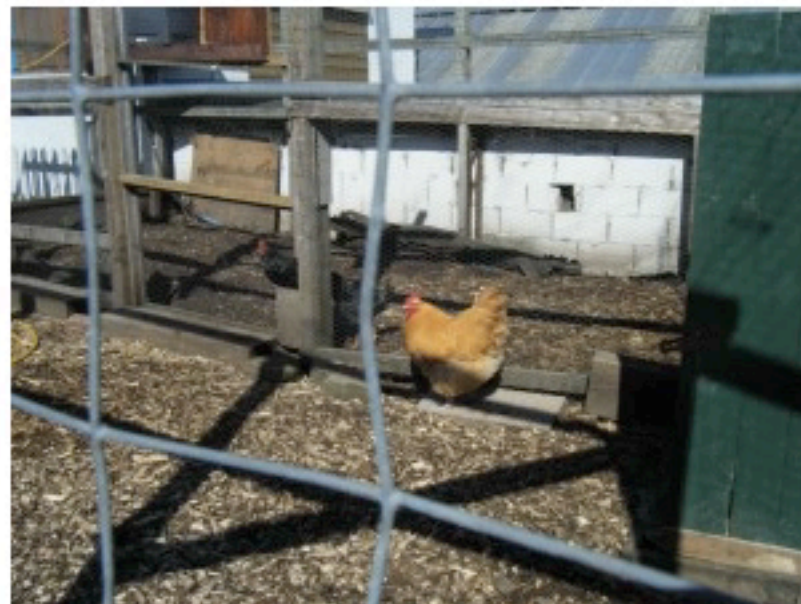
Home

Welcome to our Sharrow Nursery blog. We have been learning about the farm and using digital equipment to record, draw and take photographs.

Click on your child's name to look at their work.

CHILD / CATAGORY

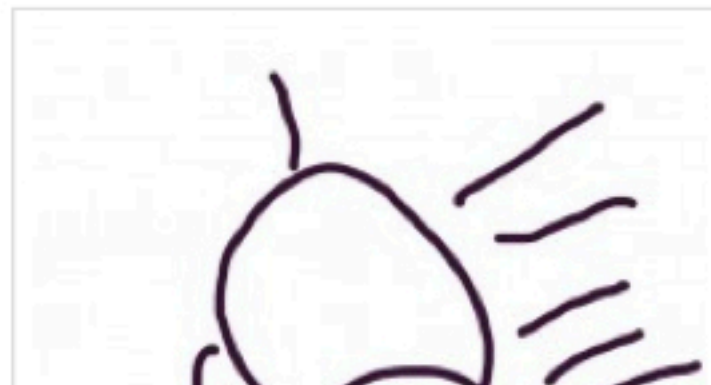
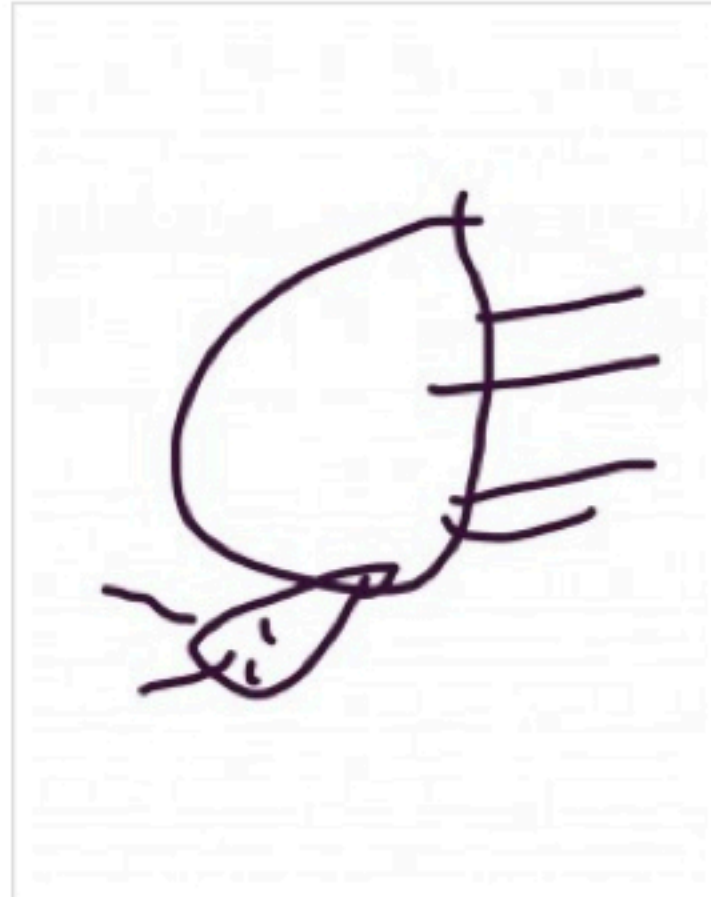
- [Abdallahman](#)
- [Aiza](#)
- [Aleena](#)
- [Alia](#)
- [Alisha](#)
- [Alivah](#)





