

Learning Scenario

Multimedia - 6th grade Computer science through Footloose Musical

To see the original scenario follow the [link](#)

Language(s): English

Domain: ICT>Graphics and sounds, Special Educational Needs>Well Being / Emotional Literacy>Self-esteem, Special Educational Needs>Gifted and talented>Projects, emotional and social difficulties (BESD)>Motivation, Special Educational Needs>Behavioral, Music>Music Education>Notation / Music Theory / Harmony/Musical Morphology, ICT>Processing text & images>Creating & editing images, ICT>Media>Multimedia, ICT>Media>Animation, ICT>Digital Products>Working with cameras & video, ICT>Media>Internet>Web 2.0 tools, ICT>Media>Internet>Social networking

Author(s)

Name: Ana Budojević **Organization:** Osnovna škola Gornje Vrapče **Role:** teacher

Description/ main idea



Educational objective	setting up the Footloose musical (duration -2hours)
Learning objectives	<ol style="list-style-type: none"> 1. to develop understanding, interest, respect for native language 2. to develop the ability of public speaking and public events 3. learn to create animations and posters, record and process video and audio clips and to process digital photos 4. to develop a sense of rhythm, exactly reproduce the rhythm, the right tempo, dynamics and measure while singing 5. designing and creating a scenery acquire and develop skills and master the art techniques, as well as develop aesthetic values.
Educational objectives	<ol style="list-style-type: none"> 1. realize the consequences of their own and others manners and behavior 2. accept the rule of collaborative relationships in the group, solidarity, courtesy, mutual support and accept the diversities 3. develop responsibility, execute given tasks

Phases & Activities

1. Phase 1

The main role of this phase is to motivate students.

Visiting the theater to see the original musical Footloose (BGlad production) as a part of the Croatian language (media culture) class.

On the professional casting having to choose the actors for school musical. The guests, which will help to choose our actors, will also be the actors from the Footloose musical ([Nikola Milat](#), [Lela Kaplowitz](#) and [Bojan Jambrošić](#)) and one of the musical producers, Tadija Kolovrat.



Click on photo

1.1 Watch the Footloose musical BGlad production

Description

Students visiting the theater to see original Footloose musical ([BGlad](#) production) as a part of motivation.

Duration

4 Hours

1.2 Casting with guests (actors and producer)

Description

Students have to act, sing and dance at the casting. Our special guests ([Nikola Milat](#), [Lela Kaplowitz](#) and [Bojan Jambrošić](#)) contributed to the real Broadway atmosphere and have additionally motivated the students.

By clicking the link below you can see the 6. A grade performance

[//www.youtube.com/embed/yXsgrhUurCQ](https://www.youtube.com/embed/yXsgrhUurCQ)

Duration

2 Hours

2. Phase 2

Performing acts 2 hours weekly

Customizing scenario (text)

Learning the text scenario

Drama and stage musical preparation

2.1 Customizing scenario (text)

Description

While students are trying to memorize the text it is very important to motivate them constantly.

Duration

20 Hours

2.2 Drama and stage musical preparation

Description

After the students have memorized the text, we have to start with the rehearsals. During the rehearsals we have connected students from 6th And 8th grade, isolated and introverted students. Students demonstrate their willingness, effort and sense of togetherness for creating their musical.



GALERY

Duration

40 Hours

3. Phase 3

Computer science subject- learn the multimedia objectives in 6. grade

[Record the students interview about the musical impressions after seeing the show and make the video in Windows movie maker.](#)

[Create animated gif with Footloose theme](#)

Publishing all events about musical on the [school web](#) site and [musical Facebook page](#)

[Practice singing and record musical soundtrack in professional recording studio-see the professional sound processing](#)

Participate in the **Croatian Radiotelevision** show [Puni krug](#)

3.1 Interview-video processing

Description

During **Computer science class** students adopt the rules of video processing in Windows Movie Maker. Videos they have made you can see on the musical Facebook page or in the other phases of this scenario.

[Video 1](#)

Capture premiere performance with camera, make DVD and its cover.

