

Podium

Tell your story

Getting Started Guide

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Introduction

Podium provides pupils and teachers with a quick and easy way to create, publish and promote podcasts. The fact that you can create, publish and promote podcasts using this all in one solution makes it unique and extremely straightforward to use regardless of your age.

Podcasting can be used in a variety of ways to support learning and teaching, and what's more it can be highly motivating and fun for pupils to do. We hope that through exploring Podium, you'll discover the benefits of podcasting for yourself, both within and beyond the classroom.

What is podcasting?

Podcasting, according to Wikipedia, is "the practice of making audio files available online in a way that allows software to **automatically detect new files and download them.**" Technically this is accomplished using RSS feeds to provide information about a collection of audio files in MP3 format. The term podcasting is often used to refer to one off audio broadcasts that can be downloaded from the Internet although this is not, strictly speaking, a true podcast which should be a 'series' of broadcasts.

Podcasting lets anybody with a microphone; a computer and an Internet connection publish audio broadcasts that can be listened to by people anywhere in the world. Because the barriers to entry are very low, podcasting is rapidly becoming a popular way for people to share audio broadcasts. Podcasts are mostly free and can be automatically downloaded to portable media players, so they can be listened to whenever it's convenient. There are already many types of podcast available including:

- Audio books with chapters broadcast in instalments.
- Music shows for all the latest new music directly to your PC.
- News broadcasts to ensure you keep up to date with what's happening.
- Entertainment broadcasts automatically delivered on a regular basis.
- Businesses keeping customers informed about latest products and developments.
- Sports news - keeping fans updated with their team's progress and achievements.
- Religious leaders can even provide a service to their local community with important messages, sermons and pastoral news.

In reality, anyone with anything to say can spread the word using the new podcasting technology.

Podcasting has become the word used to describe the making of the audio file and its publication to a site where it can be listened to by others. But the very essence of podcasting is its episodic nature. For the podcast producer it is not just a 'one-off' recording but a connected (however loosely) set of recordings. For the podcast listener it is easy to compare its methodology and function to that of taking out a subscription to a magazine. You decide that you are interested in a particular subject, you find someone who publishes information about that subject and you subscribe to the magazine. You do this once and from then on, for the period of your subscription, the magazine arrives regularly through your letter box. It is the same for listening to podcasts.

Why podcasting?

In an educational context, podcasting can be used by both teachers and pupils and is attracting significant interest from all educational sectors. It is a fast, convenient, and low cost way to extend lessons both within and beyond the classroom. From simply recording existing lessons to developing new extended course material, teachers and pupils alike can take advantage of the many benefits of downloadable content contained in educational podcasts. Using podcasting as part of a child's daily educational routine has many potential advantages, including:

In the classroom

- Can be tailored to any curriculum area.
- Can provide bespoke materials to support any learning situation with audio material for learning "on demand", at anytime and anywhere.
- Potential to support or extend the work of any pupil with special needs.
- Useful for children who miss lessons, e.g. due to illness.

At home and in the community

- Great community/school link potential.
- Could provide schools with an effective way to communicate with parents on a regular basis, e.g. regularly broadcast instead of / as well as a school newsletter
- Useful for those with a reading difficulty or for English as a second or third language.
- Could bring a whole new approach to homework, e.g. audio notes to reinforce learning.

For personalised learning - children benefit enormously from making a podcast

It gives them a potential audience of thousands for their work and they can think about tailoring their podcasts for different audiences.

- Pupils must concentrate on their speaking and listening skills which will have consequential effects on their writing skills (writing scripts, setting up interviews etc).
- Publishing their own podcast is hugely motivating for pupils; also gives them a sense of ownership.
- In learning how to create a podcast, pupils are extending their ICT skills and capabilities to embrace new technologies.
- Podcasting can be tailored to a number of curriculum areas and is also great for developing teamwork skills.

A round up of the benefits of podcasting

The benefits of podcasting extend much further than simply listening to educationally charged content. The process of creating podcasts themselves gives children a whole new outlook and opportunity to exploit their creative talents.

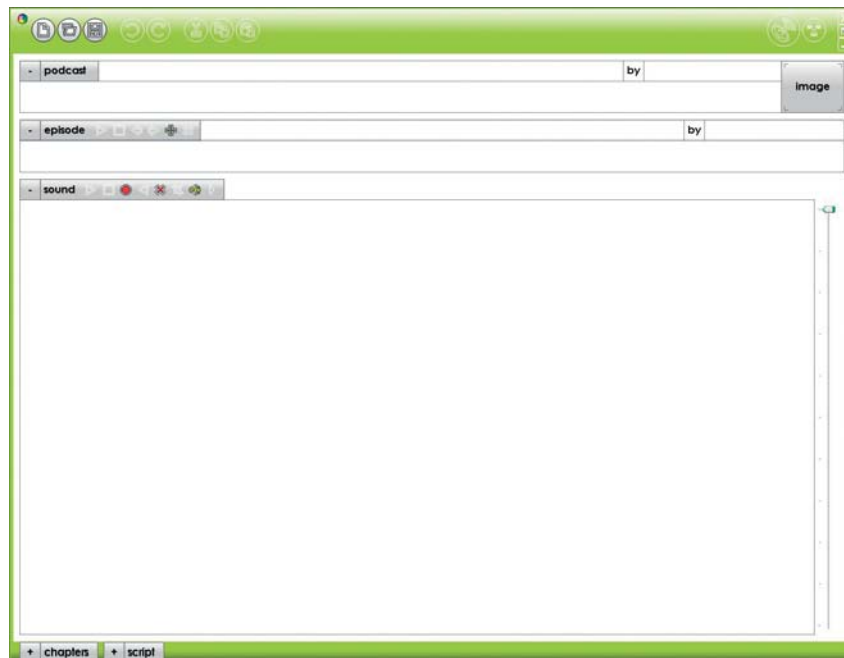
The potential to share what schools are doing with other schools as well as the wider community is highly worthwhile. It also provides children with opportunities to showcase their work and tailor their work to different audiences.

Home-school links can be dramatically strengthened with the help of podcasts containing school news for parents, details of lesson content and homework requirements. Producing podcasts aimed at parents can help enormously in bringing parents more effectively into the school community.

Podcasts are being created by hundreds of schools; covering curriculum related issues as well as more creative 'radio station' broadcasts containing news from individual schools and around the world.

Getting Going

- Go to the 'Start' button on your desktop and in 'All Programs' select 'Podium'. Alternatively double click on the shortcut on your desktop. Podium will load with the podcast, episode and sound workspaces open (Fig.1).



(Fig.1)

Podcasts are made up of several episodes which can be published at intervals over a short or long period of time. In the 'Creating and simple podcast' and 'Adding an Episode' (page 12) sections you will create a podcast and add a second episode. Episodes are made up of one or more chapters and using them will be explained in 'Using chapters' (page 14).

Creating a simple podcast

By following this example you will create a podcast about the weather as a whole class activity.

Fill in the podcast details

- Enter a podcast title: 'Weather bulletin', a podcast author: 'Class 4', a podcast

image (optional), and a podcast description (optional): 'Your regular weather update' (Fig.2).

podcast	Weather bulletin	by Class 4	image
Your regular weather update			

(Fig.2)


Fill in the episode details

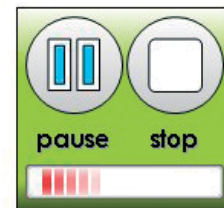
- Enter an episode title: 'Monday 25th June', an episode author: 'Jill and David', and an episode description (optional): 'The weather for today Monday 25th June' (Fig.3)

episode	Monday 25th June	by Jill and David
The weather for today Monday 25th June.		

