

**ITIP Ohio Teacher Grant Lesson Plan**  
***Creating a Daily Morning News Video Program***  
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**OBJECTIVES:**

Students will gather, record, edit and synthesize information to create a daily announcement called Trojan News Today (TNT) that will be available in a Google Hangout and on Youtube for the teachers, students and parents to view on a daily basis.

**MATERIALS:**

- ~ Chroma Key Green Screen Room with Light Kit
- ~ iMacs
- ~ Video cameras
- ~ Digital cameras
- ~ Tripod
- ~ iMovie and screencastify software
- ~ Headphones and microphones
- ~ South Central Youtube channel
- ~ South Central Middle School E-mail Account

**PROCEDURES:**

1. Teach students about plagiarism and properly citing sources of information for use in the video.
2. Instruct students on how to use iMovie and Screencastify software, including writing the script and editing the footage using the Ken Burns effect and video overlay tools in iMovie.
3. Allow each student to practice using the software and cameras in order to become familiar with the technology before creating an announcement.
4. Create a rotation schedule for students responsible for recording live announcements each day.
5. Teach students how to find information needed for announcements. For example, our school lunch menu is on the school website and our written daily announcements are on the middle school page. Students will pull from these resources each day.

6. Students will collaborate to create announcement segments, proofreading and critiquing each other's work before publishing.
7. Students will upload and publish the morning announcement video, TNT, to the SC Youtube channel for viewing the following morning during homeroom.
8. Students will upload the published file to the school computer that is connected to the TVs. In addition, the video will be displayed in the hallway for all to see.

#### STANDARDS:

ISTE's (International Society for Technology in Education) Educational Standards for Students Addressed:

##### 1. Creativity and Innovation

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

- b. create original works as a means of personal or group expression.

##### 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.
- 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:

- b. Locate, organize, analyze, evaluate, synthesize and ethically use information from a variety of sources and media.

##### 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:

- b. plan and manage activities to develop a solution or complete a project.

## 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.