General Outline for Instruction—Technology Camp

DAY #1: Getting to know you; doing some research

A. Introductions: who are you, what grade in fall, what made you sign up? What do you enjoy about technology?

B. WEBSITE: www.jharding.weebly.com Sample movie: Play, discuss. How many scene changes? What do you notice about the shots? What questions do you have about how this was done? What are the elements (titles, credits, still pictures, video clips)? What is the difference between a project and a movie? Could show first part of Grandpa/skateboard and "golf clap" scene changes.

C. Introduce camera use using the doc cam
   1. On/off, record/stop, playback (scroll)/delete, record/pause/record
   2. Show monopods and tripods; reminder about wrist straps; snug but don't overtighten connections
   3. Give kids time to play!

D. Windows Movie Maker: show how it operates. Intuitive. Can play how to videos from Windows website if desired. Upload sample videos.
   1. Show how to hook up camera to computer
   2. Show how to upload Memory Manager; discuss Xs
   3. Show how to import movies
   4. Mention transitions and effects
   5. Show where to save; include backup save on desktop; NO LAST NAMES
   6. Difference between project and movie

E. Research sites: go to sites listed on handout; begin looking for a science myth to "bust". Print, take notes, decide why each of these is a "myth". Can create a word document; cut and paste, save to Making Movies file.

F. Packets: discuss what we will be doing over the course of the four days. Look over packets. Discuss the importance of partnering up (can do movie together or separate; can shoot each other with camera (11 cameras for 14-15 kids, use same one each day).

G. How to shut down computers, how to put away equipment. Get name tags daily.

DAY #2: Lights, camera….

A. Where to get a download of Windows Movie Maker
B. Mention props, flash drive or CD
C. Websites: science fun facts, how stuff works, 10 science myths
D. Movies: AFI; 10 minutes; scriptwriting and storyboarding

E. Work on script and storyboard. Plan movie. Search internet for clips, etc. to add to movie. Can begin work on titles, credits, etc. REMIND students of time factor. Goal is to finish before day four is over, so we can watch the movies. Encourage work at home.

F. AFI video: Making a good movie

G. How to turn a Power Point slide into a jpeg…demonstration

H. More work time (20 mins. or so)

I. "Grandpa" skateboard movie off Windows website (Movie Maker)

DAY #3: Action!!

A. Equipment reminders.

B. Grandpa skateboarding move: watch again. "Golf clap" scene changes. Pause at various camera angles and compare to packet…what kind of shot is that? What was the director trying to convey by choosing that shot?

C. Sound levels. If possible, bring in sound meter. Talk about distance from camera for optimal sound quality. Use these cues when filming: "Quiet on the set, please" and "cut" to obtain silence while filming.

D. Windows Movie maker: transitions, effects, title screens, credits

E. Shoot movie. Begin filming. Encourage students to do two or three takes.

F. Demonstrate music…can use "Freeplay.com" loops or share "Flying Hands" website. Explain why it's important to use royalty free music to avoid copyright issues. Narration is done the same way. Also bring in disks with free music loops from Audacity workshop.

G. Cool effects: use www.partnersinrhyme.com for public domain sounds.

H. Trimming clips; fade in and out; volume control. How to make the audio on your clips louder.

DAY #4: That's a wrap!

A. Windows Movie Maker movie on saving. Render projects as movies. REMINDER: NO LAST NAMES! SAVE VIDEOS W/FIRST NAME, LAST INITIAL in Final Project folders.

B. Watch other projects/movies when finished. Could hand out a critique sheet from last year's videos with a 1, 2, 3 rating rubric for content, sound quality, film quality, special effects.

C. Could have a Q and A session if needed…any problems? Anyone have a cool "how to" to share?

D. Production work continues if needed. Continue to finish filming, adding music; narration. If time permits, burn final movies to CD. Copy to CDs or flash drives; Frank will post on MISD websites.

E. Watch, appreciate, critique each others movies. If time, include awards ceremony after watching videos.

F. Good byes, thank yous, and time for final Q and A; hand out certificates.

Notes on room use:

room controls
screen (to put it down)
computer switched
Elmo must be set to computer RGB

Notes on files for kids:

My computer
MISD on esc
Making Movies folder
a: student folder
Make folders inside: scripts, audio files, and Final Copy Am/PM folders

Posting videos

www.misd.net/camp08

Windows Movie Maker Website

Video #1: Create Home Movies Effortlessly   **SHOW THIS ONE SECOND**
Trimming, adding music, storyboard vs. timeline

Video #2: Make Movies Like a Pro   **SHOW THIS ONE FIRST**
Titles, credits, animation, effects

Video #3: Share Anywhere, Easily   SHOW THIS **ONE THE LAST DAY OF CAMP**
Changing a project to a movie, naming movie, emailing, web hosting

Possible Awards

"The Gummies"

- ❖ Most creative
- ❖ Best director
- ❖ Most original screenplay
- ❖ Best special effects
- ❖ Best Myth Busted

Certificates at: www.123certificates.com