# kinia

## Creative Technologies Programme
## 2023—2024

In partnership with

Clár Éire Ildánach
*Creative Ireland*
*Programme*

# kinia

Creative Technologies
Programme
2023—2024

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# Table of Contents

# Creative Technologies Programme 2023—2024



Through this programme, from May 2023 - May 2024 we have reached the following milestones:

## 111
Educators Trained

## 2000
Young People Reached

## 217
Young People from 27 Organisations Attended Creative Tech Fest 2024

## 104
Projects Submitted to Creative Tech Fest 2024

## 57
Organisations Reached

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**16**
Training Sessions

**2** New Training Courses Developed
**Smart Energy**
**Green Technology**

**4** Four Training Courses Delivered
**Smart Energy**
**Mobile Filmmaking**
**Podcasting**
**Robotics**

**100**
Creative Technology
Equipment Kits Distributed

**110** Educators attended **Kinia Educator Event** at Google Nov 2023

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# Abbreviations

**AI** - Artificial intelligence

**CPD** - Continuing Professional Development

**CS** - Computer Science

**CYPSC** - Children and Young People's Services Committees

**ETB** - Education and Training Board

**ECTS** - European Credit Transfer and Accumulation System

**H2GP** - Hydrogen powered sprint car

**LCYP** - Local Creative Youth Partnership

**NFQ** - National Framework of Qualifications

**QQI** - Quality and Qualifications Ireland

**STEM** - Science, Technology, Engineering, Maths

**STEAM** - Science, Technology, Engineering, Art, Maths

**VR** - Virtual reality

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# Who we are

## About Kinia

Kinia is an education focused non-profit charity and social enterprise. We aim to ensure future-focused skills and learning opportunities are available for all children and young people. Kinia strives to build the foundations that support diversity and inclusion to become key pillars in a society where every child has the vision to set their dreams and the pathway to achieve them.

## The Creative Technologies Programme - Project Aim

This programme aimed to develop and deliver a nationwide integrated creative technology programme aligned with the school curriculum, providing significant and measurable recreational/social, personal development, educational and career development opportunities for young people.

Kinia has supported the training and equipping of educators working with young people in a variety of creative technologies. These include: robotics, coding, mobile filmmaking, sound production, visual design, augmented/ virtual reality and makerspaces.

The programme aimed to release the creative potential of young people, fostering interest in future technologies, and developing skills for young people in out-of-school settings. This capacity building programme equipped their adult mentors with the skills and tools to facilitate creativity and learning. This programme is delivered in partnership with the Creative Ireland Programme under the Creative Youth Plan 2023-2027.
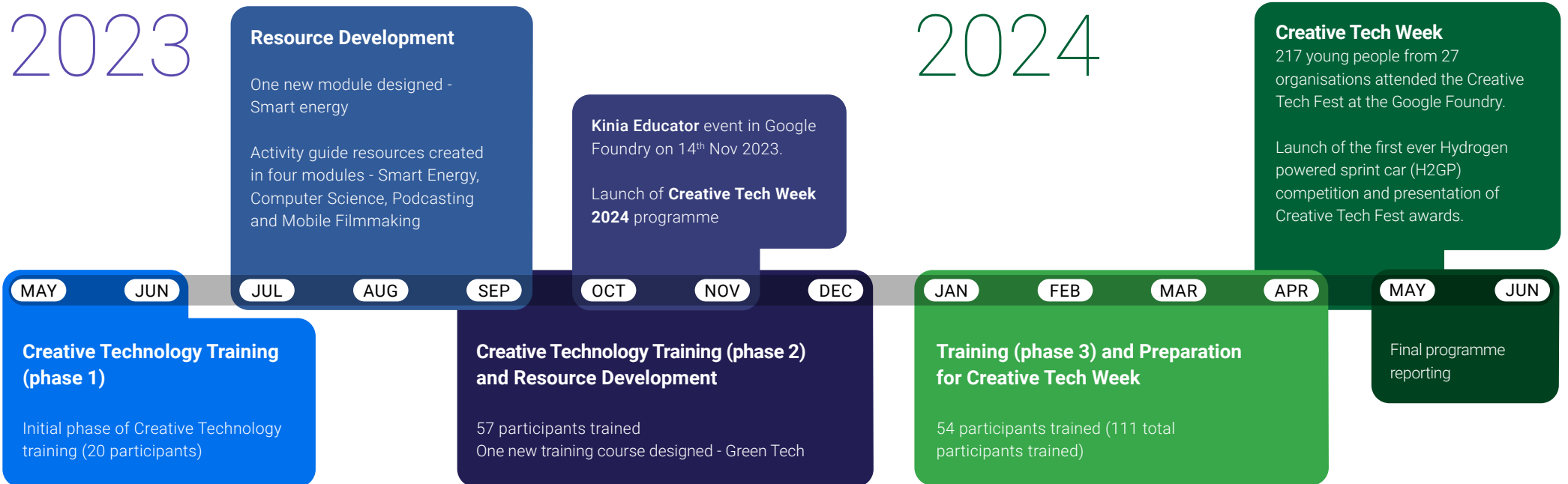
## Key targets:

**100** educators participate in training workshops

**20** project resources across creative technology strands including - STEAM, Digital Creativity and Computer Science.

**800** young people achieve at least one Creative Technology NanoCredential

**217** young people attended Creative Tech Fest 2024

# Programme Timeline

## 2023

### Resource Development

One new module designed - Smart energy

Activity guide resources created in four modules - Smart Energy, Computer Science, Podcasting and Mobile Filmmaking

### Kinia Educator event in Google Foundry on 14th Nov 2023.

Launch of **Creative Tech Week 2024** programme

## 2024

### Creative Tech Week

217 young people from 27 organisations attended the Creative Tech Fest at the Google Foundry.

Launch of the first ever Hydrogen powered sprint car (H2GP) competition and presentation of Creative Tech Fest awards.

| MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC | JAN | FEB | MAR | APR | MAY | JUN |

### Creative Technology Training (phase 1)

Initial phase of Creative Technology training (20 participants)

### Creative Technology Training (phase 2) and Resource Development

57 participants trained
One new training course designed - Green Tech

### Training (phase 3) and Preparation for Creative Tech Week

54 participants trained (111 total participants trained)

Final programme reporting

# Programme Outputs and Outcomes

**OUTCOME 1**

## Build the Creative Technology Learning Environment.

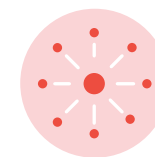| OUTPUTS / DELIVERABLES | KEY PERFORMANCE INDICATORS | STATUS AT PROJECT COMPLETION |
|---|---|---|
| • Design 2 new teaching and learning creative technology modules aligned with broad award standards (transversal competencies) learning outcomes<br>• Develop a framework to support implementation of broad range standard learning outcomes (NFQ award standard levels 1-4)<br>• Develop an organisational level 'Creative Technology' recognition programme | • 800 young people achieve at least one Creative Technology NanoCreds<br>• Number of QQI organisations (CTC's/Youthreach) embedding Kinia broad standards framework into vocational award standards.<br>• Kinia community platform active as an effective careers advice and guidance tool, influencing the choices and progression routes of learners.<br>• Increased engagement across Kinia online network with measurable links between partners and learners<br>• Resource activities and assessment rubrics available to 'Creative Technology' educators | • Ongoing awarding of nano-credentials to young people through their educators. As of June 2024 738 nano-credentials awarded.<br>• Kinia Learning Framework developed to support implementation of standard learning outcomes.<br>• Kinia Academy, our Virtual Learning Environment has ongoing sign up and engagement of educators in courses, blended, in-person and self-directed.<br>• All training participants enrolled in Kinia Academy post-launch and increased engagement of users on Kinia Online Network.<br>• Smart Energy course developed and delivered to educators. Green Tech training course designed and ready for pilot. |