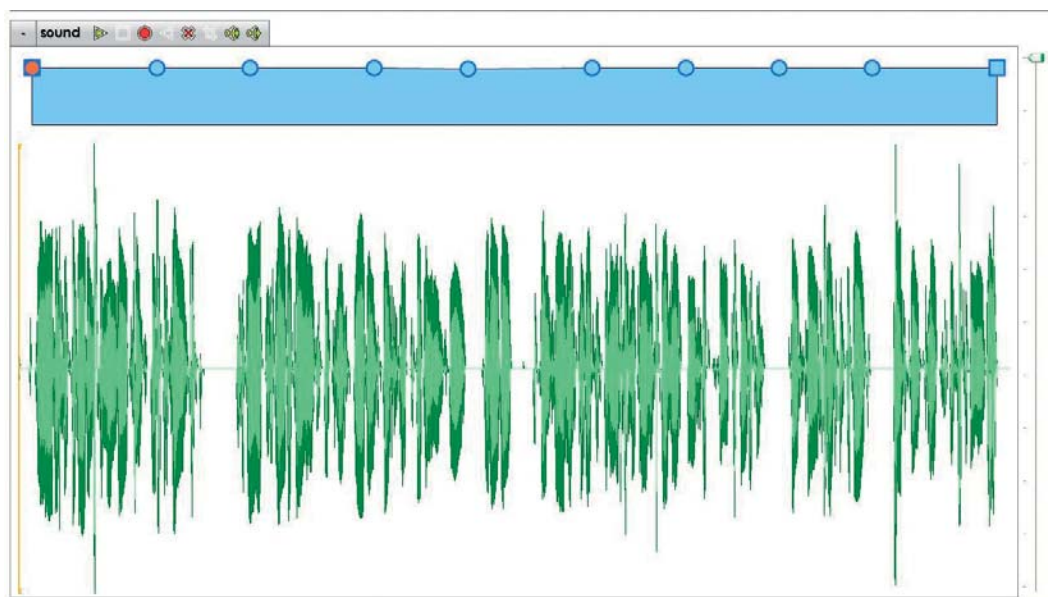
(Fig.3)

Record the audio

- Click on the 'Record' button  on the 'sound' toolbar. You will see a three, two, one countdown and then the 'Stop' and 'Pause' buttons (Fig.4) will be shown in the centre of this workspace. When this appears you are recording.
- Speak into a microphone and click on the 'Stop' button in the centre of the 'sound' workspace when you have finished. A waveform will appear (Fig.5).



(Fig.4)



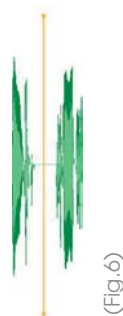
(Fig.5)

Play back the recording


- Click on the 'Play' button  on the 'sound' toolbar.

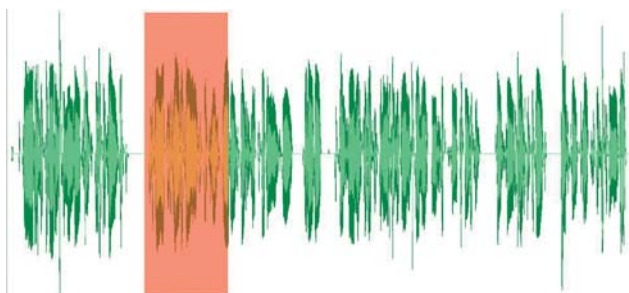
You can play back:

- From the beginning.
- From a point in the audio by clicking on the waveform and placing the cue point (Fig.6). Clicking on the 'Play' button will play from this point to the end of the audio.
- A section of the recording:
 - Select the part of the audio you want to play by clicking at the beginning of the part of the waveform and dragging to the right until you are happy with the selection (Fig.7).



(Fig.6)

N.B. Clicking on the 'De-select' button  will remove any selection and place the 'cue point' at the beginning of the audio.



(Fig.7)

- If you are happy with the recording you can publish immediately. (See 'e-Safety' on page 31)
- If you want you can edit the recording. (See 'Editing audio' on page 21).
- If you want to re-record the audio select the entire waveform and click on the 'Record' button to record over it.

Publish the podcast

Publishing your podcast means to load it to a server so that it can be accessed by other people. You can either publish locally (on your network server), or globally (on an ftp server).

When the podcast has all the requisite parts it needs the 'Publish' button  will become red (Fig.8).



(Fig.8)


- Click on the 'Publish' button:
 - If you have set security settings to 'off', the podcast will begin uploading and the 'Publish' button will change colour and become the same colour as the other buttons on completion.
 - If you have set security settings to 'on', a window will pop up (Fig.9) and you can choose to either publish now by entering the password that you have set or publish later by clicking on the 'Review' button. When you publish the 'Publish' button change colour and become the same colour as the other buttons on completion.



(Fig.9)

Promote the podcast

Now your podcast is published you can tell everyone where it is. You only need do this once per podcast since people who subscribe to your podcast will automatically receive each of the new episodes as you publish them.

- Click on the 'Promote' button . The 'promote' window will open (Fig.10). You can either
 - Click on the 'email' button. Your default email browser will open and a message will be automatically created with the details of your podcast. You can personalise this message before sending it out to you intended audience.



(Fig.10)


Or

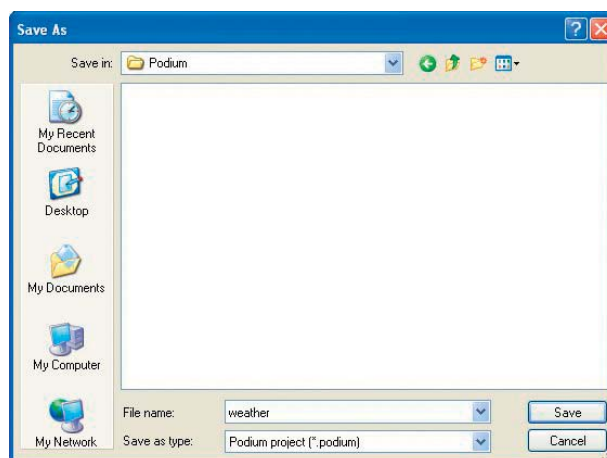
- Click on the 'copy' button. This will copy the address of your podcast to your clipboard from where you can paste it into any document (e.g. word document, html page).

When a user subscribes to the podcast they should drag the link or copy and paste it into their podcast aggregator. There are many different aggregators including Doppler and iTunes. Descriptions of how to subscribe to podcasts using both of these aggregators is available in the 'Step by step guide to receiving a podcast' (page 28).

Save the podcast project

So that you can come back and continue the project (add more episodes) you can save the project. This will keep all the podcast episodes in one place.

- Click on the 'Save' button  on the main toolbar. The 'Save' window will open (Fig.11)
- Type in a name for your podcast and click on the 'Save' button.



(Fig.11)

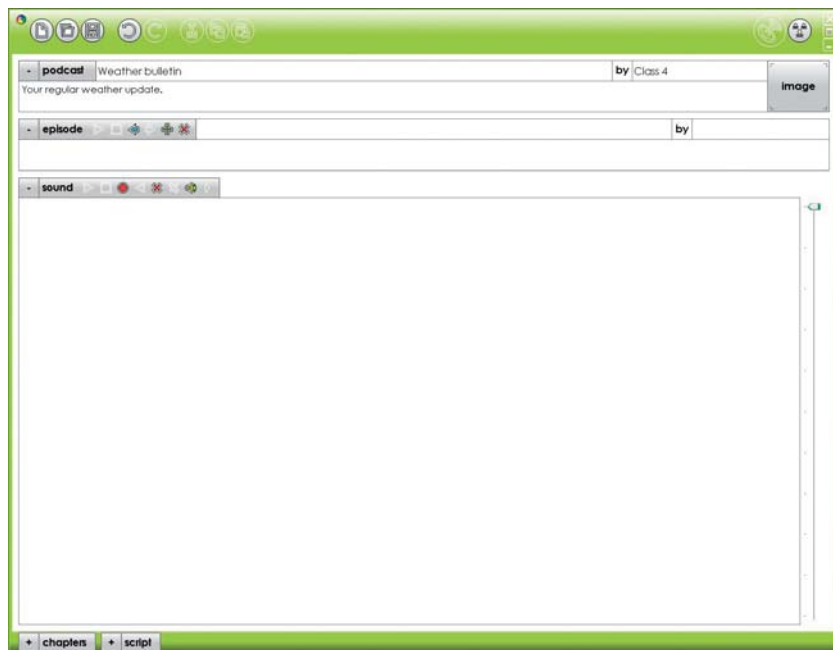
Adding an episode

When you are ready to create the next episode in your podcast, open the project file that you created for the first episode.

