

Final Report

Phenomenom Extension Project

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Alice Zaslavsky

Delivery partner:

Edible Adventures Productions Pty Ltd

Project code:

MT18015

Project:

Phenomenom Extension Project – MT18015

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Content

Content	3
Summary	4
Public summary	
Keywords	5
Introduction	6
Methodology	8
Outputs	12
Outcomes	13
Monitoring and evaluation	14
Recommendations	15
Refereed scientific publications	16
References	17
Intellectual property, commercialisation and confidentiality	18
Acknowledgements	19
Appendices	20

Summary

This project follows on from the Vegetable Industry funded work of VG16018 (Phenomenom) to increase the education around and attitudes towards vegetables amongst children, their teachers and parents and caregivers. Phenomenom is a free schools-based program for Australian teachers that includes a suite of springboard webisodes and PDF lesson plans that incorporate vegetable education across subject areas of Science and Technology, English, the Arts, Health and PE, Maths and Humanities.

Using the existing research, branding assets, platform and distribution channels created for Phenomenom, this project adds a further webisode and 9 PDF teacher resources to increase the education around Australian Mushrooms and Australian Onions. Other additions include a new podcast and grower interview series, teacher guidebook and updates the existing website to house the new assets and improve website user experience.

Prior to production, a curriculum map was produced to identify opportunities for Australian Mushrooms and Australian Onions to be integrated into the classroom via existing curriculum codes. The key topics informed the content of the webisode, podcast series, grower interview series and pre-production process. A teacher workshop also helped inform the new material and teacher guidebook.

Edible Adventures Productions managed the production and post-production process for the delivery of outputs including:

- 1 webisode embedded on the Phenomenom website and available for screening on Qantas inflight entertainment.
- 8 podcast episodes embedded on the Phenomenom website.
- 2 grower interview episodes embedded on the Phenomenom website.
- 9 downloadable PDF teaching resources for teachers of children aged 7-14 (year 2-8); with each resource linked to at least one new or existing webisode, podcast episode or grower interview.
- Website updates including new sections for the podcast and grower interview series.

To further the initial investment of the Vegetable Industry, vegetable education features prominently in the new material and M&E and data collection from VG16018 will be completed and combined with this project.

The key outcomes and recommendations from this project will be communicated after the launch of the new materials and reports from project partners Colmar Brunton and Clear Horizon are finalised in August 2019.

Keywords

Education; Phenomenon; Nomcast; mushrooms; onions; vegetables; children; health; teaching resource; nutrition; Australian curriculum; curriculum; schools; primary school; kids; digital; digital resources; webisodes; education resources

Introduction

Just 6% of children in Australia are meeting the Australian Dietary Guidelines for serves of vegetables¹. To help address these low consumption rates, Hort Innovation contracted Edible Adventures Productions (EAP) in 2017 to create a suite of free, curriculum aligned educational resources to increase the education around and exposure to vegetables among Australian children aged 8-12 (VG16018).

The resulting program, Phenomenom, consists of 25 webisodes and 50 downloadable PDF lesson plans that can be accessed via a dedicated website (<https://www.phenomenom.com.au>) and teacher video resource platform ClickView. As an outcome from education and exposure to vegetables, VG16018 aimed to improve perceptions of and attitudes towards vegetables among children, their teachers, parents and caregivers; translating into benefits for consumer health and engagement with the Horticulture industry.

The foundations for this extension project are from the Hort Innovation commissioned CSIRO report (VG13090) to create a list of Proposed Research Areas (PRAs) to address these low consumption rates in children.

