



Adobe Spark

Creativity and Digital Storytelling with Adobe Spark

Professional Development - Instructor Guide

spark.adobe.com



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1: Overview

Students (and their teachers) love Adobe Spark and its ability to create beautiful videos, web stories, and graphics. The apps are fun, engaging, and actively encourage creative expression.

Adobe Spark is incredibly easy to learn, so formal instruction and training is rarely needed. What educators do ask for, however, is guidance on how Spark can, and should, be used in the classroom.

Over the past couple of years, Adobe educators have been conducting in-school and online professional development (PD) focused on creativity, digital storytelling, and the role that Adobe Spark plays in supporting the same. This kit is the culmination of these efforts. It contains everything you need to host your own productive and informative in-school PD session.

2: Using This Kit

There is no one-size-fits-all when it comes to educator PD. Indeed, we've conducted hundreds of Adobe Spark PD sessions over thousands of hours in locations all over the world, and no two sessions are ever exactly the same. As such, this kit should be thought of as a starting point, a proven foundation based on our own experiences to date. Feel free to use the plan, agenda, and supporting assets as provided, or build-on and adapt them to suit your own needs.

The kit contains the following:

- **Adobe Spark PD – Instructor** is this instructor guide, use it to prep for your PD session.
- **Adobe Spark PD - Slides** is a PowerPoint presentation that you can use to kick-off your PD session. Section 5, below, walks through the deck and provides talking points for each slide.
- **Adobe Spark PD – Educator** is handout for PD participants. We strongly recommend that you print a copy for each participant.
- **Adobe Spark EDU Guide** is our guide for educators using Spark in the classroom. The latest version of this document can always be found linked at the top of <https://spark.adobe.com/edu>. Provide your participants with printed copies or [the link](#).
- We've also created an **Adobe Spark PD Invitation** that you can use to promote your session. The invitation is a Spark Post graphic, and you can remix it with you own content and event details, and then save the JPEG graphic to use in emails, posters, etc. You can find the invitation at <https://adobe.ly/2lc0iTd>.

If you have questions about the kit or need guidance or assistance with planning your PD session, email the Adobe Spark Education Team at SparkEDU@adobe.com.

3: Prepping for Your PD Session

The Adobe Spark PD session is designed to be a highly interactive and hands-on experience. Here are some important notes and guidance to keep in mind as you plan your event:

- We've conducted PD for groups as small as 5 participants and as large as over 100. In practice, the ideal group size tends to be 15-40 participants. If you anticipate a larger group you'll want to enlist some help, especially for the hands-on part of the agenda.
- Every participant needs their own device, tag-teaming is not recommended. Participants may use laptop or desktop computers (including Chromebooks), or iOS devices (iPad and iPhone both work). Encourage participants to use their own devices (as opposed to school lab devices) as this way they are more likely to have their own pictures, video clips, etc. that they can use.
- Classroom style seating, either chairs at tables or arounds pods, works well. Theater style seating is not recommended.
- If possible, request that power outlets or strips be available (this is particularly important for after-school PD sessions, as lots of devices will be low on power at the end of the school day).
- Internet access is required. If needed, arrange for Internet access and logins ahead of time.
- A projector is needed to display slides and examples, as well as for the interactive portion of the PD. Audio output is highly recommended. If necessary, work with IT personnel ahead of time to ensure no surprises on the day.
- Schedule 90 minutes for the session (75 minutes of actual PD and a 15-minute buffer).
- Send out invitations for your event (we've included an invitation template in this kit, you can use it to create posters as well as content for email invitations). And send out reminders nearer the day.
- Have a sign-in sheet on the day so that participants can receive their PD credits. (You'll most likely need to discuss this with your school's principal or PD administrator ahead of time).

- If you are expecting participants using iOS devices you can suggest that they download the three Adobe Spark apps ahead of time.
- If you'd like Spark branded goodies to hand out to participants, please contact us at SparkEDU@adobe.com well before your event. No promises, but with enough notice we will try to get handouts to you in time for PD session.
- Perhaps most important of all, practice, practice, practice. Make sure that you are comfortable with Adobe Spark on whatever platforms your participants will be using. Run through the presentation deck and review talking points ahead of time. And one again, if you have questions, simply contact us at SparkEDU@adobe.com.