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**OUTCOME 2**

# Unlock the Potential of Technology Across All Creative Activities

| OUTPUTS / DELIVERABLES | KEY PERFORMANCE INDICATORS | STATUS AT PROJECT COMPLETION |
|---|---|---|
| • Deliver a range of inclusive creative technology resources e.g. coding, robotics, digital media, circuits.<br>• Consultation with participating organisations on their context for facilitating creative technology learning outcomes.<br>• Develop a range of activities specifically designed for younger learners (Primary school aged group) for after school youth settings.<br>• Development of resources aligned to creative technology credential assessment outcomes for young people. | • 20 project resources across creative technology strands including - STEAM, Digital Creativity and Computer Science.<br>• Resources hosted online with opportunities for participants to interact on best use cases on an ongoing basis.<br>• Feedback from young people and educators on the quality and effectiveness of resources evidences value and activation of skills. | • 20 project resources developed and hosted online through Kinia Online Network.<br>• Feedback on resources and training material gathered through participant surveys and from engagement with advisory groups.<br>• Ongoing engagement with Kinia's Creative Consultants, consisting of teachers, youth workers, and young people. They provide feedback on Kinia's resources, equipment, trainings, and celebrations through our Advisory Panel events. |

**OUTCOME 3**

# Scale the Creative Technology Programme

| OUTPUTS / DELIVERABLES | KEY PERFORMANCE INDICATORS | STATUS AT PROJECT COMPLETION |
|---|---|---|
| • Engage educators in training workshops<br>• Provide a platform for ongoing support and peer collaboration | • 100 educators participate in training workshops<br>• 50% of organisations recognising and delivering Kinia credentials across their network (ETB/CYPSC/Youth training centres)<br>• 80% of educators achieve outcomes for informal qualification<br>• Increase the capacity of organisations to deliver creative technology projects with young people through the professional development of staff | • 111 educators participated in CPD training<br>• Staff and volunteers from 27 organisations participated in CPD training through this project working through the Kinia Learning Framework and Kinia Credential accreditation system<br>• Capacity of organisations has increased with 111 people trained, evident in the increase of project entries for Creative Tech Fest 2024. |

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**OUTCOME 4**

# Build a Network of Creative Industry Partners

| OUTPUTS / DELIVERABLES | KEY PERFORMANCE INDICATORS | STATUS AT PROJECT COMPLETION |
|---|---|---|
| • Stakeholder engagement and consultation sessions, joint initiatives between statutory services, education and youth services.<br>• Partner with industry and corporate sectors to connect work of creative technology educators to career opportunities for young people | • Connection with creative industries established and maintained<br>• Build towards Industry partners and associated organisations endorsing Kinia credentials, therefore recognising broader and better creative technology learning outcomes for young people<br>• Feedback from stakeholders on the effectiveness of partnerships and initiatives | • Developed new partnerships with key educational partners such as Horizon Educational and Photon and extended existing partnerships with partners and supporters such as Google and ESB.<br>• New partnerships with technology companies, such as Horizon and Photon, resulted in Kinia becoming sole distributors of their creative technology equipment in Ireland. |

**OUTCOME 5**

# Increase Showcase Opportunities

| OUTPUTS / DELIVERABLES | KEY PERFORMANCE INDICATORS | STATUS AT PROJECT COMPLETION |
|---|---|---|
| • The creative technology achievements of young people are recognised and celebrated through national events.<br>• Deliver regular opportunities for celebrating the achievements of young people e.g. seasonal Creative Technology award winners<br>• Youth organisations participate in Creative Tech Week and the national celebration event Creative TechFest. | • Number of projects entered for Creative Tech Fest<br>• Number of young people attending events<br>• Feedback from young people and stakeholders on the impact and relevance of the events. | • 104 projects entered at Creative Tech Fest<br>• 217 young people in attendance at Creative Tech Fest 2024.<br>• Feedback from events has been extremely positive, notably as a means of introducing new experiences and technologies to young people and educators.<br>• Educator Tech Fest in November 2023 allowed for educators to come together to showcase some of their work, participate in workshops and attend talks. |

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# Public Engagement Outcomes



## Dublin Maker 2023

Kinia were present at the Dublin Maker festival in September to showcase creative technologies in action. Dublin Maker was a free event held in Richmond Barracks. Inventors and makers from across the country engaged with the public and displayed their creations. On the day Kinia had podcasting, robotics, Makey Makey and renewable energy circuit activities on display.
As well as engaging with the general public, we met with other providers to discuss using creative technology with young people. It was a well attended event and proved to be highly beneficial in meeting educators and showcasing Kinia's creative technology work to the general public.



## Kinia Educator Tech Fest

The Kinia Educator Tech Fest took place in the Google Foundry on the 14th of November 2023. The event brought together educators from across the country for expert workshops, panel discussion, networking and peer learning. 269 educators from across Ireland registered for the event and educators attending participated in workshops in:

- Robotics
- Smart energy
- Mobile Filmmaking
- Podcasting
- AI
- VR
- Green technology

In addition to workshops, educators attended panel discussions on "Addressing the Skills Gap" and "Building inclusive careers and learning pathways". Feedback from educators after the event was positive. They outlined that it was great to hear from expert speakers in specific topics to help educators keep up to date with advances in technology. The networking opportunities were noted as being a draw for educators also. The chance to hear from other educators, discuss their work, and exchange ideas was valuable to participants.

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## Educator Profile - Creative Ireland

In November 2023 a profile of a youth worker at Youth Work Ireland Cavan Monaghan was published on the Creative Ireland website. Liam Devanney works with young people in Clones, Co. Monaghan. Liam and his colleagues had brought a group to the Creative Tech Fest in 2023 and since then have been part of the programme through 2024. The Clones team went to the Educator Tech Fest in November 2023 and also entered projects in the Creative Tech Week events in April 2024. Liam engages young people in STEAM learning regularly at Clones Youth Project and credits the learning, equipment and support he has been able to access through Kinia as being a big factor in enabling this activity.

"Upskilling to keep up with emerging trends is a vital part of our job. By learning new skills, we are able to offer new opportunities and experiences for targeted young people in our area. From our training with Kinia, we've been able to run a wide range of STEAM activities/groups over the past 12 months."

In this interview recorded in the lead up to Creative Tech Week, Liam and his colleague Julie share their experiences of working with Kinia and the impact for young people in their youth project.

Watch it here: https://youtu.be/AA6Cb5jykfg?feature=shared

## Kinia Creative Tech Week Media Engagement

Earned Media

15 pieces of earned media coverage across TV, print and online.

Media Reach                    5,940,772

Media Value                    €78,579

## Coverage Summary

| DATE | COVERAGE TYPE | MEDIA REACH | AD. VALUE | LINK |
|------|---------------|-------------|-----------|------|
| **Fri 19th April** | Ireland AM<br>*Feature piece with Ciaran Kelly and Creative TechFest Participants* | 320,000 | 12,000 | https://youtu.be/rLs-elv-Urc?feature=shared |
| **Fri 19th April** | RTE<br>*Online news piece* | 2,318,293 | 4,000 | https://www.rte.ie/news/business/2024/0419/1444448-over-600-teens-gather-for-kinia-tech-festival-in-dublin/ |
| **Sat 20th April** | Independent.ie<br>*News piece & interview with Kinia CEO Marianne Checkley* | 2,690,447 | 12,000 | https://www.independent.ie/regionals/dublin/dublin-news/a-lot-of-communities-and-young-people-in-ireland-are-at-risk-of-facing-disadvantages-says-charity/a436068430.html |
| **Monday 22nd April** | Irish Examiner | 25,419 | 4,000 | Print |
| **Tuesday 23rd April** | The Echo<br>*Cork - winner news piece* | 41,000 | 3000 | Print |
| **Tuesday 23rd April** | Donegal Live<br>*Online - winner news piece* | 60,762 | 2000 | https://www.donegallive.ie/news/local-news/1482773/pobalscoil-ghaoth-dobhair-sweep-two-creative-technology-awards-in-dublin.html |
| **Tuesday 23rd April** | Galway Advertiser<br>*Winner news piece* | 14,356 | 1700 | Print |

