




3rd Local Workshop Implementation Report

January 2023



| COUNTRY | PARTNERS |
|---------|--|
| Spain |  |

1. Introduction

time period in which implementation took place / total number of practitioners delivering / number of teaching sessions / location(s) of teaching / total number of young people reached / ethnic/language background of young people

The third local workshop of students in inclusive learning through art was run over during **January 2023**, throughout 1 session focused for teachers (online) and **3 sessions focused for students, all face-face meeting.**

Local Workshops has been involved students from Escola art Olot and Integra school which included this activity to their current classes facilitating the implementation.

Due to the distance between partners, training to teachers was done online explaining the material to be held to students, type of plans, type of recording, different apps to be used in order to create a video... It was organized in 2 hours on 25/10/2022 attended by all partners. In addition, to complement the training, Blue Room Innovation was at the disposal to the partners in order to solve doubts and also created a [training presentation that was upload to the website](#)

This third edition of local workshops was held in Escola Art Olot and was attended by 15 participants, which worked in pairs during the first session and individually during second and third mixing and promoting collaboration between young learners and SEND (aprox 40%).



2. Explain how IO3 training has been organized and implemented

3rd local workshops planification start with Blue Room training on 25/10/2022 where guidelines for implementation where facilitated and also possible ways of implementation.

On 28/10/2022 BlueRoom sent all material need to be use during local workshops in order to translated it in each own language. The material was an interactive presentation which was made with an online tool (genial.ly). The presentation has theory of basic audio visual language, and it also presents two simple tools for editing videos (Canva y Cup Cat) that can be usefull while implementing the local workshops.

On the other hand it should be highlight that all the material and language of the presentation has been adapted for in order to be understood for any type student.

On January 2023 3rd local workshops where implemented in Catalonia, where students from un alumne de l'escola integra i un del'Escola d'art d'Olot where teached on how to create a video and then implemented all they

3. Explain how session runs

The three sessions of the workshop were held in the art school of Olot. The three different organizations that organize this event, coordinated among themselves to contribute their part and make the event go as well as possible.

4. Agenda of the Local Workshop

| Session | Activity Carried Out |
|------------------|---|
| Session Number 1 | <ol style="list-style-type: none"> 1. Welcome and workshop presentation 2. Presentations (each person presented their selfs with name, age, and additional info) 3. Viewing different types of videos and debate what the videos transmit. 4. Audiovisual theory, what types of shots there are and for what we can use each of them 5. Brainstorming and explaining what you like most about your daily basis. 6. In pairs (a pupil of the Integra school and one of the Escola d'art d'Olot) say how they would represent in an image the things they like 7. Create a 6-vignette StoryBoard where they draw the thinks that they like the most. |
| Session Number 2 | <ol style="list-style-type: none"> 1 Students bring videos recorded from home 2 Explanation of audiovisual theory. 3 While explaining how to edit a video with Canva, students are editing theirs. |
| Session Number 3 | <ol style="list-style-type: none"> 1. Finish editing the videos and teach how to put effects, text and special touches. 2. Present the videos of the different students. |

5. Description of 3 Day Activities

number and location(s) of ABEYGA sessions delivered during implementation / description of topic implemented / any themes that were particularly popular / any scenarios that were particularly successful / examples of good practice described in teacher logs and/or observation schedules

appendices or picture inserts: examples of scenarios created by teachers / classroom interaction / model resources used or developed by teachers / 2-3 example teacher logs

During implementation, **3 sessions** took place:

1st day, theory, planification, artistic part:

In the first session, all the participants who attended the audiovisual workshop were welcomed and this led to each of the participants being presented. In order to get into the theme of the workshop, the presentations were creative and different from the conventional, since each student and educator had to draw-himself and write things he liked and things he didn't. Once they all ended, They bought it with the rest of the group.



Once the presentations were finished, different types of video were shown (advertising spots, video clips, television programs.). Later it was discussed which had liked more, which had transmitted each of these among other things. Then a small explanation was made of the different types of plane that exist.



When the explanation ended there was a brainstorming where people had to think that things like their daily life apart from the sayings in the presentation. Later, couples (a student of Integra and another of the Art School of Olot) had to discuss how they would represent in images the things they like. Finally each student had to create a storyboard of 6 planes that they would like to have in their video.



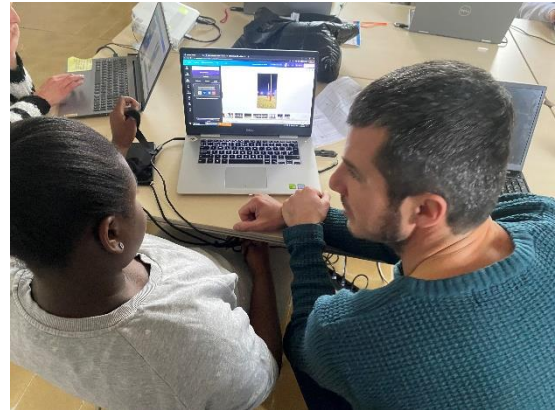
2nd day, theory, planification, artistic part:

On the second day the students carried videos recorded from home (implementing what they learned in the previous session).

At the beginning of the season, a theoretical explanation on audiovisual language was made, this was more extensive than that of the first session, although it was very dynamic and a presentation made with the program Genial.ly. The vocabulary used was adapted so that all the students of the workshop understood it and could apply what was taught in their final video.



The presentation ended explaining two tools that students could use to edit their Videos (Canva and CupCut). So, once the explanation was finished, it was linked with a Canva Training in els that taught how to edit Videos with this tool. While explaining and teaching the process of how to edit, the students with their computer and the videos they had brought from home, were creating their final project.



3rd day final session of our creations, sharing with our

The last day, was a more dynamic day than the first two sessions, as there wasn't a theoretical explanation. When the students arrived, each of them took their computer and started to work on the last details of their video. A bit of explanation in how to put music, special effects and others was done... So the students where editing their video while making questions.



When all the students finished the edition of their video, they sent it to the contest form. Once all of them were collected, the videos were presented in a projector so all the students could see the results of this workshop.



6. Outcomes & Evaluation of the Teaching

Summarise the feedback from student focus groups / analysis of competence ladders / teachers post-intervention surveys

Describe any challenges, particular successes and lessons learned

The questionnaire facilitated and agreed by all consortium was sent to all participants in our national language, Catalan.

Evaluation Link: <https://forms.gle/NXtD9kBKxAi3wiSm6>

The satisfaction of attendance was very good, almost all participants rated the workshop 5 points out of 5. They consider that the workshop has been an interesting and their satisfaction has been good.

All attendance list are included in Annex II and evaluation results in Annex III



7. Conclusions

Summarise in 3-4 sentences your experience of organising EAR implementation in the classroom and mention anything you would particularly like to highlight

The first Local Workshop aimed to know different concepts of audiovisual language and how to use video editing tools, as well as to put into practice the knowledge acquired during the first two sessions of the local workshop to each student create a video.

The main goals for the workshop were:

1. To approach teenagers to audiovisual knowledge and teach them to create a video.
2. Creating a multi-level activity where participants with and without SEND could work in equal conditions.
3. Creating a context where participants could express themselves and cooperate with partners with different abilities.

The feedback received from all participants (the teenagers and their teachers) was very positive.

As for the organisation, cooperation between Blue Room Innovation, Joan XXIII-Integra and Escola d'Art d'Olot has been a very positive experience, making it possible to join efforts and develop a more ambitious workshop thanks to each one's expertise in their own field.