

Curriculum

ICT / DT

The 'Learn Blender' section provides users with the opportunity to acquire the basic skills of this spectacularly powerful, open-source 3D software in a series of video lessons targeted at KS3 students. In a trial at Moor Park school, Preston, a volunteer group of mainly Yr 9 students learned the software in an after school club and at home. They found the experience challenging but enjoyable and mastering the basics of the software gave them a real sense of achievement. Some of the work they did after only a few sessions can be viewed at <http://www.cleo.net.uk/resource/mpbc> .

The impression gained from the trial was that the software is best seen as an extension activity for interested pupils as part of their personalised learning, rather than a whole cohort task.

Art

See above notes. Blender would make a useful project for A level and possibly GCSE students to extend the breadth of their study.

R.E

The 'Questions' and 'Ganesh' sections contain much material to support the teaching of Hinduism over KS2 to 4; how exactly they are used will obviously depend on which of the scores of agreed syllabuses is being followed, but role-playing a debate between Hindus in favour and against Sumit's contemporary treatment of the deities could make for some interesting use of higher order learning.