

Lights, Camera, Learning!
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How do students demonstrate understanding?

- Hands-on Projects
- Reflection Writing
- Tests

Went to a Discovery Ed event and heard Steve Dembo (@teach42) present on Digital Storytelling, so I decided to try it out:

- Blabberize
- Xtranormal

Initial Project: Define an element or principal of design and explain how artists use it and how students use it to create art.

Changed from web 2.0 tools to Video Production; inspired by three educators to make the change:

- Tricia Fuglestad
- Hall Davidson
- Rushton Hurley

Through their examples and leadership, learned that Video Production can envelop the three ways of demonstrating understanding.

Current Project: Create an informational video about an Artist and the accompanying art we made when studying it.

How to start:

Students are given a clear rubric before starting their project that evaluates two components:

1. Video Content

- Explain Art Concept
- Explain Artist who uses it
- Explain how students use it

2. Video Production

- Titles/Credits
- Pictures
- Sound
- Group Work
- Plan – students research content, write a script, create a storyboard
- Filming/Editing – students film based on script and storyboard and edit using MovieMaker or iMovie or other software
- Share – students share content with others and films are used to help teach future students

Tips for success:

- Be Clear
- Be Flexible
- Be Open to Change

Ideas for Video Topics:

- Show a technique
- Explain an Artist
- Advocate program
- Combine other content
- Just have fun!