

# Artefact

## About the Module

In this module students investigate mystery objects, from varying periods in history. They construct several possible explanations for the origins and use of the object. These are put forward using a multimedia presentation created in MS PowerPoint, featuring animated characters as presenters from Vox Proxy.



The presentations will be carefully planned and reviewed. Students will learn to find and select appropriate images and text to support their explanations. These will be used in conjunction with the animated characters which students will programme to present the information and speak persuasively to the audience.

The final presentations will be shown to the group and used during a game show scenario in which opposing teams try to guess the true explanation of the mystery object. Finally, the groups will give each other feedback on the presentations style and content.

## Key Vocabulary

Accuracy, bias, audience, internet, index, bias, hyperlink, PowerPoint, Vox Proxy, presentation, multimedia, planning, storyboard, constructive criticism, refine, preview, review, visual effect, sound effect, background, thumbnails, instructions, control, sequence, program, animation.

## Desired Learning Outcomes

During this module students will learn to:

- Plan a presentation;
- Collect appropriate resources;
- Manipulate images to prepare for use;
- Construct a multimedia presentation;
- Insert text and images;
- Format text appropriately for a specific purpose and audience;
- Select and create backgrounds;
- Add sound effects, animation and transitions;
- Program an animated virtual presenter;
- Create sequences of instructions to control the movement and speech of the animated character;
- Consider the audience when selecting material to include;

- Reorder slides within a presentation;
- Collaborate and adopt a systematic approach to complex tasks;
- Evaluate and improve their presentations.

### Curriculum Links

<p><b>NC ICT</b>          Finding things out 1abc          Developing ideas and making things happen 2a          Exchanging and sharing information 3ab          Reviewing, modifying and evaluating work as it progresses 4abc</p> <p><b>QCA ICT</b>          KS2 5C Evaluating information, checking accuracy and questioning plausibility          KS2 6A Multimedia presentation          KS2 6D Using the internet to search large databases and to interpret information</p>	<p><b>NC Subject links</b>          English - Writing - Composition 1ace          English - Speaking and listening - Speaking 1abc          English - Speaking and listening - Group discussion and interaction 3abcde          English - Speaking and listening - Drama 4a          History - Chronological understanding 1b          History - Historical enquiry - 4ab          History - Organisation and communication 5abc</p>
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### Expectations

By the end of this module students will have taken part in creating a multimedia presentation that they have planned using storyboards. They will also have added an animated character and programmed him/her to introduce information on-screen.