



ROM
tels

Roma Translanguaging
Enquiry Learning Space

Tools and apps guide



Erasmus+



ARTS, LETTRES, LANGUES,
SCIENCES HUMAINES ET
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People to People
foundation

This guide introduces the ROMtels tabletop **applications and tools**.

Tools are part of the way the system works and cannot be customised. The tools are:

- camera
- microphone
- postcard
- notepad
- colour drawing pad
- dictionary (extra entries can be added)

Applications (apps) support tasks set by characters in each enquiry, and can also be used outside the system; most but not all apps can be customised.

Two apps have specific functions in the enquiries:

- vote screen (choose which chapter to play next)
- history timeline (understand in which period of history each enquiry is set)

The other apps are:

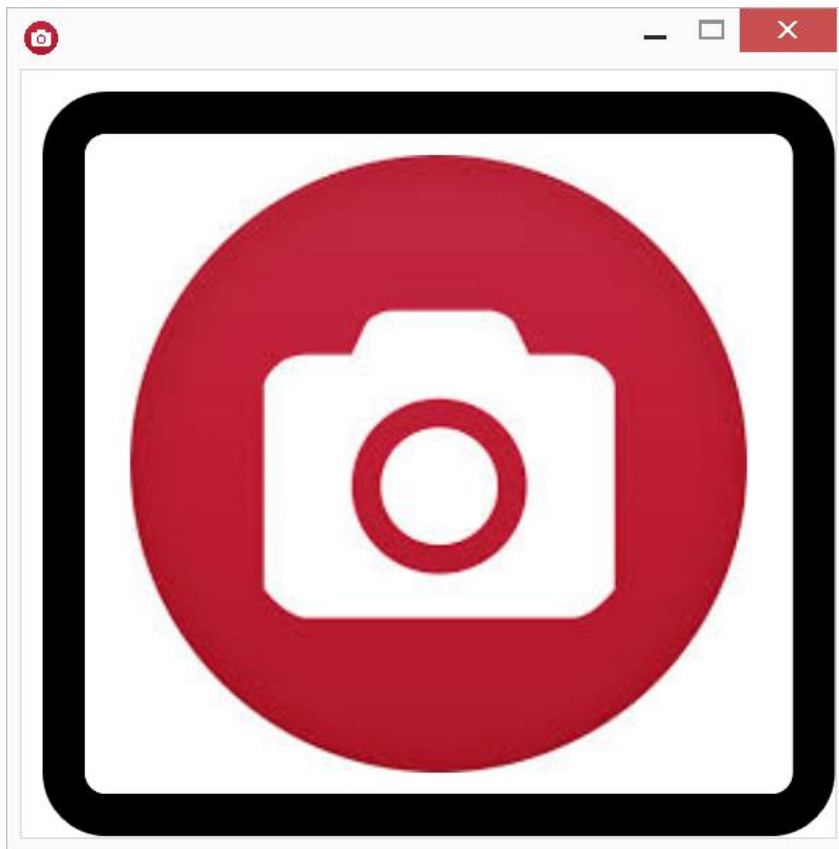
- buying task
- pelmanism
- sorting task (Carroll diagram)
- sorting task (Venn diagram)
- spot the difference
- squares*
- triangles*
- zodiac*

The apps marked with an asterisk * cannot be customised.



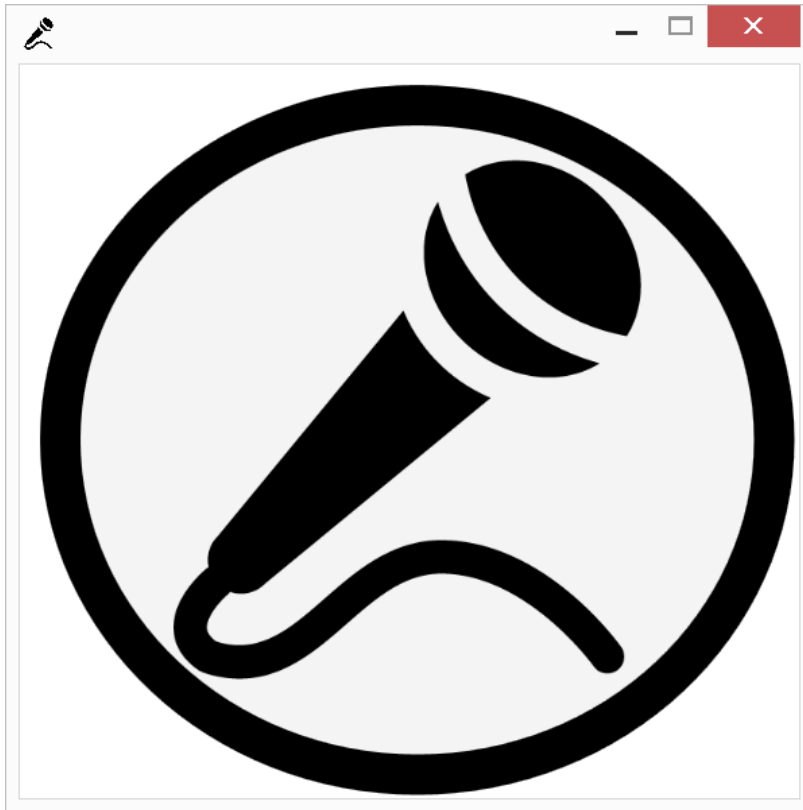
Tools – Not customisable

- Camera



Pressing the camera icon takes a 'photo' (actually a screenshot) of everything visible on the digital tabletop. This static image is then saved in the group's evidence folder, which can later be transferred to a USB stick for viewing, storage and/or printing. This is a way to save a copy of children's work done on the activity apps. These static images can be viewed on the tabletop but cannot be edited.