As an example we will continue with our 'Weather bulletin'.

Add a new episode

- Click on the 'Add episode' button  on the 'episode' toolbar. A new episode will be added containing the podcast details (Fig.12)



(Fig.12)

Fill in the episode details

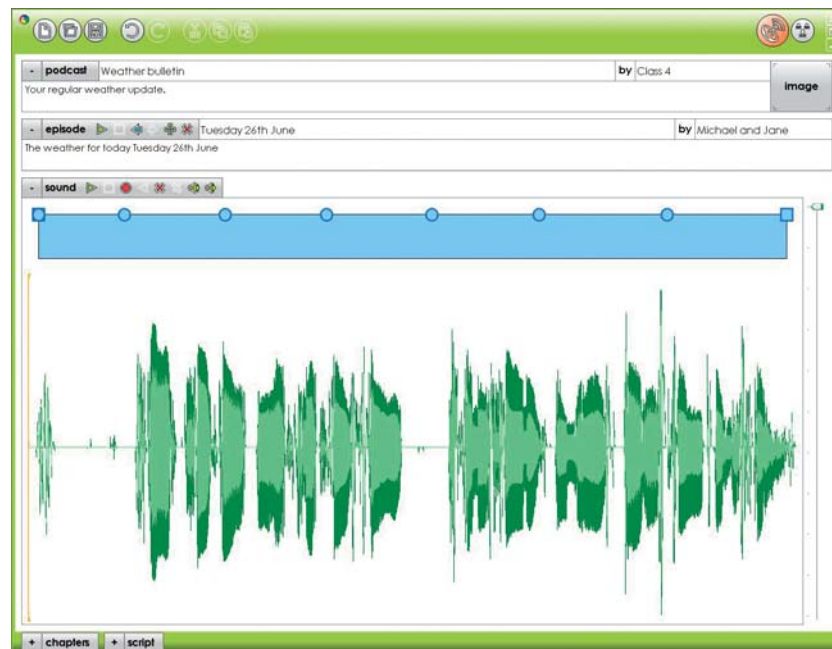
- Enter an episode title: 'Tuesday 26th June', an episode author: 'Michael and Jane' (they will make the second episode) and, an episode description (optional): 'The weather for today Tuesday 26th June'.

Record the audio

- Click on the 'Record' button on the 'sound' toolbar. You will see a three, two, one countdown and then the 'Stop' and 'Pause' buttons will be in the centre of this workspace. When this appears you are recording.
- Speak into a microphone and click on the 'Stop' button in the centre of the 'sound' workspace when you have finished. A waveform will appear.
- Playback the recording by clicking on the 'Play' button on the 'sound' toolbar.
 - If you are happy with the recording you can publish immediately.

- If you want you can edit the recording. (See 'Editing audio' on page 21).
- If you want to re-record the audio select the entire waveform and click on the 'Record' button to record over it.

You have now created your second episode (Fig.13)



(Fig.13)

Publish the update

When the podcast has all the requisite parts it needs the 'Publish' button will become red.

- Click on the 'Publish' button:
 - If you have set security settings to 'off', the podcast will begin uploading and the 'Publish' button will change colour and become the same colour as the other buttons on completion.
 - If you have set security settings to 'on', a window will pop up and you can choose to either publish now by entering the password that you have set or publish later by clicking on the 'Review' button. When you publish the 'Publish' button will change colour and become the same colour as the other buttons on completion.

Save the podcast project


It is advisable to resave the project each time you publish an update. You do not need to rename your file each time you save.

- Click on the 'Save' button on the main toolbar. The 'Save' window will open
- Click on the 'Save' button.

Using chapters

Episodes are made up of one or more chapters, which allows you to put many audio recordings together into one episode.

Open the 'chapters' workspace

- First open the 'chapters' workspace by clicking on the '+' (maximise) chapters button  on the bottom toolbar. The 'chapters' workspace will open (Fig.14). By default one chapter will have already been created.



(Fig.14)

In our example we are going to create episode three for the 'Weather bulletin podcast we are creating with four audio chapters.

Fill in the episode details.

- Enter an episode title: 'Wednesday 27th June', an episode author: 'Richard and Jasmine' (they will make the third episode) and, an episode description (optional): 'The weather for today Wednesday 27th June'.

Name the chapter

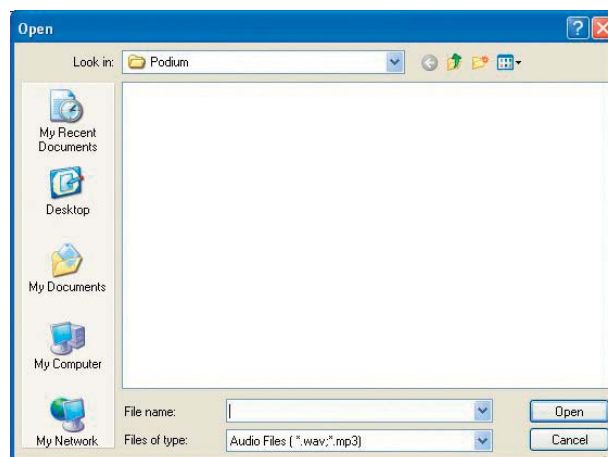
- Click on 'Chapter ?'. it will become highlighted (Fig.15). Overtyping it with an appropriate title. In our example the first audio chapter will be a sound clip of 'rain'.



(Fig.15)

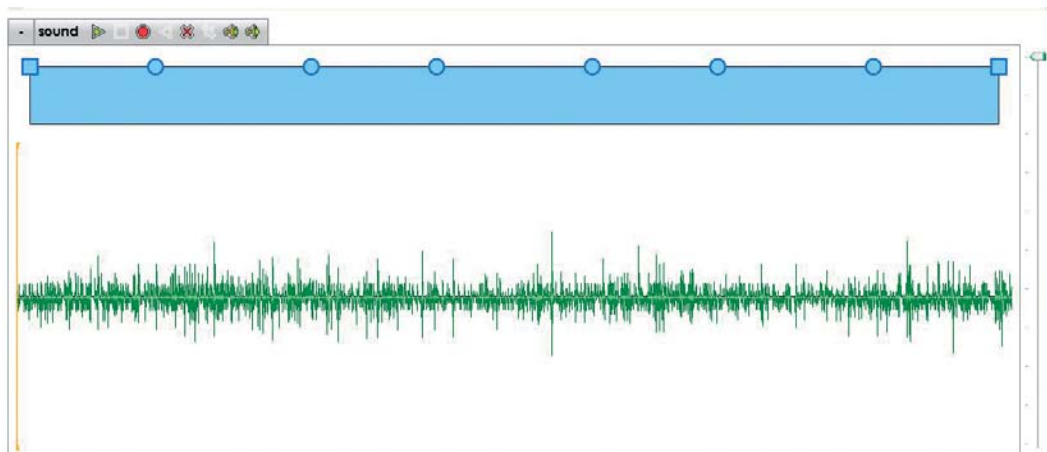
Import an audio file

- Click on the 'Import sound' button  on the 'sound' toolbar. The 'open' window will open (Fig.16). Navigate to where the sound file you require is stored, select it



(Fig.16)

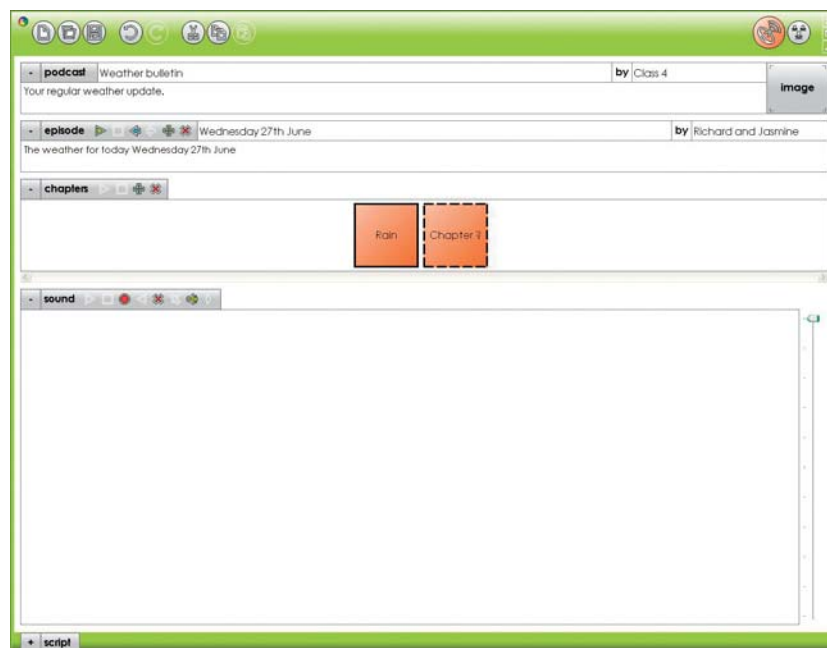
and click 'Open'. The sound file will be imported and a waveform will appear (Fig.17).



