

WP6 – Training Actions



Context:

This Training Action was taken from the list of best practices and fulfils the following Key Educational Factors: Relationships; Making sense and constructing knowledge; Assuming Roles; Metacognition; Individualities.

When students are forced to live in an unknown environment (e.g. moving to another city or being hospitalised) or they encounter a fundamental change in their living conditions (e.g. after a divorce or living with a severe disease) they feel alone and uncomfortable. Drawing can be a creative method to overcome these feelings in a great variety of ways. Normally, hospitalised children use crayons to draw pictures and to express their feelings, however, this can also be achieved using an app-based tool.

Additionally, children in hospital are separated from their classmates and their friends. They need a way to communicate with each other and to share common experiences.

There are several internet tools that combine drawing with collaborative functions to enable children to paint a picture from various locations at the same time. One such tool is “Drawing Together”, released by the app publisher “Tipitap”. It is available for iOS-devices in the App Store.

As the producers describe: “Drawing Together is a collaborative drawing app that allows you to connect with your children while drawing, colouring or playing during a live voice call.”

It provides the ability to draw pictures with brushes, pencils or spray guns in a great variety of colours and has an erase function of the last actions. They can also play games such as "Tic Tac Toe" with it.

Homepage:

<http://www.tipitap.com/drawing-together.html>

App Store:

<https://itunes.apple.com/us/app/drawing-together!/id676685014?mt=8>

Possible use in the HHE context

This system is very suitable for children with medical needs. Especially in the case of children with a long-term illness where the student can use the app to either draw by themselves or to play together with other children.

Hospitals and Home Tuition Schools can use the application for many different scenarios and purposes:

Drawing by oneself to cope with the new situation:

Sometimes it is good therapy to draw pictures to deal with a new situation – i.e., the hospital, the nurses, the doctors and the medical equipment. Sometimes it is easier for a young child to draw a situation than to talk about it. In the case of some (mental) illnesses, it can be better to blank out the world outside so that the child has the opportunity to calm down and to focus on more important things. Using the App, the child can save pictures and send them to others, e.g. their parents or friends. Medical and mental health practitioners can also use the paintings to learn about the children's feelings.

Drawing pictures with friends:

As an addition to normal classroom lessons, drawing together can be a good and unobtrusive start to keep in contact with classmates, using the app to draw a new common picture and to talk about it during the drawing process.

Drawing pictures as a common project in art lessons:

When children with medical needs have to stay in hospital or at home, they often have problems joining in with art lessons because they cannot practice painting or drawing in the hospital. With a collaborative drawing app they can draw a picture together with their classmates based on their teachers' instructions, e.g. "paint a bird" or "develop a coloured pattern consisting of different rectangles". During lessons, the hospitalised child can communicate with his or her classmates, find a common solution, and draw the picture. This could also be an interesting new way of painting for the whole class. The teacher has access to these paintings and can give qualified feedback.

What do partners need to implement the training actions?

1. To use "Drawing together" students and teachers need iOS-based mobile devices (iPads, iPhones, Macs) at school and in hospital/home. Other, similar tools are available for Android-based tablets and devices.
2. Internet connection (LAN or WiFi) is needed.
3. The app costs appropriately 2.00 Euros and can be downloaded and installed from the App Store.
4. Sign the "Private Policy & Parental Permission"
5. Establish connection with classmates by sending them a password.
6. Wait until the classmates respond to the invitation by filling in the password.
7. Start drawing and communicating.
8. Save the pictures.

Training

There may be a need for permission from school IT managers to install and maintain the app.

Staff who will be involved in teaching students online must be familiar with their chosen software. However, as the system is very user friendly, teachers and students will be able to use it almost immediately.

A training lesson (about 90 minutes) could have the following structure:

1. Introducing the tablet pc and the drawing app
2. Telephone call with the child in hospital
3. Finding groups with 2 or 3 children
4. Giving a task such as, "draw a picture that shows improvements for our schoolyard"
5. Establish contact with the child in hospital via the drawing app
6. Monitor the group that stays in contact with the child in hospital
7. At the end of the lesson the teacher can have a discussion with all the students about the pictures and the quality of the communication.

What do partners need to do?

Learning goals: By the end of the training actions and field work experience the **students** will have achieved the following targets:

1. The experience and knowledge of how to work with others who are in a different place.
2. The experience that an absent child with medical needs is still present in class.
3. Improve their skills in painting digitally.
4. Coordinating their actions during drawing, improving communication and social skills.

Learning goals: By the end of the training actions and field work experience the **teachers** will have achieved the following targets:

1. Experience of how to involve absent children in the lessons.
2. Experience in teaching digital painting.
3. Experience in remote communication.
4. Experience in teaching collaborative working.

Timescales

"Drawing Together" provides a good opportunity for both pupils and teachers to have some fun during lessons. For this reason, no fixed time schedule needed.

A lesson with students painting a picture together with a given task could last approximately 90 minutes.

Additional Notes

These training actions are based on the assumption that the staff involved may have no prior knowledge in online teaching. Where partners already have experience of online teaching, they may wish to explore more sophisticated methods and/or issues presented in teaching in real-time and online.

WP6 – Evaluation of Training Actions



What went well?	
What didn't?	
Additional Training needs?	
Advice for fieldwork experiences?	

WP6 – Evaluation of Training Actions

Real-time Distance Education

Appendix A – Possible software to use



Bednet system – this has been developed by Bednet for use in schools in Belgium and is already a tried and tested mechanism. The system rights belong to Bednet and as such are not available for other schools to use free of charge.

Moodle virtual classroom - <https://www.wiziq.com/moodle/>. There is a cost of \$23.00 per month after the 3 day free trial period has elapsed.

Skype – this is a basic way of communicating with pupils and allows real-time face to face contact with voice, but does not contain any particular teaching tools.

Adobe Connect - Adobe® Connect™ is a web conferencing platform for web meetings, eLearning, and webinars. It enables web conferencing solutions on virtually any device. It is what is currently used for the LeHo online meetings. <http://www.adobe.com/uk/products/adobeconnect.html>. There are also costs involved but Adobe has several different plans that might suit occasional users (see <https://service.adobe.com/cfusion/bots/purchase/index.cfm>).

Firefox Hello – this is a new development by Firefox which allows people to connect online with chat and video. https://www.mozilla.org/en-GB/firefox/36.0.1/hello/start/?utm_source=firefox-browser&utm_medium=firefox-browser&utm_campaign=settings-menu

BigBlueButton – this supports multiple audio and video sharing, presentations with extended whiteboard capabilities - such as a pointer, zooming and drawing, public and private chat, desktop sharing, integrated VoIP using [FreeSWITCH](#), and support for presentation of PDF documents and Microsoft Office documents. Moreover, users may enter the conference in one of two roles: viewer or moderator (teacher/pupil).

This does require some technical knowledge to set up, but has many features that can make the learning experience more interactive for the pupils. It is open-source and hence free to use and download.

<http://bigbluebutton.org/>

Google Hangouts – a social media type of app that is supported by Google and can be used on mobile phones and other portable devices as well as laptops and computers. It can be used to share photos, text and videos with friends. http://www.google.com/intl/en_ALL/+/learnmore/hangouts/

These are just a few of many possible software solutions available. As part of the training actions, you can use any of the above, or chose one that you already know and are familiar with. In any case, you should chose the one which is easiest for you to use and implement.