

Caring for our health in the digital age



Lesson 3

Resources

- PowerPoint presentation

Intro (10 mins)
Slides 2-6

Introduction

Use the slides to introduce the lesson, the module overview, and learning objective for today. Make sure to recap the Big thinking question on slide 4: Is technology transforming our healthcare service for the better?

Big Thinking...

By the end of this module, you should be able to form an opinion on the 'big thinking' statement:

Is technology transforming our healthcare service for the better?



Resources

- PowerPoint presentation
- Planning canvas
- Storyboards

Activity 1 (20 mins) Slides 9-12

Recap the animation challenge

Recap some of the learning from the previous lesson – looking at the impact of technology, especially film and animation, on healthcare, and creating a storyboard for an animation explaining some ways that young people can manage their emotions.

Explain that in this session, they will be exploring an animation platforms to bring their storyboards to life. Show slide 8 to remind them of the project brief.

Lead a short discussion about ways they can make their animation as impactful as possible, and encourage them to use this as inspiration to continue to develop their storyboards. You could ask:

- Who is their audience, and where might their animation be shown (e.g. in the school reception, in form time, on the school's social media profile)? How does that impact the content or style of the video?
- How will they ensure that the visuals, language and tone are appropriate for their target audience, and accessible for all?
- Is there anything they need to keep in mind when talking about topics like mental health and anxiety?

Allow 5-10 minutes to add to their storyboards if needed.

Regroup the class and explain that they are now going to try out an animation tool to bring their ideas to life. Show slide 11 and introduce students to the below animation platform:

- Renderforest has an AI videomaker which allows users to create animations using the platform's suite of online tools. There are tutorials available for the different tools and features available on the website or on their [YouTube channel](#).
- To register for this platform, create your own account. Ensure each group has access to a device. Students can then access the platform using your account.

You could also use an animation platform you have available at your school.

Project brief

Animations can be important in the future of healthcare, enhancing treatment and playing a crucial role in educating people about illnesses and raising awareness.

Background:

Imagine you are the mental health representative for your school. Recently you have noticed a lot of younger students have been feeling stressed, anxious, or even angry about things happening at school or home and struggling to find ways to deal with their emotions.

Your challenge:

Create a 2-minute animation that could help young people understand their emotions better and learn how to develop ways of coping with challenging situations.

Start by thinking about some of the challenges young people might encounter – like their first day in a new school, preparing for a test or presenting in front of their class.

Resources

- PowerPoint Presentation

Activity 2
(30-40 mins)

Activity 2

Give students 30-40 minutes to work on their animations using their chosen digital animation platform or tool.

Resources

- PowerPoint presentation

Plenary (5 mins)

Reflect on learning

Use slide 13 to check students' learning by discussing some of the skills they have developed through the exploration of the digital animation tools and working in teams.



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Recap

What have you learnt today?



What are some skills you have developed in this session by working in teams and using digital animation tools?