| DATE | COVERAGE TYPE | MEDIA REACH | AD. VALUE | LINK |
|---|---|---|---|---|
| **Wed 24th** April | Irish Independent *(Irish section) - event photos and news release* | 320,000 | 12,000 | Print |
| **Wed 24th** April | Dublin Gazette - *Winner news piece* | 2,318,293 | 4,000 | Print |
| **Friday 26th** April | Killarney Outlook *Winner news piece* | 2,690,447 | 12,000 | Print |
| **Friday 26th** April | Roscommon People *Winner news piece* | 25,419 | 4,000 | Print |
| **Sat 27th** April | Echo Live.ie *Cork winner news piece* | 41,000 | 3000 | https://www.echolive.ie/corknews/arid-41383522.html |
| **Sat 27th** April | Connacht Tribune *Winner news piece* | 60,762 | 2000 | https://connachttribune.ie/two-galway-schools-take-home-awards-at-kinia-creative-technology-awards/ |
| **Mon 29th** April | Tuairisc.ie *Irish news release/piece and extensive photo coverage* | 14,356 | 1700 | https://tuairisc.ie/gailearai-google-le-gaeilge-600-dalta-o-cholaisti-gaeilge-is-gaeltachta-ag-tech-feile-kinia-i-mbaile-atha-cliath/ |
| **Wed 1st** May | Irish Daily Mail *Opinion piece by Kinia CEO Marianne Checkley - 1000 words* | 35,428 | 11000 | Print |

# Thinking ahead



Jayden Sweeney and Denis Riordan, of the Castlemaine Family Resource Centre, at the Kinia Creative Tech Fest at The Foundry in Google's EMEA HQ in Dublin. 600 of Ireland's future engineering and digital change-makers gathered for two key events as part of Kinia's Creative Technology Week. Kinia, an education-focused non-profit organisation and social enterprise is empowering educators to equip young people with future-focused skills to unlock their full potential.

# Osclaíonn Google na doirse do na Gaeil óga

**FOCLÓIRÍN**

rochtain: access
cion: share

Bhailigh breis agus 600 duine óg ó Ghaelscoileanna i gceanncheathrú Google i mBaile Átha Cliath ag an deireadh seachtaine mar chuid de Sheachtain na Teicneolaíochta Cruthaithí Kinia.

Chríochnaigh an tseachtain le dhá phríomhimeacht a bhí ar siúl ag Google sa Foundry. Is ceiliúradh bliantúil í Seachtain na Teicneolaíochta Cruthaithí Kinia ar an teicneolaíocht chruthaitheach do dhaoine óga agus dóibh siúd atá ag obair i scoileanna agus eagraíochtaí atá dírithe ar an óige.

Is eagraíocht neamhbhrabúis agus fiontar sóisialta atá dírithe ar oideachas é Kinia a thugann cumhacht d'oideachasóirí scileanna atá dírithe ar an todhchaí a thabhairt do dhaoine óga chun barr a gcumais a bhaint amach.

Dúirt Marianne Checkley, príomhfheidhmeannach Kinia: "Tá lúcháir orainn arís go bhfuil an-ghlacadh le Seachtain na Teicneolaíochta Cruthaithí, ceiliúradh atá aitheanta go náisiúnta anois.

"Faraor, níl **rochtain** ag gach duine óg ar fud na hÉireann ar na deiseanna foghlama céanna – agus is féidir le neamhionannas san oideachas srian a chur ar a gcumas.

"Ag Kinia, tá sprioc uaillmhianach againn don bhliain 2024 – breisoiliúint a chur ar os cionn 2,000 oideachasóir agus bacainní ar dheiseanna foghlama a bhaint do 11,000 duine óg ar a laghad a dteastaíonn tacaíocht bhreise uathu chun nascadh le pointí tagartha do ghairmeacha amach anseo.

"Táimid fíor-bhuíoch de Google as na himeachtaí a chur ar siúl agus dár gcomhpháirtithe agus maoinitheoirí fíaithiúla go léir a thugann tacaíocht dúinn i rith na bliana.

"Bhí an-áthas orainn fáilte a chur rompu chuig na himeachtaí thar an deireadh seachtaine, ionas go raibh siad in ann tionchar a gcuid tacaíochta a fheiceáil."

Dúirt Jessica McCarthy, Leas-Uachtarán agus Ceannasaí an tSuímh Innealtóireachta do Google, Baile Átha Cliath: "Tá imeachtaí cuimsitheacha atá dírithe ar an bpobal ar nós Sheachtain na Teicneolaíochta Cruthaithí ag Kinia fíor-riachtanach chun a chinntiú nach bhfágtar duine óg ar leataobh i dtodhchaí atá ag éirí níos casta agus níos digití.

"Ag Google, ba mhaith linn ár g**cion** a dhéanamh chun tacú le forbairt ghairmiúil na n-oideachasóirí agus chun foghlaim chruthaitheach daoine óga a cheiliúradh agus a thaispeáint.

"Tá lúcháir orainn imeachtaí na bliana seo a óstáil ag Google, agus táimid ag tnúth le bheith ag obair go dlúth le Kinia agus iad ag tacú le níos mó daoine óga agus oideachasóirí ar fud na tíre scileanna riachtanacha digiteacha agus atá dírithe ar an todhchaí a fhorbairt."

Ba bhuaicphointe eile den imeacht é Stáisiún Google Chrome Flex, tionscnamh glas inar féidir le scoileanna a seanchrua-earraí ar nós seanríomhairí a thabhairt leo lena n-athrú go Chromebooks.

Chríochnaigh an tseachtain le Searmanas Bronnta Kinia don Teicneolaíocht Chruthaitheach, áit ar ceiliúradh barrfheabhas i nuationscnaí dhigiteacha agus STEM. Ba iad na láithreoirí Micheál Ó Ciaraidh ó TG4 agus Aindriú De Paor ó 2FM fir an tí ag na himeachtaí.



**Céim in airde:** Ar dheis, scoláirí Choláiste na Mara, Baile Brígín, ag Áras Google. Ar chlé ar bharr, cailíní Ghaelcholáiste Luimnigh, ar chlé ar bun, daltaí ag baint triail as an teicneolaíocht is úire

PICTIÚR: SEÁN Ó MÁINNÍN

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## Advertorial

As part of CTW Kinia was featured in 12 Iconic Media titles as part of a paid advertorial campaign to raise awareness in regional areas. Total Iconic title print readership is **350k readers across Ireland**, and their online readership is 5 million readers across Ireland. These landed the week of 29th April and featured regional specific event photography.

These titles included: Letterkenny Live, Donegal Post, Donegal Democrat, Mayo News, Longford Leader, Leitrim Observer, Dundalk Democrat, Leinster Leader, Leinster Express, Midland Tullamore Tribune, Kilkenny People, Clonmel Nationalist and the Limerick Leader

# Innovation and creativity in abundance at Kinia Creative Tech Youth Events

Roscommon Youth Service were among the over 600 of Ireland's future engineering and digital change-makers who gathered at The Foundry in Google's EMEA HQ in Dublin last weekend to attend key events as part of Kinia's Creative Technology Week, April 5th-22nd.

Kinia, an education-focused non-profit organisation and social enterprise is empowering educators to equip young people with future-focused skills to unlock their full potential.

