







# Session 7 and 8 "Podcasting" (6 hours)

To save time, trainers should ask the students to download the "Anchor" podcasting app before the session starts.

#### **PURPOSE**

 These sessions will empower the students to produce their own audio podcast: finding a topic, recording, editing, and publishing.

#### **K**EYWORDS

 Sound and audio, characteristics of podcast, podcasting tips, technical tips, researching and choosing a topic, podcast app, the power of sound/audio, interview tips.

#### **RESOURCES**

- DW Akademie MIL Guidebook, p. 121 138
   <a href="https://www.dw.com/downloads/56736330/dwa-mil-guidebook-en-3rdedition.pdf">https://www.dw.com/downloads/56736330/dwa-mil-guidebook-en-3rdedition.pdf</a>
- How to start a podcast
   <a href="https://www.npr.org/2021/06/22/1009098800/how-to-start-a-podcast-npr-advice?t=1626689114246">https://www.npr.org/2021/06/22/1009098800/how-to-start-a-podcast-npr-advice?t=1626689114246</a>









- Tips for creating a podcast on a limited budget
   <a href="https://ijnet.org/en/story/tips-creating-podcast-limited-budget">https://ijnet.org/en/story/tips-creating-podcast-limited-budget</a>
- Project audio: Teaching students how to produce their own podcasts
   <a href="https://www.nytimes.com/2018/04/19/learning/lesson-plans/project-audio-teaching-students-how-to-produce-their-own-podcasts.html">https://www.nytimes.com/2018/04/19/learning/lesson-plans/project-audio-teaching-students-how-to-produce-their-own-podcasts.html</a>
- Lo-fi podcasting tips
   https://ijnet.org/en/resource/lo-fi-podcasting-tips

#### **TRAINING METHODS**

 Topic game, demonstration, guided discussion / guided input, reflection / sharing media experiences, pair work, group work, media production, feedback discussion, homework.

#### **TOT-ELEMENTS**

- STUDENTS CONDUCT A TOPIC GAME
- STUDENTS VISUALIZE GROUP WORK INSTRUCTIONS OR DISCUSSION OUTCOMES
- STUDENTS MODERATE A FEEDBACK DISCUSSION









#### HOW TO CONNECT TO PREVIOUS MEET-UP

 In these sessions, the students explore producing audio podcasts. The topic digital security could be covered in a podcast episode.

#### LEARNING OUTCOMES - THE HEAD (KNOWLEDGE)

- Students describe what a podcast is and identify its characteristics.
- Students distinguish relevant topics and angles for an audio podcast.
- Students reflect the power of sound and audio.
- Students identify characteristics of a journalistic interview.
- Students recall guidelines for a journalistic interview.
- Students identify rules to write for the ear.
- Students know audio editing apps.
- Students recognize characteristics of creative jingles.

#### LEARNING OUTCOMES - THE HAND (SKILLS)

- Students create an audio podcast including voice recordings, interviews and jingles.
- Students explore writing for the ear (short sentences, easy words, active verbs...)
- Students develop a structure and script for their audio podcasts.
- Students explore how they can express a variety of emotions through intonation.









- Students practice moderating an audio podcast.
- Students explore how to conduct a journalistic interview (planning from the point of view of the listener, defining an interview goal, asking a variety of open / closed questions...)
- Students discover how to record high quality audio with their smartphones.
- Students demonstrate how to use recorded sound to tell a story in a creative way.
- Students practice writing for the ear.
- Students explore how to improve the quality of audio using editing apps and their smartphones.
- Students create an audio podcast.

#### LEARNING OUTCOMES - THE HEART (ATTITUDE)

- Students reflect on the impact of sound and audio on our lives.
- Students recognize and value audio podcasts as a platform where they can voice their thoughts, tell their stories, and contribute to public discussions.
- Students examine becoming podcasters.

To save time, trainers should ask the students to download the "Anchor" podcasting app before the session starts.









