



THE TECHNOLOGY SHOW

Squid Stamp

Teacher Resource

2016



The 2016 Education and Families Program is
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ABOUT THIS RESOURCE

This resource has been created to provide teachers with some preliminary ideas as to how to extend their experience of *The Technology Show*. The activities are designed to be open-ended and multi-ability. They may need differentiation for your specific cohort.

The performances and workshops included in the Education & Families program are designed to offer students engaging arts experiences with strong links to the **Victorian Curriculum**, and to VEYLDF, and VCE subjects where appropriate. Each Education & Families performance / workshop varies in its content and as a result the scope for integration across the curriculum varies. Please feel free to contact the Education and Families team on (03) 9644 1808 or at education@rav.net.au if you have any questions about this resource, its content or its implementation within your classroom.

ABOUT REGIONAL ARTS VICTORIA

Regional Arts Victoria inspires art across the state. Through creative facilitation, touring, education, specialised resources, artistic projects and advocacy, we develop and sustain creative communities and artistic practice all over Victoria.

Regional Arts Victoria is an independent, not-for-profit, membership-based organisation working in long-term partnerships with every level of government, fostering contemporary and innovative regional cultural practice across five decades. We advise and impact on decision-making across multiple portfolios and levels of government.

Regional Arts Victoria is the peak body for regional artists and arts organisations, and the leading organisation for regional creative practice in Victoria.

Our artistic program

Regional Arts Victoria inspires creative communities, creative places and creative catalysts.

CREATIVE COMMUNITIES	CREATIVE PLACES	CREATIVE CATALYSTS
Regional Arts Victoria stimulates and connects our state's communities of practice.	Regional Arts Victoria champions the places where art is made, experienced and discussed.	Regional Arts Victoria fosters current and next generation creative capacity and practice.
<p>Members and membership services: fostering active and engaged artists and arts organisations across the state; supporting arts professionalism through specialised resources and professional insurance</p> <p>Resources, workshops and events program of forums and activities through our Regional Cultural Partnerships Program</p> <p>Networks: hosting specialised state-wide and national networks (including Regional Cultural Network, Festivals Network, Arts Teachers); participating actively in regional development networks; accessing and developing New Networks at membership and organisational level</p> <p>Strategic partnerships with governments, universities, tourism, planning and development bodies as well as arts and cultural organisations</p>	<p>Performing Arts Touring: opportunities, tools and support for regional and remote touring across Victoria and Australia</p> <p>Education & Families: performances, workshops and projects in schools, accompanied by AusVELS aligned teacher resources</p> <p>State-wide place-making projects including –</p> <p><i>Home is where the hall is:</i> November's month-long celebration of arts events in regional community halls</p> <p><i>Eco-Cubby:</i> promoting the principles of sustainable design and architecture in schools, hands-on</p> <p><i>Small Town Transformations:</i> innovative projects of significant local and regional impact, combined with state-wide thought leadership on "How can art transform your town?"</p>	<p>Advocacy and leadership: leading state-wide arts conversations; creating exposure for regional artists; providing strategic advice</p> <p>Creative Leadership Program: annual program for emerging arts and thought leaders</p> <p>Creative Arts Facilitators: our regional staff team work directly with artists and communities, in close partnership with local and federal government</p> <p>Access and diversity including Indigenous engagement and cultural exchange</p> <p>Grants programs: facilitating and supporting high quality applications to quick response, presentation and project grants, administered on behalf of state and federal government</p>

EDUCATION & FAMILIES TEAM

Regional Arts Victoria's Education & Families team pride ourselves on providing relevant and exciting activities for children and young people that are complementary to both Victorian and Australian curriculums. All of our tours come with a free set of education resources to further enrich your arts experience.

Our team is available to provide local contacts and links to research, and offer advice on how to make the most of the arts at your school or centre. Our office is a resource for Victorian teachers, so we encourage you to make use of us!

We also provide significant subsidy assistance (up to 50% of program costs) to eligible remote and disadvantaged schools. Your school may be eligible so please contact us to find out more!



