

4. Schedule of the Day

DAY 1

Time	Activity	Presenter	Resources required
10.00am	Students arrive		Tablet devices with editing software installed (eg. iMovie for iPads)
10.10am	Welcome Introduction to the museum. Outline of the project objectives. Presentation on storytelling and using relevant apps to create digital story projects.	Museum Staff	Ready-to-use PowerPoint (supplied in the HIP toolkit) Data projector Tablet adaptor
11.00am	Break and morning tea		Students bring their own morning tea
11.15am	Museum Tour focusing on relevant objects and stories.	Museum Staff	Students use tablet devices to take photos and make notes
12.00pm	Students break into groups, and begin storyboarding their ideas.	Museum Staff/ Teachers/ Volunteers to facilitate	Storyboarding document (supplied in the HIP toolkit)
12.20pm	Lunch		Students bring their own lunch
1.00pm	Student groups to work on developing and editing their project.	Museum Staff/ Teachers/ Volunteers to facilitate	Storyboarding document
2.50pm	Students showcase what they have done so far. Wrap up the day.	Project team	Tablets Data projector Tablet adaptor
3.00pm	Return to school.		

DAY 2

Back at school, students complete their films. This will require about 5 hours, and will ideally happen within a fortnight of their visit to the museum.