OAT Pupil Competition 2020/21: "Blended Learning - A Classroom at Home"

Competition Brief

In our last competition, we asked pupils to design their ideal school classroom; this year things are a little bit different…

The year 2020 has been a strange and challenging year for schools and their pupils, with an increased reliance on home learning and online lessons due to the impacts of the Coronavirus pandemic. **We would like you to think about the ideal 'blended learning' experience for you and your teachers!**

What **equipment, technology, resources**, **apps/programs** and **furniture** would make your 'classroom at home' work for you, to get the best out of your learning experience during any time away from school? What does your teacher need in order to make distance learning more engaging, positive and fun? Are there ways to make the 'virtual classroom' more interactive and collaborative between students?

Competition Rules:

- Create a design of your ideal 'classroom at home' in two halves as follows:
    - **One half** to show **your ideal 'workstation'** for taking part in virtual lessons at home
    - **One half** to show **an ideal workstation for your teacher** to deliver a great learning experience to you!
- Label your design clearly, detailing its main features, equipment, technology and furniture etc.
- Include a brief written explanation of your design (max 500 words) describing how you think this will inspire and help pupils and teachers to have a positive, engaging and effective lesson!
- You can submit this either as a paper copy to **Cate Johnstone, Ormiston Academies Trust, 1 Victoria Square, Birmingham B1 1BD** OR scan a copy to **cate.johnstone@ormistonacademies.co.uk**
- Please include your name, year group and class with your entry
- One entry per pupil is permitted
- Closing date **Monday 1st March 2021**

Prizes:

- **First Prize**: A goody bag for the winning pupil, including a tablet or laptop
- Prizes worth up to £5000 will also be awarded to the winning school!
- **Runners up**: A goody bag including vouchers for the runners up

Getting Started / Inspiration:

- Research what technologies and devices are available that you could use in your design to support and enhance teaching & learning. You might want to think about writing tablets, visualisers, cameras, ink-capable devices / smart styluses, smart boards etc.
- Think about whether there are there any interactivity tools and programs/apps you could use to help you actively engage and collaborate with the teacher and other pupils during online lessons.
- What other resources, equipment and furniture would help you and your teacher create comfortable and practical 'virtual classroom'? Think about seating, desk space, lighting, and how your equipment will be arranged.

Your School Competition Lead is:_____