

## Powerful Movie Projects for Kids

- ### Powerful Movie Projects for Kids
- Open doors for visual learners
  - Meet the MA Framework Standards for and Technology, ELA, Fine Arts (plus...)
  - Let students create their own multimedia
    - with iMovie or Windows MovieMaker
  - Get project ideas
    - Teacher products - demonstrations
    - Class products - highlights and projects
    - Student products - assignments
  - View student samples


- ### Technology Vision?
- Applying technology to enhance learning and achievement.
  - Using technology to foster problem solving and creative thinking skills.
  - Creating authentic learning environments.
  - Addressing multiple learning styles in a standards-based classroom.
  - Using technology as a communication, information and collaboration tool.

- ### What Can You Expect From Today's Workshop?
- Why use video?
  - How to plan a project - design and standards
  - How to reach all learners - all learning styles
  - Project ideas - get ideas
  - Project samples - view sample get ideas
  - Links - sites and other movies
  - Bibliography - books I highly recommend

- ### Why Use Video?
- Visual Literacy
  - Learning by Seeing
  - Brain Based Learning Theory
  - George Lucas Education Foundation
  - Learning Styles - Gardner et al.
  - Working on the Work -
    - WOW! - Philip Schlechty

### Visual Literacy

- Six modes of visual learning



## Learning By Seeing

- Exploring - understanding the world
- Recording - freezing time
- Communicating - share information
- Expressing - reveal thoughts / feelings
- Motivating - change behavior or attitude
- Imagining - encouraging new connections & relationships

## Brain Based Learning

- Information linked with meaning creates emotional connections. The connections create memory.
- I believe learners do better when:
  - engaged
  - focus is contextual
  - thinking creatively
  - given choices
  - making decisions

## George Lucas - filmmaker

- Access
- Availability
- Training
- Vision
- Leadership
- Funding
- Time
- ...

When people talk to me about the digital divide, I think of it not being so much about who has access to what technology as who knows how to create and express themselves in this new language of the screen.

Credit: George Lucas

## George Lucas and GLEF.org

“If people aren't taught the language of sound and images, shouldn't they be considered as illiterate as if they left college without being able to read or write?”

- new way of learning
- highly wired and visual world
- new language of expression
- education is locked in a time capsule
- If you're not using today's tools! Wake up!

Credit: George Lucas

## Rules & Grammar


- Rules for telling story visually
  - Grammar in film, music, graphics, math
- Emotional Intelligence
- What to learn and why
- Connection - personal meaning
- No connection = no memory

## Communication

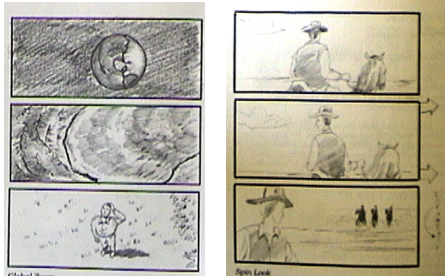
- Teaching communication must be comprehensive
- All forms equally important -
  - written word, spoken word, graphics, music, cinema
  - deeply intertwined with our culture
- Visually sophisticated world
- Information literacy - we need to be sophisticated in all forms

## Circle of Communication

- Math
  - Strict
  - Concise
  - Most precise
- Music
  - emotional



## Shooting Good Video

Global Zoom

Open Lock

## The Standards

NETS  
MA Frameworks  
MA Benchmarks

## Video and MA Frameworks?

- Technology Standards
- ELA-Media Strand
  - Media Analysis
  - Media Production
- Fine Arts
  - Demonstrate knowledge elements and principles of design
  - Demonstrate their powers of observation, etc.
  - Knowledge of process of creating artwork
  - Produce in a variety of media
  - Describe and analyze their own work and the work of others

## NETS Standards

- WHAT technology skills should be woven into the curricular fabric of our schools . . .
- WHEN such skills should be taught . . .
- HOW technology can support these new learning environments . . .