(Fig.17)

Add a new chapter

- Click on the 'Add chapter' button  on the 'chapters' toolbar. A new chapter will be added and you will be automatically moved to that chapter (Fig.18).



(Fig.18)


Build up your chapters

- On your second chapter record an audio commentary about the day's weather.
- On the third chapter record an audio commentary: a prediction of tomorrow's weather

- On the fourth chapter import a sound clip of thunder.
Name each chapter appropriately as you go through.

Position your chapters

You may decide that the chapters you have created are in the wrong order. In our example we would like to move the sound clip of thunder between the two commentaries.

- To move a chapter select it and drag it to its new position.
You can hear how they sound next to each other by playing them.
- Click on the 'Play' button  on the 'chapters' toolbar. They will playback from the selected chapter to the end of the episode.


Play the episode

As you have built up many chapters you may want to hear how they sound as an episode.

- Click on the 'Play' button  on the 'episode' toolbar. The entire episode will play back.

If you are happy with the results you can move on to publishing.

Publish the update

- * As before when you are satisfied with your new episode, update the podcast by clicking on the 'Publish' button .

Save the podcast project

It is advisable to resave the project each time you publish an update. You do not need to rename your file each time you save

- * Click on the 'Save' button on the main toolbar. The 'save' window will open
- * Click on the 'Save' button.

Creating a podcast using a script

By following this example you will create a podcast which is an audio play which will be broadcast in scenes.

Create a new project


- Reopen Podium by going to the 'Start' button on your desktop and in 'All Programs' select 'Podium'. Alternatively double click on the shortcut on your desktop

Or

- Start a new project by clicking on the 'New' button  .

Fill in the podcast details

- Enter a podcast title: 'Romeo and Juliet', a podcast author: 'Class 4', a podcast image (optional), and a podcast description (optional): 'The play by Romeo and Juliet performed by Class 4 of Norton School' (Fig.19).

podcast	Romeo and Juliet	by Class 4	
Romeo and Juliet performed by Class 4 of Norton School			

(Fig.19)


Fill in the episode details

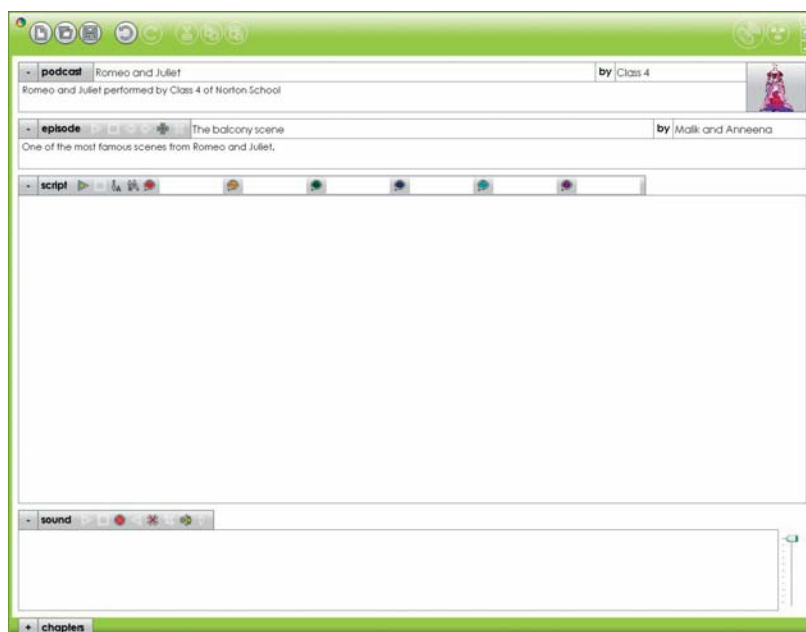
- Enter an episode title: 'The balcony scene', an episode author: 'Malik and Anneena' will be in this scene and an episode description (optional): 'One of the most famous scenes from Romeo and Juliet' (Fig.20).

episode	The balcony scene	by Malik and Anneena
One of the most famous scenes from Romeo and Juliet		

(Fig.20)

Open the script workspace

- Open the 'script' workspace by clicking on the '+' (maximise) script button  on the bottom toolbar. The 'script' workspace will open (Fig.21).



(Fig.21)

- To create more space to use the script close the other workspaces by clicking on the '-' (minimise) buttons next to the name of each workspace.

Fill in the 'actors' names

- Fill in the names of the 'actors' in the 'script' toolbar in the boxes next to each speech bubble. In this example it will be 'Malik' and 'Anneena' (Fig.22).

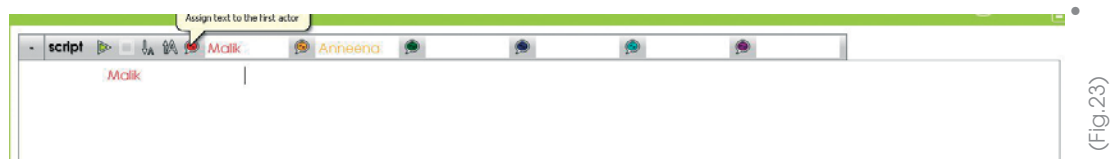


N.B. You could use character names instead of the participant's names.

Add your script

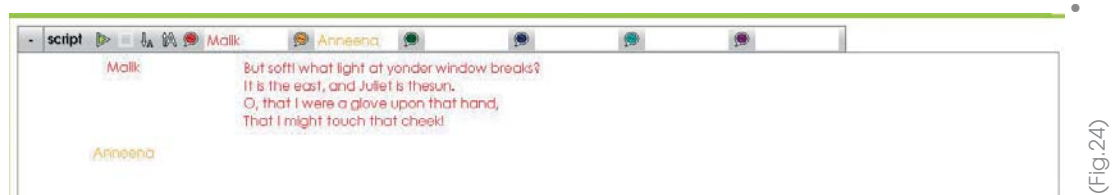
There are two ways to enter your script either:

- Place your caret in the script area.
- Click on the first 'actor' speech bubble you want to use. The name of the 'actor' will appear in the script area on the left hand side (Fig.23).



Type in what the 'actor' will say. The text will appear in the colour associated with that 'actor'.

- Click on the next 'actor' (Fig.24).



Repeat until you have completed your script.

