



## DRAFT PROGRAMME

### Creating Digital Learning Programmes

11 October 2016

*Art Studio, Learning Centre*

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|----------------------|---|
| <b>10.30 – 11.00</b> | <b>Welcome and Introductions</b>  |
| <b>11.00 – 12.00</b> | <b>What does Digital Learning look like at the V&amp;A?</b><br>Alex Flowers, Digital Team leader, will discuss why digital learning is an important part of the learning programme and how it fits in with the wider digital strategy. He will look at different audiences and benefits and also future trends in digital learning. |
| <b>12.00 – 13.00</b> | <b>Visit to the Paintings Gallery: Puppet Pals Demonstration</b><br>Practical session where participants get to try one of our family activities in the galleries   |
| <b>13.00-14.00</b>   | <b><i>Lunch (provided)</i></b>  |
| <b>14.00 – 15.30</b> | <b>Practical Activity: Create your own</b><br>Using the day's session to help inform your own resource suitable for your institution.   |
| <b>13.30 – 15.30</b> | <b>Practical Activity: Create your own</b><br>Using the morning's session to help inform your own resource suitable for your institution, you will work in groups and create an in gallery activity.  |
| <b>15.30– 16.00</b>  | <b>The Practicalities: Managing your resources</b><br>This session will look at managing the practicalities including infrastructure and technology.  |
| <b>16.00-16.30</b>   | <b>Next Steps? Discussion and close</b>   |