See our iPad drawings from the farm.

Posted on [May 28, 2012](#) by [nursery](#)







MULTIMODAL COMMUNICATION

...a means of projecting an individual's interest into their world with the intent of effect in the future. It is the position taken by those who have become accustomed to produce...and who disseminate their messages in and to a world which they address confidently.

(Kress 2010, p.23).

CASE STUDY 2: BRADFIELD DUNGWORTH PRIMARY SCHOOL

- Teacher: Chris Bailey
- Mixed Year 4 and Year 5 class
- Activity: 'Camp Cardboard', in liaison with a group of artists, 'Responsible fishing'

CAMP CARDBOARD

[ABOUT](#) [LINKS](#)

@ Bradfield Dungworth 18.06.12

June 18, 2012

Instagram Gallery

by Mr Bailey

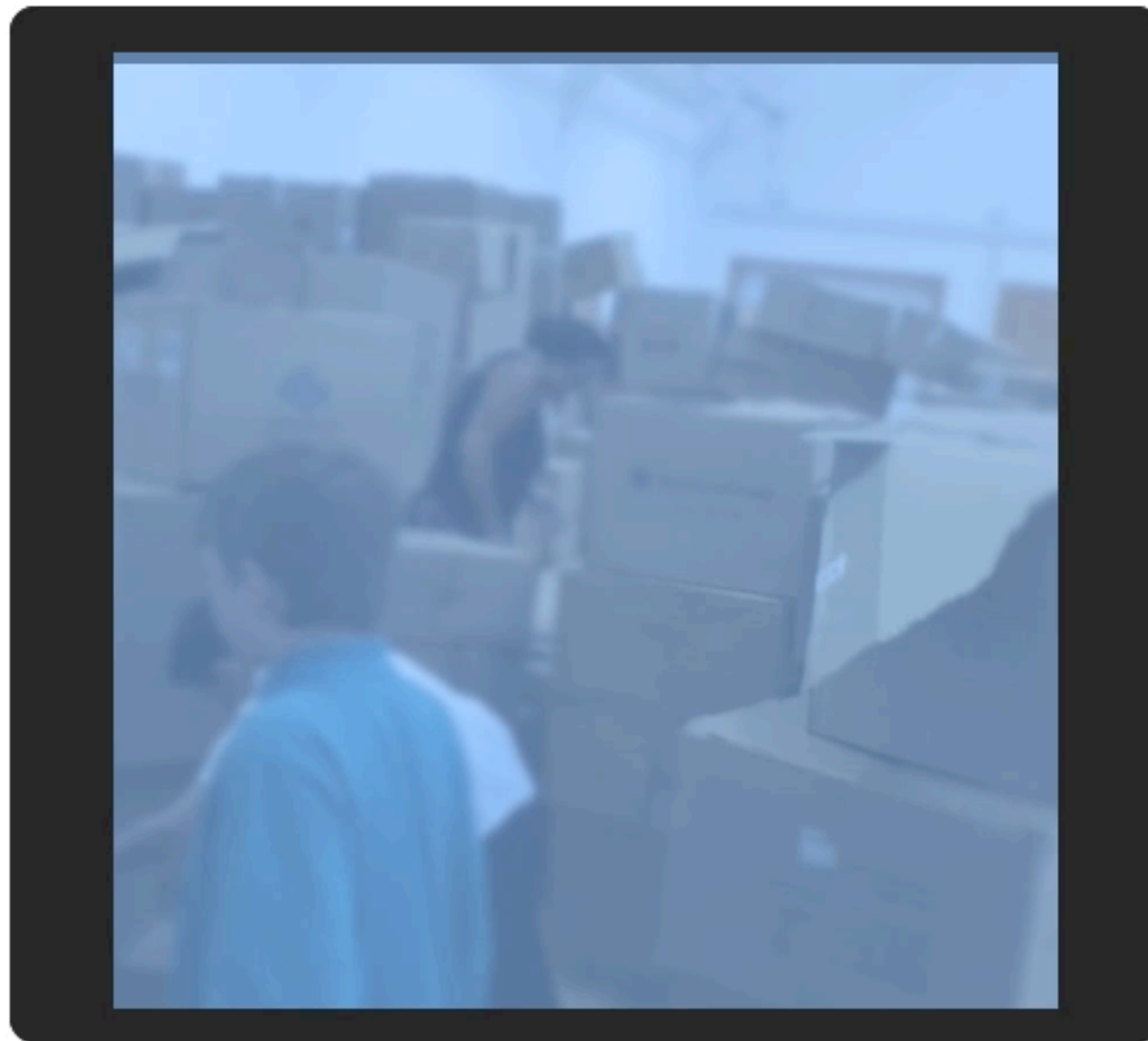
Here is a slideshow of the brilliant photographs taken by Class 4 during the day, using the Instagram app on the ipads and ipod touches.



Instagram Gallery

by Mr Bailey

Here is a slideshow of the brilliant photographs taken by Class 4 during the day, using the Instagram app on the ipads and ipod touches.



Camp cardboard (full video with voice

Share



More info



Camp Cardboard

@ Bradfield Dungworth 18.06.12



0:00 / 3:01



YouTube



Cardboard camp madness

by cardboardbs

Broke 1 wall on axidont on my own made 1 tunnel on my own and made a roof on a maze

Campcardbord is a camp we made out of cardboard

Everyone in the school was involved

Y1 wer last and wrecked it as if it was thare own playground Ow no





Sarah Brown

June 22, 2012 at 11:49 am

This looks brilliant – what a shame I was away and not able to explore Camp Cardboard too!

 [REPLY](#)



Stuart Maiklem

June 22, 2012 at 12:22 pm

What an amazing project. It looks like it was great fun to build and explore Camp Cardboard.

 [REPLY](#)



Fay Hield (Polly's mum)

June 22, 2012 at 12:55 pm

I love the photos – who ever took them really had their eye focused on something.

 [REPLY](#)

CASE STUDY 3: MONTENEY PRIMARY

- Teacher: Peter Winter
- Y2s
- Activity: Monster@Monteney



Monster @Monteney

Monster

Site news

(No news has been posted yet)

Available courses

Using Scratch: Creating My Monster



Using Scratch: Creating My Monster

Use "Scratch" to create your very own Monster. Add scripts to make him move, talk or play games.

You will need 'Java' installed to see the Scratch activities.