To help you get organized, here's an event checklist:

- ☐ Book room
- ☐ Plan room seating
- ☐ Projector (with audio support)
- ☐ Internet access
- ☐ Power strips
- ☐ Invitation sent
- ☐ Reminder that each attendee needs a device
- ☐ Pre-event reminder sent
- ☐ Sign-up sheet
- ☐ Hand-outs printed
- ☐ Contact the Adobe Spark Education team for goodies (if desired)

4: PD Agenda

Here is the agenda for a typical 90-minute Spark PD session. Feel free to use this as a starting point, and adapt it to meet your own requirements:

5 min	Get settled Introduce yourself Make housekeeping announcements (sign-in sheets, restroom location, Internet access, etc.)
10 min	Presentation deck and examples (see Section 5 below)
15 min	Adobe Spark demo (see Section 6 below)
35 min	Hands-on Spark (see Section 7 below)
10 min	Q&A Ask for volunteers to show their creations Wrap-up

This schedule uses 75 of the allotted 90 minutes, giving you a 15-minute buffer to keep things on schedule.

As you can see, the largest block of time is dedicated to demos and hands-on use of Spark. This has repeatedly been demonstrated as the very best of use of your participants' time, and the very best way for them to learn Spark.

5: Presentation Talking Points

The included **Adobe Spark PD** PowerPoint deck is a short presentation intended to be an introduction to your PD session. It explains what Spark is, who it is for, and includes examples that you can refer to. What follows are slide-by-slide notes and talking points. Obviously, it is best not to read these notes verbatim, but to use them as a starting point for your own presentation.

Slide 1

- Today we are going to learn about Adobe Spark and its role in the classroom.
- Adobe Spark is a creativity tool that your students (and you) can use to tell stories, write papers, create graphics and videos, share ideas, and more.
- And it's FREE!

Slide 2

- Numerous studies have shown that creativity improves learning outcomes.
- And just as importantly, as we prepare our students for their eventual careers, it's critical to remember that employers are looking for creativity in potential hires.
- Educators the world over are therefore looking for ways to bring creativity and creative thinking into the classroom.
- Adobe's creativity tools and services are the de facto standard for creative professionals the world over. Students can, and should, be exposed to these powerful tools as part of their academic journey.
- As existing professional tools are not necessarily the best fit for every situation, Adobe is providing new tools that allow anyone to be creative, regardless of design experience.

Slide 3

- It is this commitment to creativity for all that led Adobe to create Spark, a completely new way to think about creativity and communication.
- Adobe Spark was built to encourage creativity and impactful communication.

Slide 4

- Adobe built Spark with younger users in mind, and students, from preschoolers through university students, are finding Spark to be a powerful and effective tool ... and a whole lot of fun, too!
- The best way to understand Adobe Spark is to look at what it can do, so rather than talk about Spark, we'll look at examples of work created with Spark.

Slide 5

- Start with Adobe Spark Video.
- You can use the examples in the slides, or replace them with your own. If you have local examples, those are always preferred. Three examples are linked here:
 - The first is a story about a school trip created by a 5-year-old.
 - The second is a link to a MN school page where 4th graders use Spark Video for book reports (these are so popular that authors have responded to the students' tweets).
 - The third is a video by a student in OR who wanted to explain the Scientific Method, and who's video was then posted to YouTube.
- All of these examples are stories told in video form. Videos created with Adobe Spark can contain photos, icons, text, video clips, background music, and storytelling narration. The end result is a video with professional looking animation and effects.

Slide 6

- You've seen examples of stories and ideas shared as videos. Spark also allows students to tell longer stories as web pages. We've provided some examples, but feel free to use your own. The examples included are:
 - The first is a school report created by a 6th grader. Note the transitions as the page scrolls. Also, note the automatic inclusion of image attribution and credits at the bottom of the page.
 - The second is by a trip report by a 2nd grader.
 - The third is class material created by a teacher for a civics lesson.
- All of these examples are web stories, longer form content that can viewed in any web browser. Web stories created in Adobe Spark can contain text, photos, videos, and links to external pages or sites.

Slide 7

- In addition to videos and web stories, Spark can also be used to create graphics for use in social media posts, posters, signs, and more.
- Here is an example:
 - A teacher in the UK encouraged students to tweet questions to a British astronaut on the International Space Station. To get the students more engaged, Spark was used to turn questions into beautiful and more impactful images.
- Graphics created in Adobe Spark can contain text and background images. Spark provides extensive design options and layouts that automatically apply with simple clicks or taps.