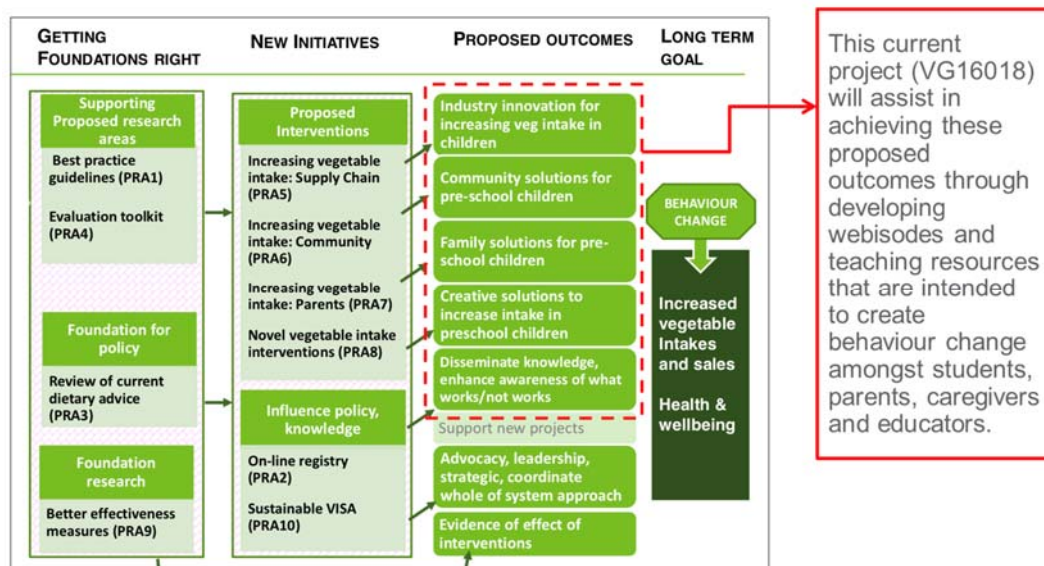


Figure 1. VG13090 A Strategy to Address Consumption of Vegetables in Children

A Knowledge Audit by project partner Colmar Brunton for VG16018 identified that there are an array of teaching resources promoting food in schools, however that most school-based initiatives are heavily focused on the need to eat a healthy and balanced diet. The original project piloted a new approach to primary school-aged child vegetable education that aims to increase positive exposure to vegetables across subject areas of Science and Technology, English, the Arts, Health and PE, Maths and Humanities.

The original program launched in May 2018 and drew national media coverage, was profiled as a top education innovation by Finnish organisation HundrED and won the 2018 Parents' Voice 'Fame' award for best healthy eating initiative. Viewership has steadily grown to over 125,000 on YouTube and two long-form summary episodes will

¹ <http://www.abs.gov.au/ausstats/abs@.nsf/mf/4364.0.55.001?OpenDocument>

have had over 12 months of combined screening on Qantas inflight entertainment.

This project incorporates Australian Mushrooms and Australian Onions into the existing Phenomenom program by adding an 11-minute webisode (with a focus on Australian Mushrooms and Australian Onions) and 9 PDF lesson plans. It also pilots a new podcast format (eight 10-minute episodes) and grower interview video series (two 2-minute segments) and ultimately has the aim of increasing the education around and attitudes towards Australian Mushrooms and Australian Onions amongst children, their teachers and parents and caregivers.

To strengthen the Vegetable Industry funded work of VG16018, this project incorporates vegetable education throughout the podcast series, will produce a PDF teacher guidebook (based on the results of a teacher workshop), and will reference and update existing assets (where required) including the website to improve user experience and to accommodate the new materials.

Methodology

The program logic developed by Clear Horizon for VG16018 provided the foundation for this project to build upon the original outputs and work towards achieving outcomes to increase the education around and attitudes towards vegetables (with a focus on Australian Mushrooms and Australian Onions).

