



Jane Secker & Johanna Payton

Creative Teaching Online and Student Impact



Welcome

<https://remixer.visualthinkery.com/a/toptrump>

JANE SECKER



Creative thinking	74
Tech abilities	84
Content creation	35
Fun factor	85

JO PAYTON



Creative thinking	84
Tech abilities	18
Content creation	75
Fun factor	85

In this workshop:

We will highlight our creative approaches to teaching which span journalism and educational development.

We will share our pedagogical approaches, drawing out the benefits and challenges of creative approaches to teaching online and the impact on student learning.



Meet Jane Secker



Dr Jane Secker @jsecker · Jun 17



Meetings just got a lot more fun now I have disco lights. Testing them out with [@cbowiemorrison](#) for [#icepops21](#) karaoke



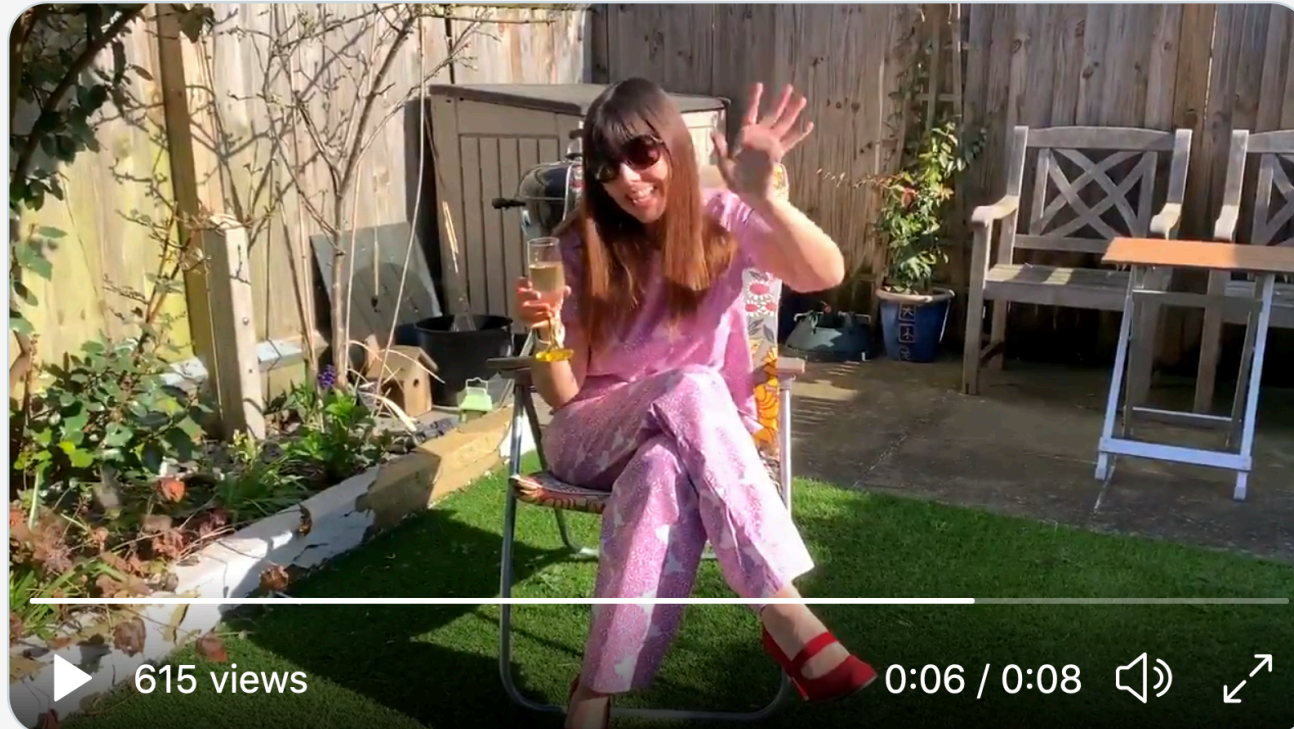
Meet Johanna Payton



Johanna Payton @jopayton · Mar 31



Fantastic/emotional final Fashion & Lifestyle [@cityjournalism](#) class with careers advice from [@Drapers](#) [@fish_bella](#) [@FTCT](#) [@JillmRobertson](#) [@LucyjaneFreeman](#) and Abi Markezinis-Hall from [@ASOS](#) - plus the unveiling of our [#fashion](#) show: tears were shed 🥹🥹💛💛💛



