



# Digital Story Telling: Be the Next Ken Burns!

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**Closing the Achievement Gap with  
Technology**  
Technology Conference

# Little Introduction



**Ladd M. Skelly**

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**Classroom Connect**

- Director of Instruc. Services

**Educational Background**

- Teacher
- Tech Coordinator
- District Administrator

# Home Sweet Home



# Turning 50!

**modern maturity**  
For Mature Technology Users  
Jan. 7, 2006

**AARP** Soon To Be AARP Tech Member

**Turning 50 and Loving It!**  
"I can hardly wait to get the senior discounts on hardware and software."

**Florida Announces New Tech Conference For Baby Boomers**  
Orlando, Florida 2006

- Free exhibit, "When 20 MB Was King"
- Free "Elvis" Party
- Free 16 mhz SIMM silver pins

**Top Ten "Over 50" Techno Tips**

- Short Term Memory Tips
- Using Assistive Devices
- For Visually Impaired
- an exclusive article

**Red Roof Announces New Hotel Chain That Caters to AARP Tech Members**

**Lots of Amenities**

- Free Teeth Cleaning
- Free High Speed Internet Access
- All Day Oatmeal Buffet

# What's On The Agenda

- Where do you begin?
- What is digital storytelling?
- What technology is required?
- What are the phases in creating a digital story?
- What is storyboarding?
- How do I create a digital story?
- Where do I find the necessary resources?



# Conference Resources

<http://twi.classroom.com/workshops/lskelly>

@ Classroom Connect Connected Workshops

Welcome Workshops Conferences Online Resources

## Welcome

Welcome to my professional development website. I am a member of the Classroom Connect team. Since 1994 Classroom Connect has been the leader in helping teachers use technology to improve learning. The company's high quality professional development programs and online instructional materials meet the changing needs of K-12 school districts nationwide. This site provides access to my conference handouts and materials as well as links to teaching and learning resources on the Net. Enjoy.

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Contact Info  
 Portal Sample

**QUOTE CORNER**  
 The Internet is a great way to get on the Net.  
 --Bob Dole  
 If it's green, it's biology, if it stinks, it's chemistry, if it has numbers it's math, if it doesn't work, it's technology.  
 --Unknown

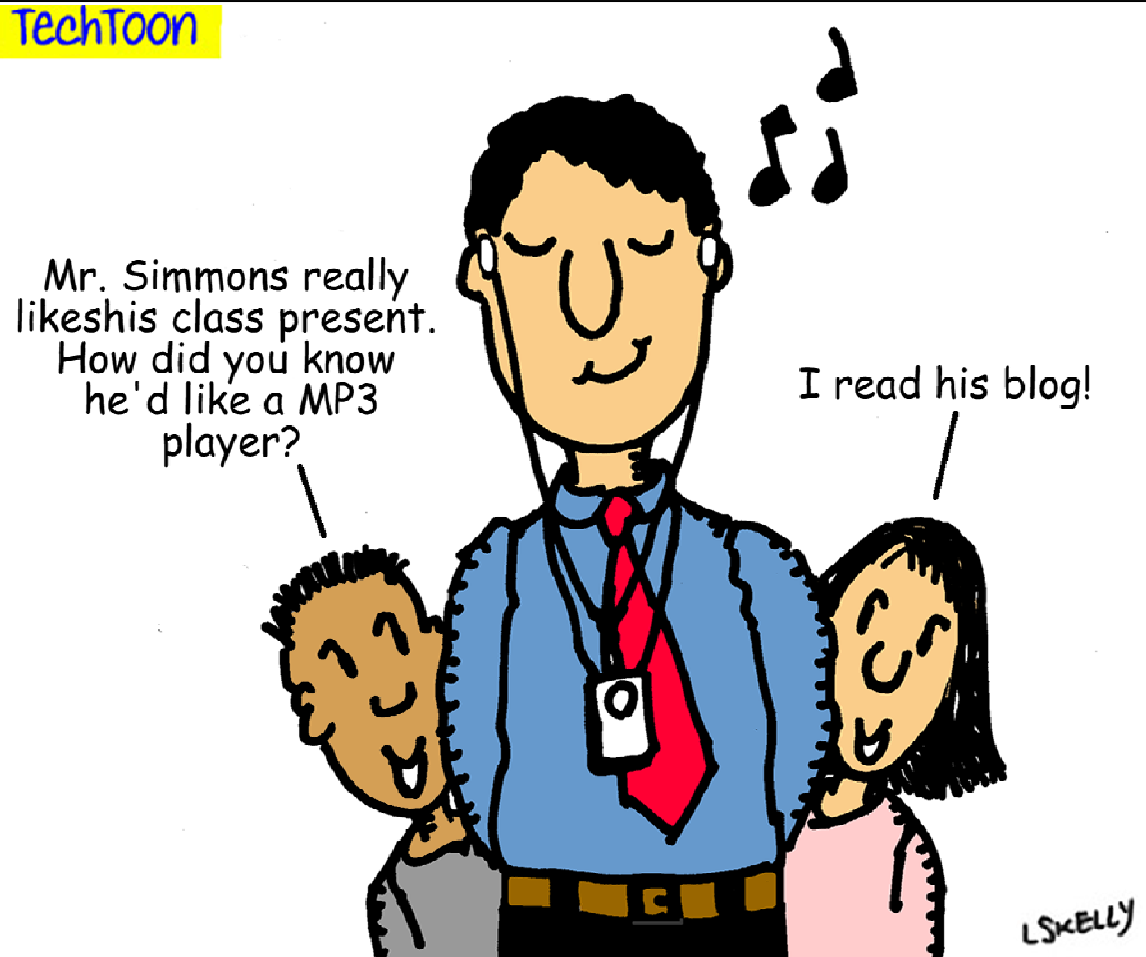
**TOP 10 LIST**  
 My Cartoons  
 My Top Ten Lists