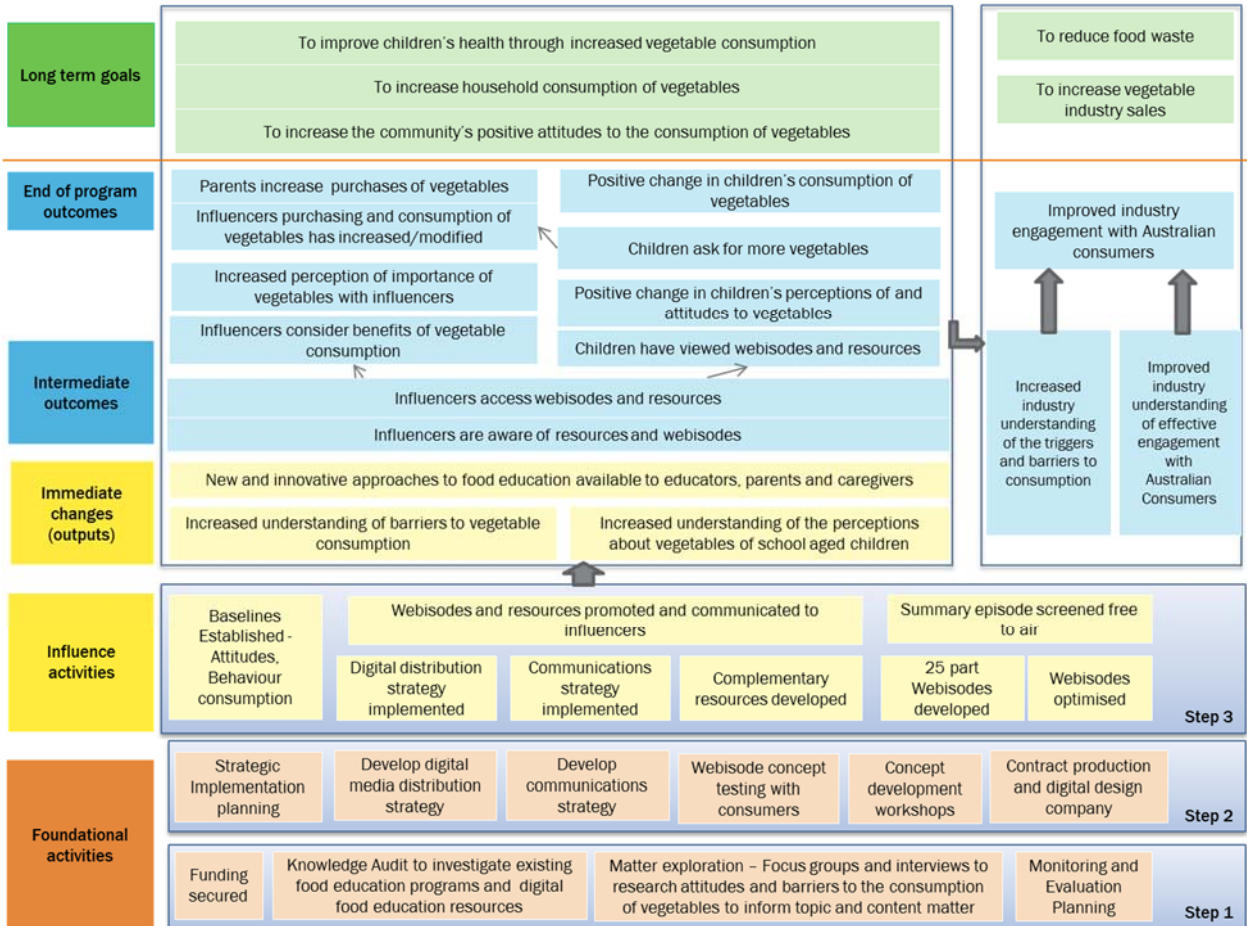


Figure 2. Clear Horizon's program logic from VG16018

Colmar Brunton's Qualitative Report for VG16018, that summarised the insights and recommendations from focus groups and in-depth interviews with teachers, parents and kids, provided the rationale for further creative development of the resource. Key findings that informed this project included teacher and parent desire to encourage children to eat more vegetables, that the resource would be used if it aided teaching in required areas and executional considerations such as animation and the presence of children on-screen.

Concept development and curriculum alignment

Using the many educational aspects of onions, mushrooms and vegetables, EAP identified the learning opportunities for fresh produce using the curriculum matrix developed for VG16018 that mapped the Australian Curriculum (Appendix 1). These were refined through further creative development of potential topics and ideas for webisode, podcast and grower interview series with supporting PDF lesson plans. An even spread of subjects and produce inclusions were found and year levels expanded to include years 2 and 7 and 8. Hort Innovation provided support during this process.

Teacher workshop

A 90 minute teacher workshop was facilitated by education innovation specialists The Eventful Learning Co. to further guide the content of the outputs and distribution activities, provide content ideas for the teacher guidebook and identify potential opportunities for new delivery formats and topic areas. A brief report was produced (Appendix 2).

Recommendations from the teacher workshop include:

- An app that is sharable across devices and staff. Schools can download an app and push it across devices They would like 2 deep questions rather than many short and shallow ones.
- There should be a hook, such as a recipe.
- PDF-able links and script.
- They enjoy the SBS "where have you come from" resources as a comparison.
- Editable fields and common vernacular.
- All would use the podcast in their teaching and they use lots of conversation/ philosophy circles in their teaching along with visual literacy.
- All of the teachers enjoyed the variety, depth and content of printed resources and would use them with their students and own families.
- Would like any printed resources translatable for students from ESL backgrounds.
- These teachers are conversational on Twitter, Pinterest, Instagram and at Conferences.

