It's Show time! Bring your Story to life with Animoto

Created by Cheryl Phillips
Upper Elementary – Middle School

Objective: The students will create a multimedia presentation with PowerPoint or if on the iPad, use a story program like Scribble Press. Each program, whether you are on the iPad or computer, will allow you to export the slides into Animoto. Each slide or book page will address essential knowledge to the topic. This type of Digital Storytelling provides new ways to combine various technology mediums such as graphics, audio, video, animation and web site publishing to create powerful stories for all to see and hear.

Procedure:

Students will select a topic, whether it is a person from history for a biography, an informational subject, a 'how to' presentation, or even a book report. Each topic can address their curriculum or the technology standards.

Inspiration comes from many places, but one of my favorites for this project from BrainPop. Have the students watch a video with Tim and Moby. I have my students include Tim and Moby into their introduction.



PowerPoint or Story App to Video

The presentation (PowerPoint or story app) is the story. It is the visual images, or representations that map out the content. Your presentation should be arranged to clearly show how you used images and text. The presentation is your blueprint for your video - it will be your guide as you locate resources and combine them to tell your story. As you reread your text, where are natural breaks that act like scenes in a movie? Divide your narrative (text) into scenes and determine what visual and audio elements will support the content told. Developing a PowerPoint will help ensure that your topic is focused, organized, and concise.

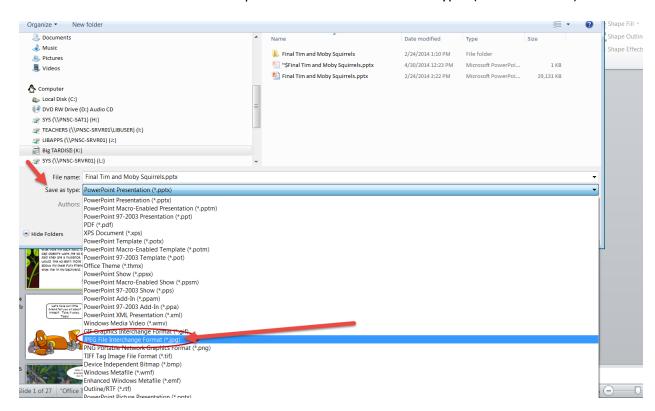
One of the things you can do to help organize your presentation is to map out your pictures and ideas on index cards. This will help you arrange your scenes and dialogue so that your video flows in a coherent, logical manner. Once they are organized, number them and place them the order in which they will appear in the presentation.

- 1. Make sure your presentation progression is logical and coherent. Even if your video is a "Who is" your audience expects a logical progression to a conclusion.
- 2. Using an attention-grabber at the beginning of your story can set the tone and get your audience interested. An attention-grabber can be:
 - a question
 - a scenario
 - an interesting image
 - a finished example (their invention or discovery...)

- 3. When creating a presentation, the backgrounds of the slides should be kept simple and the image in each frame should be one that best describes the action taking place, or concept being explained. The images can images from your own resources or found on the web. Don't forget, you can take your own pictures and upload them as well! Want to create your own picture? Use a paint program, like Pixie or even Draw Something to make your image.
- 4. Once you have completed your presentation, you will export the slides as jpgs.

If you are using the computer, you will:

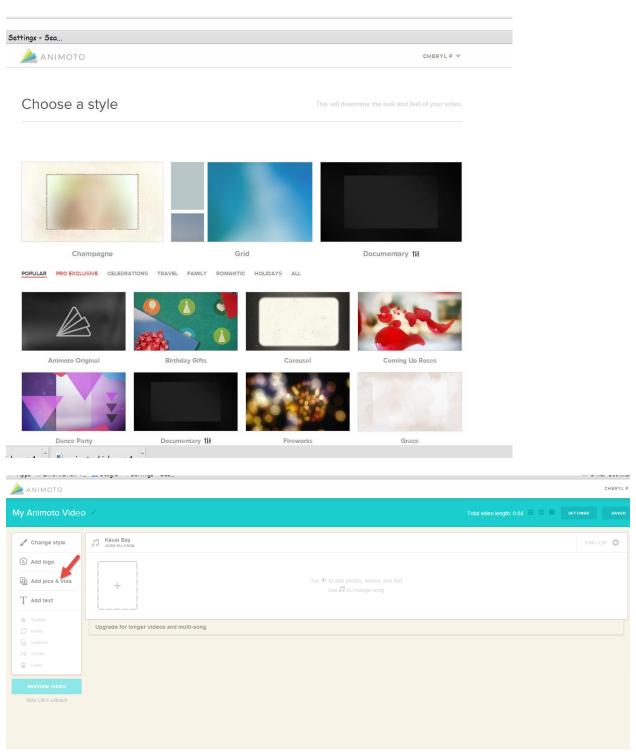
Go to 'Save as' then access the drop down menu from the 'save type' (see illustration)