## NETS for Students

- To live, learn, and work successfully in an increasingly complex and information rich society, students must use technology effectively. Within a sound educational setting, technology can enable students to become:
  - Capable information technology users
  - Information seekers, analyzers, and evaluators
  - Problem solvers and decision makers
  - Creative and effective users of productivity tools
  - Communicators, collaborators, publishers, and producers
  - Informed, responsible, and contributing citizens

## Vision

- Vision with support and proactive leadership from the education system
  - Educators skilled in the use of technology for learning
  - Contents standards and curriculum resources
  - Student-centered approaches to learning
  - Assessment of the effectiveness of technology for learning
  - Access to contemporary technologies, software, and telecommunications networks
  - Technical assistance for maintaining and using technology resources
  - Community partners who provide expertise, support, and real-live interactions
  - Ongoing financial support for sustained technology use
  - Policies and standards supporting new learning environments

## Mixing of Old & New Ideas

- The most effective learning environments meld traditional approaches and new approaches to facilitate learning of relevant content while addressing individual needs.
  - Communicate using a variety of media and formats
  - Access and exchange information in a variety of ways
  - Compile, organize, analyze, and synthesize information
  - Draw conclusions and make generalizations based on information gathered
  - Use information and select appropriate tools to solve problems
  - Know content and be able to locate additional information as needed
  - Become self-directed learners
  - Collaborate and operate in team efforts
  - Interact with others in ethical and appropriate ways

## Constructivist Philosophy

| Traditional Learning Environments for Students  | New Learning Environments for Students   |
|---|--|
| <ul style="list-style-type: none"> <li>• Teacher centered instruction</li> <li>• Single sense stimulation</li> <li>• Single path progression</li> <li>• Single media</li> <li>• Isolated Work</li> <li>• Information Delivery</li> <li>• Passive learning</li> <li>• Factual, knowledge based</li> <li>• Reactive response</li> <li>• Isolated, artificial context</li> </ul> | <ul style="list-style-type: none"> <li>• Student centered instruction</li> <li>• Multi sensory</li> <li>• Multi path progression</li> <li>• Multi media</li> <li>• Collaborative Work</li> <li>• Information Exchange</li> <li>• Active/Exploratory/Inquiry based learning</li> <li>• Critical thinking and informed decisions</li> <li>• Proactive/planned action</li> <li>• Authentic, real world context</li> </ul> |

U.S. Department of Education, 1998

## Constructivist Ideas

- Students must apply knowledge
- Seamless integration of technology
- Always available
- Used when needed
- Construct new understandings
- Solve problems
- Make decisions
- Develop products
- Communicate effectively

## Planning Your Project

- Plan
  - Outcomes
    - Based on Standards
  - Task design
  - Learning Styles
- Filming
  - Pre-pro -post production
  - Evaluation
  - Presentation



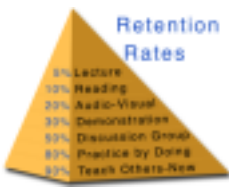
## Reaching All Learners

## Learning Styles

- Verbal / Linguistic
- Logical / Mathematical
- Visual / Spatial
- Bodily-kinesthetic
- Musical / Rhythmic
- Interpersonal
- Intrapersonal
- Naturalist




## Traditional Teaching



**Retention Rates**

|     |                   |
|-----|-------------------|
| 95% | Lecture           |
| 90% | Reading           |
| 80% | Audio-Visual      |
| 70% | Demonstration     |
| 60% | Discussion Group  |
| 50% | Practice by Doing |
| 30% | Teach Others-Now  |



## Project Ideas

- George Lucas Education Foundation
- Apple Learning Interchange
- Adobe - Digital Kids Club
- Sunderland Elementary School
- Strategy2Design.com


## GLEF

- GLEF
  - Students Find Their Voices Through Multimedia 7: 41
  - Laptops on Expedition 5:08
  - The Project's Culmination 3:49
  - Geometry in the Real World: Students as Architects 10: 35
  - Students Who Know Their Own Minds 7: 10
  - Geo-Literacy: Forging New Ground 4: 13
  - March of the Monarchs 4: 02


