

Multimedia - The Current Buzz

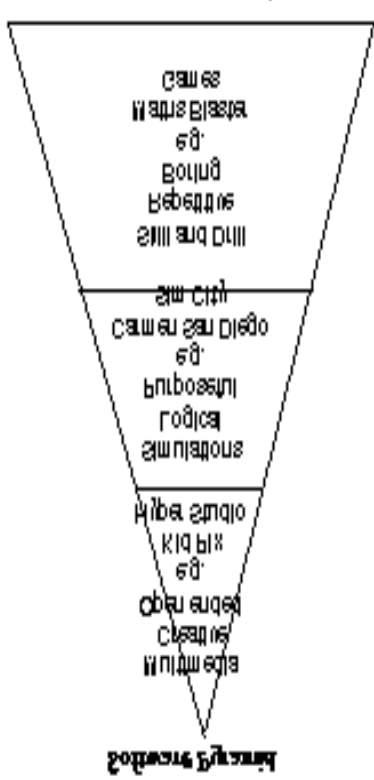
What is Multimedia?

It simply means a variety of mediums such as text, graphics, animations, sound and video.

Components of Multimedia

- Computer - multimedia capable
- Software - KidPix Studio / HyperStudio
- CD ROM technology
- Video - e.g. Quick Time
- Animation - WebPainter
- Scanned images
- Digital cameras
- Clip Art - Down Under, GAG, Swamp Collection
- Photo CDs
- Screen Capture - Flash-It (Mac) or SnapShot (PC)

The Software Pyramid



Types of Multimedia

1. Interactive Learning Software
Young Kids
Millie's Math's House, Bailey's Book House, Sammy's Science House and Trudy's Time and Place House

- The Playroom
- The Treehouse
- Playtime in the Park
- My First Incredible Amazing Dictionary
- Interactive Reading/Maths Journey

- Broderbund's Living Books:
- Arthur's Teacher Trouble
- Just Grandma and Me
- The New Kid on the Block

Older Kids

- Encarta, etc
- Dangerous Creatures
- The Cruncher
- Gizmos and Gadgets
- Thinkin' Things collection

The Way Things Work

African Trail

Where in the World is Carmen San Diego

Sim City etc

2. Multimedia Composition or Authoring

Most kids in classes play multimedia but rarely create it.

Some Good Gear

- Kid Works 2/Deluxe
- Kid Pix Studio Deluxe
- Inspirations*
- Claris Office
- HyperStudio
- MicroWorlds*
- Microsoft Office - PowerPoint, Word, etc

Making It Work

- What's the Plan
- Know Your Limitations
- Computers, peripherals and software
- Time, time, time
- Be honest with yourself

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Laying it All Out

Clearly State Your Expectations
Work With Small groups
Have Design Options

Ideas

Language

Alphabet Soup
Electronic Book Report
Recipe Books (for Disaster)
“Favorites” Project
Create a Game (Show)
Tips to (conquer the world)
Choose Your Own Ending
Class Mag

Maths

Problem Solving (Tri, tri an angle)
Polls and Graphs (Likes and Dislikes)
Flash Cards (As good as you can!!)

SOSE

Golden Olden Days
Instructions (I know nuffink)
Biography (What is court marsh, bold lily?)
Family Tree (Skeletons)
Olympics (The Year 2000 Buzzer)
Our Town (Warrapatcherainboola)
Timelines (Stands still for no one)

Science

Inventions (What did we do before TV?)
Environmental Concerns (is everything OK?)
An Experiment (He = Hem See ??)

Health

Body Systems (Go!)
Health and Fitness (or lack of)

Other Ideas

Class Yearbook (Like no other)
Excursions (Last time for year six)
Rogues Gallery (Mugshots)
Our School (Unreal Kaniva Look)

Presentation Tips

1. Try to be consistent with fonts 2 - 3
2. Keep words and phrases short
3. Keep to the topic

4. Keep backgrounds consistent
5. Place buttons in a consistent spot - use a template if necessary.
6. Include a Quit button on each slide
7. Keep sounds relevant to presentation.
8. Smooth transitions.
9. Use borders around graphics and photos to make them stand out
10. Have a good beginning and ending.

Sharing

Size, size, size - speed and capacity

Display - TV, LCD panel, video projector

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What Makes a Good Learning Technologies School

School Learning Technology Plan is your own vision.

School model developed is non definitive.

School Learning Technology Plan outcomes are clear.

Staff have ownership of Learning Technology Plan.

Staff are responsible for Learning Technology Plan and not one person.

Needs are according to school plans.

Professional Development is determined according to needs.

Have patience with staff progress.

Technology follows staff expertise.

Resources are purchased according to needs.

Checklists of skills are in levels.

In a nutshell

Learn the basics first.

Work as a team to develop ideas and learn software.

To Teach Is To Learn

Murphy's Laws for Teachers

1. The best kids always move away.
2. New students come from schools that don't tech "the basics."
3. School information nights inevitably fall on you favorite TV night.
4. The problem child in your class will be from a prominent citizen.
5. The less time you have to make copies, the more the photocopier jams.
6. The morning you run out of coffee at home, you'll have an altercation with the principal.
7. The length of a staff meeting is usually in direct proportion to the boredom level of the subject.
8. The least appealing room in the school is always the staff room.
9. The one time you forget to put up your chairs the cleaner will finally decide to give your room a "spring clean."
10. The more interesting you think a lesson is, the less your students pay attention.

Cloughie's Law

A computer is just a dumb machine that can do clever things if you learn how to use it.

A computer problem is only a problem if it reoccurs.