Webisode, grower interview and podcast series

Early development fed into pre-production activities including resource writing, script writing, storyboarding, shooting treatments, location scouting and engaging special guests, cast and crew to allow shooting of the webisode and grower interview and recording of the podcast to take place. All scripts, storyboards for animation and treatments were approved by Hort Innovation prior to recording.

Filming of the webisode and grower interview took place over 2 days on 13th and 14th March 2019 and involved a crew consisting of director, producers, videographers, sound recordist, stills photographer, runner, stylist and chaperone for the children. Day two of filming took place at Costa Mushroom Farm in Mernda, who provided access to growing sheds and mushroom beds to help better connect viewers to the educational element of mushroom growing. Relevant child employment permits and location releases were obtained and safety procedures adhered to. Voiceover artists recorded their character dialogue for the animated sequence at various locations around Melbourne and Sydney in March 2019.



Images 1-4. Behind the scenes photos (credit: Rhett Wyman)

Post production of the webisode and grower interview series involved a post-production supervisor, editor, animator, sound engineer, sound effects artist, special effects artist, colourist and online editor, all employees of EAP.

Recording of the podcast took place over 2 days in a recording studio in Melbourne, with narration by Project Leader Alice Zaslavsky with additional support by a professional VO artist.

Post production of the podcast series involved a post-production supervisor, editor, sound engineer, sound effects artist, all employees of EAP.

Content for the resources and teacher guidebook were developed by EAP and design work carried out by design

agency Love and Money. They also made website updates to accommodate the new materials including tabs for podcasts and interviews.

Distribution

Public launch of the materials is scheduled to take place on July 1st 2019 in Sydney, to be attended by teachers and Hort Innovation stakeholders. The launch event will be detailed in a different project (MT19000).

Outputs

Throughout this project, materials have been completed and delivered to Hort Innovation stakeholders for sign-off.

Outputs delivered (all available for viewing, listening or download on <https://www.phenomenom.com.au>):

- 1 webisode embedded on the updated Phenomenom website and exported for sharing with Qantas inflight entertainment (subject to Hort Innovation approval). It provides springboard material some of the new curriculum-aligned PDF teaching resources.
- 8 podcast episodes embedded on the updated website. These provide springboard material for some of the new and existing curriculum-aligned PDF teaching resources.
- 1 grower interview episode with a mushroom farmer, embedded on the updated website. An additional grower interview with an onion farmer will follow later in 2019 when the crops are ready to be filmed. The episodes provide springboard material for some of the new curriculum-aligned PDF teaching resources.
- 9 downloadable PDF teaching resources for children aged 7-14 (year 2-8), consisting of capsule lesson plans and activities. As per VG16018, each resource has the year level, learning area, descriptor, cross-curriculum priority/ies and curriculum code tagged. Each resource springboards from at least the new webisode, podcast episode or grower interview and many connect with the webisodes produced for VG16018.
- A PDF teacher guidebook.
- Updates to website including new podcast and grower interview tabs, download link for teacher guidebook.

Outcomes

Outcomes from the project will be detailed after launch on July 1st and when teacher and student survey analysis reports from Colmar Brunton and a final evaluation and M&E report from Clear Horizon are completed. These will be finalised in August 2019.

Monitoring and evaluation

Following on from the M&E plan for VG16018 by Clear Horizon, this project adopts the same program logic and key evaluation questions.

KEQs	Data Source	Data collection method	Timing	Responsibility
1. How appropriate is the project delivery model for achieving its intended outcomes?	<ul style="list-style-type: none"> Edible Adventures, Colmar Brunton Contracted suppliers of outputs Research outputs, project documents 	Desk top review Semi-structured interviews Reflections workshops	End of Phase 2 End of Phase 3	Clear Horizon
2. What key lessons can be identified from the project delivery that could improve its effectiveness?	<ul style="list-style-type: none"> Edible Adventures, Colmar Brunton Contracted suppliers of outputs Research outputs, project documents 	Desk top review Semi-structured interviews Reflections workshops	End of Phase 2 End of Phase 3	Clear Horizon
3. How effective is the project in delivering its intended outcomes?	<ul style="list-style-type: none"> Project beneficiaries: Parents with children; educators Baseline research results from research phase Project partners 	Online surveys Semi-structured interviews	End of Phase 3	Colmar Brunton Clear Horizon
4. How sustainable are the outcomes of the project likely to be?	<ul style="list-style-type: none"> Project partners 	Reflections workshop	End of Phase 3	Clear Horizon

Figure 3. Clear Horizon's key evaluation questions from VG16018

Due to delays with data collection, the final M&E report combining VG16018 and the current project will be included here as it becomes available.