- Microphone



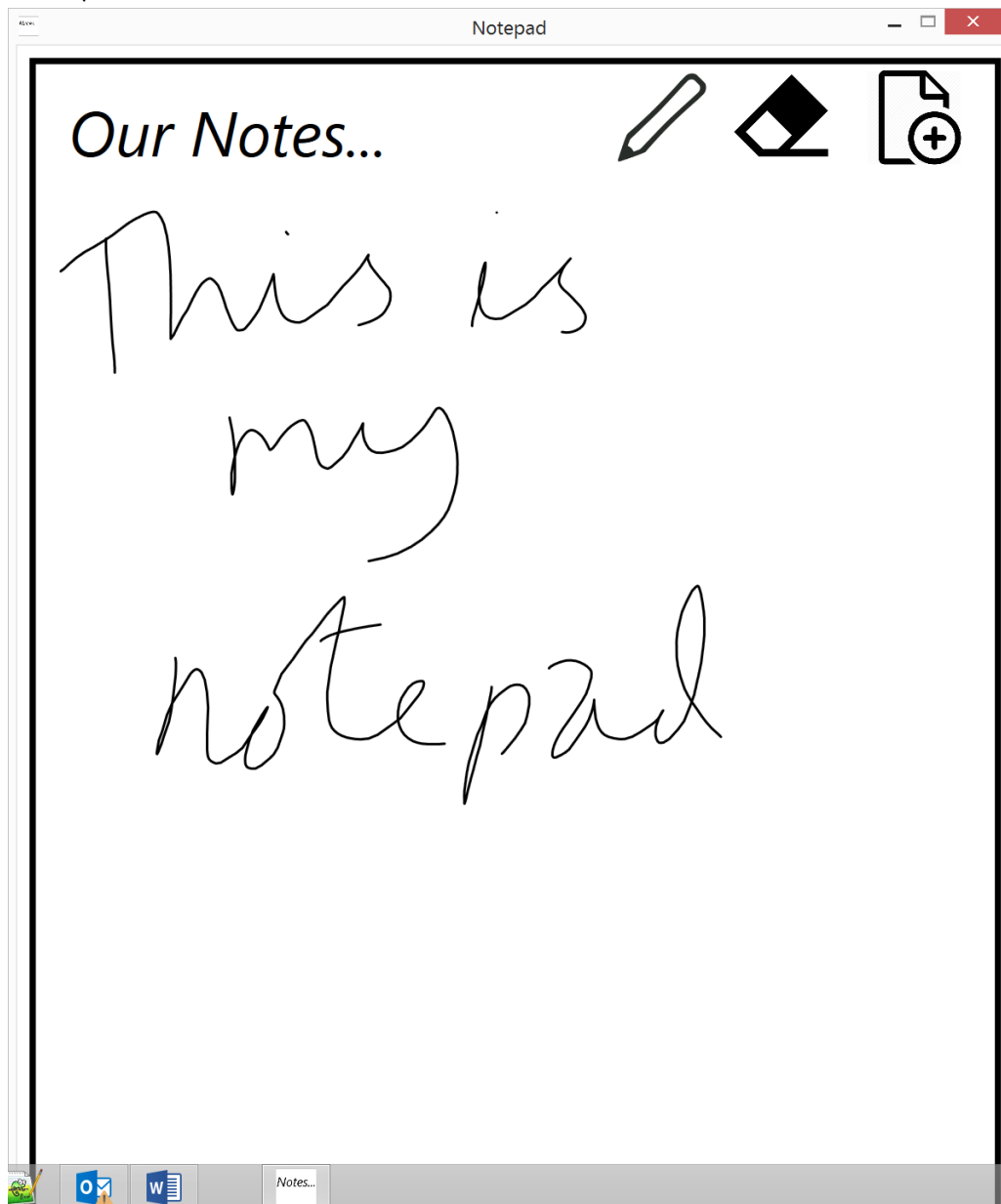
Pressing and holding the microphone icon is a way to record an audio message, for example the children's spoken notes about what they have found out. This saves an audio file in the group's evidence folder, which they can listen to on the tabletop. The group's evidence folder can later be transferred to a USB stick for storage.

- Postcard



Using a finger to draw or write on the postcard is a way for the children to make brief notes about what they have found out. If they want to, they can address this to the introductory character in the enquiry (for example, the archaeologist Aunt Theresa in Enquiry 2, or the fire chief in Enquiry 1). When they've finished, they press the stamp in the top right corner of the postcard: a stamp and postmark appear, and the postcard is saved in the group evidence folder as a static image. These static images can be viewed on the tabletop but cannot be edited.

- Notepad



Using a finger to draw or write on the notepad is a way for the children to make brief notes about what they have found out. They can erase parts of what they have written. They can add more pages to the notepad. Each page is saved in the group evidence folder as a static image. These static images can be viewed on the tabletop but cannot be edited.

- Drawing *



Using a finger, children can draw a picture. There is a choice of colours, and the drawn line can be made thicker (+) or thinner (-). There is an eraser. Tapping the folder icon (bottom right corner) is a way to choose a pre-loaded image to use as a background. It is essential that all pre-loaded images are copyright free or Creative Commons images.