Now in its 11th year, Kinia's Creative Technology Week includes bilingual events, welcoming guests working in all types of youth-focused organisations and roles, including teachers, family resource centre professionals, youth workers and young people aged between 12-18 years. The events showcase the incredible creative technology projects young people throughout Ireland have been working on all year, in the areas of STEAM, Digital Media and Computer Science.



Roscommon Youth Service members pictured at The Foundry in Google's EMEA HQ in Dublin last weekend, attending events as part of Kinia's Creative Technology Week.

# Social media posts and analytics

| POST | LINK | VIEWS | LIKES | REACH |
|------|------|-------|-------|-------|
| **Creative Technology Week Partners** | https://drive.google.com/file/d/1ujoEvbIDztSTk6fUdyFgRn8irTExrhBA/view?usp=drive_link | 517 | 31 | 259 |
| **Creative Ireland Article** | https://drive.google.com/file/d/1vS1sYm0S2G4urArGJA1ZMnaxC6BeuTbn/view?usp=drive_link | 204 | 5 | 189 |
| **Podcasting Training Leitrim** | https://drive.google.com/file/d/1e8EAX3_fH2kBQ2gYgBAL8w5jw2Su2hZ7/view?usp=drive_link | 234 | 8 | 177 |
| **Tralee Kerry ETB Comp Sci** | https://drive.google.com/file/d/1UhvpNE_5cd-1f6Y3mqIxsIn16gbgnhwk/view?usp=drive_link | 244 | 4 | 144 |
| **Creative Tech Week 24** | https://www.instagram.com/reel/C58R5XasESu/?igsh=MWM5ajJwOTdsajF2MA%3D%3D | 7,383 | 63 | 4,551 |
| | https://drive.google.com/file/d/1B4hvioH7QCj451Ce5LMzoKLTE3oVsbAA/view?usp=drive_link | 2,947 | 23 | 2,216 |
| | https://www.instagram.com/reel/C6I5kUbsJQh/?igsh=MXBqaWdxdzMwYzV1aw%3D%3D | 1,529 | 31 | 1,081 |

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# Key Programme Activities

- CPD Training and support
- Course and Resource Development
- Kinia Framework
- Kinia Academy
- Kinia Credentials
- Creative Technology Week

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# CPD Training and Support

The creative technology training for this project uses an experiential learning methodology that increases both subject content knowledge and pedagogical content knowledge. CPD training began in June 2023 with the goal of engaging educators, equipping them with the skills to bring creative technology to their education settings and supporting the educators and young people to participate in the Creative Tech Week events in 2024. Participants in training have come from a wide range of organisations including:

- Youth work projects
- Family resource centres
- School completion programmes
- Disability services
- Community arts facilitators
- Community training centres
- Library services

Of the organisations involved, there was roughly an even split between rural and urban groups.

Through this training educators have shown a willingness to use technology in their practice to help develop the digital skills of young people in their organisations. Four modules have been delivered:

- Mobile filmmaking
- Podcasting
- Smart Energy
- Robotics

16 training sessions were completed over the course of the programme, taking place in-person within the centres and communities where the educators are based. Working in this way helped to build on the hands-on elements of the courses and to establish a rapport between the educators and the Kinia team.

**Is your work based in a rural or urban area?**



**Urban** 46.2%
**Rural** 53.8%

**Training Participants by Module Type**

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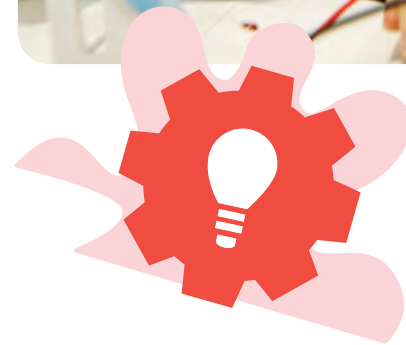Programme
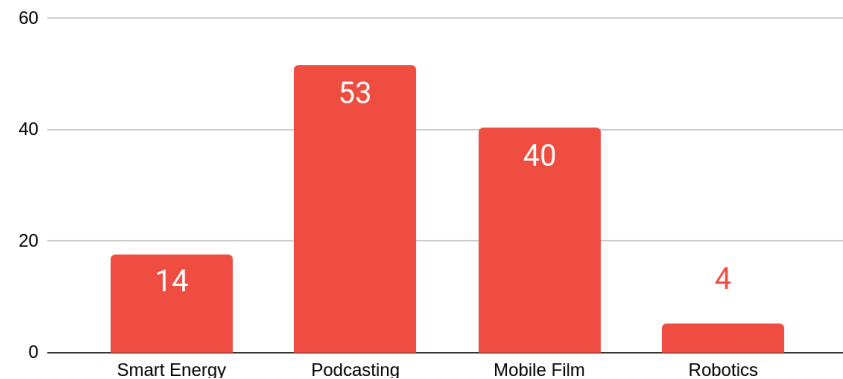
## STEAM

# Smart Energy

The Smart Energy module is a new module delivered for the first time in 2023. This module builds on previous creative technology modules designed to introduce circuits and 'maker' by changing the focus to learning more about electricity, energy and where our energy comes from.

The aim of the course is to equip educators with the skills to integrate contemporary energy technologies such as solar and wind energy into experimenting with circuits. As alternatives to fossil fuels become increasingly prevalent, developing learners' understanding of where our energy comes from and exploring renewable energy is central to creating future-focused solutions to some of the biggest challenges of the 21st century.

Feedback from educators on completing the course:

"It has opened my eyes to how easy the concepts are, you don't need lots of scientific knowledge to feel confident to deliver the programme"

"I originally thought that it would be complicated but the course has simplified the information"

**Digital Creativity**

# Podcasting

Podcasting proved to be the most popular module for educators in this programme. The course is designed to be a hands-on experience with educators planning, recording, editing and learning how to publish a podcast during the course. Participants recognised the potential for podcasting as a novel way of exploring topics with young people. This was reflected in the entries for the Creative Tech Week awards with a large number of podcast projects entered, covering a range of subjects, interests and challenges young people are invested in. Educators enjoyed the hands-on nature of the course and many were surprised to see how easy it can be to create and publish podcasts using online software.

Feedback from educators on completing the course:

"The facilitators and materials were excellent, and having the equipment provided so we can make our own podcasts was just fantastic. I loved the small group work - learning by doing."

"Loved it - everyone said how useful and engaging it was - rare in the world of CPD!!!!"

"It's good for complete beginners. It's great to get stuck in and to just have a go at the basics."

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**Digital Creativity**

# Mobile Filmmaking

The popularity of the Mobile Filmmaking module can be attributed to the widespread use of video and recording technology in daily life and youth work practice. The focus of the course is on the educators working together in small groups to plan, record and edit short films. It's designed to be practical and to follow the same process as the educators would employ in their work with young people, albeit in a much more condensed time period.

Young people and educators have been using mobile technology to record and document everyday occurrences and creative projects since smartphones became widely available. Many of the applicants spoke of wanting to upskill and develop their understanding of techniques and equipment to make improvements to the quality of video they produce.

Feedback from educators on completing the course:

"The course was very interactive, getting to use the equipment and apps was great. Instructor was very good at showing the way in which everything worked and going over information to clarify."

"It just provided us with more tools to use and resources which we can return to again. The facilitator was very clear and concise in their delivery."