#### PODCAST MEET-UP 1

### INTRODUCTION (15 MIN)

Introduction: Topic game "Guess the sound"

Activity	Topic game "Guess the sound"	5
		"
Objective	<ul> <li>Students explore how characteristic sounds evoke pictures with</li> </ul>	in
	seconds and create a "theater of the mind"	
Steps	<ul> <li>Trainers explain the idea of the game and divide the students in</li> </ul>	to
	two groups	
	<ul> <li>Ask each group to think of 5 – 10 sounds they can make with the</li> </ul>	∍ir
	mouths, hands, and feet, that they want the other group to gues	ss
	(e.g., a chicken, an elephant, a moto, a police siren, a race car,	а
	baby, an alarm clock, a demonstration / protest, rain, applause	.)
	<ul> <li>Each group forms a line facing the other group</li> </ul>	
	Before the first group makes their first sound, the members of the second control o	ne
	other group close their eyes. Then they try to guess the sound the	ne
	first group is making	
	<ul> <li>After a sound has been identified, ask the guessing groups: "wh</li> </ul>	ıat
	did you see?" This will make it easier for the trainers to explain	
	how sounds trigger the imagination and the idea of the "theater of	of
	the mind" later	









	After several rounds of the competition, announce the winning
	group based on the number of correctly identified sounds
	Conclude the game and connect it to the upcoming session.
	Explain how sounds only need (split) seconds to create pictures in
	the listeners' head. How listening to sounds (but also voices)
	triggers our imagination and opens the "theater of the mind"
Material	Flipcharts and markers
Notes	Visualize instructions on a flipchart
	<ul> <li>Carefully explain how to play the game to the students</li> </ul>
	<ul> <li>Before starting to play, give students an opportunity to ask</li> </ul>
	clarifying questions if they do not fully understand the
	instructions or how to play the game
	Reflect on the game afterwards with the students and link the
	topic game to the following session
Possible	Let a student conduct this topic game. The volunteer will need
TOT -	instructions how to conduct the game before the session
Element	begins.
	Make sure the volunteer has understood the objective of the
	game, how to play it and how to reflect on it and connect it to
	the following session.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as trainers.









#### BODY PART 1 (MIXTURE OF TRAINER AND TRAINEE CENTERED) (90 MIN).

#### Trainer Centered: Guided discussion Introduction to sound and audio

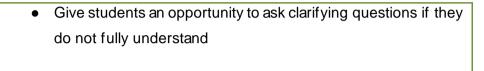
Activity	Presentation / guided discussion     15 " " " " " " " " " " " " " " " " " " "
Objective	Students explain the characteristics of sound and audio
Steps	<ul> <li>To start this segment, play different audio (recorded sounds) and ask the students to listen. Ask them, how what they hear differs from what they have heard in the game before</li> <li>Ask the students what sounds we can record (e.g., voices, music, cars, animals, ringing phones, slamming doors, flowing water)</li> <li>Ask the students which media work with audio (recorded sound), for example radio, TV, videos and movies, video games</li> <li>Ask guiding questions and give additional input if the students have missed anything</li> </ul>
Material	<ul> <li>Audio examples</li> <li>Loudspeaker</li> <li>Flipcharts and markers</li> <li>Computer and projector</li> </ul>
Notes	Visualize key points on a flipchart











# Trainer Centered: Demonstration Introduction to podcasting app

Activity	• Demonstration 20
Objective	Students observe how to use the "Anchor" podcasting app
Steps	Demonstrate key features of the "Anchor" podcasting app (voice)
	messages; music; record; library; jingles; sounds)
	Focus on showing how to record voice tracks and audio with the
	app
Material	Ppt "Anchor" app
	Computer and projector
	Loudspeaker
	Flipcharts and markers
Notes	<ul> <li>Give students an opportunity to ask clarifying questions if they</li> </ul>
	do not fully understand









# Trainee Centered: Pair work/interview "Recording sound"

Activity	Pair work / interview     20
	"
Objective	Students explore how to record sound and get high quality audio
	with their smartphones
	<ul> <li>Students reflect on the power of sound and audio</li> </ul>
Steps	<ul> <li>Ask the students to divide up in pairs and record short interviews</li> </ul>
	with each other. They can use the internal recording app of their
	smartphone or the Anchor app. They should take turns so both
	can be the interviewer and interviewee. These are the questions
	for the interview:
	<ul><li>Why is audio (recorded sound) so powerful?</li></ul>
	<ul> <li>Can you think of examples where audio made you</li> </ul>
	emotional (e.g., cry, happy, sad, etc.)? This could refer
	to a song, an interview, a radio program, a podcast,
	sound effects in a movie etc.
	<ul> <li>What is your favorite sound, radio program or podcast?</li> </ul>
	<ul> <li>Remind them to seek a quiet place for their sound recording</li> </ul>
	<ul> <li>Play some of the recordings randomly or ask for volunteer</li> </ul>
	<ul> <li>Ask the students to give comments and feedback on the content</li> </ul>
	and the audio quality. Ask guiding questions and give additional
	feedback if the students have missed anything
	It is not possible to upload audio to Facebook. Possible work-
	arounds:
	- The students publish the interviews they recorded on "Anchor" as