Tapping the camera icon (bottom right corner) saves a static copy of the image in the group's evidence folder, which can later be transferred to a USB stick for viewing, storage and/or printing. These static images can be viewed on the tabletop but cannot be edited.

The design of this app cannot be customised.

- Currently used in Enquiry 2 Ancient Mesopotamia chapter B: Adapa the slave master asks the children to design a pleasure garden of their own.

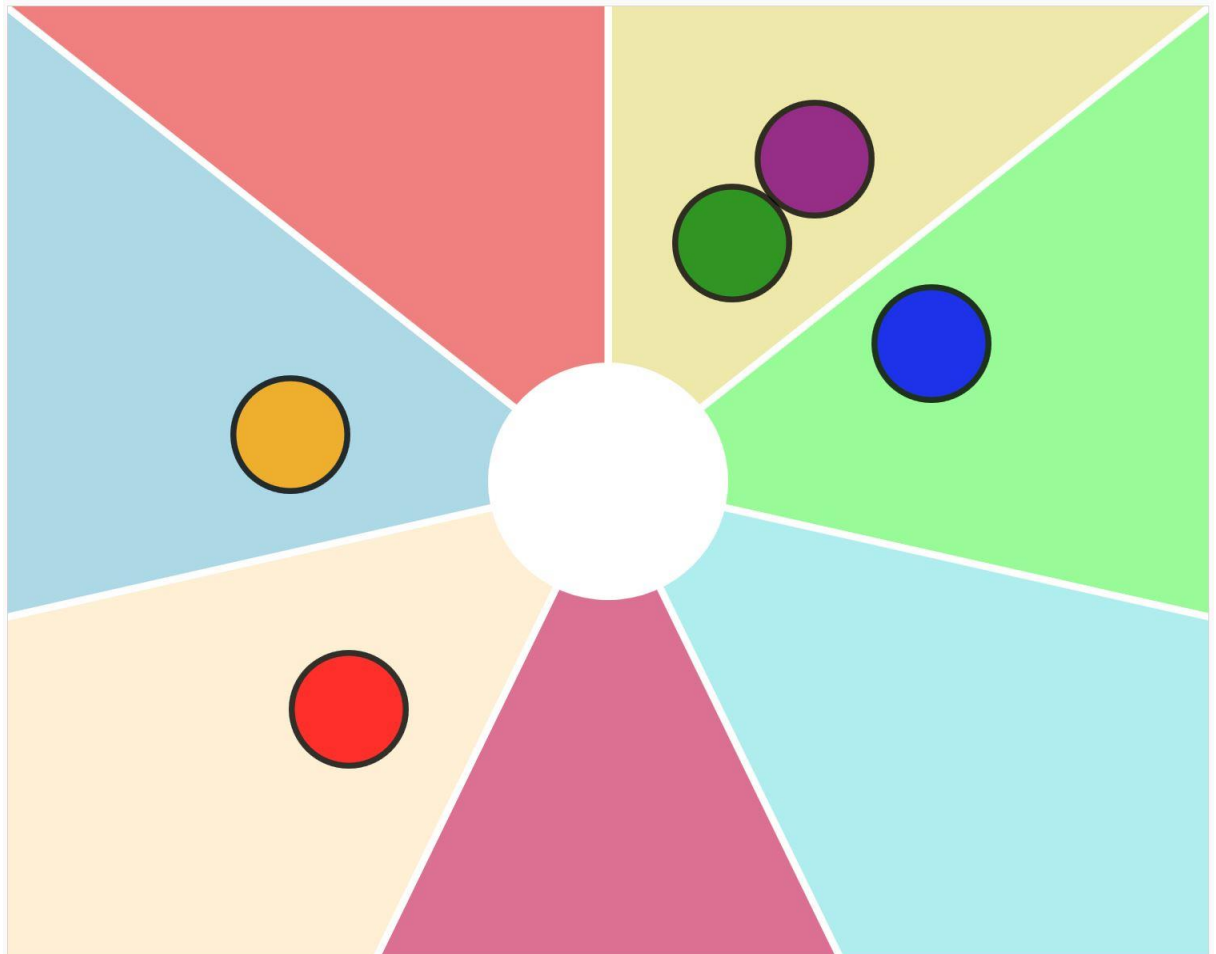
- Dictionary *



Each word in the dictionary has an audio file of the word, an image, and suggested common collocations. The dictionary is customisable in that you are able to add your own word/image/soundbite items. The format of the dictionary is fixed however. (Still a work in progress)