Slide 8

Adobe Spark can be used on desktop computers, including laptops and Chromebooks, and on iOS devices (iPad and iPhone):

- For desktop users, Spark runs inside of a web browser, just go to spark.adobe.com to access all three Spark formats.
- On iOS devices, there are three Adobe Spark apps, one for each of the three Spark formats (named Adobe Spark Post, Adobe Spark Page, and Adobe Spark Video).

The Adobe Spark web and mobile apps can be used interchangeably. You can start work on one platform, edit on another, and go back and forth between platforms and devices as needed. Adobe Spark automatically saves and synchronizes content across all of your devices.

Slide 9

- As you've seen, Adobe Spark lets you and your students create beautiful and engaging content. Spark supports three formats, three ways to share your ideas:
 - Spark Video creates a video.
 - Spark Page creates a scrolling / gliding web story.
 - Spark Post creates graphics.
- Now that you have seen what Spark can create, let's look at how to use Spark. We'll be using the web version of Spark, but everything we do applies to the iOS apps, too.
- Once we've built some content together, you will all get the chance to try it for yourself.

6: Adobe Spark Demo

The purpose of this section is to demonstrate how to use the Spark editors. This serves as an introduction to the upcoming hands-on section.

There is enough time to do a quick demo of each of the three formats, just don't spend too long on each. The objective here is not to teach everything there is to know about Spark and each of its formats. Rather, it is to offer an overview of basic functionality and to provide enough familiarity to encourage participants to try it for themselves.

The ideal way to run this demo is to ask for volunteers (you'll want three in total, one for each format). If there are none, you'll need to do it yourself. Ask for your first volunteer. As the first, he or she will be able to pick any of three formats, Post, Page, or Video. The second volunteer will then get to pick either of the remaining two formats. The third volunteer doesn't get to choose a format, they should have volunteered earlier!

Volunteers will use Spark on your computer which should already be logged in to spark.adobe.com. (You can use the iOS version of Spark for this, but, in general, a larger screen with a keyboard is better suited for this type of guided walkthrough and demo).

Briefly show them the My Projects screen; this is where all created projects are listed. Note the **yellow + circle** and click it to display the **What would you like to create?** screen.

It is very useful to connect the format options shown here with the examples previously shown. Remind attendees what each format creates, referring back to the examples they saw previously.

- Post creates graphics (the example on Slide 7).
- Page is the web story that can contain text, images, video, and links (the examples on Slide 6).
- Video, as its name suggests, creates videos which can be comprised of text, icons, photos, and video clips (the examples on Slide 5).

Next, ask your first volunteer what he or she wants to create. You'll then verbally guide the demo as each volunteer actually does the work.

What follows is a brief flow for each of the three formats (obviously, your order could be different).

Spark Post Demo Steps

1. From the My Projects screen, click the **green +** to create a new Post.
2. When the editor asks for the Post text, ask the volunteer to type what the Post should say. You can also ask the audience to suggest phrases, audience participation makes things more interesting. Encourage playful or fun phrases, it doesn't all have to be formal and work related. Have a few phrases of your own in case no one suggests one, or use one of these quotes:
 - "Creativity is intelligence having fun".
 - "Creativity now is as important in education as literacy."
 - "You can't use up creativity, the more you use the more you have".
 - "Every child is an artist; the problem is staying an artist when you grow up."
3. Instruct the volunteer to click **Continue** to see a created Post.
4. The Post needs a better background image. Click on the image in the displayed Post (not on the text), point out the popup menu which can be used to add text and to change the background to a photo or a solid color. Have the volunteer click on **Photo**. Point out that Spark can use images from a variety of sources including local images. Click **Find Photos** and search. (If you used one of the example quotes above, then searching for "crayons" or "pencils" will return results that work well). Explain that Spark only searches for Creative Commons images on the public internet. Click on an image to use it.
5. Next instruct the volunteer to click on **Themes** at the top of the screen. Themes provide a quick starting point for image creation and styling, instruct the volunteer to click on various themes and then pick one to use, and highlight how selected themes are dynamically applied to the Post.
6. Instruct the volunteer to click on **Palette** and try different palette or color options, clicking repeatedly on the same palette to cycle through colors.
7. Instruct the volunteer to click on **Text** to play with text formatting. Use the green circle to try random selections, or click **Font** to pick a specific font.