	podcast episodes. This will give them a link they can post in the
	Facebook group
	- The students upload their audio files to a service that provides a
	link they can share (e.g., Google Drive, Dropbox, and
	Soundcloud). They can then post that link to Facebook
	- The students upload their recordings to a shared Telegram or
	WhatsApp group
Material	Computer
	Loudspeaker
	• Projector
	Smartphones
	• WiFi
	Flipcharts and markers
N. d	·
Notes	<ul> <li>Visualize the instructions and guiding questions on a flipchart</li> </ul>
	<ul> <li>Carefully explain the task for the pair work to the students</li> </ul>
	, ,
	<ul> <li>Before pairing the students up, give everyone an opportunity to</li> </ul>
	ask clarifying questions if they do not fully understand the
	instructions
Possible	
	Let a student visualize the questions for the pair interviews on
TOT -	a flipchart.
Element	The volunteer will need instructions what to do before the
	session begins.
	Make sure the volunteer has understood what the visualization











After this ToT-element, the volunteer should get feedback from the group and from the MIL Club trainers on what they did well and how they could improve as a trainer.

# Trainer Centered: Reflection and guided input "Tips for recording and interviewing"

Activity	Reflection and guided input	)
	33	
Objective	Students identify characteristics of a journalistic interview	
	<ul> <li>Students explore how to conduct a journalistic interview (planning</li> </ul>	g
	from the point of view of the listener, defining an interview goal,	
	asking a variety of open / closed questions)	
	Students recall guidelines for a journalistic interview	
Steps	<ul> <li>Let the students reflect their recordings from the previous session</li> </ul>	١.
	Distinguish between technical aspects of the recording and conter	nt
	aspects of the interview. Start with the technical aspects – they	
	can include recording levels, popping p's, background noise,	
	ending the recording too soon	
	<ul> <li>If needed, visualize additional tips for recording high quality audi</li> </ul>	0
	with a smartphone	
	Then ask the students to reflect on the interview content:	
	What are criteria of a good journalistic interview? For example,	
	- planning from the point of view of the listener: what do the	









	listeners need to know?
	- Defining an interview goal
	- Asking a variety of open / closed questions
	- Asking follow-up questions if necessary
	- Staying in control of the interview; time management
	Ask guiding questions and give additional input if the students
	have missed anything
Material	Flipcharts and markers
	Smartphones
	Loudspeaker
Notes	Visualize key points on a flip chart
	Give everyone an opportunity to ask clarifying questions if they
	do not fully understand
Possible	Let a student visualize the key points coming up in the
ToT -	discussion on a flipchart. Make sure the volunteer has
Element	understood what the visualization is for and the objective of the
	exercise.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as a trainer.
	and new they seem improve as a trainer.









# Trainer Centered: Guided input "Characteristics of a podcast"

Activity	• Guided input 25
Objective	Students describe what a podcast is and identify its characteristics
	Students identify relevant topics and angles for an audio podcast
	Students recall websites where they can publish their podcasts so
	people can listen to them and download them
Steps	Trainers start with playing two examples of a podcast, for example
	from https://www.radiotopia.fm/ or from a news broadcaster like
	https://www.nytimes.com/column/the-daily . Beware: many
	podcasts start with an advertisement, information about sponsors
	or a trailer for another podcast. Make sure to skip these and only
	play the start of the actual podcast.
	Invite the students to explore what a podcast is and identify what
	elements a podcast can have
	Trainers let the students think and share their ideas and
	knowledge:
	<ul> <li>A podcast is very much like a radio program. However,</li> </ul>
	it is usually not broadcast by a radio station, but
	uploaded to a website. Listeners can download the
	podcast to their smartphones and listen to it whenever
	they like
	<ul> <li>Podcasts often consist of talk elements, discussions, or</li> </ul>
	interviews.
	Duration: anywhere from 2 minutes to 2 hours