@

Topic outline

Using Scratch: My Monster

2. Let Us Create.....Our First Sprite

5. Let's Talk

1. Let Us Be.....A Computer Programmer

3. Our First Sprites

4. Making Them Move

6. Adding A Background



Monteney Aviary

Aviary EDUCATION

Monteney > Login

Scratch is a free download-
Click the link below

Scratch



Monster Music

Monster Music

Come and create
your own musical
masterpiece using
Monteney's Aviary
Suit.

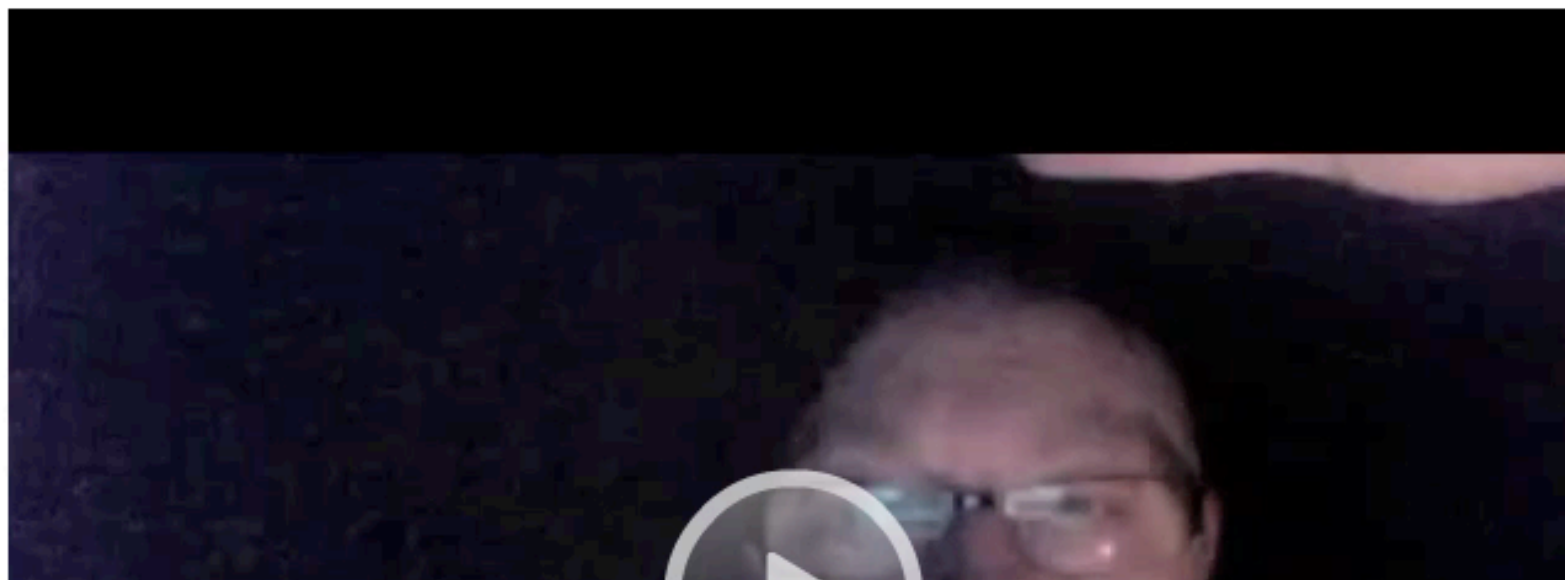


The Message

[Home](#) > [Courses](#) > [The Message](#)