## Apple Learning Interchange

- Grass Born to Be Stepped On
- Tesselations with Technology
- Special Places in Our Community
- Poetry in Motion
- Reading Literacy - Books on CD
- Chasing Metaphors
- Seeing Science - Color and Spectra
- M3 Math Movie
- Foreign Language
- Meet the Artist

## My Project Samples



- Poems of Spring
- Pat the Cat
- Three Schools
- Keyboarding
- WebQuests



## Links

All links can be found on my site ...

[www.strategy2design.com](http://www.strategy2design.com)

workshops  
handouts

## Students win when we make the work meaningful...

- Increase in student writing skills
- Increase in student participation
- Increase in student on-task behavior
- Increase in student critical thinking and reasoning skills
- A strengthened teacher community
- Increase in parent involvement
- Students have Better Attitudes and Self Image

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| <p><u>Technology in Its Place - Successful Technology Integration in Schools</u><br/>by John F. LeBaron (Editor), Catherine Collier(Editor)<br/>Publisher: Jossey-Bas Education Series; 1st edition (March 14, 2001)<br/>ISBN 0-7879-6821</p> <p><u>Seeing It Your Way</u><br/>Great Camera Moves Every Filmmaker Should Know<br/>By Jeremy Vinyard<br/>Published by Michael Wie Productions<br/>ISBN 0-94188-73-6</p> <p><u>The Children's Machine: Rethinking School in the Age of the Computer</u><br/>by Seymour Papert<br/>Publication Date: May1, 1994 ISBN 0-465-0106-6<br/>ISBN 157513727</p> <p><u>Empowering Students With Technology</u><br/>by Alan November (Paperback )<br/>Publisher: Skylight Pub; ( April 1, 2000)<br/>ISBN 157513727</p> <p><u>Increasing Student Learning Through Multimedia Programs</u><br/>By Kara Cole, Fern Tavalin, and Barban Means<br/>Publisher: ASCD<br/>ISBN 0-87120-64-1</p> | <p><u>Teaching Every Student in the Digital Age - Universal Design for Learning</u><br/>by David H. Rose, Anne Meyer(Paperback - April 2002)<br/>Publisher: Association for Supervision &amp; Curriculum Deve; (April 2002)<br/>ISBN 0-87120-59-8</p> <p><u>Educating Success Stories for Learning in the Digital Age</u><br/>by Sara Armstrong, et al;<br/>Publisher: Jossey-Bas; B&amp;CD - Remediation (March 21, 2002)<br/>ISBN 0-7879-608-9</p> <p><u>Seven Ways of Teaching the Artistry of</u><br/>by David Lazer<br/>Publisher: In/Skylight Inc; (June 1, 1994)<br/>ASIN 09328532X</p> <p><u>Working on the Work - An Action Plan for Teachers, Principals, and Superintendents</u><br/>By Philip C. Schlechty</p> <p><u>Meeting The Big Picture - Integrating Curriculum &amp; Assessment Tools</u><br/>By Heidi Hayes Jacobs<br/>Publisher: ASCD<br/>ISBN 0-87120-28-7</p> |
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Using State Frameworks to Develop Quality Curriculum for Massachusetts Schools  
by Allan A. Glatfom and Elizabeth C. Kenack  
(Editor), Catherine Collier(Editor)  
Publisher: MASCD 2003  
ISBN 0-974528-0-2

NET Curriculum: An Educator's Guide to Using the Internet  
By Linda C. Joseph  
Publisher: Linda C. Joseph 1999  
ISBN 910908-10-7

## Thoughts

- What is Technology?
- What is Technology Integration?
- Examples of a Traditional Vs. an Technology Integrated Lesson
- Defining the Components of Technology Integration.
- National Education Technology Standards (NETS) for Teachers
- Learning Styles
- The work of Multimedia