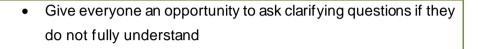
	It is easy to produce a podcast, so you don't have to be
	a professional journalist to start one. Podcasters are
	often average people who talk about their hobbies,
	areas of expertise, or topics that are important to them.
	They publish new episodes at fixed intervals (weekly,
	monthly). Podcasts are cheap to produce, and it
	usually doesn't cost money to subscribe to them or
	download them
	<ul> <li>What are possible elements of a podcast?</li> </ul>
	*Signature tune *Host introduction *Jingle *Topic
	overview *Talk *Interview *Guests *Discussion *Music
	*Sound effect *Sound story *Call to action
	The trainers ask the students if they know any host sites (=
	podcast clients or podcatchers) where people can download or
	subscribe to podcasts? The trainers add missing information
	(https://en.wikipedia.org/wiki/List_of_podcatchers)
Material	Flipcharts and markers
	Computer
	Loudspeaker
	Projector
	• WiFi
Notes	Preparation:
	Select and download podcasts you can play as examples
	before the session begins
	Visualize key points on a flipchart











----- BREAK (15 MIN) ------

#### BODY PART 2 (MIXTURE OF TRAINER AND TRAINEE CENTERED) (90 MIN)

# Trainee Centered: Group work "Choosing a topic for a podcast series and one specific episode"

Activity	Group work "Choosing a topic for a podcast series and one	<b>25</b>
	specific episode"	
Objective	Objective • Students identify relevant topics for audio podcasts and def	
	specific aspect for one episode from their podcast series	
Steps	<ul> <li>Divide the students into groups. Each group should consist</li> </ul>	st of
	at least 5 - 6 students so they have enough people to div	ide
	responsibilities and tasks in the second session. Don't ma	ake
	too many groups as it would consume too much time to	
	discuss all their podcast ideas and outlines later	
	<ul> <li>Each group should come up with a possible overall topic f</li> </ul>	for a
	podcast. Make clear that this should be a general topic, w	hich
	would allow numerous episodes on different aspects of the	hat
	topic in the future. Examples for overall topics could be lo	ove
	and relationships; traveling; students' unusual hobbies; fitr	ness;
	cooking etc.	









•	Ask them to reflect on who should be the target audience of
	their podcast
•	When the students have found their overall topic, ask them to
	define a specific aspect for one episode of their podcast series

 Ask them to make sure they can realistically produce this podcast in the MIL Club (i.e., within this session and the next session

Can they do the necessary research in time? Can they get hold of the interviewees we need?

Guiding questions for the group work could be:

- 1. What topic do we care about and know something about?
- 2. What specific aspect could we focus on in our first podcast episode?
- 3. Who is our audience and what would we like them to take away from our podcast episode (1 sentence)?
- Ask students to visualize their ideas
- Trainers move around the room and help the students if they need help

Material

Flipcharts and markers for each group









Notes	Visualize instructions on a flipchart
	' '
	<ul> <li>Carefully explain the task for the group work to the students</li> </ul>
	<ul> <li>Before dividing the students into groups, give everyone an</li> </ul>
	opportunity to ask clarifying questions if they do not fully
	understand the instructions.
Possible	<ul> <li>Let a student visualize the questions for the group work on a</li> </ul>
ТоТ	flipchart before the session. The volunteer will need
element	instructions what to do before the session begins.
	Make sure the volunteer has understood what the visualization
	is for and the objective of the exercise.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as a trainer.
	, , ,

# Trainer Centered: Feedback discussion "Presentation of topics"

Activity	Feedback discussion / guided discussion	15
		"
Objective	<ul> <li>Students present their topic ideas for an audio podcast and c</li> </ul>	ne
	specific episode within that podcast series	
	Students give each other constructive feedback	









	Through the feedback, students improve their initial ideas into workable concepts
Steps	<ul> <li>Each group presents their topics and main ideas</li> <li>Everyone gives constructive feedback</li> <li>Ask guiding questions and give additional feedback if the students have missed anything</li> </ul>
Material	Flipcharts and markers
Notes	<ul> <li>Visualize key points on flipcharts for each group</li> <li>When the students present their topic ideas, trainers should help students realistically judge whether their ideas are feasible: can they produce this podcast within the given time and with the resources they have? In some cases, groups should think of a "plan B" in case their interviews don't work out or something else goes wrong during the conception and production phase</li> </ul>