Suzi Cordell
Education & Families Manager

Ph: (03) 9644 1805
Mob: 0402 460 080
Email: scordell@rav.net.au



Jo Chapman
Education & Families Coordinator

Ph: (03) 9644 1808
Email: jchapman@rav.net.au



Carolyn Lambert
Education & Families Administrator

Ph: (03) 9644 1819
Email: clambert@rav.net.au

VICTORIAN CURRICULUM LINKS

The Technology Show links to a diverse range of curriculum areas and is suitable for Levels F – 10 unless otherwise stated (e.g. Civics and Citizenship)

Use the strands for Levels F – 10 for all areas for The Technology Show

Learning Areas	Capabilities
<p>The Arts</p> <ul style="list-style-type: none"> • Students learn as artist and as audience • Students learn through making and responding. <p>Drama</p> <ul style="list-style-type: none"> • Drama practice • Present and perform • Respond and interpret • Express and Explore <p>Media Arts Key areas: Students develop knowledge and understanding of five key areas:</p> <ul style="list-style-type: none"> • the media languages used to tell stories • the technologies which are essential for producing, accessing and distributing media • the audiences for whom media arts products are made and who respond as consumers, citizens and creative individuals • the constructed representations of the world, which rely on shared and disputed social values and belief • Scope and Sequence: • Respond and interpret 	<p>Personal & Social Capability</p> <ul style="list-style-type: none"> • Self-Awareness and management <ul style="list-style-type: none"> - Recognition and expression of emotions - Development of resilience • Social Awareness and Management <ul style="list-style-type: none"> - Relationships and diversity - Collaboration
<p>English Language Strands:</p> <ul style="list-style-type: none"> • Reading & Viewing • Writing • Speaking & Listening <p>Literature Strand</p>	<p>Critical and Creative Thinking Strands:</p> <ul style="list-style-type: none"> • Questions and Possibilities • Reasoning • Meta Cognition
<p>Technologies</p> <ul style="list-style-type: none"> • Digital technology 	<p>Ethical Capability</p> <ul style="list-style-type: none"> • Understanding Concepts • Decision Making and Actions
<p>The Humanities</p> <p>Civics and Citizenship – Levels 3 - 10</p> <ul style="list-style-type: none"> • Laws and Citizens • Citizenship, Diversity and Identity 	

INTRODUCTION TO THE PROGRAM

WHO ARE SQUID STAMP?

Squid Stamp is Melbourne's freshest theatre-in-education company who deliver energetic and professional physical comedy for kids and adults alike. We educate through wildly entertaining performances, memorable characters and splendidly silly sketches. Squid Stamp was founded by Isabelle Clara Mason and Samantha Wojcik who met during their three years of acting training at the Arts Academy, University of Ballarat. Since then, Squid Stamp premiered their newest work, *The Technology Show* at the 2013 Melbourne International Comedy Festival and continued with a successful return season at La Mama Theatre, receiving the Melbourne Fringe Festival Best Kids Show Award. They now welcome two talented and emerging actors to the Squid Stamp team and are excited to deliver outstanding, educational theatrical comedy to schools all around Victoria.

WHY TECHNOLOGY? (How was it made?)

We, the actors of Squid Stamp, are all in our early to mid-twenties, and we feel that if there has been one tangible example of progress in our lives, it has been the advancements in technology and digital communication over the past 20 years.

We wrote *The Technology Show* as a way to bridge the gap between parents and their kids or teachers and their students, because we figure that technology is advancing at such a rapid pace, there is limited education in place to advise kids (and adults, and us!) on how to flourish in a tech-savvy world.

We love technology, we use it every day and we rely on it heavily for everything – we even did script-writing sessions for this show via Skype (it's true!). However sometimes we notice that we use technology in a way that disengages us from the world and so this show explores the risks and dangers that come from excessive use of technology in addition to its vast benefits.

THE TECHNOLOGY SHOW

Squid Stamp: The Technology Show is a dynamic, high-energy, sketch show that communicates how technological gadgets of the 21st century are used, and sometimes abused, in everyday life. This play meaningfully contributes to the social and emotional learning of school-aged children by delivering important information about cyber safety and modern technologies. Tackling the big questions, this thought-provoking show will leave you asking, "Does technology really help us to communicate better, or just faster?"

You can expect physical comedy, multiple character changes, witty dialogue and a whole heap of iPlay!

INTRODUCTION TO THE PROGRAM

THEMES AND CULTURAL SIGNIFICANCE

Key Learning Points

Squid Stamp educates students about the risks associated with addictive behaviour and technology.