1



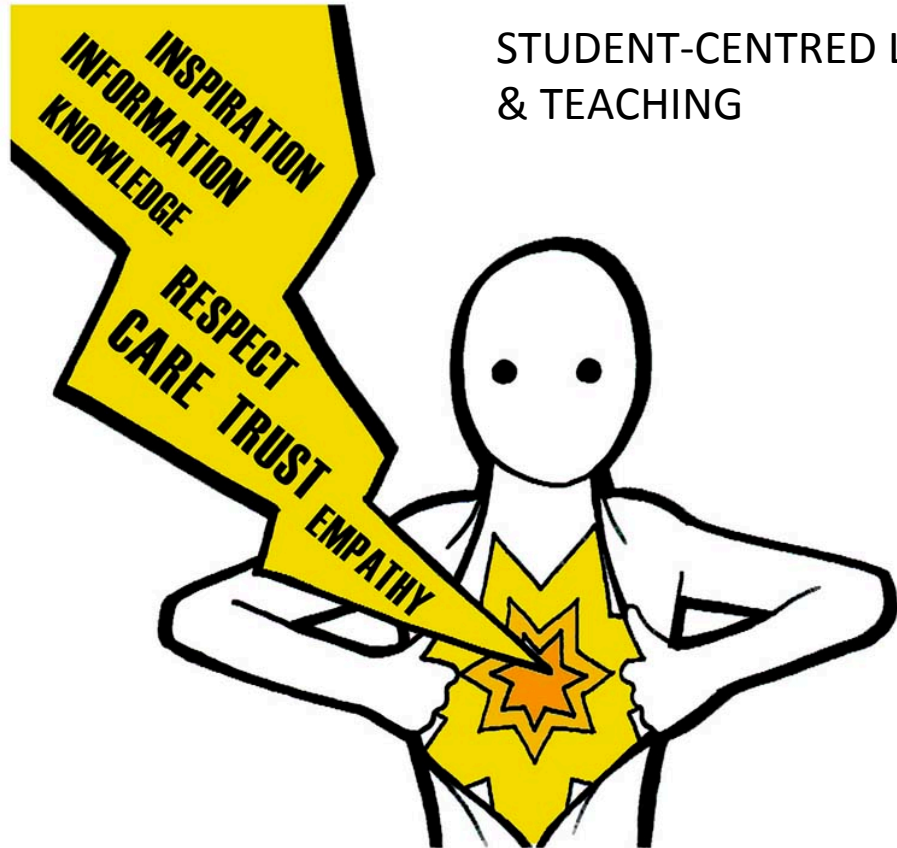
7



24



OUR PEDAGOGICAL PRACTICE & APPROACH TO CREATIVE LEARNING & TEACHING



PLAYFUL APPROACHES TO LEARNING

Student engagement

- Online – cameras, chat
- Active learning
- Creative learning
- Time for telling
- Explain the pedagogy
- Ground rules and expectations – discuss
- Susan Cain –
Quiet / wu wei (purposeful inaction -
Charlie Reis)



The background of the slide is a dense, close-up shot of many colorful M&M's candies. The candies are in various colors including red, yellow, green, blue, and orange, and they are piled together, creating a vibrant and textured background. A white rectangular box with a slightly torn bottom edge is positioned in the center-left of the slide, containing the title and a list of bullet points.

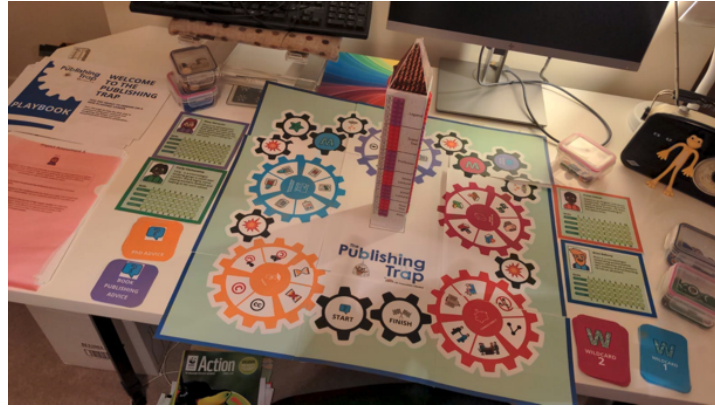
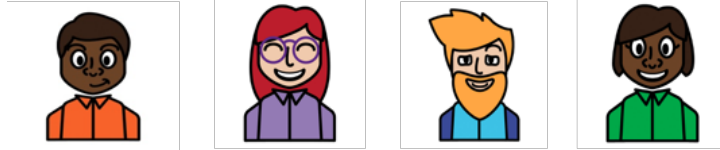
Creative and playful learning

- Different ways of looking at things – constructing knowledge
- New and exciting or uncomfortable?
- Competitiveness – good or bad?
- Childish?
- Requires particular skills?
- Difficult online?



