

schoolhouse video

Multi-Level Video Projects

Created by Janet English
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Overview: Most teachers who want to use computer technology in their classroom have a high degree of enthusiasm and commitment, but need assistance in structuring and organizing appropriate projects. This paper is designed to help teachers streamline the decision-making process and to help guide them in choosing a project that will be beneficial, yet realistic in terms of time constraints, skills needed, and desired outcome.

There are two sections to this paper: 1) Five Steps to help the teacher design an appropriate project, and 2) Multi-level projects that are designed around the teacher's and students' proficiency in computer skills. Level One is designed for beginners, Level Two for the intermediate users, and Level Three for the advanced users.

It is recommended that teachers start with Level One, even if you feel comfortable using computers. This serves two purposes: 1) You can get a project (or projects) done reasonably quickly so that you and your students have the gratification of completing it, and 2) you will be more apt to attempt another project because the first project didn't become so overwhelming and time consuming.

Five Steps

1.) *Structure*

Teachers and students tend to think "grand" when designing a project. It is common for all of us to think, "This is going to be great! I want to use animation, a blue screen, and it's going to be 8-10 minutes long and will add all kinds of special effects." You may have the energy now, but in three weeks you're going to be exhausted. Remember, computer projects become so engaging that you and your students will want to give a lot of time to accomplish your goals. Make your goals realistic from the beginning so that you don't wear yourself out. Give yourself and students guidelines for what you want accomplished. If you complete your goals and there is time left over, *then* you can add the fancy techniques!

Another important factor - give your students a time limit. For example, tell them, "You have four class periods and your video should be 60-90 seconds long." This forces the students to tell a clear, concise story in a short amount of time (you can always add more time if you want to). Short projects are easier to keep interesting and the audience will remain engaged.

2.) *Teach skills needed for specific assignment*

You don't need to know everything about a software program to create a simple project. For example, you don't read the whole dictionary to find out how to spell a single word. Use the guidelines in the Multilevel Projects to guide you on what skills you need to know (they are listed for each project.) If you need to learn more, use the **Help** section of the program, read the manual, or consult a technology mentor.

3.) *Storyboard*

Storyboards are designed to help people organize their projects. When you tell your students to make storyboards, tell them how many frames they must develop and any information that will support these frames. Examples include what they will be narrating over the pictures, how long each frame will be, what music they will be using, and, if they're shooting their own pictures, what kind of shot it will be and where it will be taken. Most projects will have a large percentage of still shots that are taken from the Internet, books, or pictures that the students have drawn (these projects are easier, take less time and since most classrooms don't have enough video cameras for the whole class).

4.) *Don't allow the students to use equipment until their storyboards are approved by you.*

This is a simple rule but it will save you *a lot* of time and anxiety.

5.) *Purpose*

Harness that excitement and channel it in directions that will support the students, the parents and the community. Find a purpose for your projects so that they can be shared. Show them at Back to School Night, Open House, or STPO meetings, and also submit them to Schoolhouse Video so we can broadcast them on KOCE-TV! You will be appreciated!

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Level One

Teacher Proficiency Level: Beginner

Technology Outcome: Curriculum-based video created with digital still pictures. iMovie places these stills in sequence and the project is exported as a video.

Size of Student Groups: This project can be done as a single class project if there is only one computer, or several groups can be working on individual projects at the same time.

Length of Video: 60-90 seconds

Time to Make Project: 3-4 hours with students using computers

Skills Needed: *Check off the skills that you already know. Leave it blank if you still need to learn it.*

- Download .jpg from Internet (640x480 pixels or slightly less)
or
- Use your own digital still pictures

Use iMovie to:

- Import .jpgs from desktop
- Import .jpgs from camera (if needed)
- Change length of still clips (iMovie)
- Add narration to video (iMovie)
- Add written information between still pictures (iMovie)
- Add music (Freeplaymusic.com or SmartSound)
- Add title at the front and credits at the end of iMovie

Time to Train Students:

- Download pictures from the Internet - 5 minutes
- Import pictures from the desktop - 2 minutes
- Use a digital still camera - 10-15 minutes
(maximum, for what is needed for this project)
- Change the length of all still clip once it's in iMovie - 2 minutes
- Change the order of still clips in iMovie - 2 minutes
- Add narration to video - 4 minutes
- Add text between still clips - 10 minutes

Equipment Needed: *Check off the equipment you have. Leave it blank if you have to buy, beg, borrow or... write a grant ... to get it.*

iMac or G3/4

Internet and/or digital still camera for .jpgs

External microphone to add narration (optional)

Digital camcorder

-to export your movie from the computer

-to digitize footage taped from television or to make original video footage in classroom (optional)

Additional Software Needed: None. iMovie is free with an iMac or G3/4

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Level Three

Teacher Proficiency Level: Advanced

Technology Outcome: Curriculum-based video that is created with digital still pictures, imported video from the Internet and classroom-created video (filmed and acted out by students).

Additional titling created using Adobe Photoshop Effects (optional).

Size of Student Groups: This project can be done as a single class project if there is only one computer, or several groups can be working on individual projects at the same time.

Length of Video: 60-90 seconds (or longer)

To to Make Project: 10+ class periods

Skills Needed: Check off the skills that you already know. Leave it blank if you still get to learn it.