Topics covered:

- Social media use
- Internet safety
- Literacy
- Fact checks / Wikipedia
- Benefits of technology

HOW IT AIMS TO IMPACT STUDENT LEARNING

- Gives students the opportunity to consider the use and impact of technological solutions on equity, ethics, and personal and social values.
- Helps students to make informed and ethical decisions about the role, impact and use of technologies.
- Encourages students to be creative, innovative and enterprising when using traditional, contemporary and emerging technologies.
- Engages students in critical and creative thinking through open discussion.
- Facilitates an understanding of communication conventions through: the aural and visual communication structure of a performance; practising listening attentively and responding appropriately when part of an audience; information and advice on electronic communication; and learning to effectively communicate with peers.



CAST AND PRODUCTION TEAM

Writer/Artistic Director - Isabelle Clara Mason

Isabelle is an actor, director and writer. In 2014 she relocated to London from Melbourne to pursue these crafts. An example of the positive way technology can bring us closer together, she continues to run Squid Stamp with Samantha Wojcik from London - lots of Skyping and emailing! Isabelle recently completed an Acting Shakespeare Intensive at RADA (Royal Academy of Dramatic Art) and holds a BA in acting from BAPA (Ballarat Academy of Performing Arts). In 2012, Isabelle co-founded Squid Stamp and in 2013 wrote and performed in *The Technology Show* at the Abbotsford Convent as part of the Melbourne International Comedy Festival and at La Mama Theatre where the show went on to win the 2013 Melbourne Fringe Festival Best Kids Show Award. Isabelle is passionate about creating theatre that explores important social issues and helps to educate, inform and entertain younger generations. She has also worked as a swimming teacher and a youth leader.



In her broader theatrical career, Isabelle has done a 6-month internship at acclaimed Red Stitch Actors' Theatre and her credits include: *Stella Europa* (The Hen and Chickens Theatre), *Henry V* (RADA), *The Two Gentlemen of Verona* (Owl & the Pussycat), *The Women of Troy*, *The Three Sisters* and various TV commercials. Directing credits include: *NSFW* (Red Stitch Actors' Theatre, AD), *Incarcerator* (Revolt), and *Cockatoo Stew* (Sovereign Hill). In 2012, Isabelle won the LA Webfest Award for Outstanding Producing for the mini-series *Aunty Donna's Rumpus Room*.

Writer/Artistic Director/Actor - Samantha Wojcik

Samantha is an actor, director and producer and after completing her acting degree at the University of Ballarat, Arts Academy in 2011, Samantha has performed in fairytale pantomimes throughout Victoria. As one of the co-founders of Squid Stamp, she co-wrote and performed in *The Technology Show* that launched at the 2013 MICF and later performed in the award-winning, return season at the 2013 Melbourne Fringe Festival.

Her other focus lies in creating original works with an emphasis in immersive theatre, allowing the audience to engage their senses and interact within the world of the performance. In 2014, she directed and performed in an original vaudevillian inspired work, *A Mad Tea Party*, where she played the evil villain, the queen of hearts. The show premiered at the 2013 Melbourne Fringe Festival, having also performed sell out seasons at the 2014 Frankston Anywhere Festival and 2015 Adelaide Fringe Festival.



Samantha believes that theatre-in-education has an incredible power to transport kids into another frame of mind and learn about historical, social and environmental issues through the wonderful world of art. She is adamant that theatre helps to bridge the gap between education and creativity and imagination.

Actor - Jacqueline Whiting

Jacqueline Whiting completed a Bachelor of Acting at the Ballarat Arts Academy in 2013. Since then she has worked as an actor on stage and screen in productions such as *Highly Flammable Love* and *Wentworth*. She has also written, directed and produced her own projects including most recently her comedy web series *Henry Haus*.

She is soon to perform *This is She/These Violent Ends* in the 2016 Melbourne Fringe Festival and is continuing to develop new work with her production company.

Jacqueline is very passionate about theatre-in-education and is thrilled to join the Squid Stamp team.



Actor - Jack Wilkinson

Having developed a love of theatre while in high school, Jack Wilkinson has spent the last 6 years working extensively within all aspects of the theatre environment, from acting to directing, stage managing to design, and everything in between.

He is one of the co-founders of GJ Productions, a Melbourne based production company created to give emerging artists a platform to share their talents with the arts community.

Their successful debut production of Jason Robert Brown's *The Last Five Years* saw Jack on the other side of the stage, where he was the Executive Producer, Lighting/ Sound Designer and Stage Manager for the production. He has also directed a number of musicals in past years for Essendon Keilor College.