Copyright the card game

<https://copyrightliteracy.org/resources/copyright-the-card-game/>



The Publishing Trap

<https://copyrightliteracy.org/resources/the-publishing-trap/>

Creating a *place* for learning online

‘A space becomes a place when meanings, constructed through social interaction, cultural identities and personal involvement are supported and embedded into the environment. The degree of social involvement can be questioned if participants cannot experience and be aware of the presence of others.’

Wahlstedt, A., Pekkola, S. & Niemela, M. (2008) From e-learning space to e-learning place. British Journal of Educational Technology. 39 (6), p.1020.

CREATING A SENSE OF 'PLACE'

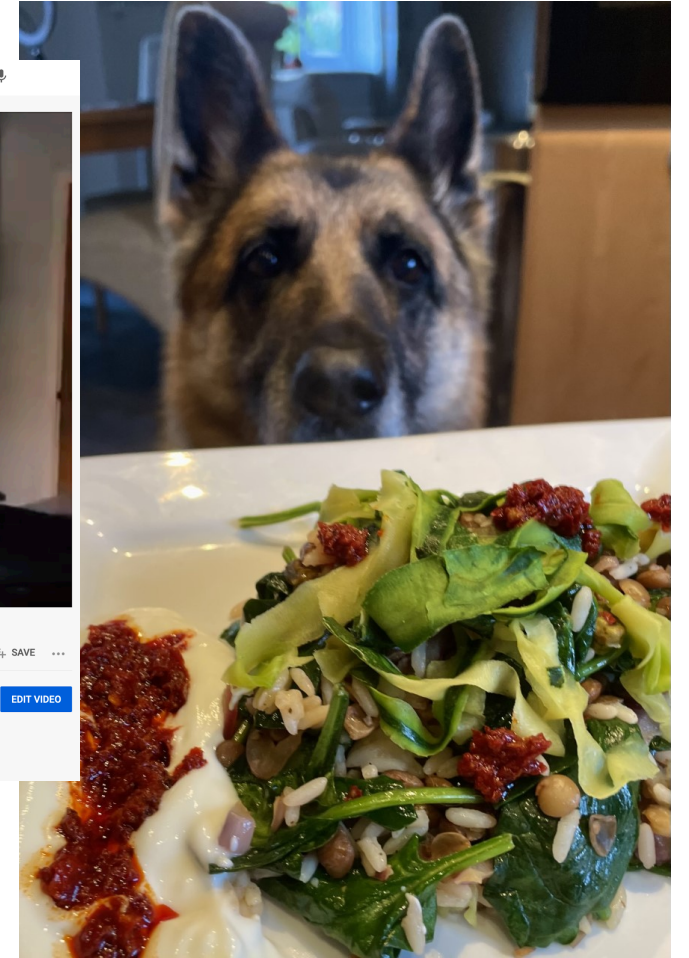
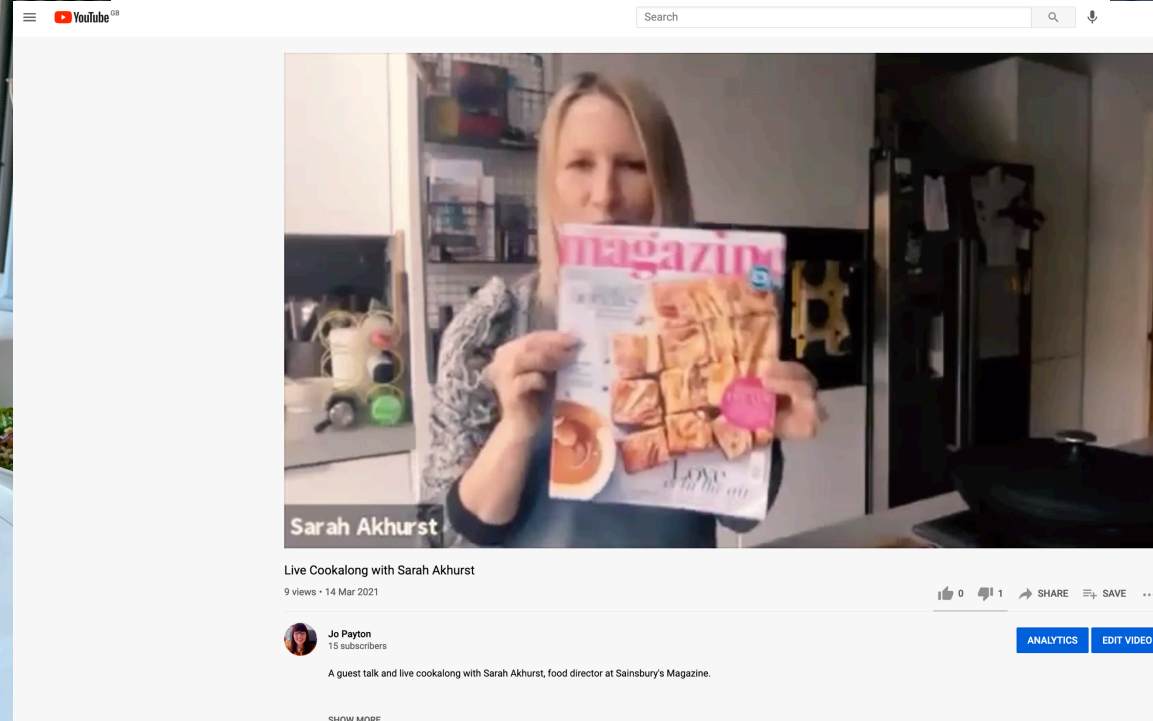
- Making and doing – always creating content
- Active, playful learning – literally getting out of our chairs!
- Using home learning to our advantage – what stories do our locations tell?
- Building bonds and trust – sharing and caring
- Engaging in creative activities – what works best in an online learning environment?