Applications – starred (*) applications are NOT customisable

- Vote Screen

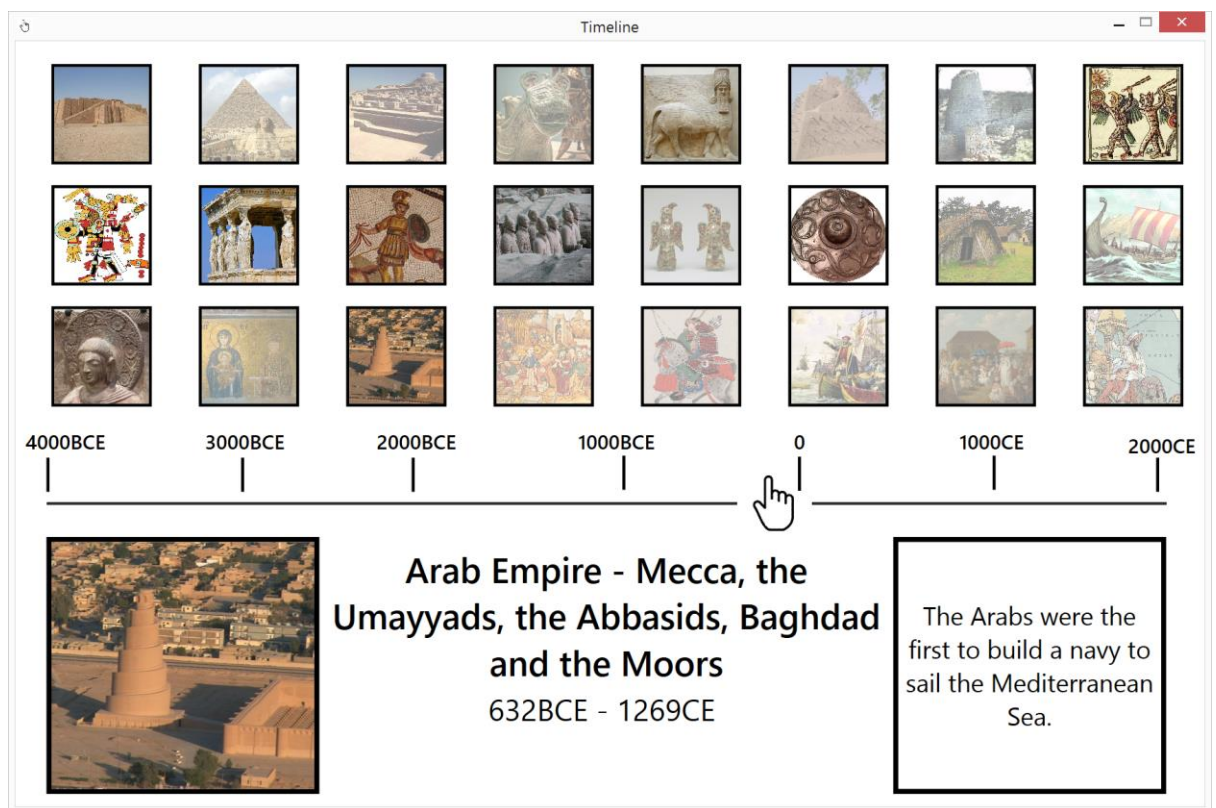


The circular counters appear in the centre of the vote screen. Each child can then use their finger to drag their counter to one of the segments of the vote screen: a customised image can be added to each segment, to represent the different chapters in that enquiry.

The children's choice is then used automatically by the system to facilitate a choice between chapters: dragging the majority (technically a plurality, as more than half the users must agree) of counters into a segment will launch that chapter.

The system returns to this vote screen after each chapter. The number of segments corresponds to the number of chapters remaining.

- Timeline *



The small square images represent different world civilisations. Dragging the hand back or forwards in time will show/hide the world civilisations that existed at a given time. Civilisations that did not exist at that time are greyed out.

Tapping on one square image (not possible when that image is greyed out) will show more information at the bottom of the screen: a larger image, dates, and a short fact about that civilisation.

The design of this app cannot be customised.

- Buying Task



Dragging items (image and price tag) into the basket is a way to buy that item. The images and prices can be customised in advance.

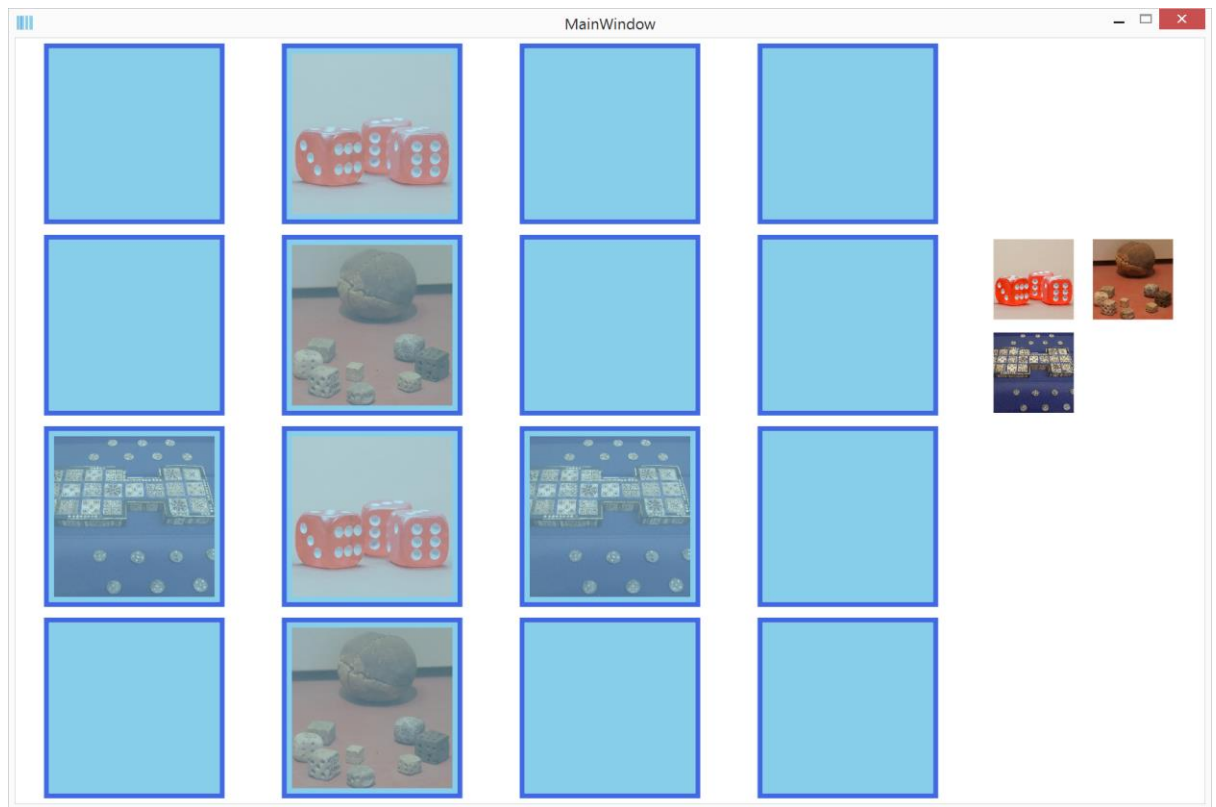
The money bag in the top right corner keeps count of how much money has been spent. The amount of money is customised in advance. Tapping the money bag will show or hide the amount of money left, to encourage children to add up the prices themselves then check their answer.