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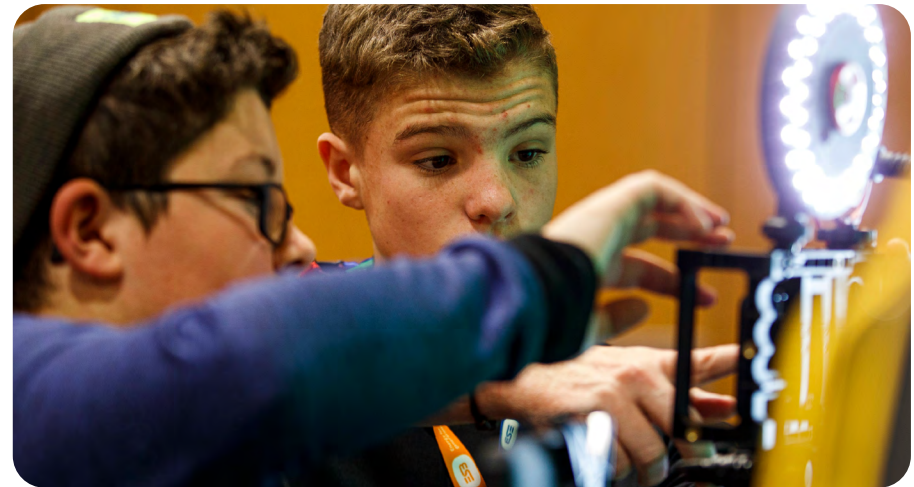
**Computer Science**

# Robotics

The Robotics module incorporates three key elements; Scratch coding, Makey Makey and the Skribot robot. During the course participants build on each element which feeds into new and creative ways of working with young people using computers and looking at how we can create and control robots using code.

In spite of the introductory nature of the module, the evidence suggests that educators perceive this course as being more technical and that a certain level of digital proficiency is required before taking on training. This is reflected in a lower uptake.

Feedback from educators on completing the course:

> "A brilliant course to do. Great to challenge myself and get out of my comfort zone. I found the Skribot difficult to build but was glad I stayed with it and got it moving thanks to the facilitator's encouragement. Thanks to all concerned and I will definitely try and incorporate some of this learning into projects with children in 2024."

> "The hands on experience was very useful and it gave a great understanding of how children would work on projects"
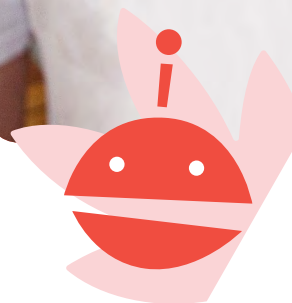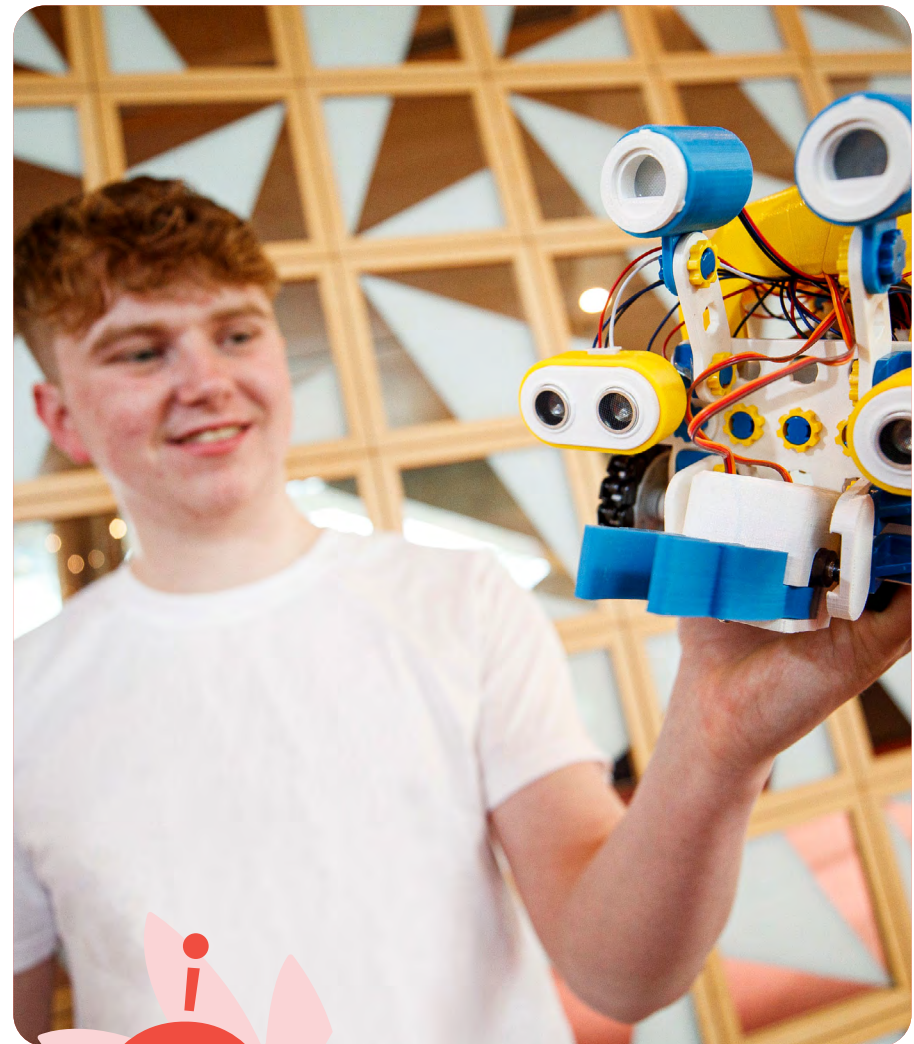
# 2. Course and Resource Development

Two new modules were designed and developed in 2023/24.

Kinia developed and piloted the Smart Energy module in 2023. This course introduces educators to simple circuits. There is a focus on the science behind electricity and exploring different sources of energy. Understanding energy and how electricity works encourages learners to think about our own energy consumption and the sources of energy we use, while also increasing their ability to be creative with circuits in their own practice. Young people explore how they can create their circuits using batteries, solar power and possibly wind power and look at possible solutions to a range of creative challenges.

The Green Tech module has been designed and is ready for pilot in 2024. This module focuses on using the BBC Microbit - a programmable microcontroller - as a means of environmental data collection and analysis. The Microbit has a range of built-in sensors that allow us to take environmental data such as light, temperature and movement. We can then use this information to help us create programs. This module develops coding skills with emphasis on practical environmental projects that will help young people to understand how this technology is deployed in professional applications.

With both the Smart Energy and Green Tech modules, we aim to provide educators and young people with an understanding of our current energy systems and energy usage, and to think about what that may look like in a green and sustainable future.

In addition to the new modules 20 programme resources and activity guides were designed to complement and build on the skills developed in the CPD training. These guides underpin the work of all of the four key CPD modules delivered through this programme.
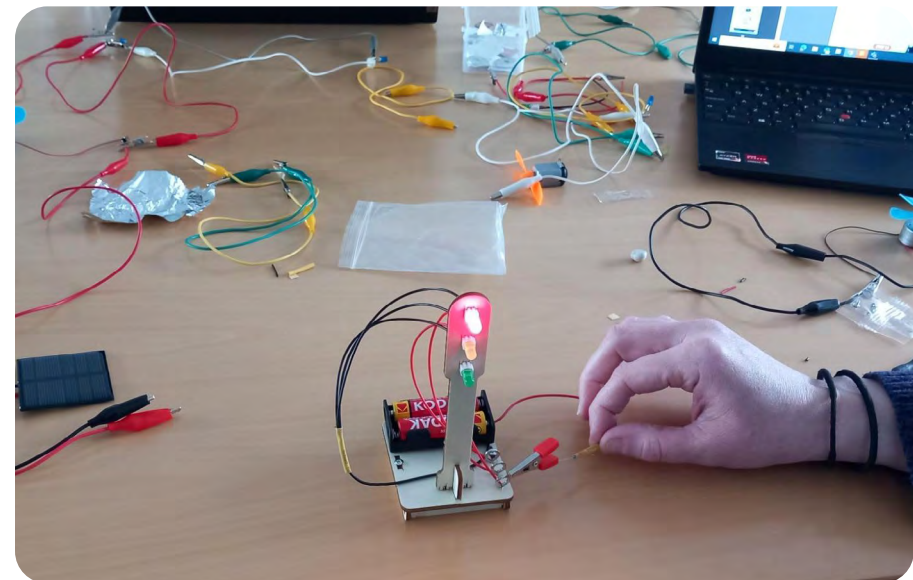
# 3. Kinia Learning Framework

The Kinia Learning Framework was developed in 2023 based on the 5E model of inquiry. The framework underpins the CPD courses delivered in the creative technology programme and also incorporated into the online delivery of these courses.