# Trainee Centered: Group work "Developing a rundown for our podcast episode"

Activity	Group work "Developing a rundown for our podcast episode"  25  " "
Objective	Students develop a rundown for one episode of their audio
	podcast
Steps	<ul> <li>Tell the students that they will go back into their groups to</li> </ul>
	develop a rundown for the episode of their podcast that they
	want to produce in the MIL Club
	Guiding questions could be:
	1. Who is the host / who are the hosts? What are their tasks?
	2. Will you interview anyone? Who will interview whom? What is your interview goal?
	What elements will your podcast episode include (for example)
	signature tune; host introduction; jingle; topic overview; music;
	interview; jingle; sound story)? Include time estimates for
	each element
	4. Write all elements down in the worksheet "Podcast Rundown"
	5. If there is enough time, ask the students to write down their
	draft rundown on a flipchart so they can present it to everyone
	during the next training segment
	When you have explained the task, give each group the
	worksheet "Podcast Rundown"









	<ul> <li>Trainers move around the room and help the students if they need help</li> </ul>
Material	Worksheets "Podcast Rundown" for each group.
	(Included in the annex)
Notes	<ul> <li>Visualize instructions on a flip chart</li> </ul>
	Carefully explain the task for the group work to the students
	<ul> <li>Before sending the students into the group work, give</li> </ul>
	everyone an opportunity to ask clarifying questions if they do
	not fully understand the instructions
	·
Possible	<ul> <li>Let a student visualize the questions for the group work on a</li> </ul>
ТоТ	flipchart before the session.
element	The volunteer will need instructions what to do before the
	session begins.
	Make sure the volunteer has understood what the visualization
	is for and the objective of the exercise.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as a trainer.

**CONCLUSION:** Feedback discussion "Presentation of draft podcast rundowns"











Activity	Feedback discussion / guided discussion     25 " "
Objective	<ul> <li>Students present their draft podcast rundowns and give each other constructive feedback</li> <li>Through the feedback, students improve their initial ideas into workable rundowns</li> </ul>
Steps	<ul> <li>Each group presents their draft rundown</li> <li>Everyone comments and gives constructive feedback</li> <li>Ask guiding questions and give additional feedback if the students have missed anything</li> </ul>
Material	Flipcharts and markers
Notes	<ul> <li>Visualize key points on a flip chart</li> <li>Give everyone an opportunity to ask clarifying questions</li> </ul>









# INTRODUCTION (10 MIN)

Introduction: Topic game "Voice contest"

Activity	Topic game "Voice contest"
	"
01 1 1 1	
Objective	Students explore how they can express a variety of emotions
	through intonation
Steps	Divide the students into two groups randomly
	<ul> <li>Ask each group to come up with a sentence they want the other</li> </ul>
	group to say. Have them write the sentence on a flip chart
	Now let the first group choose a feeling that the members of the
	other group will try to express through their intonation, for
	example: passion, anger, pride, outrage, nervousness,
	trustworthiness, sadness, or irony
	<ul> <li>One after another, the members of the second group say the</li> </ul>
	sentence conveying that emotion
	Each member of the first group then chooses the person they
	think did it best and explains why
	Switch roles and repeat several times
	Connect the experience to the world of audio and podcasting. In radio
	and podcasting, the voice is a strong instrument that can convey
	emotions. Depending on how the speakers / moderators / hosts use
	their voice, listeners may stay interested or tune out.
Material	Flipcharts, markers









Notes	<ul> <li>Visualize instructions on a flip chart</li> </ul>
	<ul> <li>Carefully explain how to play the game to the students</li> </ul>
	<ul> <li>Before starting to play, give students an opportunity to ask</li> </ul>
	clarifying questions if they do not fully understand the
	instructions or how to play the game
	<ul> <li>Reflect on the game afterwards with the students and explain</li> </ul>
	how it connects to the following session
Possible	Let a student conduct this topic game. The volunteer will need
тот -	instructions how to conduct the game before the session
Element	begins.
	Make sure the volunteer has understood the objective of the
	game, how to play it and how to reflect on it and connect it to
	the following session.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as trainers.