Items can only be bought when there is enough money. It is not possible to spend a negative amount of money: if children attempt this, the money bag will show an 'X'.

Use the camera tool to take a static screenshot of the finished activity as evidence.

Currently used in Enquiry 1 Great Fire of Tyneside chapter E: poor local resident Sarah Goodfellow asks the children to help her buy items from the local shop.

- Pelmanism

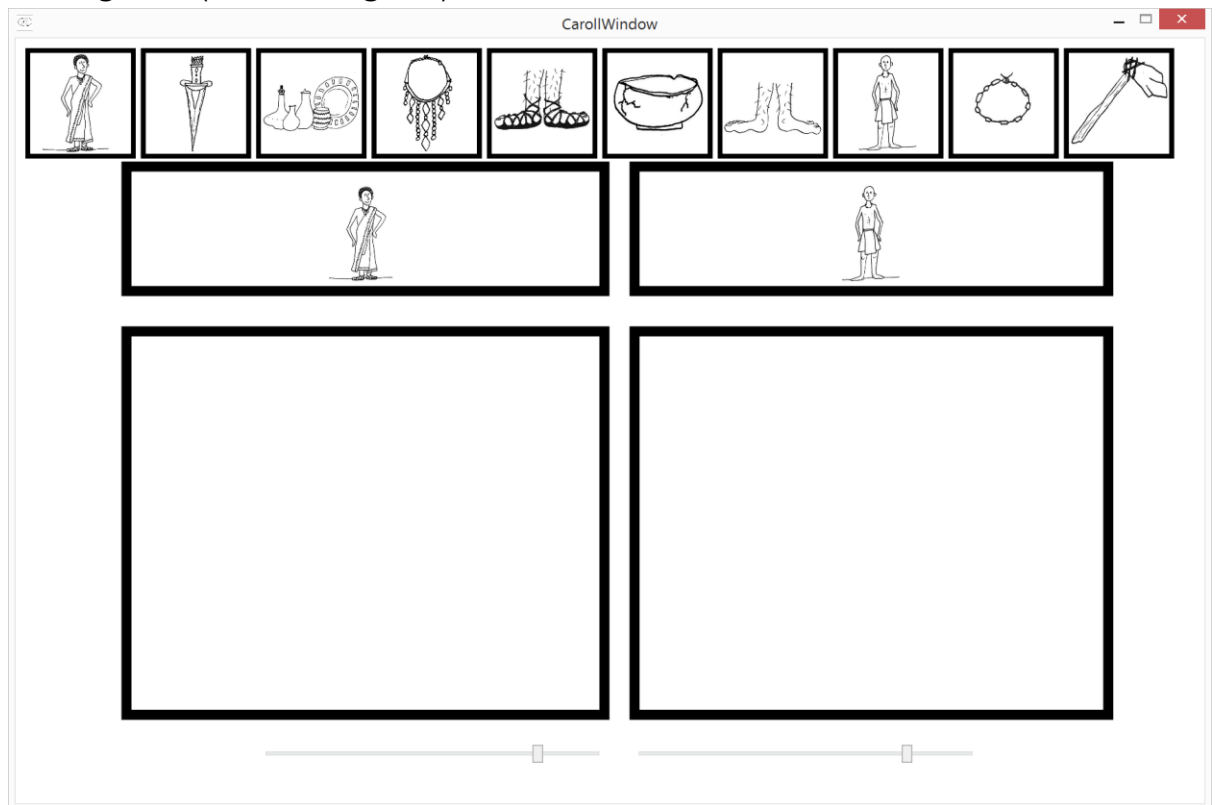


The app starts with 16 blue squares showing. Tapping each square reveals the pre-loaded image on the other side of each square. Only two images can be seen at a time. The aim of this activity is to find matching pairs of images.

Use the camera tool to take a static screenshot of the finished activity as evidence.

Currently used in Enquiry 2 Ancient Mesopotamia chapter A: Ahuni the slave child asks the children to complete this memory game to see pictures of modern and ancient toys.

- Sorting Task (Carroll diagram)



Children drag the small square images into one or other of the spaces: in this example, they are sorting which items belong to the master and which items belong to the slave. The square images and the headers for the spaces can be customised in advance.

