The impact of a practically digital classroom

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Literacies and learning have been ImpaCTed by the merging of English, Media Arts, HASS and Digital Technologies with opportunities for Critical and Creative Thinking in this Practically Digital Classroom.

Students use a variety of mixed reality and multimodal technologies to engage imaginatively and critically with English literature in general and historical narrative in particular via the curriculum aligned interdisciplinary art of reading, writing, viewing, speaking, listening and storytelling.

A new literacy has evolved as students produce their own multimedia branching stories as print text; creatively code and craft or remix stories into interactive multimedia; immerse themselves in the virtual, and, storyboard and digitally build in 3D in order to create from their own multidimensional perspectives and experiences.

They are given the opportunity to enter the virtual reading room of the National Archives, journey and interact with immigrants over land and sea and develop knowledge, understandings and empathy when availing themselves of this multimedia and archival information and evidence. Learning is ImpaCTed further through the use of narrative with interactive literary study sets and immersive journalism tools; online collaborations in real time for critical, creative and historical thinking activities and participation in tutorials and workshops that scaffold student learning and allow them to bring settings to life ‘from inside the pages’, use their creative smarts to virtually portray the relationships between characters, create character constellations and more clearly demonstrate different points of view.

Attendees will access the learning experiences using a web mix of freely available resource links and scaffolded tutorials that will translate the ImpaCT of the Practically Digital activities into their own classroom practice.