

Chatterpix creations - Humour

EXPLANATION:

Chatterpix is an intuitive, fun mashup of audio and visual communication that allows players to put mouths on photos and record funny voice overs. This activity requires students to use their sense of humour and create fun for others in their class for the sole purpose of making others laugh!

YEAR LEVELS: Years 11–12

STUDENT GROUPING: Group discussion and Chatterpix creations made in pairs

ACTIVITY LENGTH: 60 mins approx.

LINK TO CURRICULUM:

Representation of General capabilities in Senior English can be linked to this activity

Information and communication technology (ICT) capability

There is a particular focus in English on ICT through the use of digital texts and on understanding and creating multimodal texts. For example, students explore the effects of sound and image as they consider how ideas are communicated in digital texts. They use digital technologies when they access, manage and use information and when creating their own texts. They develop skills in reading, viewing and responding to digital and multimodal texts and analysing the effects of the use of different mediums on meaning and interpretation.

Personal and social capability

Students develop personal and social capability in English by enhancing their communication skills, teamwork and capacity to empathise with and appreciate the perspectives of others. Close study of texts assists students to understand different personal and social experiences, perspectives and challenges. Students identify and express their own opinions, beliefs and responses by interacting with a range of texts. English actively assists students in the development of communication skills needed for analysis, research and the expression of viewpoints and arguments. Students work collaboratively in teams and also independently as part of their learning and research endeavours.

SCOPE OF TASK:

Laughter is essential for emotional and physical health. This activity is designed for fun's sake to encourage students to laugh and share their sense of humour with their peers.

1. Ask the students why humour and laughter are important? Write their responses on the whiteboard. Questions to probe students thinking could include:
 - Why do you think laughter and humour is important?
 - What are the benefits of laughter? (encourage student to search the internet for facts if needed)
 - What is a sense of humour?
 - Why or why aren't sense of humours the same?
 - What do you find funny?
2. Tell the students that engagement in this activity is purely for fun. The objective is to create a funny recording that will make others laugh. The can us photos of people, non-animated objects, art works, animals — whatever they think can be added to audio to make a hilarious recording. Depending on the ICT capabilities of the student group the teacher may need to model the use of the app for the first time.
3. Describe the activity:
 - Students are going to work in pairs
 - One student will need to download the app CHATTERPIX onto their mobile phone
 - Encourage students to do the online tutorial before beginning the task but there are five steps:
 - (i) Take/Import a Picture.
 - (ii) Draw a Mouth.
 - (iii) Record a Message.
 - (iv) Decorate.
 - (v) Show your friends (recordings can be exported to camera rolls and sent to the teacher to be shared with the whole group)



ChatterPix

4. Once students have made their Chatterpix recordings these can be played and shared with the whole group so everyone can enjoy a laugh. On completion of the activity ask the students:
 - What was enjoyable about this activity?
 - Did you have a laugh? Why?
 - Why do you think it is important in life to include humorous times and laugh?

Note: Chatterpix is a free iOS app. There may be other apps that can used for the same purpose such as Blabberize

RESOURCES:

- Chatterpix app
- Computers, iPads and internet.