Zuich plan

\*\* do a small fun thing in the morning making a simple “badge which is your |logo| for your planet for the summit

\*\* use “out the box human breadboards for a design session in the afternoon

* aim to make cosumte for something i.e. piec of music =play musica at start or bit of a play or smoothing
* make for a few hours
* make a film at the end with the cosumes
* go for it
* collect bottle tops and other recycled things to add to the cosumres

●       10:00 to 12:00  - Hands-on Learning Institutes

1.

10:00

welcome

do a fun ice breaker game (that is relevant, could be the greetings game, or something that is related to the body / clothing) –DO the shark game but make it relevant to the session with each “island” (or could be planets / moons / stars!) have something written on them that is part of the session or part of tech + education, while on the plantets the are invted to speak about that topic. They start by going to a planet that they associate with. To bowie space music <https://www.youtube.com/watch?v=mtuXJBjtS8g&list=PLEE5pq-jIwMrWYi2lDK1QIX4qxSxQVeeb&index=2>

and <https://www.youtube.com/watch?v=tRcPA7Fzebw>

to suggest how the day is going to be and let them know about my performance background (and never very good so ened up making costumes and puppets….hense getting into technology)

2.

10:15

intro to the day

1. lecture where it came from, where it is now, where it is going.

2. educational perspectives –why teach with e-textieles?

11:00

Show and play with a broad range of things that are inspiring. Look at materials etc.

(We will leave a bit of time to revisit these later in the afternoon)

3.

11:30

making activity

scaling back, making a simple interactive wearble

Do an activity where they are asked to make up hello, good-bye, and a handshake.

Ask a few people to test theirs out, introducing it as ~~international~~ intergalactic maker summit conference.

11:45

Then get into character and let them know how sorry you are that all of their bags got lost on the journey, but luckily I have a lot of the materials, and I have decided to change the acticity to give you a chace to make formal dress.

do yes and drawing game in pairs or a 3 to support the desing process –i.e. what will they wear?

Show some examples of what they can make (i.e. lost property. Lol!)

Chose an element of this cosume that you can realistically make in this session (you have around an hour), and draw a diagram of what this looks like. Encourage them to try out some techniques –such as the pom pom switch or the bead switches, or embroidery, etc. making them detailed

then give everyone a good deal of time to make something (let them know that you would like to see them around the conference adorning their wears!)

by lunch they will have a detailed drawing of their cosutume, and they may have started making

●       12:00 to 12:45 pm - Lunch

●       12:45 to 2:45 pm - Hands-on Learning Institutes continued

3.

12:45

Show how to sew the circutes

continued. Do some more making, finishing off, making it beautiful.

Can teach you how to use the sewing machine if they want too.

4.

1:45

tidy up your stuff

2:00

get together to see everyones costumes and do a handshake wearing them

could do the same exercise as the start of the day (the greetings walking around the space)

take pictures

2:20

have a 10min reflection / and 10 min discussion examples of where you could take this in your classes in a circle after we have had fun tryint them out…GIVE a bit more time, discuss in groups first –join another group so you are a group of 4. Write down some key things:

how would you bring this to your class?

What are the things that attract you?

What are the things that put you off?

Feedback some key points to the wider group

5.

2:40

if there is time can ask questions and look at the code etc. that is needed to make things work

**What if they zoom ahead?**

Make an advance activity for people to do if they are quick….

recoomended reading:  
crearive starter activities –how to be an explorer of the world