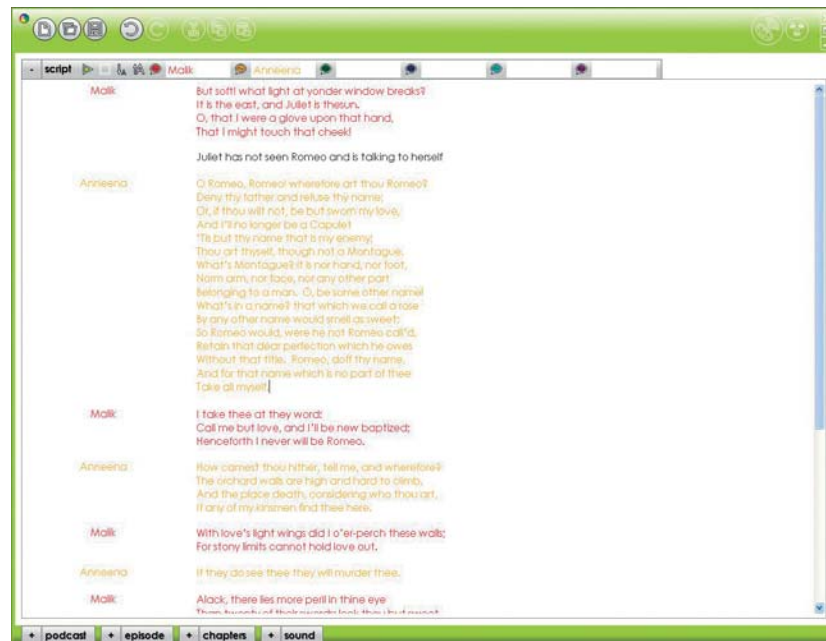
Or

- Paste or drag in some text from another document.
- Select a section of the script (Fig.25) and click on the 'actor' who will speak it.



The section of script selected will now be in the colour associated with that actor and the actors name will appear at the left hand side.


- Repeat until you have completed your script (Fig.26).

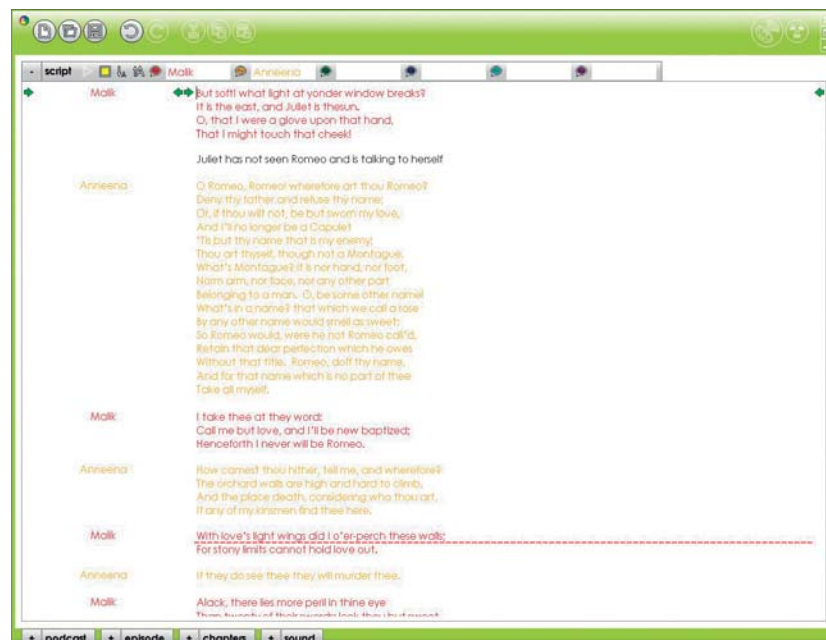


(Fig.26)

Rehearse the script

You can rehearse the script before recording in order to practise speed, timings etc.

- Click on the 'Play' button  on the 'script' toolbar. Green arrows will appear at the left and right of the top line and next to the actor's name who will speak the line (Fig.27). If your script is over a page, a red line will appear towards the



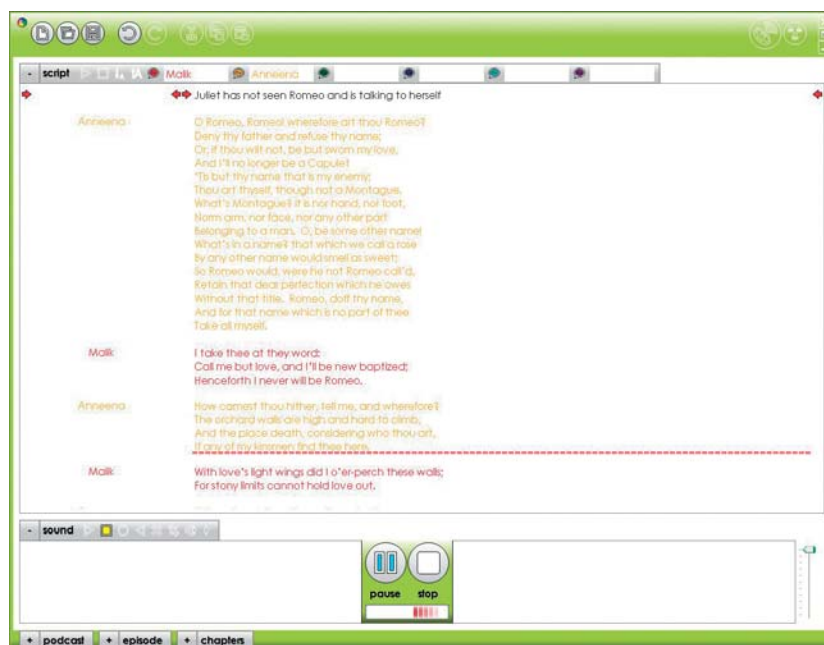
(Fig.27)

bottom of the page. The green arrows show the line which is being spoken and by whom. The red line shows when the page will 'turn' - as the page reaches this point the page will automatically scroll up to show the next section of script.

- Speak the line current line of text. Click on the space bar, down arrow key, or mouse button to move onto the next line of text as you reach the end. The arrow keys will move onto the next line.
- Continue to the end of the script. Click on the 'Stop' button on the 'script' toolbar when you have finished.

Record the audio

- Reopen the 'sound' toolbar by clicking on the '+' (maximise) sound button (aq.jpg) on the bottom toolbar.
- To start recording click on the 'Record' button on the 'sound' toolbar. You will see a three, two, one countdown and then the 'Stop' and 'Pause' buttons will be in the centre of this workspace. You are now recording.
- The arrows that appeared whilst you were rehearsing will now be red and will work in exactly the same way (Fig.28).



(Fig.28)

- Speak into a microphone and click on the 'Stop' button in the centre of the 'sound' workspace when you have finished. A waveform will appear.
- Playback the recording by clicking on the 'Play' button on the 'sound' toolbar.

Add new chapters

If you wish to you can add more chapters in the way that is shown in 'Using chapters'.

Play the episode

If you have built up many chapters you may want to hear how they sound as an episode.

- Click on the 'Play' button on the 'episode' toolbar. The entire episode will play back.

If you are happy with the results you can move on to publishing.

Publish the podcast

When the podcast has all the requisite parts it needs the 'Publish' button will become red.

- Click on the 'Publish' button:
 - If you have set security settings to 'off', the podcast will begin uploading and the 'Publish' button will change colour and become the same colour as the other buttons on completion.
 - If you have set security settings to 'on', a window will pop up and you can choose to either publish now by entering the password that you have set or publish later by clicking on the 'Review' button. When you publish the 'Publish' button will change colour and become the same colour as the other buttons on completion.

Save the podcast project


It is advisable to resave the project each time you publish an update. You do not need to rename your file each time you save.

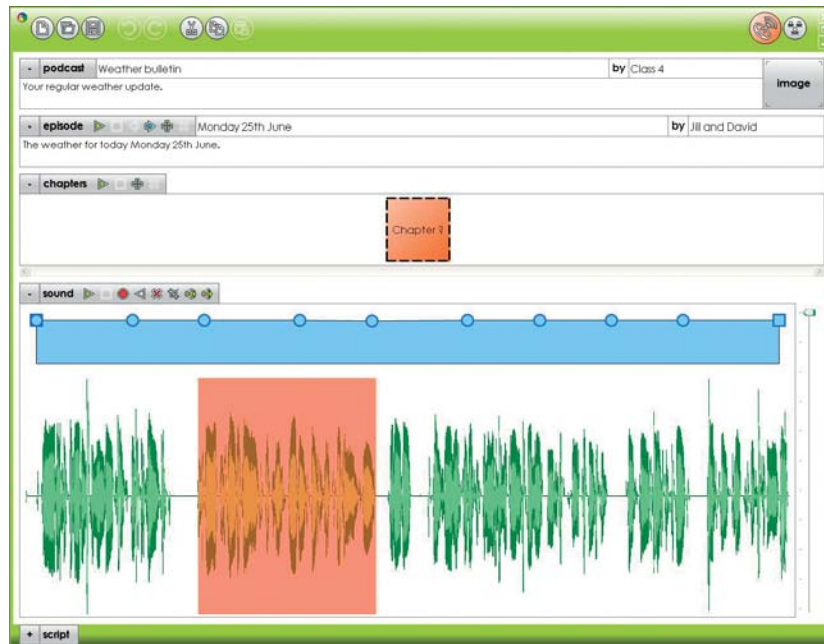
- Click on the 'Save' button on the main toolbar. The 'save' window will open
- Click on the 'Save' button.