8. Instruct the volunteer to click **Resize** and show the list of social media sizes that Spark supports, explain that each social media platform has specific requirements and that Spark can automatically handle resizing for you.
9. Instruct the volunteer to click the **Share** link at the top of the page. Point out the link that can be used to download the new image as a JPEG file. Also note that content can be published to the Adobe cloud for storage and syncing.
10. Thank your volunteer.

Spark Page Demo Steps

1. From the My Projects screen, click the **blue +** to create a new Page.
2. The editor will prompt for a title. Have the volunteer click on **Add a Title** and type the title of the story. Again, ask for audience suggestions is needed. If no ideas are forthcoming, then a story about your town always works well, you can use "Hello from ..." or "Welcome to ..." as the title.
3. Suggest to the volunteer that he or she can add a subtitle, perhaps their name as "By ...".
4. The story title page needs a background photo. Have the volunteer click on the **+ Photo** button (it's below the title) to display the list of photo sources. Note the multiple image sources, and have the volunteer click on **Find Photos** to search for Creative Commons images on the public internet. Enter a search, and click on the image to select it as the title background.
5. Have the volunteer scroll down until the content insertion popup is displayed. Point out that Spark Page stories can contain photos, text, buttons that link to other sites and pages, and embedded videos.
6. Instruct the volunteer to click on **Text**, and then type the first line of the story.
7. Click **+** a couple more times and add additional text sections.
8. Have the volunteer click on any text section and point out the formatting popup. Explain that Spark Page deliberately does not allow students to explicitly define exact fonts and colors and sizes; teachers tell us that too many tools allow their students to spend all their time on formatting and not enough on actual content. To address this concern, Spark limits explicit formatting, instead using themes that guarantee gorgeous results that students will be proud of. Students can identify content as header, quote, bullet, and so on, and specify minimal formatting, things like bold and italics. Instruct the volunteer to format one of the text blocks as **H1** and another as a quote (click on the " symbol for quote).
9. Next, have the volunteer add photos. Have him or her click the **+** button at the bottom of the Page, explain that Photo places a single photo, but we'll use Photo Grid to add multiple in a grid. Have the volunteer click **Photo Grid** to again display the list of photo sources.

10. Have the volunteer click **Find Photos** again, use the same search or a different one, and click on 3 or 4 results. Note how they are displayed in a grid, and show the buttons on each grid image that are used to move images or make them bigger and smaller. Have the volunteer change the size of one image to make it bigger.
11. Instruct the volunteer to click the **Save** button on the top right to add the grid to the Spark Page.
12. Point out the **Add a Caption** option and ask the volunteer if he or she would like to add a caption.
13. Explain that there is another way to add photos that creates a very professional and beautiful display, it's called Glideshow. Have the volunteer click + to add content and select **Glideshow**.
14. When the image source panel open on the right it should contain the results from the last search, use these to save time. Instruct the volunteer to select 3 or 4 images, and then click **Save** at the top right.
15. Have the volunteer scroll up and down and note that the images are full screen and that content can be added on top of the image.
16. Have the volunteer click the + in the box on top of the image, and suggest adding text or a photo.
17. Explain that video can be added here to by simply including a link to a YouTube or Spark Video, for example.
18. Now that the basic story is in place, it's time to select a Theme. For this to demo well have the volunteer first scroll all the way to the top of the story (the title page reflects theme changes more dramatically which helps explain what they are doing). Click **Themes** on the top right. Explain that themes incorporate colors, fonts, and transitions that are professionally designed to look good and work well together. Have the volunteer scroll through the themes and prompt him or her to click on a few. Point out how the story is automatically reformatted as each theme is applied. Have the volunteer click a theme to use for the story.

19. Have the volunteer click on **Preview** at the top of the page, this displays exactly what the finished story looks like. Scroll down, note that credits and attribution for used Creative Commons images is automatically embedded at the bottom of the story (this provides teachers with a really important teachable moment).
20. And finally, have the volunteer click **Share** and explain that Page stories are hosted in the Spark cloud, and that the URL can be embedded in your own blog or site. Also show the **Get noticed** button and explain that for younger users this must be turned off, and that doing so blocks the content from being indexed by Google or highlighted by Adobe.
21. Thank the volunteer.