The 5E Pedagogy is designed to foster engaging and hands-on learning experiences, educators can use the framework to support the structure of their work with young people. The five E's are:

**Engage** - cultivate curiosity in the topic
**Explore** - encourage experimentation
**Explain** - encourage young people to explain their ideas
**Elaborate** - facilitate project-based learning to enhance collaboration
**Evaluate** - provide constructive feedback

Each stage is in place to allow young people space to reflect on their current knowledge and build upon their learning through the course of the process.

The framework is introduced in Kinia CPD training modules and is offered as a suggested framework for facilitation. While we highly recommend the use of our learning framework, it is important to note that its application is not mandatory.

## The Kinia Learning Framework

Educators skilled in the Kinia Learning Framework and creative technology modules not only improve the quality of learning but also prepare students for success in a rapidly evolving world driven by technology and creativity.

Being digitally creative develops key skills and competencies that build opportunity and learning pathways, so that all young people can confidently create their future.



We have developed our framework based on the 5E model of inquiry, and while we highly recommend the use of our learning framework to underpin your learning modules, it is important to note that its application is not mandatory.

The 5E Pedagogy below is designed to foster engaging and hands-on learning experiences, you can use this to support you with awarding our digital badges to the young people you work with:

| Stage | Educator Activity | Learner Activity | |
|-------|-------------------|------------------|---|
| Engage | Introduce a thought provoking question. Cultivate curiosity. | Actively engage in discussions. Ask questions and share initial thoughts. | ✔ |
| Explore | Provide hands-on activities to promote creativity. Encourage experimentation. | Engage in practical experiments or activities. Express creativity through exploration | ✔ |
| Explain | Deliver content knowledge and explanations. Promote critical thinking through questioning. | Listen to explanations, and information. Ask critical questions and seek further information. | ✔ |
| Elaborate | Facilitate projects based learning to enhance collaboration. Encourage creative problem-solving. | Collaborate with peers on projects. Apply knowledge in real-world scenarios. | ✔ |
| Evaluate | Assess students through projects, discussions, or assessments. Provide constructive feedback. | Communicate and discuss project with group. | ✔ |

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# 4. Kinia Academy



The Kinia Academy, our VLE launched in 2023 as a new platform hosting Kinia courses and resources. The Kinia Academy allows educators to complete blended or online courses. All educators participating in Kinia training have access to their course and course material through the Kinia Academy. For the duration of the course the educator can use the material as a point of reference and as a means of refreshing their learning after the course is complete. All resources are available bilingually through English and Gaeilge.

During our in-person trainings, the Kinia tutor uses the academy as a teaching resource and participants can go through the material in real-time. If an educator is taking a self-directed course, it allows them to access material at any time in a way that suits their schedule, while also allowing for scheduled online sessions with a Kinia tutor. All of the supporting resource material will be available through the Kinia Academy and it is regularly updated to reflect changes in material, so it acts as a live-support for the educator when they are implementing the learning in their work.

# 5. Kinia Credentials

Kinia has developed two credential models over the past number of years. Firstly, the educator credentials to ensure the skills, knowledge and confidence educators gained through Kinia's training and support is recognised. The second is a form of micro-accreditation for young people, which can be awarded through their educator to recognise their work and learning.

To gain a credential, the educator must complete a CPD training module and then implement or 'activate' those skills and knowledge in their practice. Once the educator has completed some creative technology work with young people, they can apply for the credential alongside documentary evidence of the work they've done with their group. At this stage the educator can also apply for the young people's credential to recognise their efforts and achievements.

In the past, some educators reported it as being confusing and a barrier to applying for the credential in the first place. Another factor has been the time it takes to implement the creative technology activity in their work. In general, educators take somewhere between 6 - 9 months before applying for their credential. In that time, educators are focused on activation of the skills in their work, which can be hampered in finding young people and scheduling creative technology work among other activities.

In response to the challenges educators' are facing, we have refined the credential application process and integrated it into the Kinia Academy so it is easier for educators to complete. Working through this online allows for a seamless process for the educator from start to finish of their chosen course.

As such, the number of applications and credentials awarded is lower than had been anticipated at the outset of the project. In response to this, a refinement of the application process has made it easier to apply for the credential.

We anticipate that the majority of the people trained on this project will complete their credential later in 2024 or even into 2025. One of the main areas of focus for the Kinia team is to support all the CPD training participants to apply for educator and young people's credentials.

# 6. Creative Technology Week

Watch our 2024 Creative Tech Fest recap here.

Creative Technology Week events were hosted at the Google Foundry, Barrow St., Dublin on the 19th and 20th of April in 2024. Both events were well attended and were the culmination of the work of young people and educators from many organisations across Ireland. The Creative Tech Fest on Saturday 20th hosted 217 young people, where they participated in a variety of workshops and attended the Creative Tech Fest awards presentations.

A new inclusion for 2024 was the very exciting H2GP races. In partnership with Horizon Educational young people had the opportunity to build hydrogen-powered race cars in preparation for Creative Tech Week. Groups received a kit in advance of the events to build and customise their own cars with the support of the Kinia and Horizon staff. A series of races were held with the young peoples' cars at the events to determine the winners of the inaugural H2GP races. This initiative proved very popular and successful as it gave young people the opportunity to learn about a brand new technology that could help to solve some future challenges around energy and renewable energy sources.

The awards this year were reflective of the work that has been done through this programme in LCYP regions. The 'Organisation of the Year' award went to Maine Valley Family Resource Centre (Co. Kerry) to recognise their work in creative technologies. Since 2020, with the backing of Deirdre Enright (Coordinator of the Kerry Local Creative Youth Partner-

ship), staff have completed Kinia training and introduced innovative technology into their engagement with young people, spanning video, audio, and electronics projects.

Award-winning projects in the Emerging Technologies (Cork ETB, supported by the LCYP in Cork) and Video Production categories (Foroige Limerick supported by the Limerick and Clare ETB Local Creative Youth Partnership) emphasise the work that has been done to upskill educators through this programme.

Creative Technology Week images and videos available here

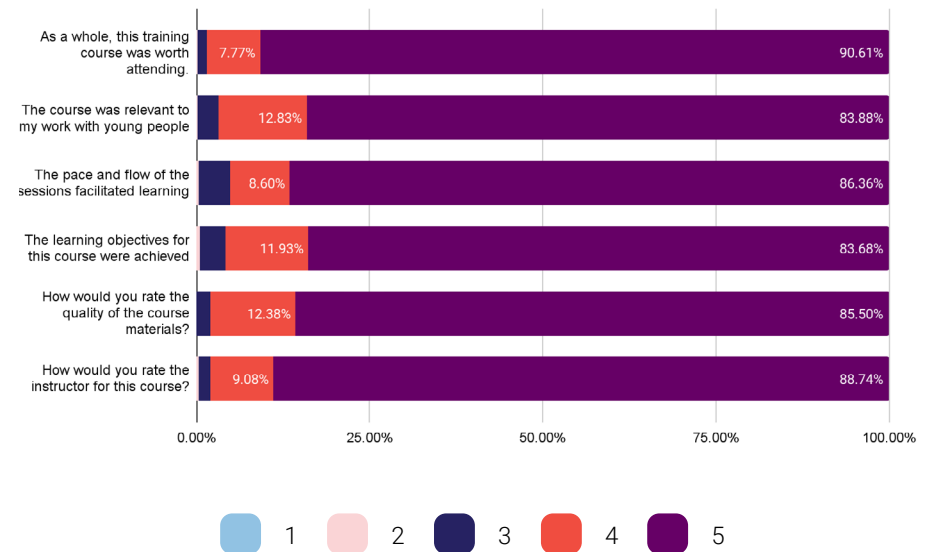# What impact did this programme have?