Editing audio

There are several ways in which you can edit the audio you have recorded or imported from a file.


Delete a section of the audio

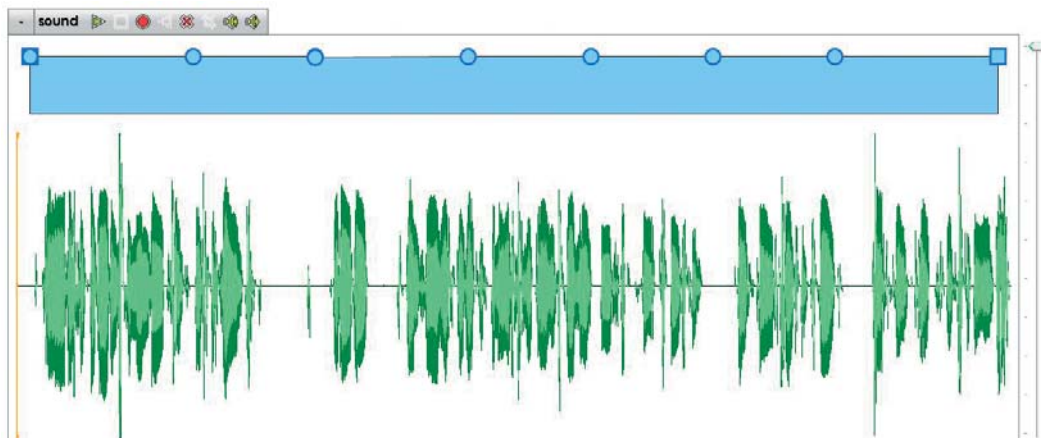
- Select the part of the audio you want to remove by clicking at the beginning of the part of the waveform to be removed and dragging to the right until you are happy with the selection.
- Check the area to be deleted is correctly positioned by clicking on the 'Play' button on the 'sound' toolbar (Fig.29). If you are unhappy with the selection:
 - Click on the 'De-select' button  on the 'sound' toolbar and try again.
 - Click somewhere else on the waveform
 - Use the arrow keys to select more or less from the right hand side.



(Fig.29)

Or

- Use the arrow keys whilst holding down the shift key to select more or less from the left hand side
- Click on the 'Delete' button  on the sound toolbar. The audio you selected is deleted and the waveform is updated (Fig.30).

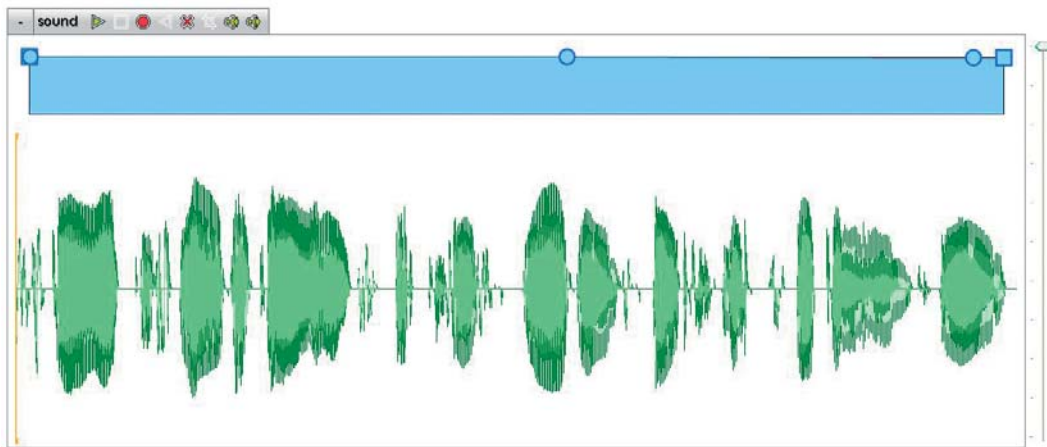


(Fig.30)


Crop the audio

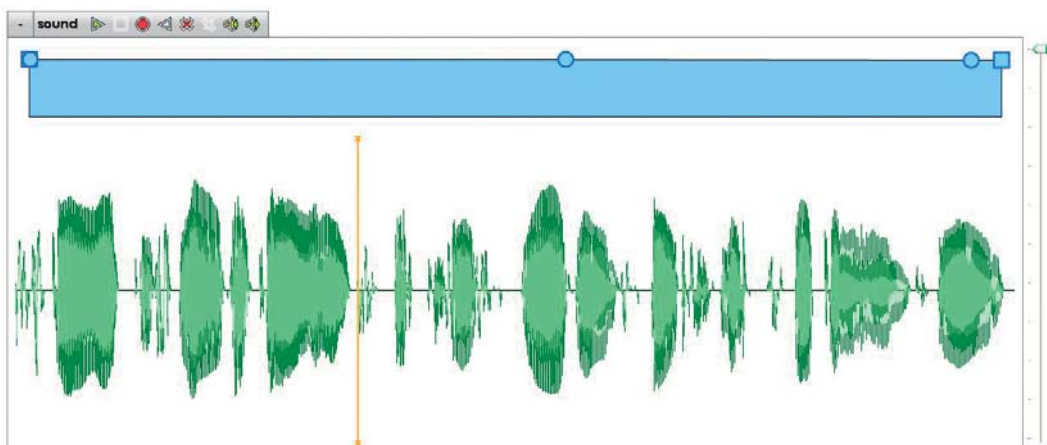
- Select the part of the audio you want to keep by clicking at the beginning of the part of the waveform to be kept and dragging to the right until you are happy with the selection.
- Check the area to be kept is correctly positioned by clicking on the 'Play' button on the 'sound' toolbar (Fig.29). If you are unhappy with the selection:
 - Click on the 'De-select' button on the 'sound' toolbar and try again.
 - Click somewhere else on the waveform

- Use the arrow keys to select more or less from the right hand side.
- Or
- Use the arrow keys whilst holding down the shift key to select more or less from the left hand side



(Fig.31)

- Click on the 'Crop' button  on the sound toolbar. The audio you did not select will be deleted and the waveform updated (Fig.31).



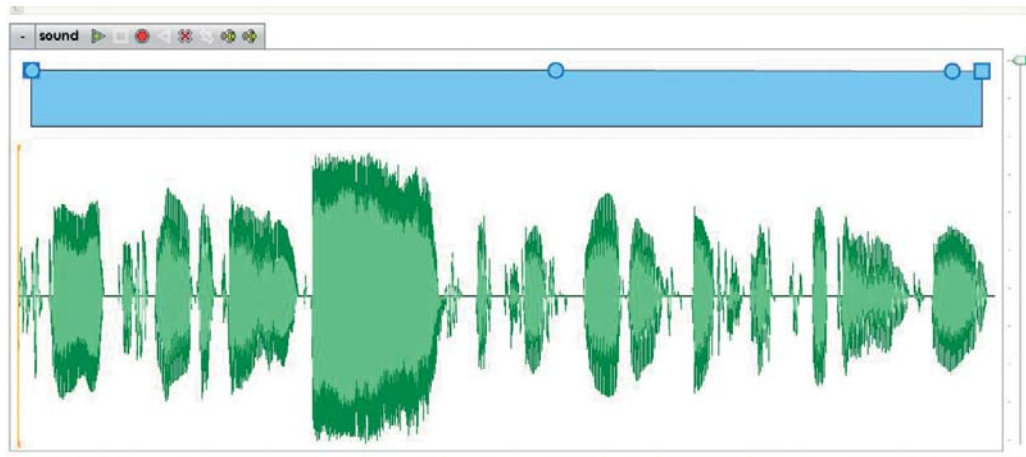
(Fig.32)

Insert

- Click on the waveform at the point at which you would like to insert a sound file. A 'cue point' will be visible (Fig.32).
- Check whether the 'cue point' is correctly positioned by clicking on the 'Play' button on the 'sound' toolbar. If you are unhappy with its position click on the waveform in the new position.