Recommendations

A list of recommendations will be available once reports from Colmar Brunton (data analysis) and Clear Horizon (M&E and final evaluation) are available. These will be combined with the findings from the teacher workshop and launch activities in MT19000.

Refereed scientific publications

None to report

References

Australian Bureau of Statistics National Health Survey 2017-2018

<http://www.abs.gov.au/ausstats/abs@.nsf/mf/4364.0.55.001?OpenDocument>

VG13090: A Strategy to Address Consumption of Vegetables in Children, CSIRO.

VG16018: Educational opportunities around the perception of, and aversion to, vegetables through digital media, Edible Adventures Productions.

Intellectual property, commercialisation and confidentiality

The Hort Innovation Intellectual Property Register has been completed.

The IP register is confidential, due to the details of agreements with child actors involved in the production of webisodes. Please refer to Appendix 3.

Acknowledgements

This project would not be possible without the support and expertise of Hort Innovation staff.

Guests

EAP would like to thank guests Eddie Woo and Jess Toth, who donated their time to appear on the webisode and grower interview.

Additional thanks to voiceover artists who donated their time to record material for the webisode and podcast series, they are:

Nikolai Beilharz; Georgie Durham; Craig Johnston; Courtney Glass.

Locations

Special thanks to:

Costa Mushroom Farms, Melbourne for providing the location for the mushroom farm segments in the webisode and grower interview series.

Camberwell Girls Grammar, Melbourne for donating the classroom space that featured in the webisode.