Some notable performances that Jack has been involved with in recent years include *Rosencrantz and Guildenstern Are Dead* (Guildenstern), Shakespeare's *The Comedy of Errors* (Antiphulus of Syracuse), *The Twelfth Night* (Sebastian) and *Red* (Ken).



HOW WE RUN THE SHOW

The Technology Show lasts for approximately 45 minutes and we then hold a 15-minute interactive discussion with the students. We will keep the class as an entire cohort to avoid moving them around at all and breaking focus from what they just saw.

BEFORE THE EVENT

We invite you to use this resource pack prior to the performance to prepare your students for the show. This is certainly not compulsory (the show stands alone with no prior knowledge necessary) and you are welcome instead to use this afterwards as your own debriefing tool. Within this resource pack are a list of questions you can ask your students to encourage mindfulness and reflection when using technology and social media. We have included some great links and articles that you can also use.

ON THE DAY

- We will arrive at your school at least 30 minutes prior to our performance time.
- We will enter through the main reception unless otherwise instructed.
- We then make our way to the venue and make any adjustments necessary to suit the space, sound check, etc. We will provide our own speaker dock, chairs and props.

***** We Require:** a table to use for props if that can be arranged. If not, please let us know in advance. We also require a power point for our speaker dock.

SEATING PROCEDURE

We request that students are permitted entry into the space in small groups (class groups are ideal). One of our actors will greet them and escort them to a seating area and will then go to collect the next group. The reason for this is to ensure efficiency, to avoid a very large group of students all rushing in at once, and to begin to signify to the students that they will need to settle down and pay attention.

SHOWTIME

We will not introduce ourselves before the show or call the group to order – we will instead open with some music and from there we continue the show with no interruptions. It will run for 45 minutes.

THE INTERACTIVE DISCUSSION

We feel that it is very important and valuable to hear from the students, find out about their technological practices, and answer any questions or address any themes raised in the show. We are open and friendly and we welcome feedback, questions and anecdotes from students. The interactive discussion is run in a Q&A format in which we ask students to kindly raise their hands and contribute their experiences and stories.

PRE-VISIT ACTIVITIES

1. GROUP PROJECT

Choose a piece of technology and create a timeline of the progression of this device as far back as possible. Then brainstorm and imagine what it could evolve to in the future e.g. *car, camera, phone, printers, computers, music devices*

2. BRAINSTORMING

Pick a piece of technology and imagine the world without it. List the negatives and the positives. *Eg. Internet, a social media application, a specific device.*

3. ESSAY

Write about this topic: Does technology help us to communicate better or just faster?

4. TIME TRACKING

Ask your students to keep a 'technology time journal' for a day, three days, or even a week where they log every time they use electronic technology. Ask them to include EVERYTHING ie. toaster, electric toothbrush, the fridge, the car, their phones. If they aren't sure if something is considered 'technology', tell them to research whether it is. Once they have completed the time frame, invite them to share their results in a tally of hours, or even observations they noticed.

5. SURVEY

Teachers might find it useful to ask students questions about the way they use technology. Either ask the questions in class and discuss or pass around a printed survey and give them time to fill these out. Based on the answers you may choose to focus on one topic more specifically in follow up discussion. (And please send through any interesting answers or discoveries to squid.stamp@gmail.com as we are always keen to stay up to date with trends!).

SUGGESTED SURVEY QUESTIONS:

- What is technology?
- Name five examples of technology. List these examples in order of what you use the most.
- Would you consider yourself 'tech-savvy'?
- Do you have a smartphone not made by Apple?
- Do you have an iPhone? (Apple-made product only)
- Do you have a laptop at home or a computer, or iPad in your room?
- Do your parents monitor your computer time?
- What is your favourite video game?
- Have you ever gone over your cap or phone bill? If yes, did you get in trouble? Who pays the bill?
- Have you got a Facebook account?
- Do you know the legal age to get a Facebook account?
- Did you or anyone you know get a Facebook account before the legal age?
- Do you think you know how to use technology better than your parents?
- What is your favourite way to connect with friends online?
- Do you have a good relationship with technology?
- Has someone ever misinterpreted what you meant in an email/Facebook message/text because you didn't have that face-to-face contact?
- Would you prefer for all of your text books to be online/on an iPad?

- Are you concerned about your information being kept online for years to come?
- Do you blog?
- Would you spend more than 4 hours per day on your computer?
- What is your favourite thing about technology?
- Do you hide behind your Technology?