This app is a Carol diagram with separate spaces as shown, to sort separate groups of images. The two sliders at the bottom of the app make the spaces bigger or smaller, in case one or other space needs to accommodate more images.

Use the camera tool to take a static screenshot of the finished activity as evidence.

Currently used in Enquiry 2 Ancient Mesopotamia chapter A: Ahuni the slave child asks the children to complete the task to compare his life with his master's life.

- Sorting Task (Venn diagram)



Children drag the small square images into one or other of the spaces: in this example, they are sorting which building materials would be good to use when rebuilding the city. The square images and the headers for the spaces can be customised in advance.

This app is a Venn diagram with overlapping circles, to sort separate or shared groups of images. The two circles can be pulled apart, in case either circle or the overlapping area needs to accommodate more images.

Use the camera tool to take a static screenshot of the finished activity as evidence.

Currently used in Enquiry 1 Great Fire of Tyneside chapter E: Jane Ridley the tourist asks the children to help the builders decide which materials to use to rebuild houses after the fire.

- Spot The Difference

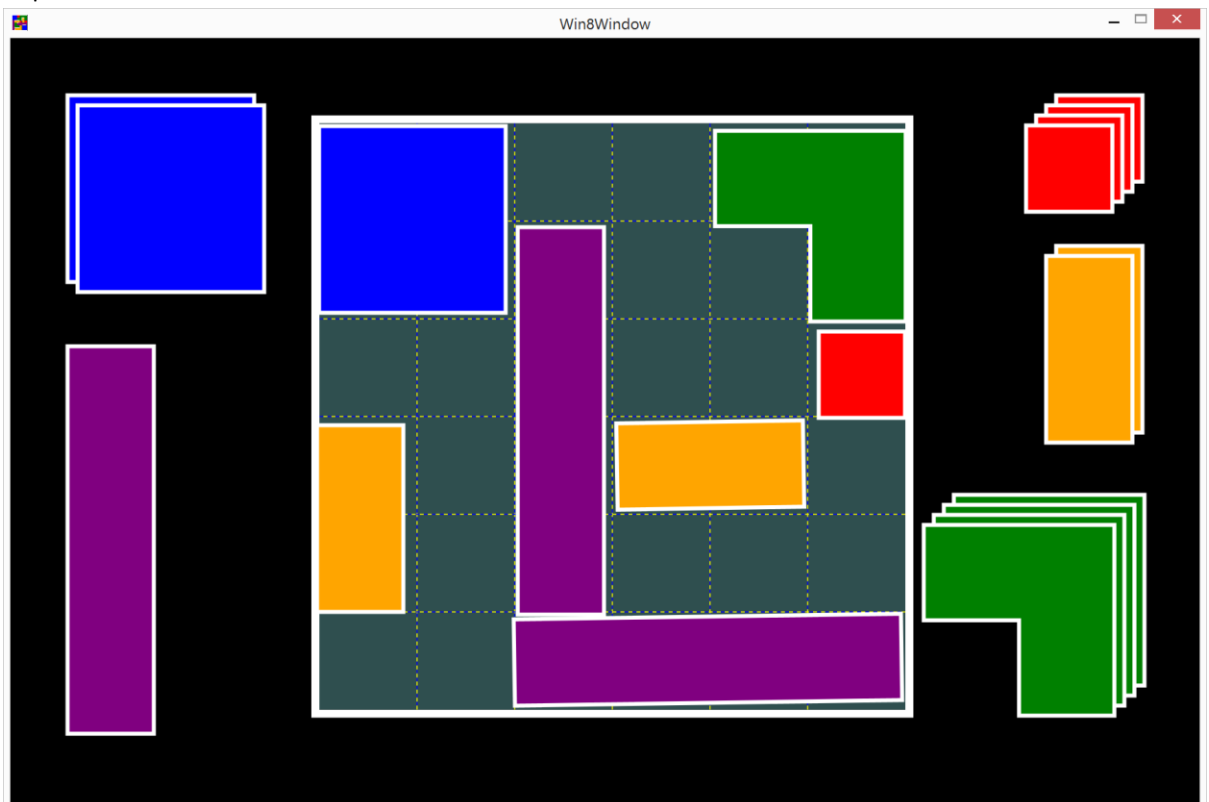


Two images are displayed side by side. The children look for differences/similarities between the two images: in this example, the wheels on the fire engines are different. Using a finger, they can circle or otherwise annotate the images, and can erase these annotations.

Use the camera tool to take a static screenshot of the finished activity as evidence.

Currently used in Enquiry 1 Great Fire of Tyneside chapter A: Fireman Scott asks the children to spot the difference between old and modern fire equipment.