# Trainer Centered: Guided discussion/demonstration "How to edit audio in the "Anchor" app"

Activity	Guided discussion/demonstration "How to edit audio in the 15
	"Anchor" app"
Objective	Students explore how to edit audio and improve its quality using
	the "Anchor" app
Steps	Ask the students about their prior experience with audio editing
	apps
	Explain that we will use the "Anchor" app in the MIL Club to make
	simple edits
	Demonstrate how to edit audio with the "Anchor" app
Material	Computer
	Loudspeaker
	Smartphone
	Presentation on how to edit sound with the "Anchor" app, or a live
	demonstration via a smartphone that is connected to the computer
	and projector.
	Flipcharts and markers
Notes	Visualize key points on a flip chart
	<ul> <li>Give everyone an opportunity to ask clarifying questions</li> </ul>









Possible	If a student already has experience with audio editing, let them
ТоТ	demonstrate how it's done. Add or correct information where
element	necessary.
	The volunteer will need instructions on the objective of this
	training segment and the timing before the session begins.
	Make sure the volunteer has understood the objective of this
	training segment.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as trainers.

# Trainee Centered: Group work "Reviewing and finalizing the rundown for the audio podcast"

Activity	Group work "Reviewing and finalizing the rundown for the audio podcast"  15"
Objective	<ul> <li>Students review and finalize the rundown for their audio podcast</li> <li>Students create a script for the host's texts</li> </ul>
Steps	<ul> <li>Ask the students to go back into their podcast groups. They should review the elements they want to include in their podcast (e.g., jingle, host's introduction, sound clip, moderation, interview, sound story).</li> <li>Ask the students to create a final version of the rundown for their podcast episode</li> </ul>









	<ul> <li>Ask the students to estimate how long each element will roughly be</li> <li>Ask the students to mark in the rundown which elements they still need to produce, which have already been recorded but still need editing, and which have been recorded and edited</li> <li>Ask them to start writing the script for their podcast host if they have time</li> <li>Go around the room and support the groups</li> </ul>
Material	Rundown worksheets, paper and pens, computers to finalize the
	rundowns and write the scripts.
	Flipcharts and markers
Notes	Visualize the instructions for the group work on a flip chart
	Carefully explain the task for the group work to the students
	<ul> <li>Before sending the students into the group work, give</li> </ul>
	everyone an opportunity to ask clarifying questions if they do
	not fully understand the instructions









# Active media work: Group work "Creating a podcast"

Activity	Group work "Creating a podcast"  50  "
Objective	<ul> <li>Students create a podcast including voice recordings, interviews and jingles</li> <li>Students explore writing for the ear (short sentences, easy words, active verbs)</li> <li>Students practice hosting a podcast</li> <li>Students discover how to record high quality audio with their smartphones</li> <li>Students explore how to improve the quality of audio using editing apps and their smartphones</li> <li>Students create or select jingles that respect copy rights and use</li> </ul>
	creative commons music
Steps	<ul> <li>Explain that the students will work in the same teams as before, when they developed the rundown for their podcast. Each team will produce its own podcast. Since there is a lot to do, this will work best if each team divides the responsibilities:</li> <li>1. One member of each team acts as "editor in chief", who keeps track of the remaining production time, makes sure that all program elements are ready and helps put everything together in the end</li> <li>2. One or two people will be the hosts or moderators. They should write their script, record it, and edit it if necessary</li> </ul>









	3. One or two people will record and edit the journalistic interview /		
	interviews for the podcast. They should also write a suggested		
	introduction for the interview for the host/s (What is the topic of the		
	interview? Why is this controversial or why is it relevant to the		
	audience? Who is interviewing whom?)		
	4. One or two team members can produce or select the necessary		
	signature tune and jingles and choose additional music if needed		
	Trainers move around the room and help the students if they need		
	help. Remind them occasionally of how much production time		
	remains		
Material	Computer and projector		
	Flipcharts and markers		
	Smartphones		
Notes	Visualize key points on a flip chart		
	Create a flipphart for each group abouing who is responsible		
	<ul> <li>Create a flipchart for each group showing who is responsible for which task</li> </ul>		
	TOT WHICH LASK		
	<ul> <li>Create flipcharts for each group where they can indicate how</li> </ul>		
	far the individual program elements are (e.g., planned;		
	scripted; recorded; edited and ready to use…) and how long		
	they are (time in minutes and seconds)		
	Potoro vou etert the group work sive everyone on an entire it.		
	Before you start the group work, give everyone an opportunity  As a last design as a second and a second a second and a second a second and a second a second and a second a second and a second and a second a second and a second a seco		
	to ask clarifying questions		









