

NEW: USING DIGITAL TECHNOLOGY TO ENHANCE PERFORMANCE IN GCSE CLASSICAL CIVILISATION

CODE 8031

ABOUT THIS COURSE

This course is a new course focusing on using digital technology to enhance performance in GCSE Classical Civilisation. Fresh, exciting, stimulating, the course moves beyond the conventional use of IT to explore and provide practical new approaches, ideas, and strategies to using digital technology transform teaching, learning and overall performance in Classical Civilisation, and to inspire a passion for the subjects in students.

PROGRAMME

Overview – The Wow Factor of using digital technology in GCSE Classical Civilisation

- The introductory session will introduce fresh approaches to using digital technology in the classroom, moving beyond conventional use of ICT to address how many of the more effective tools can transform teaching and learning in the classroom.
- As well as examining how digital devices can inspire a passion for the subject, we will discuss how to invigorate conventional approaches to classroom instruction through digital technology.
- In addition, we will investigate how using digital tech can both improve productivity and alleviate the burdens of teacher workload

Discussion: coffee break 10.50 – 11.10am

Using Digital Technology creatively in Teaching Thematic Content

- This session will focus on the practical aspects of using digital technology to improve engagement with both Mythology & Religion and Women in the Ancient World topics. We will explore how student engagement packages can bring the content alive, enabling the student to interact with the material on more personal level, as well as helping the teacher to establish which areas of study require reinforcement.
- We will also look at a range of apps that can assist students in learning the extensive amount of material required for both topics.

Lunch and informal discussion 12.30 – 1.30pm

Teaching Literature and Culture creatively using Digital Technology

- Researching different approaches to studying the Homeric World, Roman City Life and War and Warfare.
- Exploring creating collaborative documents and interactive notes that provide extensive instruction and consolidation of all the prescribed material.
- A look at the best way of ensuring recall of the finer details, moving from the use of digital flashcards to the implementation of a digitalised Spaced Repetition System such as Anki.
- Packages, such as No More Marking, that can potentially improve students' abilities to evaluate the material

Using Digital Technology Creatively to Expand Imagination

- This session will focus upon the creative use of a range of tools to motivate and engage all students in the classroom
- Which tools empower pupils to create more imaginative responses to the stimulus of the ancient world.
- A look at gamification, and how tools such as Gimkit, Quizizz and ClassTools can be used creatively to develop a passion for the subject, as well as making the more difficult and abstruse aspects of the subject far less imposing

Discussion: afternoon tea 3.00 – 3.05pm

The Exams- Using Digital Technology for Retrieval and Recall

- The final session will detail the practical aspects of digital technology to prepare for examinations.
- We will evaluate the most effective of the many tools available for retrieval practice, as well as considering the optimum approach for improving revision.

LOCATION/DATE

London

Monday 02 November 2020

COURSE LEADER

Alan Chadwick is Head of Classics at the City of London Freeman's School. He has developed his own Latin teaching website – CyberCaesar. Since implementing a variety of digital strategies towards learning, student recruitment figures have doubled and 97% of pupils have achieved A*-A grades at GCSE.

WHO SHOULD ATTEND?

- All teachers of GCSE Classical Civilisation

BENEFITS OF ATTENDING

- Moving beyond the conventional – take away fresh approaches to using digital technology in the classroom
- Gain approaches to using digital technology to improve engagement with both Mythology & Religion and Women in the Ancient World topics
- A look at a range of apps that can assist students in learning the extensive amount of material required for both topics.
- Take away creative strategies for teaching Literature and Culture using DT
- Also take away different approaches to studying the Homeric World, Roman City and War and Warfare.
- Find out more about the creative ways in which a range of DT tools can be used to empower pupils to create more imaginative responses to the stimulus of the ancient world.
- Exam preparation – what are the most effective ways to use many of the range of DT tools available for retrieval practice, revision, and more