Fashion & lifestyle journalism: a place for fun, knowledge sharing, creativity, colour, stories and 'subject immersion'



Dress codes (Fashion & Lifestyle Journalism module)



Guest lecture and 'cookalong' with Sarah Akhurst: <https://www.youtube.com/watch?v=sihdc0DS5bU>

TIME TO PLAY!



Synchronous sessions particularly have helped my learning most

I had a lot of fun with our presentations yesterday!

I will always treasure those classes...
the best classes I've ever done

Thank you so so much for today!
Honestly had so much fun and
yours and X's feedback made me
so happy! Brilliant class!

Absolutely loved the class
and loved X's feedback! A
class that I will never forget!

Student impact

Synchronous lectures are engaging, informative
and most of all fun

I have thoroughly enjoyed
this module and would
recommend this to any
[students] looking for a fun
and interactive elective.

I wanted people to know that they're cared about and
loved, I felt like it was an important message to share.

In all these 100 years of education, I never
believed in myself and you have given me that

Very informative, in small chunks of information and mixed with group interaction. I learned a lot in the two hours and consolidated some previous knowledge also. Explain concept to team mates or discussing possible options, it made it clearer for myself.

Jane is passionate about the topic, fun and interactive. The board game was educational and fun

The delivery was perfect
- the use of the game
really engaged us all.

It was fun and learnt new things!

Staff impact

It was a very refreshing way to learn - and I have noticed that I've remembered far more since the session than I normally would after training.

best session on copyright I have ever attended. great game format make me think about the issues

It made us think and work together as a team. The copyright fortune cookies were a great idea too. It actually did make the subject fun, whereas normally I would avoid it like the plague, despite knowing I should be more informed about it.

This has the potential to be a dry topic, but Jane's approach to teaching has made it my favourite module on the programme so far

Share creative practice with colleagues



Playful Practice:
a new community of practice

<https://bit.ly/3qlkdC4>

Links and resources:

- Creative academic magazine: <https://www.creativeacademic.uk/>
 - Playful Practice Teams site: <https://bit.ly/3qlkdC4>
 - Copyright the Card Card:
<https://copyrightliteracy.org/resources/copyright-the-card-game/>
 - The Publishing Trap:
<https://copyrightliteracy.org/resources/the-publishing-trap/>
 - 10min video of the Fashion & Lifestyle 'cookalong' class:
<https://www.youtube.com/watch?v=sihdc0DS5bU&t=30s>



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