Tell a Friend with Tellagami!
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What is Tellagami?

Tellagami is a mobile app that lets you create and share a quick animated video, called, gamis. Time is critical. The free app gives you thirty (30) seconds to get your point across. Not an easy task for the younger set as they haven't quite mastered the notion of summarization.
There is an Educational App that not only allows for more time (90 seconds), it also includes the choice of texting. If you don't want to hear your voice, you can simply type out your message then select a voice to do your talking for you. There are a number of male and female voices along with a few accents to choose from. The Education App also unlocks a variety of backgrounds as well from standing on a stage to standing on the side of a road. You can also upload your own image from the device's photo gallery or take your own picture.

Grade Level: Elementary to High School
Time: 1-2   30-45 minute classes (depending on your grade level)

Objective: The students will create a 'gami' with a topic current to their curriculum.
Topics can include anything from any subject, from describing what the **Commutative Property of Addition** is to **The Eating Habits of a Lion**.
Other topics could include:
Famous Person biography
Animal
Book Character
Science theory
Vocabulary definition
Math "How to"
…**And much more**

Procedure:

1. Creating a time-limited video means you need to write a script. It is not recommended to 'ad-lib' your narrative. Devote at least one class period researching and typing the script.

2. **Create a Scene:** Once you have a script in hand, it's time to create a scene. You will create your customized character and choose your background.

3. **Add Dialogue**: Record your voice or type a message for your character to say. Of course, if you opt not to record your voice, you have the option of using the text tool. Type in your narrative and select a voice that you would like to narrate. Keep in mind, ONLY the Tellagami Edu version allows 90 second video and texting, FREE Tellagami does not.

4. **Save or Share**: Gamis can be retrieved from the iPad by emailing or saving to your photo gallery.

Sample Tellagami:
http://www.goingapeforapps.net/lets-animate.html

Tellagami Rubric

	Excellent 4 pts	Good 3 pts	Fair 2 pts	Poor 1 pts
Scenes Background Scene	Excellent Scene is perfect for your topic!	Good Background Scenery is good.	Fair Background is okay, but you could have put a bit more effort into the thought process.	Poor Background Scenery has little or nothing to do with topic.
Script	Excellent I wrote out my script before starting my project. I had a teacher review my script before I recorded my project.	Good I wrote out my script. I did not have a teacher review my script.	Fair I wrote out half of my script. I did not have a teacher review my script.	Poor I did not write out my script. I did not have a teacher review my script.
Overall Delivery	Excellent Overall, your project delivered a lot of excellent information. Great details, good fluency.	Good Overall, your project delivered good information with details, good fluency.	Fair Overall, your project delivered some information. More details were needed.	Poor Overall, your project lacked information. Very little details and hard to follow.

Virginia Standards

Middle and High School

Basic Operations and Concepts

C/T 9-12.1   Demonstrate an operational knowledge of various technologies.
 A.   Use various types of technology devices to perform learning tasks.
   - Demonstrate the ability to perform a wide variety of complex tasks using technology, including creating and using models and simulations, developing multipage documents and multimedia presentations, capturing and manipulating video, and constructing spreadsheets that use mathematical or logical functions to manipulate and present data.
 B.   Communicate about technology with appropriate terminology.
   - Use an expansive technology vocabulary in daily practice.

C/T 9-12.2   Identify and use available technologies to help complete specific tasks.
 A.   Identify the specific uses for various types of technology and digital resources.
   - Apply knowledge of different types of technology and digital resources to routine and complex tasks.
 B.   Use content-specific tools, software, and simulations to approach projects.
   - Use specialized tools to assist with learning in various content areas.
   - Use models and simulations to learn complex concepts, solve problems, and make decisions.

   - Participate in projects that involve others digitally, working together toward a common goal.
   - Pursue individual projects using online resources.
   - Demonstrate the ability to identify diverse perspectives on issues.

Thinking Skills, Problem Solving, and Decision Making

C/T 9-12.12   Practice reasoning skills when gathering and evaluating data.
 A.   Employ technology in developing strategies for solving problems.
   - Regularly use technology tools to assist in authentic problem-solving activities.
   - Investigate and apply expert systems and intelligent agents in real-world situations.
 B.   Select resources that extend one's own capability to solve problems and make informed decisions.
   - Choose resources that extend one's own capabilities when solving problems.

C/T 9-12.13   Demonstrate organization and persistence when completing personal and group assignments, activities, and projects.
 A.   Use digital resources to assist with project planning.
   - Use various productivity tools that help with planning and time management.
 B.   Use digital resources to assist with project management.
   - Use productivity tools to assist in tracking and meeting goals.

C/T 9-12.14   Use models and simulations to understand complex systems and processes.
 A.   Use simulations to understand complex concepts.
   - Enhance understanding of concepts and skills by using simulations.

B.   Use various digital resources to produce graphical representations of data.
- Complete assignments involving data by using data graphing or imaging tools.

Technology Communication Tools

C/T 9-12.15   Communicate effectively with others (e.g., peers, teachers, experts) in collaborative learning situations.
A.   Use technology tools for individual and collaborative writing, communication, and publishing activities.
- Use various technology resources to develop, revise, and assess written and media-based reports and projects, integrating technologies as appropriate.
- Independently collaborate with others using digital communication tools.
- Use digital communication tools to communicate with specific audiences.
B.   Participate in communications among different cultures.
- Contribute during a distance-based communication project that includes individuals from different cultures by leveraging the differences of those cultures to develop solutions to common issues.
C.   Participate in online courses, social and learning networks, and virtual worlds.
- Manage goals for learning in an online course.
- Participate in activities that involve social and learning networks and virtual worlds.

C/T 9-12.16   Apply knowledge and skills to generate innovative ideas, products, processes, and solutions.
A.   Use various creative software, programming environments, or digital tools to convey existing ideas in new and effective ways.
- Use technology to develop innovative and effective solutions for assignments.
B.   Add meaning to individual and group ideas and products through creative work.
- Create a drawing, painting, or other visual image.
- Create original music.
- Produce a video.
C.   Participate with peers and experts to assess projects.
- Use peer networks to provide and receive assessments.
- Use communication media to locate experts who can assess projects.

ISTE NET*s
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
 a. Apply existing knowledge to generate new ideas, products, or processes
 b. Create original works as a means of personal or group expression
c. Use models and simulations to explore complex systems and issues
d. Identify trends and forecast possibilities

2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
 a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats
 c. Develop cultural understanding and global awareness by engaging with learners of other cultures
 d. Contribute to project teams to produce original works or solve problems

4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
 a. Identify and define authentic problems and significant questions for investigation
 b. Plan and manage activities to develop a solution or complete a project
c. Collect and analyze data to identify solutions and/or make informed decisions
d. Use multiple processes and diverse perspectives to explore alternative solutions

6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations.
a. Understand and use technology systems
b. Select and use applications effectively and productively
c. Troubleshoot systems and applications
d. Transfer current knowledge to learning of new technologies