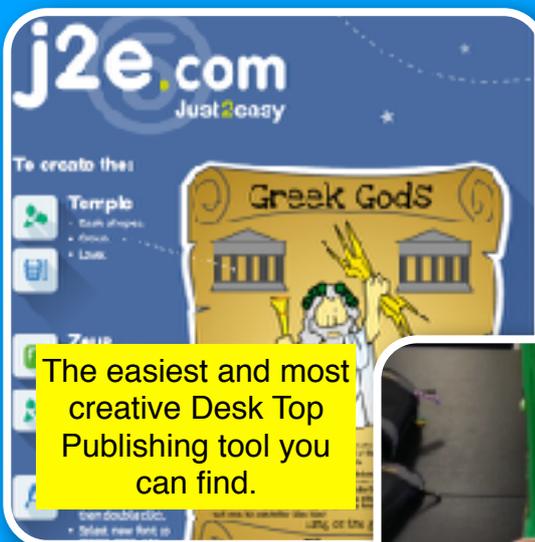


5 Computing Ideas for Literacy



The easiest and most creative Desk Top Publishing tool you can find.



Making interactive classroom displays



Easy green screen filming to get your pupils writing the action



Interactive stories as a starting point for creative writing



Motivating writing with an easy to use blogging tool

Meeting 3 - *New format*

5 ideas for LITERACY

The aim of this meeting is to look at 5 fantastic ICT ideas to really engage with the pupils and to support Literacy in your school.

In the past these Hub sessions were twilight meetings with a quick introduction to ideas but no time to try out and master some of the techniques. This time around we have changed the format so that colleagues have a chance to try out the resources and learn new skills. There will even be time to plan lessons to use back in school.

This meeting will be of particular interest for NQT's and school based trainee teachers. Of course all teachers are welcome and no ICT expertise is required. The best person to attend from your school might be the Literacy Subject leader.

Each Hub meeting is run by a teacher from your area along with a colleague from the ICT Team.

There are four to choose from:

**James Watson - Ponteland Primary School,
Thursday 23rd November, 2.00 - 4.00 pm**

**Jordan Graham - Meadowdale Academy, Bedlington,
Tuesday 28th November, 2.00 - 4.00 pm**

**Julie Newton - Tweedmouth West First School,
Wednesday 29th November, 2.00 - 4.00 pm**

**Andy Baker - St Michael's Primary School, Alnwick
Thursday 30th November, 2.00 - 4.00 pm**

In the session we will be exploring:

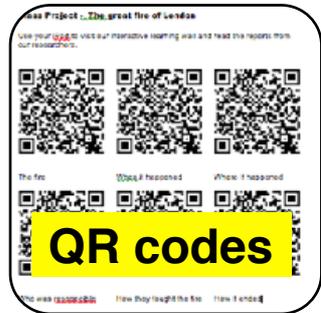
J2E - Make better use of the easiest and most creative Desk Top Publishing tool you can find. Share templates with your class. Work collaboratively to brainstorm ideas.

QR CODES - Find out how easy it is to make interactive classroom displays.

GREEN SCREEN - Try out green screen filming. Use this techniques to produce your own version of Treasure Island. Allow your pupils to do the script writing, directing and editing for our Treasure Island Competition

MYSTERY LIGHTHOUSE - Mystery Island is an example of an interactive story which can be used as a starting point for creative writing. Maybe your class would like to make a similar story themselves?

J2WEBBY - There has to be a purpose to writing. J2webby is an easy to use blogging tool which allows pupils to publish their ideas and share with a wider audience.



**For more information or to book your FREE place please email
sue.wild01@northumberland.gov.uk**