# Pre and Post Training Feedback

Participants completed pre and post-training surveys at all training courses. The surveys were used to evaluate each session and to measure impact and learning outcomes. A self-rated scale was used to quantify educators' knowledge and skills before the module started. Educators answered a follow-up survey with identical questions after training. In addition, the post-training survey carried further statements and questions to evaluate the training delivery.

Comparison of results from pre and post CPD training surveys shows increased confidence for a majority of participants. This is evident in compiled survey responses which show a marked increase in higher confidence scores in post-training surveys when compared to the data from the pre-training surveys.



**Post-training survey analysis**

| Question | Score 4 | Score 5 |
|---|---|---|
| As a whole, this training course was worth attending. | 7.77% | 90.61% |
| The course was relevant to my work with young people | 12.83% | 83.88% |
| The pace and flow of the sessions facilitated learning | 8.60% | 86.36% |
| The learning objectives for this course were achieved | 11.93% | 83.68% |
| How would you rate the quality of the course materials? | 12.38% | 85.50% |
| How would you rate the instructor for this course? | 9.08% | 88.74% |

Legend: ● 1  ● 2  ● 3  ● 4  ● 5

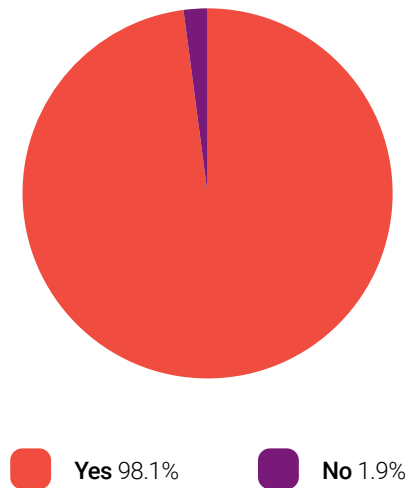**The information gathered from post-training surveys shows:**

- 98% of participants said their training course was worth attending (scoring 4/5 or 5/5)
- 96% answered a 4 or 5 to indicate the material was relevant to their work with young people
- 95% said the pace and flow facilitated their learning (scoring 4/5 or 5/5)
- 95% indicated they met the learning objectives by scoring a 4 or 5
- 97% endorsed the quality of the course materials
- 97% gave their instructor a rating of 4 or 5

**I feel confident in my ability to facilitate creative technology activities with young people**



Pre-training    Post-training
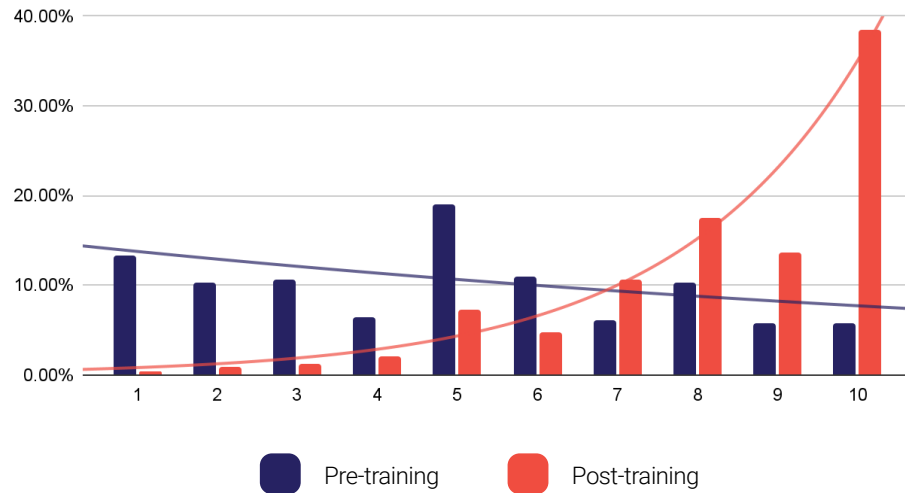
**Would you recommend this course to others?**



**Yes** 98.1%    **No** 1.9%

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# Creative technologies in the community

## Maine Valley Family Resource Centre

Maine Valley Family Resource Centre were the 'Organisation of the Year' winners at Creative Tech Fest. In 2020, they took part in their first Creative Tech Fest event. Since then, with the backing of the Kerry Local Creative Youth Partnership, they have introduced innovative technology into their engagement with young people, including video, audio, and electronics projects. The organisation's dedication to young people in their community deserves huge recognition. By providing them with the chance to explore new technologies, they are empowering younger generations to be future innovators.





Their groups entered numerous projects for this year's awards including the 'Speedy Monster' H2GP race car pictured.

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# Sample Creative Technology Week Projects

# Mater-Reality
*Cork ETB*

Ann Burns is an artist working with the LCYP in Cork and has participated in the Mobile Filmmaking and Podcasting CPD modules. Working closely with Fiona Quinn, the LCYP Coordinator at Cork ETB, Ann engaged young people from Sherkin Island and Youghal, creating environmental, landscape-based sculptures and drawings. These were then scanned into a VR art gallery using spatial.io. This is a superb use of VR, incorporating 'real-world' sensory art work and technological methods into a project design to connect isolated communities and inspire creativity and leadership in young people. Ann used the training and equipment from Kinia to help develop and document the project.
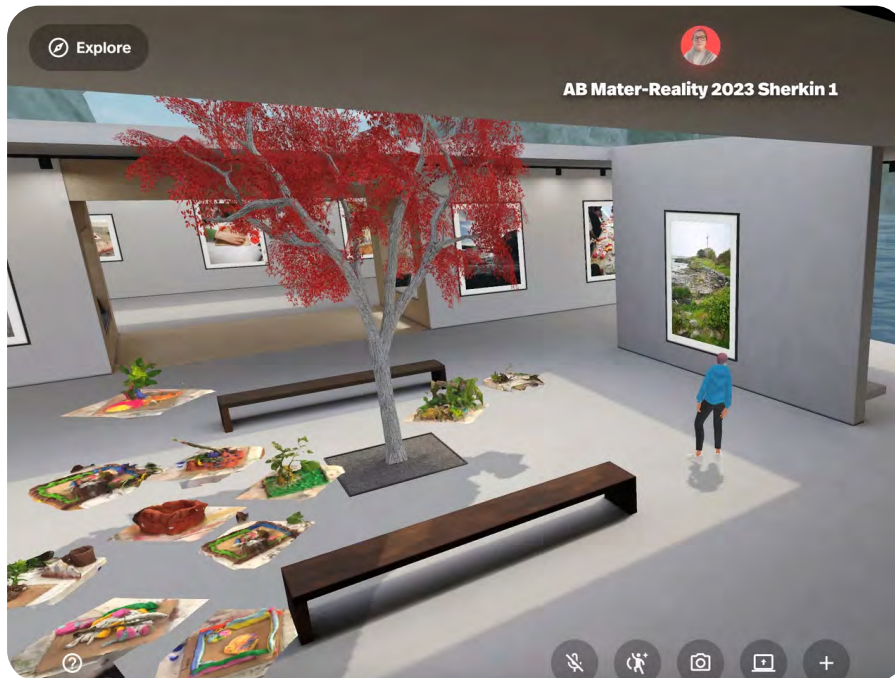


# West Limerick Foróige Animation
*Foróige West Limerick supported by LCETB LCYP*

Seán Horgan is an artist and workshop facilitator for Limerick and Clare ETB. Seán worked with two groups to facilitate projects which won awards in audio production and video production at Creative Tech Fest 2024. One of these projects was an animation/podcast with young people in Limerick and won the Video Production award at Creative Tech Fest.