- Squares *



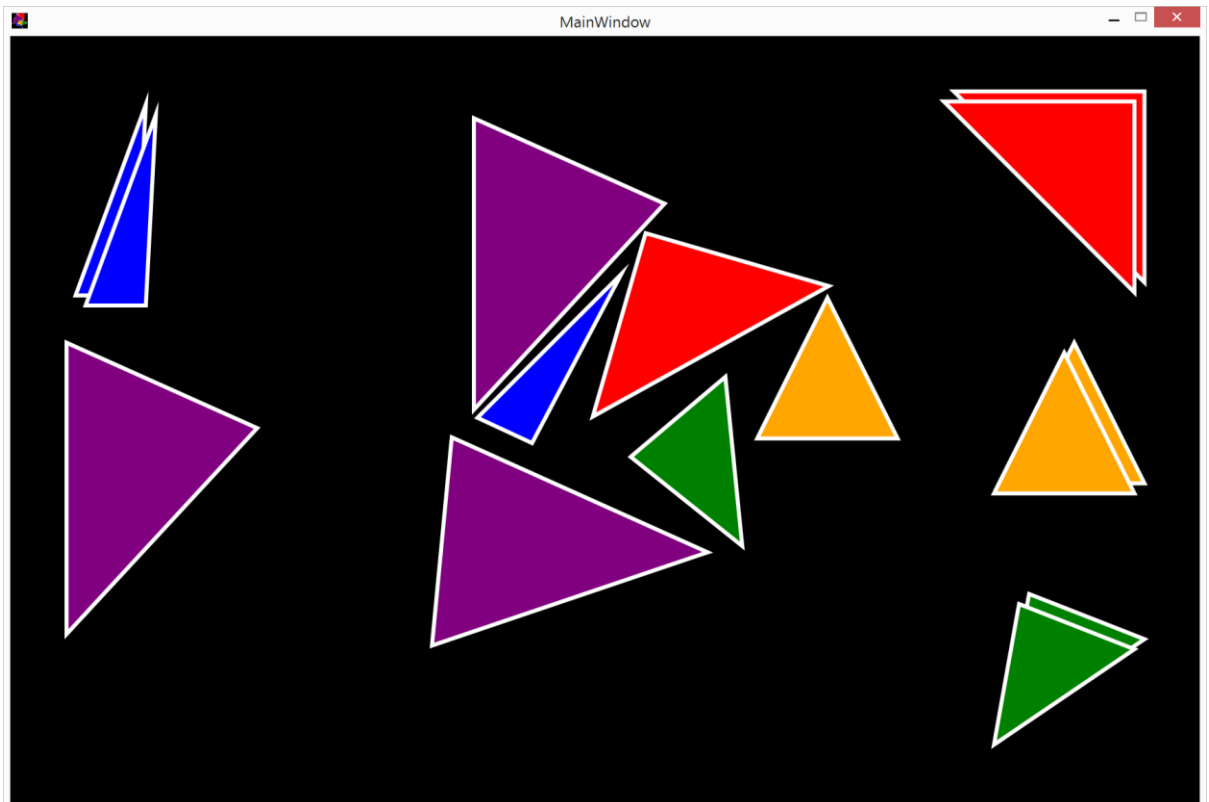
The app starts with stacks of coloured shapes and a squared work area. Children drag the coloured shapes onto the work area until the work area is covered in shapes. It is possible to rotate shapes. Children could be instructed to cover the work area using as many or as few shapes as possible.

Use the camera tool to take a static screenshot of the finished activity as evidence.

The design of this app cannot be customised.

Currently used in Enquiry 1 Great Fire of Tyneside chapter C: Edward Moore the warehouse owner asks the children to build a tightly packed square, to help him safely pack wool into his warehouse.

- Triangles *



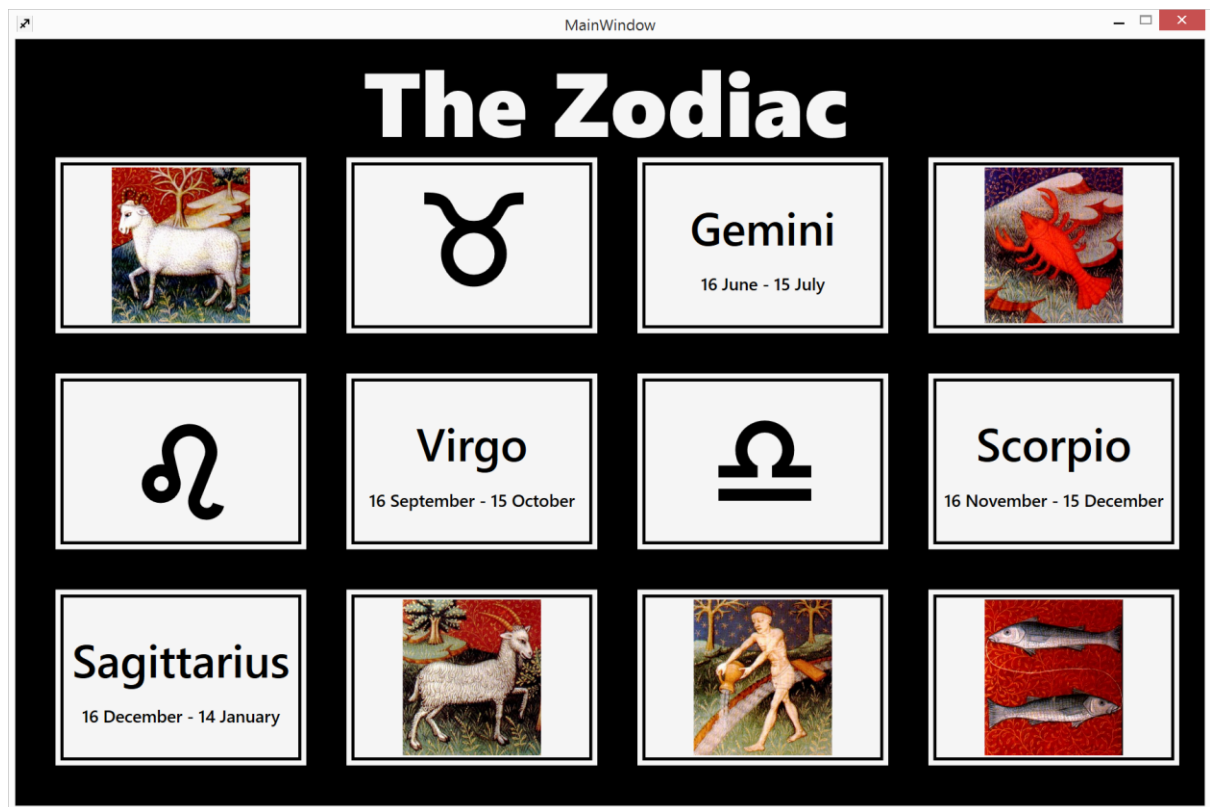
The app starts with stacks of coloured triangles. Children drag the coloured triangles to make a tessellated pattern. It is possible to rotate triangles.