Appendices

Appendix 1. MT18015: Curriculum resource map

Appendix 2. MT18015: Teacher Workshop

MS190: MT18015 Phenomenon extension project

Appendix 1. MT18015: Curriculum resource map

Media	Theme	Learning Area	Subject	Level	Strand	Substrand	Ideas	Resource name	Code
Podcast 4	Sustainability	Science	Science	Year 4	Science Understanding	Chemical sciences	Kombucha! And other fungal material?	Could add to Kombucha creators	ACSU074
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore designers working in kombucha leather, mushroom textiles, other sustainable Kombucha Creators	Could add to Kombucha creators	ACTDR010
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore uses of kombucha based on its properties	Kombucha Creators	ACTDR011
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	How and why did people grow kombucha?	Kombucha Creators	ACTDR012
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore uses of kombucha based on its properties	Kombucha Creators	ACTDR013
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore designers working in kombucha or fungal materials	Kombucha Creators	ACTDR014
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore uses of kombucha leather, mushroom textiles, other sustainable Kombucha Creators	Kombucha Creators	ACTDR015
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Explore uses of kombucha based on its properties	Kombucha Creators	ACTDR016
Podcast 4	Sustainability	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	Design something made with kombucha or fungal materials	Kombucha Creators	ACTDR017
Podcast 5	Funny Foods	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	What is the role of fermentation in traditional diets? (Why do all cultures do it?)	Could add to Kombucha creators	ACTDR012
Podcast 5	Funny Foods	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 3	Design and Technologies Knowledge and Understanding	Chemical sciences	What is a SCOBY and what does it need?	Could add to Kombucha creators	ACTDR021
Podcast 5	Funny Foods	Science	Science	Year 4	Science Understanding	Biological sciences	How is a SCOBY adapted to live with humans?	Could add to Kombucha creators	ACSU073
Podcast 5	Funny Foods	Science	Science	Year 6	Science Understanding	Biological sciences	What is a SCOBY and what does it need?	Could add to Kombucha creators	ACSU094
Podcast 6	Fake or fact?	English	English	Year 6	Literacy	Texts in context	Fake or Fact?	Fake or Fact?	ACELY708
Podcast 6	Fake or fact?	English	English	Year 6	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY713
Podcast 6	Fake or fact?	English	English	Year 7	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY711
Podcast 6	Fake or fact?	English	English	Year 7	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY721
Podcast 6	Fake or fact?	English	English	Year 7	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY722
Podcast 6	Fake or fact?	English	English	Year 8	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY723
Podcast 6	Fake or fact?	English	English	Year 8	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY734
Podcast 6	Fake or fact?	English	English	Year 8	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACELY735
Podcast 6	Fake or fact?	The Arts	Media Arts	Years 7 and 8	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACAMAR071
Podcast 6	Fake or fact?	The Arts	Media Arts	Years 7 and 8	Literacy	Texts in context	Interpreting, analysing, evaluating	Fake or Fact?	ACAMAR072
Podcast 7	Food and sound	The Arts	Music	Years 5 & 6	Rhythm	Texts in context	Making kitchen rhymems from sampled sounds	Cooking the Beats	ACAMIM088
Podcast 7	Food and sound	The Arts	Media Arts	Years 3 & 4	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM059
Podcast 7	Food and sound	The Arts	Media Arts	Years 3 & 4	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM060
Podcast 7	Food and sound	The Arts	Media Arts	Years 5 & 6	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM063
Podcast 7	Food and sound	The Arts	Media Arts	Years 5 & 6	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM064
Podcast 7	Food and sound	The Arts	Media Arts	Years 7 & 8	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM068
Podcast 7	Food and sound	The Arts	Media Arts	Years 7 & 8	Digital media	Texts in context	Making kitchen rhymems from sampled sounds - producing digitally	Cooking the Beats	ACAMIM069
Podcast 8	Against all odds	Science	Science	Year 4	Science Understanding	Biological sciences	Biological sciences	Pinapple	ACSU072
Podcast 8	Against all odds	Science	Science	Year 4	Science Understanding	Biological sciences	Biological sciences	Pinapple	ACSU073
Podcast 8	Against all odds	Science	Science	Year 5	Science as a Human Endeavour	Use and influence of science	Use and influence of science	Pinapple	ACSH083
Podcast 8	Against all odds	Science	Science	Year 6	Science as a Human Endeavour	Use and influence of science	Use and influence of science	Pinapple	ACSH000
Podcast 8	Against all odds	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 5	Design and Technologies Knowledge and Understanding	Biological sciences	Biological sciences	Pinapple	ACTDR012
Podcast 8	Against all odds	Technologies	Design and Tech/Years 3 and -Design and Technologies	Year 6	Design and Technologies Knowledge and Understanding	Biological sciences	Biological sciences	Pinapple	ACTDR021

Phenomenom!



The Workshop

Facilitated by

THE EVENTFUL LEARNING CO

Step 2. Provide background

The PH! Team provided a background framing the 'why' and insights into the research around the design of PH!

We brainstormed what areas of the curriculum obviously connect with food;

Maths / Literacy / Health / Language / Science & History

Step 4. Gain Insights

Following a session around curriculum design and having some fun immersing in the process, we took a deep dive into food and learning attitudes to inform further iterations of PH! and improve some existing ideas.

**There is a science around getting messy and how it is good for the brain.
A shift in language from "yuk food makes you healthy" is happening in schools
Don't distract students with learning/entertaining while they are eating food.**

Step 1. Identify teachers

By design, this workshop was a learning and capability build, not just a focus group. This built interest in the event and trust across the group as they were able to count 3 hours of teacher identified professional development for their attendance.

Collectively, the group had over 100 years of teaching experience.

Step 3. Tinker with ideas

Using Bev Laing's winning 4 Step Solution to designing great curriculum, we led the participants through a process to engage them in the 'how' of PH! Curriculum. This built their skills, but also an understanding and conversation around how PH! Continued.



The NOM Cast & PH! Resources

We played some demo material of the cast and showed some resources to the group and asked for their feedback.

- > An app that is sharable across devices and staff. Schools can download an app and push it across devices
- > They would like 2 deep questions rather than many short and shallow ones.
- > There should be a hook, such as a recipe
- > PDF-able links and script
- > They enjoy the SBS "where have you come from" resources as a comparison
- > Editable fields and common vernacular
- > All would use the cast in their teaching and they use lots of conversation/ philosophy circles in their teaching along with visual literacy
- > All of the teachers enjoyed the variety, depth and content of printed resources and would use them with their students and own families
- > Would like any printed resources translatable for students from ESL backgrounds
- > These teachers care conversational on Twitter, Pinterest, Instagram and at Conferences.