Spark Video Demo Steps

1. From the My Projects screen, click the **red +** to create a new Spark Video.
2. Ask the volunteer what his or her video story will be about and to type that as the title.
3. Click **Next**.
4. Explain that some users, especially younger users, may need some guidance around story structure. To help with this, Spark includes story templates that can be used as a starting point. These don't actually create the story, they provide guidance as to story flow. We'll not use these now, so have the volunteer click on the red **Start from scratch** button.
5. When the Video editor screen is displayed, explain that Spark Video stories are made up of a series of slides which Spark weaves together to create the final video. The slides are shown at the bottom of the screen, and this is where you select, add, delete, or move slides.
6. The first slide is waiting for content. Have the volunteer click on the + in the middle of the screen, select **Text**, and then type the story title.
7. Instruct the volunteer to click the + at the bottom left of the screen to add another slide.
8. The new slide is automatically selected, so have the volunteer click on the + in the middle and select **Icon**. Explain that Spark provides access to hundreds of thousands of icons, and have the volunteer search for an icon and then select one to add it to the slide.
9. Explain that for simplicity's sake we're adding just one item per slide (text, icon) but that the **Layout** option on the top right can be used to select alternate layouts that support multiple items per slide. If the volunteer opts to try this, have him or her select the **Two Things** layout and point out how another item can be added to the slide.
10. Have the volunteer add another slide, this time adding a **Photo**. Note the multiple image sources, and have the volunteer click on **Find Photos** to search for Creative Commons images on the public internet. Enter a search, and click on the image to place it on the slide.
11. Ask the volunteer if he or she wants to add additional slides with photos (many will want to).

12. Now that you have a few slides, ask the volunteer to record the video narration. Have the volunteer click on each slide at the bottom of the screen, starting with the first (the title slide). For each slide, have the volunteer click and hold on the **red microphone button**. While the red microphone button is pressed, the volunteer should speak loudly and clearly, and then release the button when done. Have the volunteer repeat this for each slide that needs narration (skip narration for slides that don't need it).
13. Optional: Spark Video supports adding video clips to slides. To include this feature, you'll need to prep ahead of time (you don't want to be searching for or downloading videos mid-session). You can use your own video clip (perhaps taken with a mobile phone) or download a video from an online stock video sites. If you have a video clip that you want to use, have the volunteer add a slide and click + and then **Video**. You'll be prompted for the location of the video, and will be placed in the **Add Video** screen. Have the volunteer move the scrub line at the bottom of the editor to locate part of the video clip to use, and then use the right circle to drag to the desired duration. Then have the volunteer click **Save**.
14. Now it's time for your volunteer to test their creation by clicking on the **Play button** on the bottom left (not the one under the slide itself, that plays just the one slide).
15. It looks good, but we're not done yet. Next, we need to pick a theme. A Spark Video theme combines colors, fonts, backgrounds, and even professionally designed animations and transitions to make the video look great. Instruct the volunteer to click **Themes** on the top right, and then mouse over (without clicking) themes for a preview of what each looks like. Instruct the volunteer to click a theme or two to try them, and for each have them click on slides to see the change.
16. The final step is background music. Have the volunteer click on **Music** at the top right of the screen. Explain that Adobe Spark includes a large music selection that is licensed for students to use. Students can use their own music, but teachers will need to have the copyright discussion with them.

17. With the theme and music selected, have the volunteer click the **Play** button again to preview the video masterpiece. When the video finishes playing, point out the automatic inclusion of Creative Commons image attribution on the closing screen.
18. Instruct the volunteer to click the **Share** link at the top of the page. Explain that content can be published to the Adobe cloud, and point out the link that can be used to download the new video as a MP4 file.
19. Thank the volunteer.

7: Hands-On Adobe Spark

Now that attendees have seen Adobe Spark in action, it's time for them to try it for themselves. Review the following points with the group:

