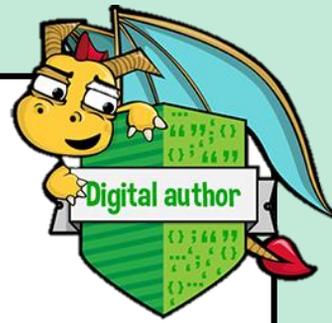# FROM PAPER TO PIXELS
STUDENT BOOTCAMPS

Digital author

Trade paper for pixels as your class take on the challenge of composing texts digitally as part of our Digital Author Bootcamps. The Bootcamps are designed to provide engaging contexts for your students to immerse themselves in writing digitally whilst also developing key skills in word processing and digital composition that will support them in their transition to NAPLAN Online.

MAKE YOUR OWN CHOOSE YOUR OWN ADVENTURE STORY
Digital Authors Bootcamp for Year 3 – 6 Students

Choose Your Own Adventure books have sold over 250 million copies worldwide and have for decades enabled young readers to take control of the story and choose the fate of the main character.

In this Digital Authors Bootcamp, your students will take on the role of a digital author and will create their own Choose Your Own Adventure story. Students may choose from a series of ready-to-write story starter templates or can create their own story from scratch. Students will use Microsoft PowerPoint to digitally compose their story and will discover how the non-linear features within PowerPoint such as buttons and hyperlinks can be used to create digital Choose Your Own Adventure Stories.

CREATE YOUR OWN TEXT-BASED ADVENTURE GAMES
Digital Authors Bootcamp for Year 5 – 6 Students

Long before computer games were filled with high end graphics and animation, games were filled with knights, dragons and adventures that were brought to life with only the words of the author and the imagination of the player. These text-based adventure games were created in a time when words ruled our screens and authors were only just discovering the power of the digital form.

In this Digital Authors Bootcamp, your students will take on the role of a game designer and will create their own text-based adventure game. They will explore the importance of character development and will explore techniques they can use to develop a sense of place, time and atmosphere. Students will use Microsoft PowerPoint as the tool to digitally compose their game and will discover how the non-linear features within PowerPoint such as buttons and hyperlinks can be used to create a text-based game offering the players multiple pathways.
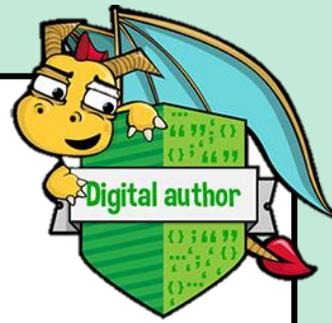
As part of our From Paper to Pixels Student Bootcamp program, we're offering a series of Bootcamps that connect with texts that are engaging students in their lives beyond the classroom.   Details are below:

THE ?-STOREY TREEHOUSE
Digital Authors Bootcamp for Year 3 – 6 Students

Andy Griffiths and Terry Denton have the most fabulous imaginations.   So far they have used them to invent a treehouse which has weird and wacky things including a pet-grooming salon, a birthday room where it's always your birthday (even when it's not), a room full of exploding eyeballs, a lollipop shop, a quicksand pit, an ant farm, a time machine and a roller-skating rink for penguins.   Imagine just how many storeys the Treehouse could have if we added the imaginations and writing of children from throughout Queensland.

In this Digital Authors Bootcamp, your students will draw on the power of their own imagination to invent some new storeys for the treehouse created by Andy and Terry.   Students will brainstorm what could be on their very own storeys on a planning template before moving into the ?-Storey Treehouse EdStudio to digitally compose their own chapter about the adventures to be had in their new treehouse additions.   Students will be able to read and explore the chapters of other students throughout the state and every author will go into the draw to win an amazing Treehouse inspired prize pack.

LOST IN MINECRAFT
### Digital Authors Bootcamp for Year 3 – 6 Students

With over 100 million registered users, Minecraft is the game leading all others in capturing the attention and imaginations of the learners in many of our classrooms. The game involves the player placing blocks and going on adventures. In this Digital Authors Bootcamp, your students will take on the role of a digital author and will use their imaginations to digitally compose a story about two friends who have accidentally found themselves zapped into the world of Minecraft.   Students will choose whether they have zapped themselves into a world which is set on creative mode or the even more daunting scenario of being placed in a world with a survival mode setting where they have to fend for their lives as they work out how to return to the real world.

Students participating in this bootcamp, will compose their story digitally in the edStudio provided. Students will be able to read and explore the chapters of other students throughout the state and every digital author will go into the draw to win a Minecraft prize pack.
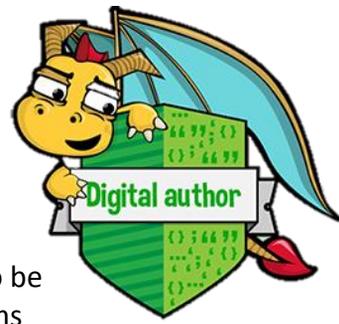
From this November, we're inviting educators from throughout Queensland to be part of the launch of the From Paper to Pixels Movement. This movement aims to create a community of educators who embrace digital and contemporary pedagogies and make a commitment to providing students with opportunities to engage in rich, authentic, creative and collaborative learning activities that involve writing in online contexts.

Whilst the From Paper to Pixels web conferences and student bootcamps will support schools to equip their students with the skills, fluencies and confidence necessary to be successful in NAPLAN Online writing tasks, the overall message behind these opportunities will be that the shift from paper to pixels provides students with opportunities to develop fluency in working in digital environments that are ubiquitous in their world beyond the classroom.

Upcoming Web Conference Programs – November 2016

MOVING FROM PAPER TO PIXELS IN P-2
Web Conference Program for P-2 Educators

Join us online for this session where we'll provide a broad range of models and examples of how students can be engaged in using digital tools as part of literacy based learning experiences. These models and examples will include writing with online tools for a range of purposes including connecting and collaborating with others and writing for real audiences.   Examples will range from simple ideas that a teacher can do in that five spare minutes they have with a class before lunch to learning activities that could be undertaken throughout a unit of work or even used as part of assessment processes.   This session will focus on online tools as well as activities that can be undertaken with students within Office applications.
A session dedicated to writing digitally using iOS devices will be offered in early 2017.

MOVING FROM PAPER TO PIXELS IN YEARS 3-6
Web Conference Program for 3-6 Educators

Join us online for this session where we'll provide a broad range of models and examples of how students can be engaged in using digital tools as part of literacy based learning experiences. These models and examples will include writing with online tools for a range of purposes including connecting and collaborating with others and writing for real audiences.   Examples will range from simple ideas that a teacher can do in that five spare minutes they have with a class before lunch to learning activities that could be undertaken throughout a unit of work or even used as part of assessment processes.

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Contemporary Learning Hub
Meridan State College