



kinia

Ní Saol go Foghlaim

STEAM Training

WHO IS THIS FOR

This course is for any youth workers or educators interested in learning how to use STEAM activities to engage young people in fun, creative projects - and doesn't know where to start!

In-Person Training

- Learn by Doing Approach, 7 hours per day.
- 1 day Training for fundamental skills (e.g. Circuits, Soldering, conductivity)
- Maximum of 12 participants per training group

Online Training

Learn by doing approach. 4 hour course delivered online over 2 weeks.

- Week 1 (2hrs) - STEAM & Fundamentals
- Week 2 (2hrs) - 3D Design and VR basics

Key Learning Outcomes

1. What STEAM is and how it can build creativity, problem solving, innovation and lots more skills in young people!
2. Understand the principles of tinkering and making.
3. Understand the principles of inquiry and problem based learning.
4. Learn the basic fundamentals of circuits, soldering other technical skills.
5. How to design and plan a STEAM project to run with young people.



Mobile Filmmaking

WHO IS THIS FOR

Discover the essentials of smartphone video production with our Mobile Filmmaking course. Designed for teachers, youth workers and volunteers, this course blends a little technical know-how with project ideas to engage young people in fun and creative learning activities using a mobile phone.

In-Person Training

- Learn by Doing Approach, 7 hours per day.
- 1 day Training for fundamental skills in Mobile Filmmaking (e.g. planning, production and editing.)
- Maximum of 12 participants per training group

Online Training

- Learn by Doing Approach. 4 hour course delivered online over 2 weeks.
- Week 1 (2hrs)- Introduction to Mobile Filmmaking (How to create a film)
 - Week 2 (2hrs) - Post Production (How to edit and use the footage you record)

Key Learning Outcomes

1. How to build digital creativity, innovation and lots more skills in young people.
2. Understand the principles of filmmaking and editing.
3. How to design and plan a mobile filmmaking project to run with young people.
4. How to use free and low cost apps for photography, filmmaking, storytelling
5. How to use equipment (tablets, smartphones, microphones, rigs, lighting, etc.) to record, edit, and publish short films.



Audio & Podcasting

WHO IS THIS FOR

For youth workers and teachers interested in using creative media to inspire young people to make creative, innovative projects. From planning to editing podcasts, educators will have more confidence when recording audio.

In-Person Training

- Learn by Doing Approach, 7 hours per day.
- 1 day Training for fundamental skills in podcasting (e.g. planning, using phone to record, publishing podcast, etc.)
- Maximum of 12 participants per training group

Online Training

Learn by Doing Approach. 4 hour course delivered online over 2 weeks.

Week 1 (2hrs)- Introduction to Podcasting (How to create a podcast)

Week 2 (2hrs) - Post Production and equipment (How to edit and use basic recording equipment)

Key Learning Outcomes

1. Confidence in dealing with audio recording through working on podcasts
2. Understanding how to improve a recording by focusing on the sound
3. How to edit an audio recording
4. Understanding equipment for podcasts and how to use them
5. Understand how to use these skills in the classroom and link them to the curriculum or youth club



An Introduction to Computer Science

WHO IS THIS FOR

This course is for any youth worker or educator who is interested in learning how to use the fundamentals of Computer Science to engage young people in fun, creative and innovative projects.

In-Person Training

- Learn by Doing Approach, 7 hours per day.
- 1 day Training for fundamental skills (e.g. computational thinking, block coding, circuits)
- Maximum of 12 participants per training group

Online Training

Learn by Doing Approach. 4 hour course delivered online over 2 weeks.

Week 1 - Computer science and Scratch coding (Understanding the basics of block coding)
Week 2 - Fundamentals of MakeyMakey and Skribots (Connecting computers and circuitry for real-world projects)

Key Learning Outcomes

1. The fundamentals of Computer Science (CS) including online, offline and non computer based CS.
2. Explore Scratch from a young person's perspective and build a storytelling project.
3. Understand the link between coding and robotics/real world projects.

4. A new approach to facilitate learning.
5. Understand how to plan and facilitate a CS program that is flexible and versatile enough to be adapted to change

