MrPICT.com

D.A.R.E.S
Dare to Innovate
Computing projects that inspire pupils to create and innovate.

Presentations KS2
App Prototype in Keynote
What is D.A.R.E.S

D.A.R.E.S is an innovative approach to teaching computing which encourages pupils to be critical thinkers, problems solvers and computational thinkers while creating purposeful content to demonstrate how learning can be applied across the wider curriculum.

Through these projects, pupils are able to deepen their knowledge of computing by applying it to solve problems and create content. These may take place in computing lessons over a half term with any spare lessons used for word processing or e-safety. This will then allow pupils to apply these creative ideas more regularly across the curriculum. We do not want to make these projects too prescriptive as we know some classes may need some more time to complete different elements. As teachers, you will know the ability of your class so please feel free to change or adapt these ideas to fit the ability of your class.

The stages which can be adapted into lessons are as follows:

**D** - **Design**: Pupils start to discuss the desired outcome for their project and are given time to tinker with the software before planning what they will do to achieve their outcome.

**A** - **Apply**: Pupils are given the opportunity to create, make and produce content using the app or software explored in the Design lesson(s)

**R** - **Refine**: Pupils spend time considering ways to modify and improve their projects to get the best results possible.

**E** - **Evaluate**: Upon completing their desired outcome, pupils are given the opportunity to reflect and consider how effectively they have achieved their goal.

**S** - **Share**: Learners are given the opportunity to publish and exhibit their work to the world embedding skills from the Digital Literacy curriculum.
Objectives Covered
The following objectives will be covered in this unit from the knowledge progression document available on MrPICT.com

<table>
<thead>
<tr>
<th>Strand</th>
<th>Year 5/6</th>
</tr>
</thead>
</table>
| **Word Processing/Typing**                                            | • I know how to confidently choose the best application to demonstrate my learning.  
• I know how to format text to suit a purpose.  
• I know how to publish my documents online regularly and discuss the audience and purpose of my content. |
| **Presentations, Web Design and eBook Creation**                       | • I know how to design an app prototype that links multimedia pages together with hyperlinks.  
• I know how to choose applications to communicate to a specific audience.  
• I know how to evaluate my own content and consider ways to improve. |
| **Photography and Digital Art**                                        | • I know how to edit a picture to remove items, add backgrounds, merge 2 photos                                                        |

Key Vocabulary
- Prototype
- Transition
- Animation
- Layout
- Duplicate
- Navigation
- Homepage
- Instant alpha,
What is needed:

The apps needed for this project are as follows:

**Keynote**

Click the app icon to access a tutorial video covering the basics of the app.

Google Sites or Microsoft Powerpoint can be used as an alternative.

**Keynote** or **Seesaw** can be used to type the planning and evaluation sheet.
Design

Share with the class an app such as https://apps.apple.com/gb/app/sky-sports-live-football-score/id325185696

Ask your class how do you think they were able to create this app? Explain that using the app Keynote, we can also design our own app prototype.

**Tinker Time** - First decide what type of app you want to create and use the project plan design page to sketch out a spider diagram or flow chart to map out the links and pages.

Give the class 15 minutes to explore the app Keynote, encouraging children to investigate all the different options, features and tools available. Use mini-plenaries regularly to encourage pupils to share what they have learnt. What top tips can they share with the class?

Come back together in a class and ask the children if they can see a way in which this app can help create a similar outcome to the example we explored at the start.

*Did anyone work out how to add different media and resize these?*
*How do I link an object to another slide in the presentation?*
*How to do I format, text/shapes/pages?*
*How do add slide transitions and animations?*

Explain to the class that we are going to try and design our own app prototype using Keynote.

Give children time to plan how they will create their App Prototype. Use the following template for them to use. Here’s a link to the Planning Template as a PDF to print or as a JPEG to complete digitally. Click the following link to watch a tutorial for how your pupils can complete the plan digitally.
My Computing Project Plan

What Will I Be Creating?

What Will I Need?

What Am I Going To Do?

My Own Steps For Success

1.
2.
3.
4.
5.
My Computing Project Plan

What Will I Be Creating and Why?
An interactive app prototype using Keynote

What Will I Need?
An iPad and the app Keynote.

What Am I Going To Do?
I am going to plan and design a number of slides on Keynote adding in shapes, changing the background and adding in images. I am then going to link texts, shapes and images to other slides in the project to create a working app prototype.

My Own Steps For Success
1. I can design slides in Keynote
2. I can format the background, add shapes and images to a slide.
3. I can link objects on a slide to different slide.
4. I can add animations when transitioning to slides.
My Project Plan Design
Apply

Give the class a couple of lessons to design their own app prototype on Keynote.

Click the app icon to watch a tutorial. There are also more keynote tutorial videos available on MrPICT.com

https://www.mrpict.com/keynote.html

The pupils can save their finished efforts to Seesaw - See Share Page.
Refine

Taking their keynote projects and their plans with their steps for success, ask the children to consider how they can now improve and polish their efforts.

Demonstrate how they can improve their keynote projects by:
- Testing all the links,
- Adding audio recordings on slides and using the animation order tool to make these play automatically.
- Making sure there is a link back home on every slide
- Formatting text, shapes, and images.

Once happy with their videos, the pupils can tap the play icon in the top right corner to test their app prototypes and ensure they work effectively. Using the screen recording feature on the iPad, they can capture a video of their app prototype in action.

Click here to watch an example of an app prototype created linked to Roman Soldiers.

The pupils can save their finished efforts to Seesaw - See Share Page.
Evaluate

Ask the children to take their plans created in the design phase and watch back their efforts and fill in the following form to evaluate their work. Here's a link to the Evaluation Template as a PDF to print or as a JPEG to complete digitally. Click the following link to watch a tutorial for how your pupils can complete the plan digitally.

When the work is saved to Seesaw, give children the opportunity to offer some peer-to-peer feedback as demonstrated in this video:
My Computing Project Evaluation

What Was I Trying to Achieve?

How Effective Was My Project?

What Did I Do Well?

What Challenged Me and How Did I Deal With It?

What Will I Improve Next Time?
Share

It is important to make sure the pupils save their work to a safe space online. We recommend Seesaw. The following links will share an in-depth tutorial for how to:

- Get started with Seesaw
- How pupils can take ownership of their learning
- How to give feedback through Seesaw.

Google Classroom can be used as an alternative, click here for a tutorial.

In uploading their work, it is important to make links to the Digital Literacy Objectives from the Progression Document.

Ask questions such as:
- Why do we want to upload this?
- What personal information are we sharing?
- Who will be able to see this work?
- Will this affect our online reputation in a positive or negative way?

If you want to share the children’s work beyond Seesaw to a blog or social media platform, explain to the children what you are doing and why. Again, use this as an opportunity to re-enforce some of the messages from the digital literacy curriculum.

Please feel free to tweet @ICT_MrP with your examples and we will feature them on the MrPICT.com/showcase page.