A sound file

- Click on the 'Import sound' button  . The 'Open' window will open.
- Navigate to and select the sound file you want to use.

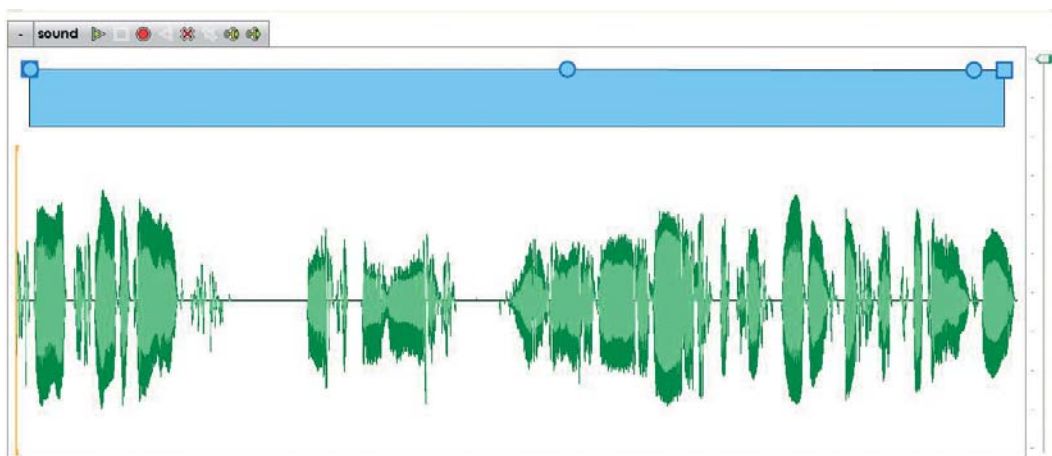


(Fig.33)

- Click on 'Open'. The sound file will be imported and inserted at the 'cue point'. The waveform will be updated (Fig.33).

A new audio recording

- Click on the 'Record' button. You will see a three, two, one countdown and then the 'Stop' and 'Pause' buttons will be in the centre of this workspace. You are now recording.
- Speak your commentary into a microphone and click on the 'Stop' button in the centre of the 'sound' workspace when you have finished. The new audio recording will be inserted at the 'cue point' and the waveform will be updated (Fig.34).



(Fig.34)

Replace a section of audio

- Select the part of the audio you want to replace by clicking at the beginning of the part of the waveform to be replaced and dragging to the right until you are happy with the selection (Fig.35).
- Check the area to be replaced is correctly positioned by clicking on the 'Play'



(Fig.35)

button on the 'sound' toolbar. If you are unhappy with the selection:

- Click on the 'De-select' button on the 'sound' toolbar and try again.
- Click somewhere else on the waveform
- Use the arrow keys to select more or less from the right hand side.

Or

- Use the arrow keys whilst holding down the shift key to select more or less from the left hand side

With a sound file

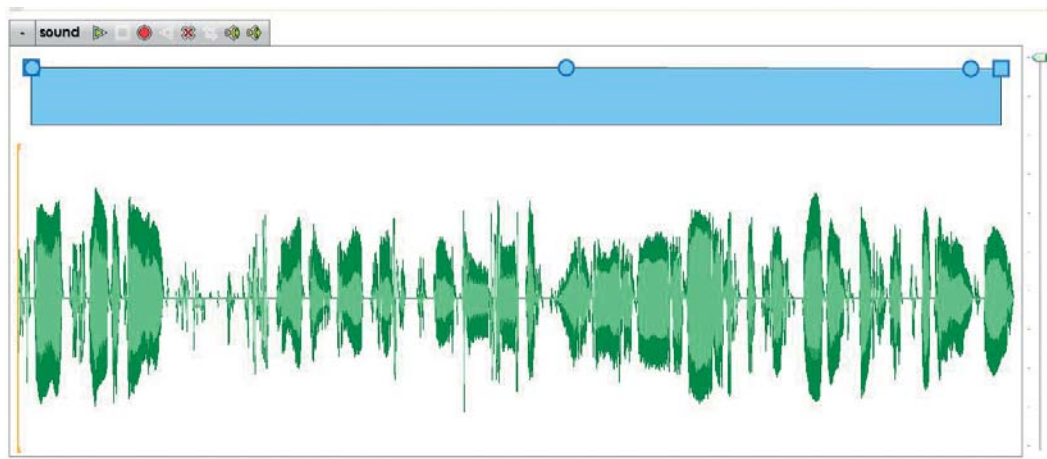
- Click on the 'Import sound' button. The 'Open' window will open.
- Navigate to and select the sound file you want to use.
- Click on 'Open'. The sound file will be imported and replace the section selected. The waveform will be updated (Fig.36).



(Fig.36)

With a new audio recording

- Click on the 'Record' button. You will see a three, two, one countdown and then the 'Stop' and 'Pause' buttons will be in the centre of this workspace. You are now recording.
- Speak your commentary into a microphone and click on the 'Stop' button in the



(Fig.37)

centre of the 'sound' workspace when you have finished. The new audio recording will replace the section selected and the waveform will be updated (Fig.37).

Change the volume

It's easy to alter the overall volume of a chapter. You can reduce the volume using the volume slider at the right hand side of the sound workspace (Fig.38). Simply drag the pointer to the appropriate level.



(Fig.38)

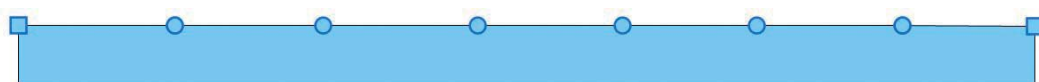
Alter the volume level of a section of a chapter

You can also alter the volume of a section of a chapter.

When there is a sound present in the podcast the wave appears with a blue bar above it (Fig.39). The blue bar has a series of square and circular tabs. The square tabs move down and up, the circular tabs move down and up, left and right.

As you move the tabs the line will change to reflect the volume.

- A straight line will indicate the volume is the same for the whole chapter (Fig.39).



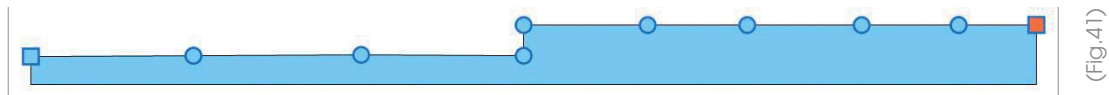
(Fig.39)

- A straight line which goes down at a right angle to another horizontal line indicates that the volume starts high and then at the vertical line changes to a lower volume (Fig.40).



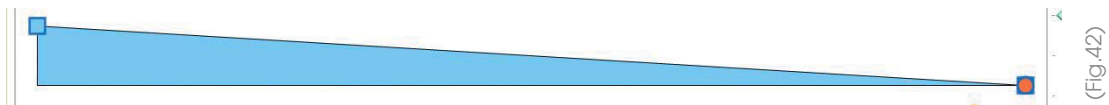
(Fig.40)

- A straight line which goes up at a right angle to another horizontal line indicates that the volume starts low and then at the vertical line changes to a higher volume (Fig.41).



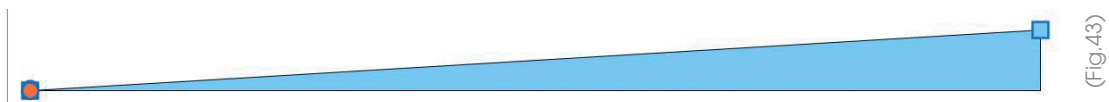
(Fig.41)

- A line that slopes down from left to right indicates that the volume starts high and fades out to a lower volume level (Fig.42).