If you are using a story making app, see the instructions for saving your story as pictures in your photo gallery.

Import into Animoto

Once you have your pictures all in one spot, you can go to your Animoto App or website and start to upload your pictures, but first, pick a style.



Your story needs to be told! Share it in a small group or to a large auditorium audience. Place it on your Google Drive and share with the teacher.

Congratulations, you just made a movie!!

STANDARDS

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1.Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- 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. Students:

- 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.

3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- a. plan strategies to guide inquiry.
- b.locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- d.process data and report results.

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. Students:

- 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.

5. Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a.advocate and practice safe, legal, and responsible use of information and technology.
- b.exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.
- d.exhibit leadership for digital citizenship.

6.Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

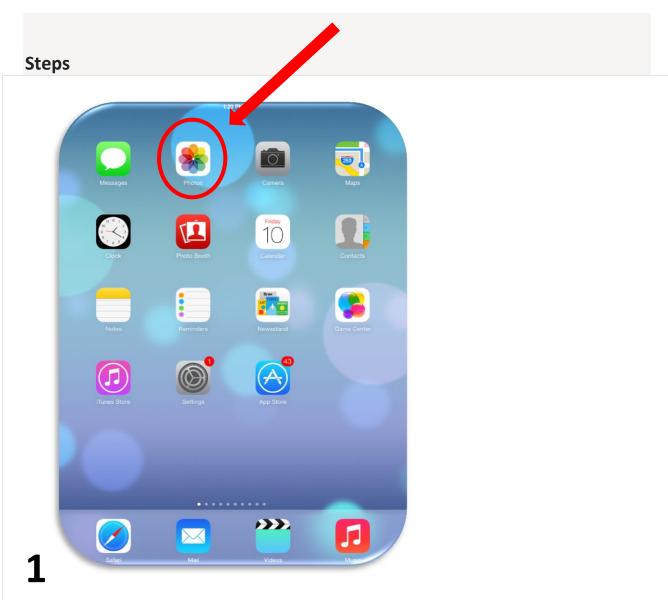
- a. understand and use technology systems.
- b. select and use applications effectively and productively.
- c. troubleshoot systems and applications.
- d. transfer current knowledge to learning of new technologies.

