

Apps across the curriculum



Maths	English	Science	History	Art/Drama
<p>Data – Design an anonymous survey to find out the most popular apps in your school. Think about what you might do with any results that concern you and how you will help tackle this.</p>	<p>Vocabulary – If you were designing some AI software that had to filter out bullying automatically, which words would your software be on the lookout for? E.g. rate.</p>	<p>Forces (Starter) – When something goes viral on social media, why is it harder to stop? Use knowledge of forces and momentum to plan an experiment that represents this (e.g. rolling a ball down a ramp).</p>	<p>Industrial & Victorian Era – Choose a key event from this period. How would it have been reported if social media had existed? Rewrite the event in the style of a social media.</p>	<p>Art in the Digital Age – Imagine the world's great artists posted their work on Instagram. Come up with some positive and negative comments for how these would be received.</p>
<p>Percentages – Find out the percentage of your class/school that has witnessed nasty comments on different apps. Create a toolkit to help students tackle this on different apps e.g. how to report.</p>	<p>English Literature – Create a Facebook profile for a literary character, such as Scrooge from <i>A Christmas Carol</i>. How many friends does he have? Which pages has he liked?</p>	<p>Nerves & Hormones – All animals have the 'fight or flight' instinct. Explore how this comes into play when someone is bullying/being bullied. Where does it come from? Why do we feel it?</p>	<p>Crime & Punishment Through Time – Write your own simple laws for using anonymous apps and the consequences that should exist for breaking these laws. How will you uphold them?</p>	<p>Drama – Do a dramatic reading of some tweets (positive and negative) about a subject of your choice, e.g. <i>The Great British Bake Off</i> final. Would people say these in real life?</p>