

## Lesson Activity Sheet

School:

Date:

Class Size:

Year Group:



**Application Used:** Book Creator

**Resources:** 15 iPad minis, interactive whiteboard or projector, iPad to VGA connector.

**Topic: CREATIVE MULTIMEDIA – Creating presentations combining a variety of information and media**

### Overview:

To learn how to use the Book Creator app / consider comic genre and how it can be replicated using the Book Creator app (To create a presentation for a specific audience)

### Week 4

### Learning Objectives:

- To select relevant designs and begin to explain choices
- To create a presentation combining a variety of information and media

### Learning Outcomes:

- Students will have the chance to review their work and consider the work of others.

## LESSON OUTLINE

### Starter input / activity (15 min)

iPads will be laid out around the classroom and pairs will have a chance to carousel (with a small amount of time on each to read the comics).

### Input –What makes a good comic? (10-15 min)

Having read all of the comics created, teacher holds a discussion with pupils around 'What makes a good comic?'. What works well, what needs to be avoided, etc.

### Activity (20-25 min)

Pupils, in different pairs to the ones that made the original Minecraft comic, use Book Creator to develop a short book called 'What makes a good comic?', setting out tips and hints for creating an effective comic on Book Creator.

### Plenary / Reinforcement (5-10 min at end)

The class comes together to share final thoughts on work covered. Teacher revisits the main learning objectives with the pupils.

## **Differentiation and Extension**

The final books created will be differentiated by outcome but all pupils should be confident users of the app by this stage.

Sound clips could be added to the books to add an extra dimension or to reduce the amount of text being added by some groups.