- As just seen, Spark is easy to use, fun, and created content looks great.
- Now there is time for all attendees to try Spark for themselves.
- Every attendee should have their own computer or device connected to the Internet.
- To get started:
 - Attendees using computers, laptops, or Chromebooks should open a browser and go to spark.adobe.com. Windows users can use Chrome, Firefox, or Microsoft Edge (Internet Explorer is not fully supported by Adobe Spark and shouldn't be used). Mac OSX users can use Chrome, Firefox, or Safari.
 - Attendees using iOS devices should open the App Store and search for "Adobe Spark". There are three Adobe Spark iOS apps, one for each format (Page, Post, Video). All three apps should be downloaded from the App Store.
- Adobe Spark is free to use, but it does require a login. The login is important because Spark needs to know who owns what content, and because this is how Spark can properly sync content across devices. Attendees who already have an Adobe ID can use that login. Otherwise, use a social login (Facebook or Google) or create an Adobe ID (there's a link to do so on the login page). There is no difference between login types, just always use the same login otherwise when you come back again you may not see your content!
- Once logged in attendees should give Spark a try. There is enough time to try at least two of the three formats, but, ideally, you want them to try all three.
- Hold up a copy of the **Adobe Spark – Educator** document and inform attendees that they each have their own printed copy. This document contains a step-by-step tutorial for each of the three Spark formats. Use of these tutorials is optional, attendees are free to experiment with Spark themselves, but for those who so desire the tutorials are available (and can be taken home after the PD session for later review and use).

- Let attendees know that they should ask for assistance if they get stuck.
- Inform attendees of how much time you are allotting for hands-on Adobe Spark, and let them know that when they are done you'd like to see some of them share their creations with the group.
- Keep an eye on the time. At about half way through the allotted time, suggest that if they have not yet tried a second format that now is the time to do so. And then announce how much time they have left at 10 and 5 minutes before the end time.

8: Next Steps and Wrap-Up

Your PD session should end with reviewing content, answering questions, and pointing out next steps.

- Start by encouraging volunteers to show their work. They can step up and plug in their devices into the projector, or they can publish their work and email you the link which you can then load in a browser.
- Have the volunteers briefly talk through their creations.
- Ideally, you'll want volunteers to show at least one creation in each of the three Spark formats.
- Thank your volunteers.

Attendees will likely have questions. Section 9 below provides answers to the questions most commonly asked in these PD sessions. You can initiate the discussion with these two questions:

- How many of you think you could use Adobe Spark in your classroom?
- Can you think of examples for how you'd use Adobe Spark?

When wrapping up your PD session remind attendees of the following:

- Adobe Spark is free!
- To use Spark, for links to the iOS apps, and to learn more, visit spark.adobe.com.
- There are lots of Adobe Spark education links and resources available at spark.adobe.com/edu and edex.adobe.com/spark.
- Show them the **Adobe Spark – Guide for Schools and Educators** document, and point out that it contains useful information relating to how to use Spark in the classroom.
- Inform attendees that they can visit spark.adobe.com to sign up for the Adobe Spark email newsletter.
- Thank your attendees for coming.

9: Frequently Asked Questions

A complete and thorough list of frequently asked questions can be found online by clicking on the [Adobe Spark Support site](#). In addition, the **Adobe Spark – Guide for Schools and Educators** contains answers to most of the questions that educators will ask.

That said, there are a few questions that come up in just about every Adobe Spark PD session, and so here are answers to the most frequently asked questions:

- **Is Adobe Spark really free?**

Yes, there is no charge to use Adobe Spark. However, there are some Adobe Spark features, removing the Adobe branding for example, that are only available to paying users.

- **How can younger students use Adobe Spark?**

Adobe Spark was built for students of all ages. But, at this time Adobe cannot allow students under the age of 13 to create their own logins. To use Adobe Spark with younger users the teacher should create a shared classroom account. This is explained in detail in the **Adobe Spark – Guide for Schools and Educators**.

- **Where is Adobe Spark content hosted?**

Adobe Spark content is hosted on the Spark cloud servers. There is no charge for this hosting.

- **Can I host Adobe Spark content on my own site / blog / LMS / etc.?**

Yes. Images created with Adobe Spark Post can be downloaded as JPEG files, and videos created with Adobe Spark Video can be downloaded as MP4 files. Both can then be published and hosted on any site. Stories created in Adobe Spark Page can't be taken offline, but Spark does provide embed codes that can be used to embed the content in your own sites.

- **Is published student content private?**

When content is published using Adobe Spark, users are given the option to **Get Noticed**. When this option is turned on Adobe Spark allows search engines like Google to index the content, and the Spark team may even highlight and promote the content. When **Get Noticed** is turned off the content will be hidden, and will only be visible to those who have been

given the unique content link. **Get Noticed** must be turned off when Adobe Spark is used by younger users.

- **Does Adobe Spark support collaboration?**

No, not yet. But this is something being considered for a future release.