Topic outline

The Message



Monteney Aviary

Aviary EDUCATION

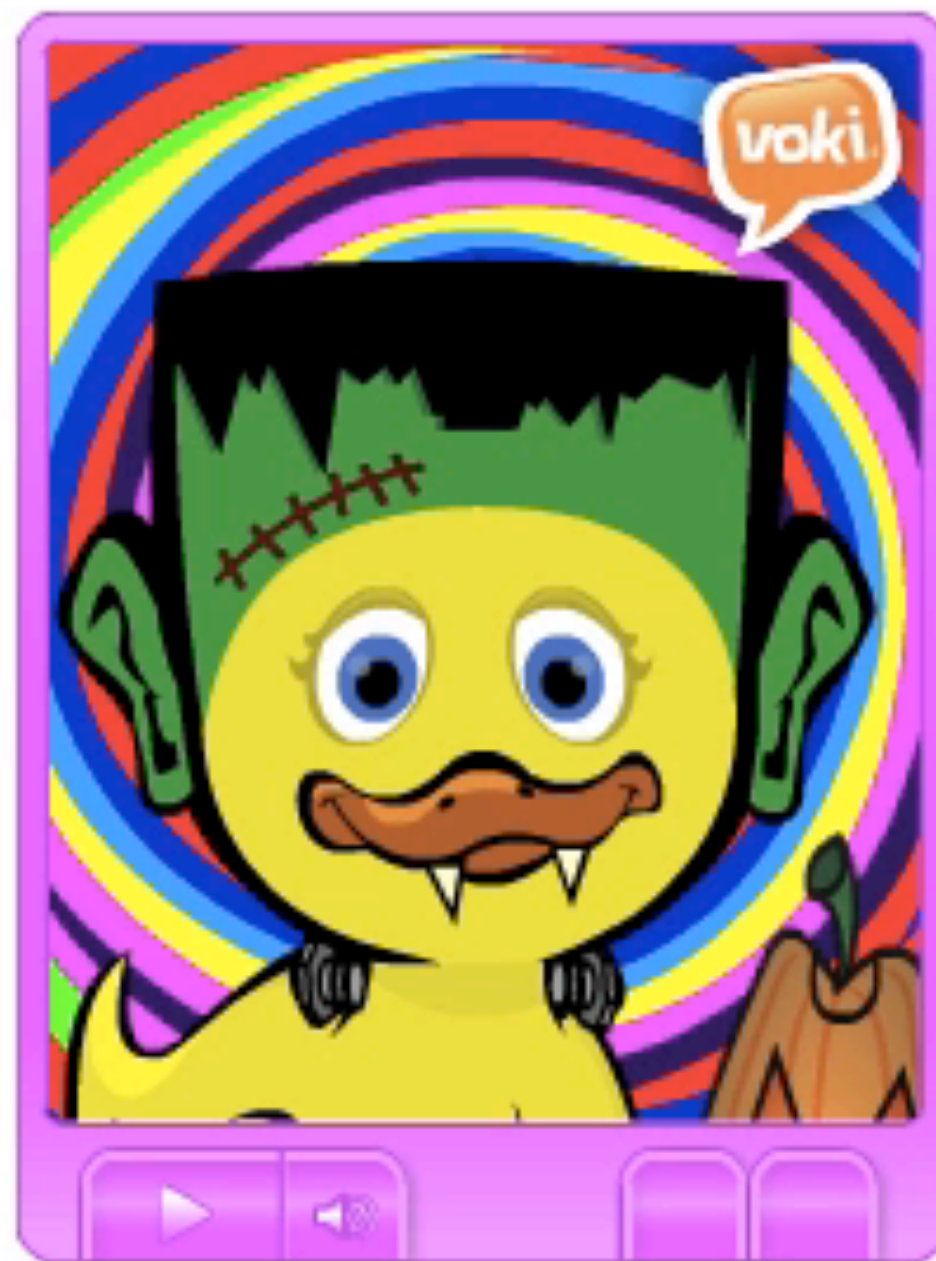
Monteney > Login



NAVIGATION



Monster Poems





v39



Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.

Digital literacy anatomised: practices in context



Digital Futures in Teacher Education?

- How could the work be used within within different ITE contexts?
- Where does this work sit in the current literacy policy context?
- (How) can they be used to foster creativity... and criticality?
- (How) can the work be used to interrogate notions of literacy....and definitions of 'digital literacy'?