POST-VISIT ACTIVITIES

1. ESSAY

It has been suggested that current students are a part of the most informed generation, but the least knowledgeable. They can access information and facts instantaneously through smartphones and laptops but are arguably ineffective at retaining information and transferring it into knowledge. Discuss.

2. RESEARCH PROJECT

Students can choose one example of a social media or communication application (ie. Facebook, Twitter, Instagram, Snapchat, YouTube, email, texting, interactive online gaming, What's App, Skype, etc.) and create a profile on the company. Ask them to research the name of the application, its inventors, timeline, main focus/point, and 5 interesting facts they learnt about the application through research.

3. ENSURING CYBER SAFETY & PRIVACY

Choose one of your favourite social media and find out how to put your profile on private. Invite them to read through and assess the different privacy settings and aid them in making informed decisions.

4. ESSAY

For many reasons, the nature of language and literacy are changing. Invite students to explore the essay topic: *“Is social media, the internet and modern technology having a negative or positive impact on language and literacy?”*

5. LANGUAGE

Language is an ever-changing entity, with new words being introduced regularly to the lexicon, and others disappearing. Many students and adults alike often use an abbreviated “tech speak” especially for social media today eg. R U gr8? LOL!!

QUESTION:

How many of these words do you know and use regularly? Can you make a dictionary to include all the words you know? Add some new ones

Are there ever times that this tech speak can be open to misinterpretation or make it difficult to be understood?

6. IMAGINATION / GROUP ACTIVITY

Technology is now constantly evolving, progressing and advancing - what is going to be next? Whether it be Google Glass – eye glasses that display facts, the time, directions in front of your face, take hands free footage and photos, and allows you to share what you see – or the Apple Watch – a wearable piece of technology that is so much more than a normal watch, it syncs to your iPhone or iPad, sends texts, has apps, a display screen and could even air TV – it's clear there is no stopping technology.

QUESTION: What do you think will be the next invention? What tech device would you invent? Where do you think the world will be in 20 years' time in terms of technology?

<http://www.clairification.com/2011/10/03/•-digital-darwinism-plus-ca-change-ce-nest-pas-la-meme-chose/>

FURTHER READING

ARTICLES

5 Ways 'Tech Addiction' Is Changing Human Behaviour, by Singyin Lee,

<http://www.hongkiat.com/blog/tech-addiction/>

Facebook checked by 9 million Australians every day, by Miles Godfrey, 20 August 2013,

<http://www.smh.com.au/digital-life/digital-life-news/facebook-checked-by-9-million-australians-every-day-20130820-2s7wo.html>

Thousands of Snapchat images reportedly leaked online, by Melanie Kembrey, 11 October 2014,

<http://www.theage.com.au/digital-life/digital-life-news/thousands-of-snapchat-images-reportedly-leaked-online-20141010-114l8h.html>

VIDEOS

Stephen Fry & Jonathan Ross Language, Youtube, 0:00 – 3:00 mins

<https://www.youtube.com/watch?v=wBOCHPCYnDw>

The Future of the Technology of Digital Tablets

<http://www.youtube.com/watch?v=a8OpfMSXnzc>

The Thrilling Potential of Sixth Sense Technology, by Pranav Mistry. Ted Talk

http://www.ted.com/talks/pranav_mistry_the_thrilling_potential_of_sixthsense_technology?language=en

The Game That Can Give You 10 Extra Years of Life, by Jane McGonigal. Ted Talk

http://www.ted.com/talks/jane_mcgonigal_the_game_that_can_give_you_10_extra_years_of_life

Gaming For Life, Ted Talk

<http://blog.ted.com/2013/09/07/ted-weekends-gaming-for-life/>

WEBSITES

A Thin Line, MTV Campaign, <http://www.athinline.org/>

Can Facebook Survive If It Makes Us Miserable? by Charlie Warzel, Aug. 15, 2013,

<http://www.buzzfeed.com/charliwarzel/can-a-social-network-survive-if-it-makes-us-sad-the-hidden-c#48v4rdj>

Squishy Circuits, is a project to design tools and activities which allow kids of all ages to create circuits and explore electronics using play dough. See page at:

<http://courseweb.stthomas.edu/apthomas/SquishyCircuits/> and video of Ted Talk on page.

<http://www.netsmartz.org/Gaming>

Acronyms and abbreviations blog: <https://blog.bufferapp.com/social-media-acronyms-abbreviations>

Contact the Education and Families team at education@rav.net.au with further questions or, even better, examples of your work!

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ARTS
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EDUCATION & FAMILIES

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