NCTE/IRA NATIONAL STANDARDS FOR THE ENGLISH LANGUAGE ARTS

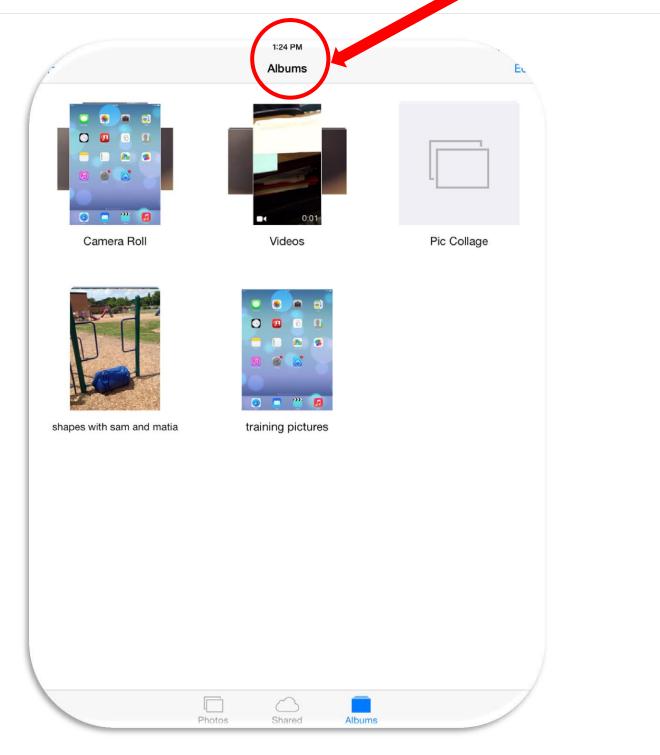
- 1.
- Students read a wide range of print and nonprint texts to build an understanding of texts, of themselves, and of the cultures of the United States and the world; to acquire new information; to respond to the needs and demands of society and the workplace; and for personal fulfillment. Among these texts are fiction and nonfiction, classic and contemporary works.
- 2. Students read a wide range of literature from many periods in many genres to build an understanding of the many dimensions (e.g., philosophical, ethical, aesthetic) of human experience.
- 3. Students apply a wide range of strategies to comprehend, interpret, evaluate, and appreciate texts. They draw on their prior experience, their interactions with other readers and writers, their knowledge of word meaning and of other texts, their word identification strategies, and their understanding of textual features (e.g., sound-letter correspondence, sentence structure, context, graphics).
- 4. Students adjust their use of spoken, written, and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes.
- 5. Students employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes.
- 6. Students apply knowledge of language structure, language conventions (e.g., spelling and punctuation), media techniques, figurative language, and genre to create, critique, and discuss print and nonprint texts.
- 12.
 - Students use spoken, written, and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion, and the exchange of information).

How to Create Photo Albums on an iPad

It's easier than you might think to select pictures from the iPad's Photos app and gather them together in an album for easy access. You can quickly gather images from your iPad's photo library as well as pictures you have taken with the iPad's camera (if you're using an iPad 2 or later) and name the album in a matter of seconds using this simple technique.

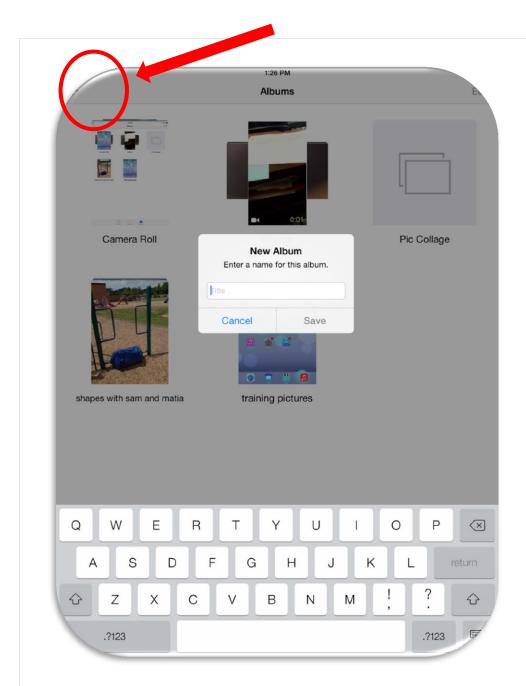


Tap the Photos icon on your iPad's Home screen to launch the Photos app.

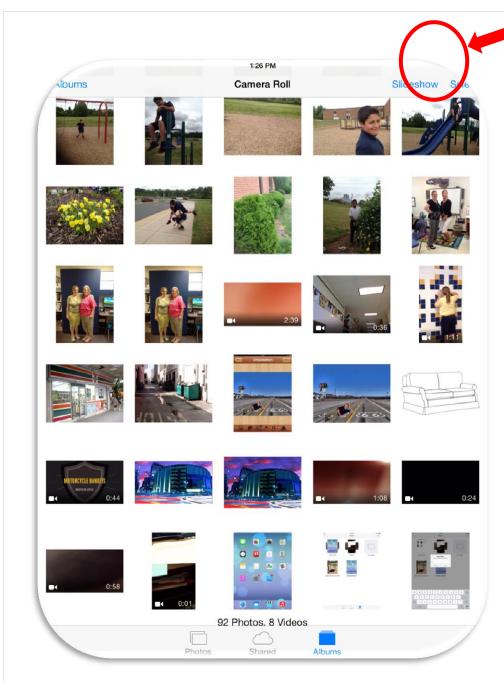


2

Tap the Albums tab at the top of the interface.