Use the camera tool to take a static screenshot of the finished activity as evidence.

The design of this app cannot be customised.

Currently used in Enquiry 2 Ancient Mesopotamia chapter B: Adapa the slave master invites the children to try his game to build a picture using triangles.

- Zodiac * (This is currently not customisable.)



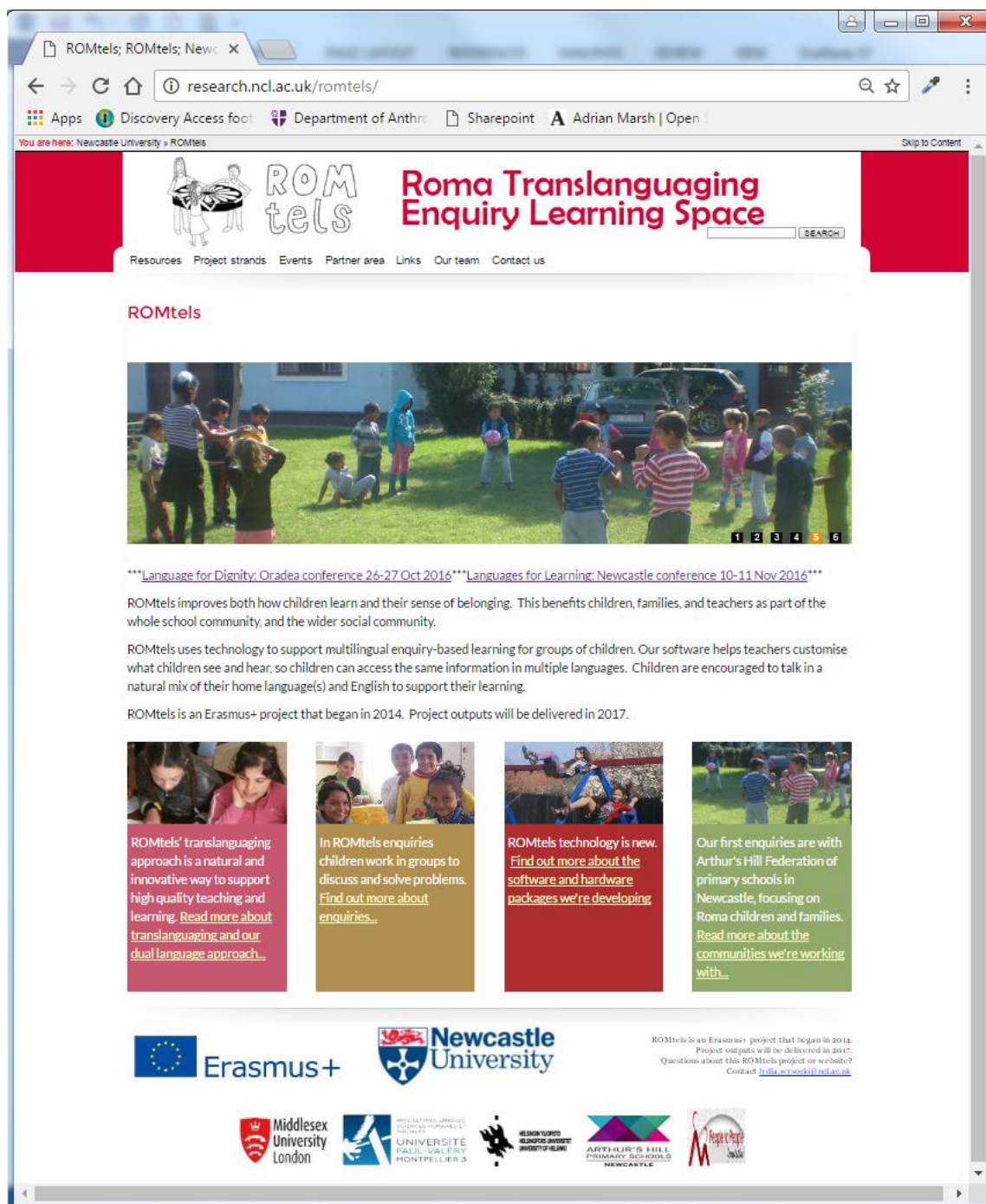
The app starts with 12 white rectangles, each showing a different zodiac symbol. Tapping each card reveals more information about that symbol: the name and dates of the symbol, and a drawing associated with the symbol.

The design of this app cannot be customised.

Currently used in Enquiry 2 Ancient Mesopotamia chapter C: Moumis the priest asks the children to find their own zodiac signs.

Use this page for your notes





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