(Fig.42)

- A line that slopes up from left to right indicates that the volume starts low and fades in to a higher volume level (Fig.43).




(Fig.43)

If you want to add more tabs, to edit the volume in more detail, you can do so by clicking on the top line.

Other features

Save audio as an mp3 file

You may wish to save a recording (chapter) to use again in another podcast or in another context. To do this you need to export the file.

- Click on the 'Export' button  on the 'sound' toolbar. The 'Save As' window will open with .mp3 pre-chosen as a format.
- Type in a name for the file, browse to your preferred save location (if necessary), and click on the 'Save' button.

You can also save an episode or as a podcast as an mp3 file.

- Click on the 'Save' button on the main toolbar. The 'Save As' window will open.
- Change the file type to .mp3, type in a name for the file, and click on the 'Save' button.

Step by step guide to receiving a podcast

There are three steps to set up your PC to receive a podcast:

1. Download software to retrieve and play your podcasts

You will need a software tool, called an aggregator, which will let you subscribe to a podcast and will download and play the mp3 files. So, once you have subscribed to a podcast this software will do the hard work of managing your subscription by checking for and downloading any new episodes that have been released. One common aggregator is **iTunes** but there are many others.

2. Subscribe to a podcast

To ensure that you receive the latest episode in the podcast series you must subscribe. Once you have subscribed your aggregator will regularly check for any new episodes. Subscription is achieved by letting the aggregator know the location of a file that contains information about the podcast. For example it will tell the aggregator when each episode was released, it will give a description of the episode and also let the aggregator know where the mp3 file is so it can download it.

When you visit a web site that offers podcasts you will usually see either a button labeled 'XML' or 'RSS' and some text that will look something like this
www.teachers.tv/news/feed/rss.xml

The text contains the location of the file that has all the information that allows the aggregator to download the mp3 files and manage your subscription.

To subscribe to a podcast with iTunes:

- Select the text that gives the location of the podcast information file and copy it.
- Open iTunes and click on 'Advanced' and click 'Subscribe to podcast'.
- A window opens. Now, paste the location of the information file here and press OK.

You have now subscribed to that podcast. You will notice that iTunes is now downloading the information file and will soon download the first mp3 file. Once it has finished a black triangle will appear at the side of the podcast details. Click this for more information about the podcast.

To subscribe to a podcast with Doppler

- Select the text that gives the location of the podcast information file and copy it.

- Open Doppler and click on 'Add feed'.
- A window opens. Now, paste the location of the information file into the URL text box and press 'Add feed'.

You have now subscribed to that podcast. Now click on 'Retrieve' - the podcast episodes will now start to download. Once it has finished a blue circle with a white arrow will appear at the side of the episode details. Click on the episode for more information.

3. Listen

In iTunes

To view the podcast details and to listen to the mp3 files select 'Podcasts' from the menu on the left hand side.

Select a file and press the play button. That episode of your podcast will play. If the file you want to listen to has a 'GET' button next to it then press this to download the mp3 file. This will happen if the podcast you have subscribed to has already released several episodes.

In Doppler

Select an episode from the top right-hand window. The episode details will display in the window below. Click on the play button in this window to listen to the episode.

Visit <http://www.softease.com/podcasting/podcasts.htm> and listen to some podcasts for yourself.

Creating podcasts of your own

Key points to think about and discuss before starting to create podcasts

- What audience are we targeting?
- What language is appropriate to the audience?
- Who has responsibility for the material broadcast?
 - Who monitors what is said?
 - What quality control is there?
 - What happens if someone says something libellous?
- E-safety (see 'E-safety' page 31)
 - The importance of not revealing personal information
- What planning and preparation needs to be done?

Inspiring Ideas

Here is a list of ideas to give you inspiration:

- School news - a great way of telling children and parents what is going on at your school.
- Children's work - children love sharing their work. Ask them to record their own stories, or write reports about an activity they've tried at school.
- School songs.
- Reviews of books, films, poetry, art, music or places of interest.
- Interviews - with members of staff, children, members of the community, and visitors to school. You could even interview historical or fictional characters.
- Music - Please be aware that you will not be allowed to use commercial music in podcasts for copyright reasons. However, some artists allow their music to be played in podcasts. You can find this "podsafe" music in special directories (e.g. www.music.podshow.com)
- Compositions
- Live music
- National / international news - be aware of any copyright regulations when finding sources of news.
- Diaries e.g.
 - Diary of a historical character
 - Diary of a character from a book
- Revision notes
 - how tos
 - key points from lessons/topics
 - vocabulary and spelling lists
 - quizzes
- Role plays
- Vocabulary lists
- Drama - please be aware of any copyright regulations
 - Sketches
 - Plays
 - Stories
 - Poems
 - A series of dramatisations
 - Audio books
- Jokes
- ...and whatever else you feel may be appropriate! The more podcasts you create, the more ideas you'll have!

E-safety

E-safety is a concern when using all Internet related technology. Podcasting is no different, but it is not any greater threat than publishing information to and accessing information from the Internet. However, we've put together a list of the top e-safety concerns in relation to podcasting to provide you with information about tackling them.

Copyright

As with any type of publishing, due consideration must be paid to copyright. All kinds of materials including books, music, plays are copyrighted and reproduction of these materials is illegal. However, there are lots of books, scripts, plays etc. that are out of copyright and may be used. Some items in copyright are also available for educational use with the authors permission. There are also a number of websites that feature 'podsafe' music (for example: <http://music.podshow.com/>) which can be used in your podcasts.

There are also a growing number of materials that can be used under Creative Commons licences. There are a number of licenses available to choose from dependant on whether the author wishes to allow others to modify their work. (Further information can be found at: <http://www.creativecommons.org.uk/>.)

On the other side of the coin you could also publish your creative work under a creative commons license or copyright which could protect it from being modified.

Protecting child identity

As with other technologies, if you publish information externally (rather than internally on your network) it is important to protect the identity of the children who take part in the podcast. As a minimum they should only reveal one piece of personal information in a podcast. However, you may want to think about asking them to invent pseudonyms (e.g. DJ names) for themselves or adopt the character names of a play you are podcasting to avoid revealing their name and thereby reducing the chances of identification.

Acceptable use

As with any communication technology it is important that children are taught how to behave responsibly perhaps as part of a PHSE lesson. Podcasters should apply the same procedures to the publication of audio materials and its labelling as they do to text publications. Many Local Authorities have their own rules which govern this and certainly most schools have in place an Internet policy which could include podcasting and which pupils and parents sign up to.

Exposure to inappropriate material

As with any other resource on the Internet there may be some inappropriate, inaccurate or misleading podcasts available. To tackle this you could:

- Discuss the accuracy and value of various sources of information with the class.
- Ask pupils to report accidentally accessing inappropriate materials.
- Make pupils aware of the sanctions in place for deliberately accessing such materials in accordance with any Internet policy.

Useful sites

Internet Content Rating Association <http://www.icra.org/>

ThinkUknow <http://www.thinkuknow.co.uk/fun/podcasts.aspx>

Childnet International <http://www.childnet-int.org/>

Child Exploitation and Online Protection Centre <http://www.ceop.gov.uk/>

Get Safe Online <http://www.getsafeonline.org/>

Becta <http://www.becta.org.uk/corporate/publications/documents/BEC6190%20Dev%20School%20Pol%20Rev%20AWLR.pdf>

Credits

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Development Team

Development Manager: Steve Taylor

Product Development: Richard Cunningham, Rob Davies, Jane Doran, Mark Harrison, Becca Hunt, Mark Ingram, Ian White

Graphic Design: Paul Gowdridge

Educational Consultant: Doug Dickinson

Project Manager: Heather Purdom

Minimum System Requirements

Windows XP (SP2), 300 MHZ, 64 MB (128 MB recommended), 300 MB HDD space (600 MB recommended), resolution of 800 x 600.

Peripheral requirements

Microphone, speakers and/or a set of headphones.