



## Booktrailer

Film Festival

### Provisional agenda – Workshops and Booktrailer Film Festival

#### 18<sup>th</sup> September

9,30 to 11,10 - *Presentation of the book our students are going to read, critical reading*

11,10 *Break*

11,30 – *Students select the tool they are going to use and they prepare the materials*

13,10 - *Break*

14,30 - *Lunch*

17 h. –*Visit to A Coruña*

#### 19<sup>th</sup> September

9,30 – *We create Apps*

11,10 – *Break*

11,30 - *Creation of Apps continue*

13,10 – *Break*

14, 30 - *Lunch*

#### 20<sup>th</sup> September

9,30 – *Creating booktrailers with the iPad*

11,10 – *break*

11,30 - *training continues*

13:10- *Break*

14,30 – Lunch

## 21<sup>st</sup> September

9,30 – Creating our videos

11,10 – Break

11,30 – Visit of the authorities

13:00 h – Watching videos in Cerceda Auditorium

## Día 22

### **Provisional agenda - Workshops and Booktrailer Film Festival**

**22nd september 2017- University of Santiago Facultad de Educación Sciences- USC**

*In the morning there will be 3 parallel workshops on different topics. The participants can choose between the 3 options. The activity is open to teachers and students.*

*Participants will receive a certificate of attendance and the Europass.*

**9:30- Wellcome from Spanish authorities**

#### Workshops

Workshop Booktrailers- 10:00	Workshop de Booktrailers- 10:00	Workshop Phenology - 10:00
Workshop " <b>Mobile Cinema</b> ": the objective is to teach students/teachers that they can make their own videos without money or professional means. It would be practical to create a small argument group, the structuring of plans, lighting with homemade light sources and the "shooting" of a small booktrailer.	Learn to create Apps. We create the " Booktrailer Film Festival App"	Workshop of mobile app use and geolocation tools with the objective of observing, learning and analyzing data on nature. An educational app and an open geomap will be used as well as examples of activities to apply. Teachers will develop their own materials appropriate to their context and curriculum.
<b>Break 11:30</b>	<b>Descanso 11:30</b>	<b>Descanso 11:30</b>
<b>Workshop "Stop Motion":12,00</b>	<b>Taller de APPS</b>	<b>Workshop: Augmented reality</b>
The objective is to bring students/teachers this technique of animation, one of the most likely for the amateur filmmaker, as it does not require molding character or previous knowledge of animation. Starting from a book previously selected and using plastic dolls and some elements of props,	"We create our Booktrailer" with the Ipad "	Workshop of <b>Augmented Reality</b> applied to the learning of the Natural Sciences. The objective is for teachers and students to learn to elaborate augmented reality materials for the study of natural sciences. Teachers will

A booktrailer would be done with this technique.		develop their own materials for science classes
--	--	---

13:30 – Lunch “Monte da Condesa”

**At Fonseca- USC Main Building**

15:00- Round table on project results, presentation of project results

16:30- coffee break

17:00 – Pass of contest videos

19: 00 - contests results and awards ceremony