

# Key question: How can we establish if pupils balance their screen time?



Pupils were shown results from our 'screen time habits questionnaire', which was shared with all pupils in the Junior department. Pupils responded to the data in the form of a collaborative task. The class quickly concluded that screen time balance needed to be improved amongst many of our pupils and we needed a solid initiative that would encourage a 'Better Balance'. After learning about the 'Lending Lodge' pupils decided they would create a more up-to-date (Covid-friendly) version which could operate in the form of a swap shop! We had great fun creating logos, conjuring up names and undertaking a digital class vote deciding which would be used!

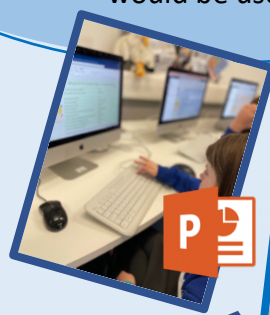


Data from our screen time survey

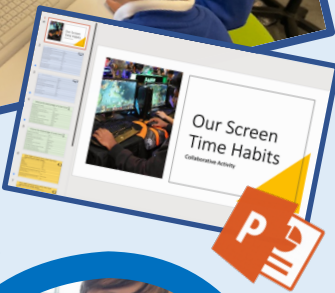


Watch the QR code to see us creating our logos!

Collaborative task – discussing the current screen time habits of Bro Banw pupils



Vote for our logo!



Noa proudly showing his winning design!

## App Flow

## DCF



### Interacting & Collaborating

I can work with others to create an online collaborative project for a specific purpose

I can exchange online communications, making use of a growing range of available features

### Producing

I can use a range of software to select, produce and edit a range of multimedia components for a purpose

I can manage files and folders locally or online

