

DIGITAL EDUCATIONAL MOVIES

How they can be used in everyday learning

This worksheet examines how digital video can be used in the everyday routines of learning and teaching

Three myths about making movies!

Digital movies have to involve lots of complex camcorder camera work

You can start by using digital still images, sound files, your own narration, and archive video files made by reputable media organisations

There is no point in making digital material unless you are willing to invest time in making a lengthy, professional production

The best way to start is by making simple, short movies that have clear learning objectives and which help to supplement your existing teaching preparation

The software is expensive; my institution will not be able to afford it

You can make excellent resources by using free software that is already installed on most computers without the owner even knowing the software is available

What software should I use?

Microsoft ® Movie Maker 2 comes free with Windows XP

<http://www.microsoft.com/windowsxp/using/movie/maker/>

iMovie ® comes free with Mac OSX and higher

<http://www.apple.com/software/>

What equipment will I need?

- Start with a good quality digital camera
- A suitable computer that includes 512RAM and plenty of HD disk space
- You will need a broadband connection to get good access to online materials
- A microphone to add narration
- After your first movie is finished, progress to a webcam, or basic Camcorder

Working as a team

Collect digital resources with others, to maximise the efficient use of time. Share digital photos and movie clips with other teachers. Consider sharing some server space together, perhaps on the school or college intranet? This allows you to build a pool of subject interest materials.

Can I involve the class in creating and editing the material?

Yes, children and students can also help you to gather and share resources



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Project ideas to start with

Start simple, aim to produce a movie of about four to five minutes in length

- **One curriculum topic**
Choose a simple aspect of the curriculum and aim to create a short video demonstration. Collect enough digital photos and/or short video clips. Add text slides and narration.
- **Curriculum choices**
Communicate an aspect of curriculum choices. Interview some previous students on how they made the choice. If you don't have access to a camcorder, use digital photos with interviews on separate sound files. Use PowerPoint® or MindGenius® to construct a diagram of choices, save it as a still image file, and place it in your movie.
- **An assessment explained**
The message about what needs to be done for an assessment task does not always get across first time when you explain it verbally, and written material may not be understood clearly. The use of video to explain an assessment task gives you another medium. Students can then watch this at their convenience to repeat the message.
- **Acceptable behaviour**
A short video can be used to show what behaviour boundaries are acceptable. Use recordings of comments from children, staff and others. These can be supported with role play pictures or role play on camcorder. Use on screen text to summarise key points.

For more ideas see Haynes, P. (2006) *Digital Educational Movies* Chichester: White Horse ISBN 0953406512

Some key websites:

ARCHIVES

Be sure to check the copyright details of all these sites before using their materials

Picture archives

Fine Art
<http://fineart.ac.uk/>

Getty images
<http://creative.gettyimages.com/>

MorgueFile
<http://www.morguefile.com/>

Pixel Perfect Digital
http://www.pixelperfectdigital.com/free_stock_photos/

Sound archives

British Library Sound Archive
<http://www.bl.uk/nsa>

Video clip archives

Channel 4
<http://www.channel4.com/fourdocs/archive/index.htm>

British Film Institute
<http://www.bfi.org.uk/filmdownloads.html>

British Pathe
<http://www.britishpathe.com/>

BBC Creative Archive
<http://creativearchive.bbc.co.uk/>

Open University Creative Archive
<http://www.open2.net/creativearchive/index.html>

For free podcasting (sound support software) see Audicity®
<http://audacity.sourceforge.net/>

Publications and Training

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