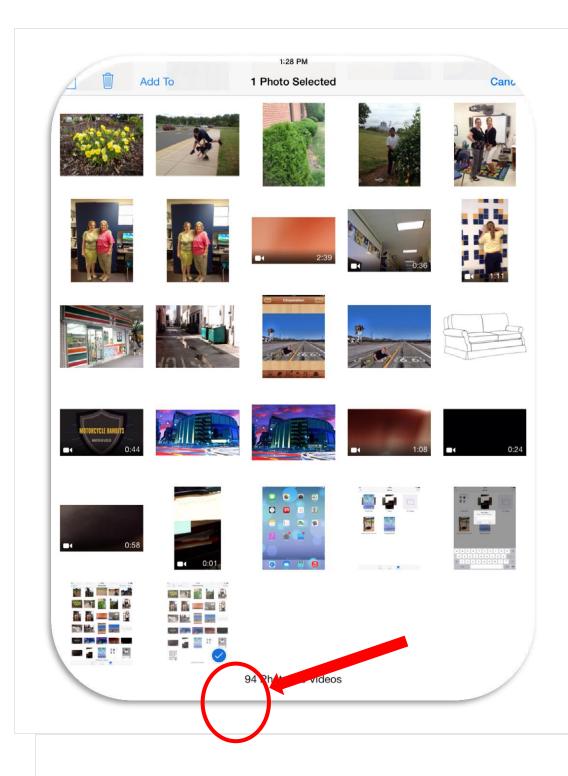


3 Tap the + sign in the top left corner. Name your album.

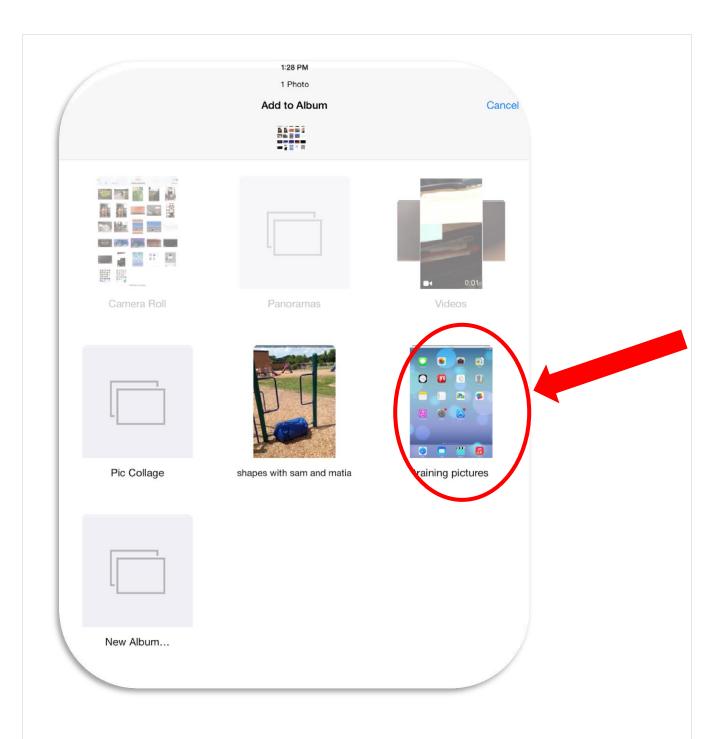


4

Tap Select tab in the top right corner of the interface to view your photo collections.



Now tap all of the photos you want to add to your album in turn so that a blue check mark appears on each. Tap the Done button



The photos are added to the new album and the album is shown under the Albums tab.