




3rd Local Workshop Implementation Report

January 2023





COUNTRY	PARTNERS
Spain	

1. Introduction

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

On behalf of the Catalan partners, the 3rd Local Workshop involved students from Escola d'Art d'Olot and Joan XXIII - Integra school, which included this activity in their regular classes in order to facilitate the implementation.

Due to the distance between partners, training to teachers was done online explaining the material to be handed to students, types of shot, types 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 uploaded to the website](#)

The workshop itself was held at Escola d'Art d'Olot with 15 participants (about 40% of which with SEND), who worked in pairs during the first session, and individually during second and third. This way the collaboration between different types of learners was promoted.





2. Explain how IO3 training has been organized and implemented

The planification of the 3rd Local Workshop started with Blue Room training on 25/10/2022 where guidelines for implementation were facilitated and also possible ways of implementation.

On 28/10/2022 BlueRoom sent all the necessary material for the workshops, in order to have it translated into each partner's 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 and CapCut) that can be useful while implementing the local workshops.

It is important to point out that all the material and language of the presentation was adapted in order to be understandable for all types of students.

3. Explain how session runs

The three sessions of the workshop were held at Escola d'Art d'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.

The first two sessions had a space to know the participants each other, a theoretical part and, finally, a more practical one. The last session was dedicated to finish the editing and sharing the productions between all the participants.





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. Introductions: each participant introduces themselves by drawing a self portrait on the table, and writing their name, age, and what they like best of their everyday life. 3. Projection of several videos related to the topic (“things I like of my daily life”) and debate on what the videos express. 4. Audiovisual theory: types of shots and uses of each type. 5. Brainstorming and explanation of what you like most about your daily life. 6. In pairs (one student from Integra school and one from Escola d'Art d'Olot) discuss how they would represent the things they like in an image. 7. Create a StoryBoard with the design of the different shots of the video.
Session Number 2	<ol style="list-style-type: none"> 1 Students bring videos, photographs and sounds from home 2 Explanation of audiovisual theory and editing technique. 3 While explaining how to edit a video with Canva, students start editing theirs.
Session Number 3	<ol style="list-style-type: none"> 1. Finish editing the videos. 2. New tips on how to add effects, text and special touches. 3. Present the videos of the different students.



5. Description of 3 Day Activities

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 introduced. 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 themselves and write things they liked and things they didn't. Once they all finished, they shared it with the rest of the group.



After the introductions, several videos were shown (advertisements, video clips, short films, television programs). Then there was a discussion about their impressions and opinions on the videos. After that, a short explanation was made about the different types of shot that exist.



When the explanation ended there was a brainstorming where participants had to think of what things they like from their daily life, apart from what they said during the presentation. Later, couples (one student from Integra and another one from Escola d'Art d'Olot) had to discuss how they would represent in images the things they like. Finally each student had to

create a storyboard in order to start planning their video.



2nd day, theory, planning, artistic part:

On the second day the students brought videos recorded during the week (implementing what they learned in the previous session).

At the beginning of the session, 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.



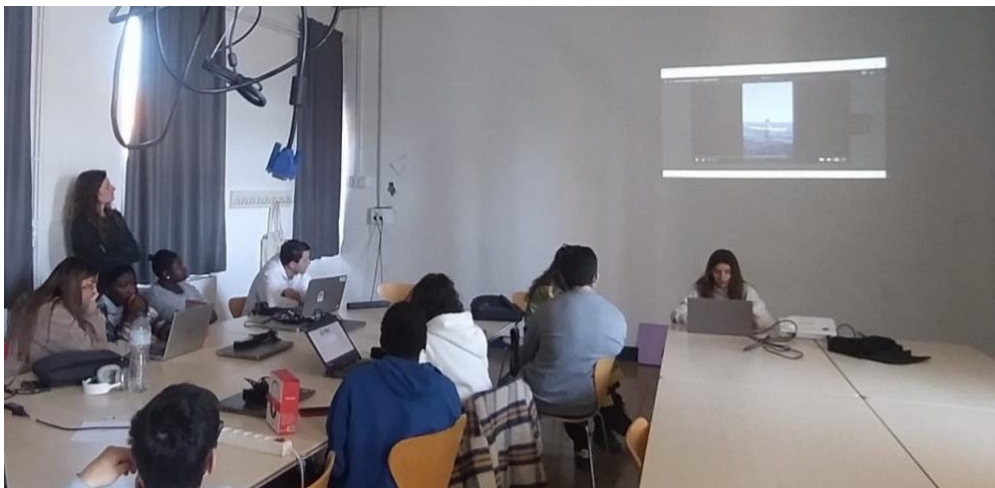
The presentation ended explaining two tools that students could use to edit their Videos (Canva and CapCut). So, once the explanation was finished, it was linked with a Canva Training that taught how to edit Videos with this tool. While explaining and teaching the process of how to edit, the students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