Working alongside workshop facilitators, they produced:
- An animation to promote their content, and
- A podcast titled "The Gaggle", working with musicians at Music Generation Limerick to create the soundtrack.

The young people involved contributed to every element of this project covering a range of crafts as well as a forward thinking strategy to digitally market their work.

# Safety First!
# South West Inner City
## *Network (SWICN)*

SWICN Clubhouse in The Liberties, Dublin, are regular visitors to Creative Tech Week events. In SWICN Clubhouse the young people have a fantastic space in which to experiment and try out new technologies. They have been particularly successful in their audio and video projects in the past.

This year they were awarded in the computer science category. Two young people, Christian and Aidan made a game using the Gamemaker platform, learning about game design and coding along the way. In their words the game is "a side-scrolling platformer created in GameMaker. An OSHA safety officer inspects the SWICN Clubhouse's kitchen and finds dangerous safety violations from salmonella ridden eggs to contaminated brocoli." Using their creative concept Chrisian and Aidan created a working prototype of their game world with original characters, animations and music. They are continuing to work on a full working version of the game.
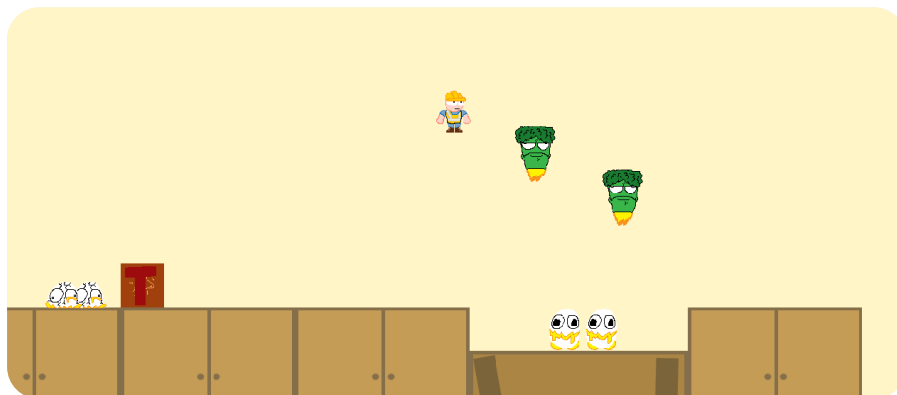
# Breakdown of costs

The primary costs for this programme were budgeted and spent under the following headings.

## Staff salaries

- Project coordination including; stakeholder engagement, scheduling, staffing, planning, recruitment.
- Training administration and delivery.
- Credential development and allocation - research, development, platform-sourcing, refinement of application process, educator follow up.
- Resource development - research, development and design of resources.
- Platform development and maintenance - design of online courses and activities, upload of resources, management of user accounts, site maintenance, platform and hosting fees, updates.
- Monitoring and evaluation - development of monitoring tools, surveys and tracking impact measurement.

## Training logistics and preparation

- Training costs including; room hire, sustenance and travel expenses.

## Resource and content development

- Cost of resource development - video production and design. Written guide design.
- Training course development - research and creation of modules. Sourcing of appropriate equipment to support the learning outcomes.
- Creative Technology Toolkit - compilation, research, writing and design of the toolkit.

## Equipment kits for educators

- Budget for equipment consisted of 100 kits delivered to educators on completion of training modules.
- Human resources, storage, packaging and distribution/delivery of kits.

## Events and awards

- The production of Creative Tech Fest 2024 and costs associated were spent as per budget.

## Communications

- Social media promotion - various promoted social media posts and campaigns
- Promotional material and design

# Conclusion

## 1. Successful engagement and reach

**Educator and Organisation Training:** CPD training of 111 educators from 57 organisations represents strong engagement with educational institutions and community organisations across the country. Support from the LCYPs was integral to developing links and engaging educators in training.

**Youth Participation:** With 2,000 young people reached and 217 attending the Creative Tech Fest 2024, the project effectively engaged a significant number of young participants in creative technology activities. Project entries and award winners for Creative Tech Week 2024 reflect the areas where the project has been well supported by the Creative Youth Coordinators since 2020.

## 2. Diverse and relevant training courses

**Course Variety:** The delivery of courses in Smart Energy, Mobile Filmmaking, Podcasting, and Robotics demonstrates Kinia's commitment to offering diverse and relevant training in creative technologies. Educators' feedback highlights the relevance of the courses to the work they are undertaking with young people.

**New Course Development:** The development of new courses in Smart Energy and Green Technology shows responsiveness to emerging trends and needs in the field of creative technology education. Emphasis on environmental and green learning has been identified as a need by educators and the new topics focus on young people's ideas on possible creative solutions to some of the environmental challenges faced.

## 3. Positive feedback and impact on educators

**High Satisfaction:** Feedback from educators indicates high levels of satisfaction with the training, with 98% finding the courses worthwhile and 97% endorsing the quality of materials and instructors.

**Increased Confidence:** Post-training surveys showed increased confidence among participants, suggesting that the training effectively equipped educators with the necessary skills and knowledge.

## 4. Supportive resource and course development

**Resource Creation:** The development of 20 programme resources and activity guides, along with the Kinia Learning Framework, provides strong support for educators to implement creative technology in their settings.

**Virtual Learning Environment:** The launch of the Kinia Academy as a Virtual Learning Environment facilitated blended and online learning, expanding access to training materials and resources.

## 5. Successful public engagement and media coverage

**Public Events:** Participation in public events like the Dublin Maker 2023 and the Kinia Educator Tech Fest helped showcase creative technology activities and engage with a broader audience.

**Media Reach:** Extensive media coverage, including TV, print, and online outlets, significantly raised awareness about the project and its impact.

## 6. Achievement of key outcomes

**Creative Technology Learning Environment:** Successful development and launch of a new creative technology learning environment - Kinia Academy, two new teaching modules and ongoing development and awarding of Kinia Credentials.

**Unlocking Technology Potential:** By delivering inclusive creative technology resources and developing activities for younger learners, the programme fostered interest and skills in future technologies.

**Scaling the Program:** Engaging 111 educators in CPD training workshops and hosting the second Educator Tech Fest in November 2023 demonstrated scalability and ability to build a supportive network for educators.

**Industry Partnerships:** Establishing connections with new industry partners such as Horizon Educational and continuation of existing partnerships (e.g. Google, Skriware, etc.) indicate strong industry engagement and support.

**Showcasing Achievements:** The Creative Tech Fest and Creative Tech Week events provided platforms to celebrate young people's achievements, with significant participation and project submissions.

## 7. Enhanced learning and evaluation framework

**Learning Framework:** The introduction of the Kinia Learning Framework based on the 5E model supports structured and engaging learning experiences. It also provides a framework for evaluation and charting of young people's progress through their creative technology learning.

**Ongoing Evaluation:** Continuous feedback and evaluation through pre and post-training surveys ensure that the creative technologies programme remains responsive and effective in meeting the needs of educators and young people. Post training feedback was gathered and submitted as part of the Creative Youth Evaluation Framework. Feedback from advisory groups is invaluable in planning and monitoring the quality of the course and platform development required to support educators.

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# Thank You

The Creative Technologies programme in Kinia has allowed us to reach educators across the country and support them to develop their creative technology skills, knowledge and confidence. We have developed deeper relationships with educators, educational institutions, LCYPs and ETBs which will positively impact Kinia's reach and remit into the future.

We want to thank everyone in The Creative Ireland Programme for their support, guidance and enthusiasm for this programme over the past number of years.

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# kinia

Learning is Life