- Download .jpg from Internet (640x480 pixels or slightly less)
or
- Take your own digital still pictures

Use iMovie to:

- Import .jpgs from desktop
- Import .jps from camera
- Change length of still clips (iMovie)
- Add narration to video (iMovie)
- Add written information between still pictures (iMovie)
- Add music (Freeplaymusic.com or SmartSound)
- Add title at the front and credits at the end of iMovie

To add digitized video to your project:

- Download video from United Streaming or other Internet video
source
- or
- Digitize VHS tape that you have recorded off the television

To add original video shot in your classroom (see schoolhousevideo.org for more tips):

- White Balance - digital cameras usually have a way to program it to balance white in different lighting conditions. This is especially important when working under fluorescent lights, as footage will often look gray unless the white balance is set correctly.
- Camera shots
 - Close-up
 - Medium Shot
 - Long Shot
- Lighting Tips - Three-point lighting, using reflectors, etc., to diminish shadows.
- Audio Tips - ALWAYS use an external microphone. Don't depend on the built-in microphone to capture good audio.

Time to Train Students:

All projects will need to:

- Download pictures from the Internet - 5 minutes
- Import pictures from the desktop - 2 minutes
- Use a digital still camera - 10-15 minutes
(maximum, for what is needed for this project)
- Change the length of a still clip once it's in iMovie - 2 minutes
- Change the order of still clips in iMovie - 2 minutes
- Add narration to video - 4 minutes
- Add text between still clips - 10 minutes

If you choose to add video from the Internet, you will also need time train your students to:

- Download video from United Streaming or other Internet video source - 10 minutes, but the actual download will vary depending the length of video selected
- Import this video into Quicktime Pro for translation - 3 minutes

If you choose to add video that you've created in the classroom, you will also need time to train your students to:

- Use a video camcorder - variable, depending on what skills you wish to teach them (see below).

Equipment Needed: Check off the equipment you have. Leave it blank if you have to buy, beg, borrow or... write a grant ... to get it.

- iMac or G3/4
- Internet and/or digital still camera for .jpgs
- External microphone to add narration (optional)
- QuickTime Pro (optional - needed to translate Internet video into DV stream for iMovie)
- Digital camcorder
 - to export your movie from the computer
 - to digitize footage taped from television or to make original video footage in classroom (optional)

Software Needed: iMovie (free with iMac or G3/4)
QuickTime Pro (if importing video from Internet)
Adobe Photoshop Elements (optional - needed only if you want higher quality title screens)

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Level Two

Teacher Proficiency Level: Intermediate

Technology Outcome: Curriculum-based video created with digital still pictures and imported video from the Internet, digitized video from television or a short, classroom-created video piece.

Additional titling created using Adobe Photoshop Effects (optional).

Size of Student Groups: This project can be done as a single class project if there is only one computer, or several groups can be working on individual projects at the same time.

Length of Video: 60-90 seconds

Time to Make Project: 6-8+ hours (depending on what you assign)

Skills Needed: Check off the skills that you already know. Leave it blank if you still get to learn it.

- Download .jpg from Internet (640x480 pixels or slightly less)
or
- Take your own digital still pictures

Use iMovie to:

- Import .jpgs from desktop
- Import .jpgs from camera (if needed)
- Change length of still clips (iMovie)
- Add narration to video (iMovie)
- Add written information between still pictures (iMovie)
- Add music (Freeplaymusic.com or SmartSound)
- Add title at the front and credits at the end of iMovie

To add digitized video to your project:

- Download video from United Streaming or other Internet video source
or
- Digitize VHS tape that you have recorded off the television

To add original video shot in your classroom:

It is recommended that you also have some understanding of camera shots, lighting and audio tips. See www.schoolhousevideo.org for information.

Time to Train Students:

All projects will need to:

- Download pictures from the Internet - 5 minutes
- Import pictures from the desktop - 2 minutes
- Use a digital still camera - 10-15 minutes
(maximum, for what is needed for this project)
- Change the length of a still clip once it's in iMovie - 2 minutes
- Change the order of still clips in iMovie - 2 minutes
- Add narration to video - 4 minutes
- Add text between still clips - 10 minutes

If you choose to add video from the Internet, you will also need time train your students to:

- Download video from United Streaming or other Internet video source - 10 minutes, but the actual download will vary depending the length of video selected
- Import this video into Quicktime Pro for translation - 3 minutes

If you choose to add video that you've recorded from television, you will also need time to train your students to:

- Digitize VHS tape - 10 minutes (although the teacher should probably do this part to save time)

If you choose to add video that you've created in the classroom, you will also need time to train your students to:

- Use a video camcorder - variable, depending on what skills you wish to teach them. The "Point and Shoot" method will take just a few minutes, but if you want to teach them about camera angles, lighting and audio, that will take much longer. To create a higher quality classroom-made video, see the Level Three project for advanced users.

Equipment Needed: Check off the equipment you have. Leave it blank if you have to buy, beg, borrow or... write a grant ... to get it.

- iMac or G3/4
- Internet and/or digital still camera for .jpgs
- External microphone to add narration (optional)
- QuickTime Pro (optional - needed to translate Internet video into DV stream for iMovie)
- Digital camcorder
 - to export your movie from the computer
 - to digitize footage taped from television or to make original video footage in classroom (optional)

Software Needed: iMovie (free with iMac or G3/4)
QuickTime Pro (if importing video from Internet)
Adobe Photoshop Elements (optional - needed only if you want higher quality title screens)