3rd day final session of our creations, sharing between participants:

The last day was more dynamic 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. Some tips were introduced about how to add music, special effects and others. So the students where editing their video while asking 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

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



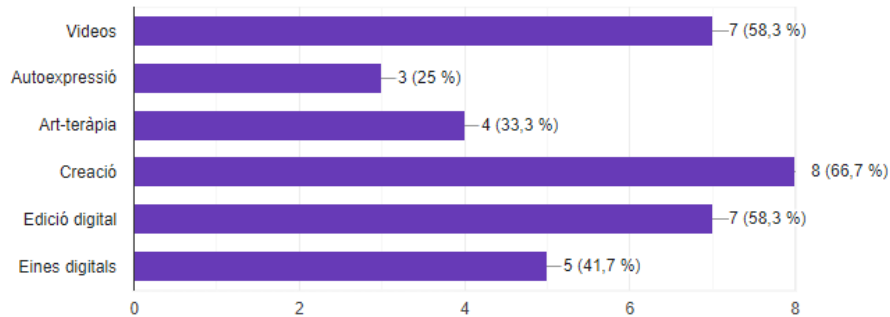
has been good.

Also regarding learning contents, the most appreciated were creation, videos, digital editing and digital tools, which means that we reached our objectives of evaluating videos from IO3

5. Quines de les característiques següents et vénen a la ment quan recordes l'experiència d'aquest taller? (més d'una opció)

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12 respuestas

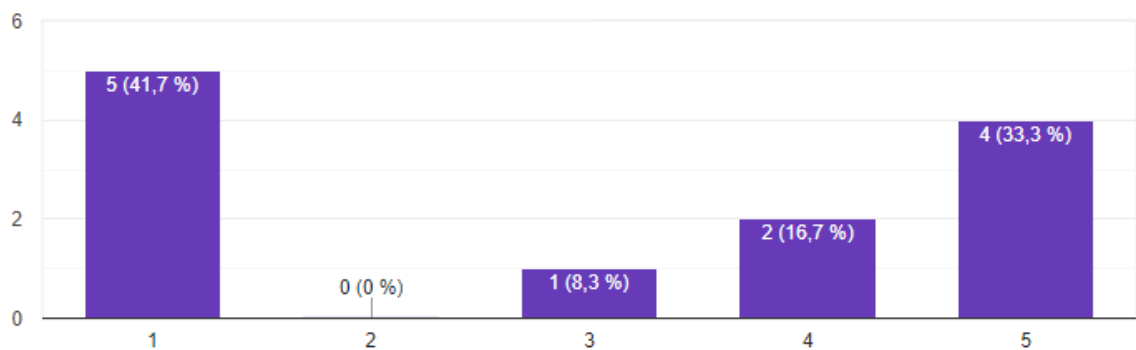


However, checking the difficulties, for half of students it was difficult to understand the content of the local workshops. With this we understand that a better adaptation of the contents is needed for future sessions of the workshops.

8. Dificultats per comprendre el contingut

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12 respuestas



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





7. Conclusions

This Local Workshop was aimed at learning different concepts of audiovisual language and video editing tools, and putting it into practice by creating an original work.

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 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.