 <b>BREAK</b>	(15 MIN)	)
		7

#### BODY PART 2 (MIXTURE OF TRAINER AND TRAINEE CENTERED) (65 MIN)

# Active media work: Group work "Finalizing a podcast"

Activity	Group work "Finalizing a podcast"  35  " "
Objective	<ul> <li>Students finish creating a podcast including voice recordings, interviews and jingles</li> <li>Students discover how to record high quality audio with their smartphones</li> <li>Students explore how to improve the quality of audio using editing apps and their smartphones</li> <li>Students create or select jingles that respect copy rights and use creative commons music</li> </ul>
Steps	<ul> <li>Students finish their podcast productions and upload their podcasts to the Facebook group</li> <li>Trainers move around the room and help the students if they need help. Remind them occasionally of how much production time remains</li> </ul>
Material	<ul><li>Computer and projector</li><li>Flipcharts and markers</li><li>Smartphones</li></ul>









Notes	Visualize key points on a flip chart
	<ul> <li>Create a flipchart for each group showing who is responsible for which task</li> </ul>
	<ul> <li>Create flipcharts for each group where they can indicate how far the individual program elements are (e.g., planned; scripted; recorded; edited and ready to use) and how long they are (time in minutes and seconds)</li> </ul>
	<ul> <li>Before you start the group work, give everyone an opportunity to ask clarifying questions</li> </ul>

# Trainer Centered: Presentation/guided discussion "Presenting, listening, and feedback"

Activity	<ul> <li>Presentation/guided discussion "Presenting, listening, and</li> </ul>	30
	feedback"	"
Objective	<ul> <li>Students evaluate and discuss the quality of the finished aud</li> </ul>	io
	podcasts	
Steps	Ask if any teams want to volunteer and play their podcast. Remind	
	them that it doesn't matter if their production isn't finished –	
	everyone can just discuss the podcast as a "work in progress	s"
	Students listen to the audio podcasts and give constructive	
	feedback based on the following criteria:	
	<ol> <li>Topic / content: informative? interesting? relevant</li> </ol>	:?









	2. Host: easy to understand? well written and presented?
	likeable voice?
	3. Structure / sequence of elements: well-planned? Easy
	to follow?
	4. Jingles / music: suitable? creative? enjoyable?
	5. Technical aspects: well recorded? smooth editing?
	Remind everyone that feedback should always start with
	something positive, be precise and specific and focus on things
	that can be changed
Material	Computer
	Smartphones
	Loudspeakers
Notes	Visualize key points on a flip chart
110100	Violanzo Roy pointe on a riip chart
	<ul> <li>Give everyone an opportunity to ask clarifying questions.</li> </ul>
Possible	Let a student conduct this feedback discussion.
ТоТ	The volunteer will need instructions how to conduct the
element:	feedback discussion before the session begins. Remind the
	volunteer of the feedback rules.
	Make sure the volunteer has understood the objective of this
	training segment.
	After this ToT-element, the volunteer should get feedback from
	the group and from the MIL Club trainers on what they did well
	and how they could improve as trainers.









#### CONCLUSION (10 MIN)

# **Competition "Rating the podcasts"**

Activity	Competition "Rating the podcasts"
	"
Objective	Students evaluate the quality of the podcasts (contents and
	technical aspects)
Steps	If you have a chance to listen to all podcasts, ask students to give
	points to the teams for the five categories mentioned above (e.g.,
	everyone can award 0 – 10 points in best audio quality, most
	relevant topic, most engaging for the audience, and most creative).
	Students can't vote for their own team, only for the podcasts of the
	other teams
	Trainers prepare a flipchart to count how many points each team
	received. Celebrate the winning team
Material	Flipcharts and markers
	<ul><li>Maybe a small prize for the winning team (candy)</li></ul>
Notes	<ul> <li>Bring a prize for the winning team (candy, fresh fruit) or think</li> </ul>
	of something nice that doesn't cost anything (e.g., a group hug,
	a song that the other teams sing for the winners, or the loudest
	round of applause anyone has ever heard)
	Create a flipchart with lines for the categories and columns for
	each podcast. Leave some space for the students' points









# **ANNEX**









# **Podcast Rundown**

[Music intro or Jingle]
[Speaking introduction]
Section I (Duration:) Notes:
Section II (Duration:) Notes:
Section III (Duration:) Notes:
Recap
[Call to action]
[Outro or teaser for next episode]