Tools

Hardware Tools: Computer, Projector, Camera, Headphones, Microphone

Duration

2 Hours

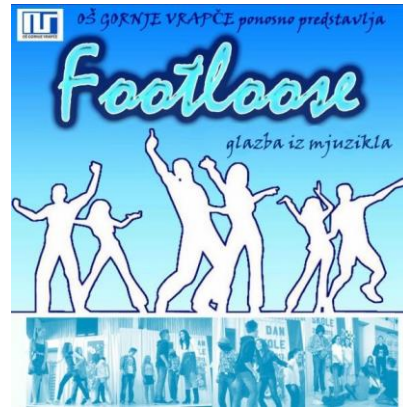
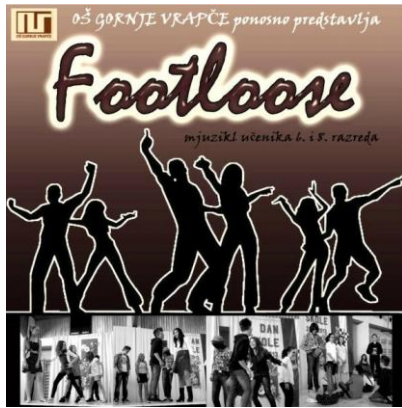
3.2 Creating animated gifs

Description

Computer science- multimedia

Learn to work in Easy Gif Animator; digital image processing, creating posters and covers for soundtrack and DVD in Pixlr express, Pixlr Photo editor and Glogster .

[Create animated gifs with Footloose theme](#)



Tools

Software Tools: Search engines Web browsers Email Pixlr editor Pixlr express Glogster

Hardware Tools: Computer, Headphones

Duration

2 Hours

3.3 Internet and Social Media

Description

Students discover the purpose of social networking in education and dissemination of information by creating a Facebook page "Footloose mjuzikl OŠ Gornje Vrapče" where they are systematically posting all events and information about the musical.

Publishing all events about musical on the [school web](#) site and [musical Facebook page](#)

3.4 Processing and recording audio

Description

Students adopt the rules of rhythm and melody. They sing and reproduce the rhythm correctly.

In professional recording studio they record musical soundtrack. Students meet professionals who process music with professional software and professional equipment. In school they adopt rules of sound processing in Audacity.

[Practice singing and record musical soundtrack in professional recording studio-see the professional sound processing](#)

[Post by Footloose mjuzikl OŠ Gornje Vrapče.](#)

Duration

18 Hours

3.5 Croatian radiotelevision show Puni krug

Description

The Croatian radiotelevision team visited our school. Students could see the professional equipment. With cinematographers they exchanged knowledge. The reportage about preparing musical was recorded and will be played on national TV.

[Post](#) by [Footloose mjuzikl OŠ Gornje Vrapče](#).

Duration

2 Hours

4. Phase 4 Making the scenery

Making a scenery

Collect material and paint the scenery

Student search the internet to find place and price for materials they need in building scenery. Professors buy material. Students learn specific art techniques during painting canvases.

5. Phase 5 Premiere

On stage students show the product of their hard work. They capture show with cameras. Money for the costs of professional technical equipment have collected students by selling soundtrack, dvd , posters, jewelry with Footloose motif.

"Our" Footloose has enabled all participants, showed that school can be an oasis of fun, joy, creative leisure time, socializing and learning in several ways. The musical has strengthened school culture, but also the community in which the school operates, which was proved during the premiere show with full hall of proud parents, friends, neighbors, teachers.

See the little part of it in this [video](#).

[Iz medija](#)



Learning objectives**Cognitive - Process:**

To remember: learn to create animations and posters, record and process video and audio clips and to process digital photos; develop a sense of rhythm, exactly reproduce the rhythm, the right tempo, dynamics and measure while singing; designing and creating a scenery acquire and develop skills and master the art techniques

To think critically and creatively: develop esthetic values

Affective:

To respond and participate: to develop understanding, interest, respect for native language; to develop the ability of public speaking and events; realize the consequences of their own and others manners and behavior; accept the rule of collaborative relationships in the group, solidarity, courtesy, mutual support and accept the diversities; develop responsibility, execute given tasks

Psychomotor:

To adapt and perform creatively

Grade & Age

6th and 8th grade; 11-14 years

Keywords/subject

Processing sound, video, digital photo, rhythm, dynamics, esthetic values, public event

Ana Budojević, Computer Science teacher

OŠ Gornje Vrapče, Zagreb

web page: <http://anabudojevic.wix.com/anab>