# TOP TEN SIGNS YOU MAY BE TECHNOLOGY "CHALLENGED"

- 1) If you think "broad band" is the elastic in your underwear...
- 2) If you still use your CD-ROM tray as a cup holder...
- 3) If you think a PDA is your tax man...
- 4) If you think a "blog" is something that clogs your toilet...
- 5) If you think WWW stands for the World Wide Wrestling association...
- 6) If you think "an attachment" is part of your vacuum cleaner...
- 7) If you are still using a VCR and it is still blinking 12 o'clock...
- 8) If you think "uploading" is pumping your septic tank...
- 9) If you are using a mouse with your laptop...
- 10) If you're still mastering the Apple IIe...

TechToon



# Where Do You Begin?

- ISTE
  - <http://cnets.iste.org/currstands/>
    - NETS for Students
    - NETS for Teachers
    - NETS for Administrators
- Local standards

# What is Digital Story Telling?

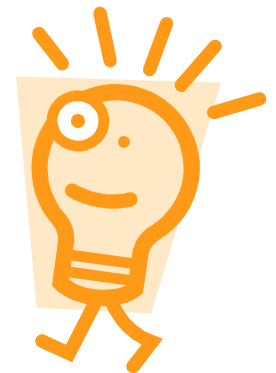
- *Digital Storytelling is the modern expression of the ancient art of storytelling. Digital stories derive their power by weaving images, music, narrative and voice together, thereby giving deep dimension and vivid color to characters, situations, experiences, and insights. Tell your story now digitally.*
  - Leslie Rule, Digital Storytelling Association

# In English, Please

- Using a software application, you are going merge text, images, movies, music and sound together to tell a story digitally.
- Tech necessities include:
  - Word processor
  - Image editing
  - Multimedia

# Examples of Digital Stories

- Digital Story Telling Education
  - <http://story.e2bn.net/>
- Examples of Digital Stories
  - <http://www.coe.uh.edu/digitalstorytelling/examples.htm>



# Why Create Digital Stories?

- Promotes the writing process (narrative story)
- Delivers a cross curricular project
- Addresses a variety of technology skills
- Motivates students



# Suggested Uses

- Response to literature
- Character study
- Historical account
- Lab report
- Class trip
- Parent night
- And more



# Pre-planning

- Download and/or purchase the necessary software applications
  - Word editor
  - Image editor
  - Multimedia editor



# Digital Tools of the Trade

- Word editor
  - Microsoft Word
  - Appleworks
- Image editor
  - Photoshop Elements
  - Photoshop
- Multimedia editor
  - Movie Maker
  - Photo Story 3
  - iMovie



# Steps in Digital Story Telling

## ■ Phase 1: Preparation

- Define the purpose of the project.
- Align projects goals and objectives with local curriculum and tech standards.
- Create a storyboard mapping out the flow of content.
- Collect and store media (images, music, etc.) in a centralized location.
  - Elementary: Done by the teacher
  - Secondary; Done by the students



# Collecting Resources

## ■ Hotlists

- A **hotlist** is a list of Internet resources that are related to a certain theme, topic, subject, and/or project.

## ■ Advantages

- Provides appropriate resources
- Requires no searching
- Allows more “time on task”

## ■ Ex. *China On The Net*

- <http://www.kn.pacbell.com/wired/China/hotlist.html>

# Collecting Media

- Scrapbooks

- A scrapbook is a collection of Internet sites organized around specific categories such as, photographs, maps, stories, facts, quotations, sound clips, videos, virtual reality tours, etc.

- Advantages

- Contain multimedia resources that can be used in projects or in other formats

- Ex. *Civil War Leaders*

# Posting Resources and Media

- Filamentality
  - <http://www.kn.pacbell.com/wired/fil/>



# Copyright Issues

- Creators of digital stories must adhere to U.S. copyright laws in using materials for which they do not own the copyright.
- The "fair use" standards of the U.S. copyright laws allow the use of copyrighted material for certain educational purposes.
  - Fair use guidelines require more than limiting access to a class. The way in which you use material is important. It is important that you adhere to the fair use guidelines in using *any* copyrighted material.

# Steps in Digital Story Telling

## ■ Phase 2: Development

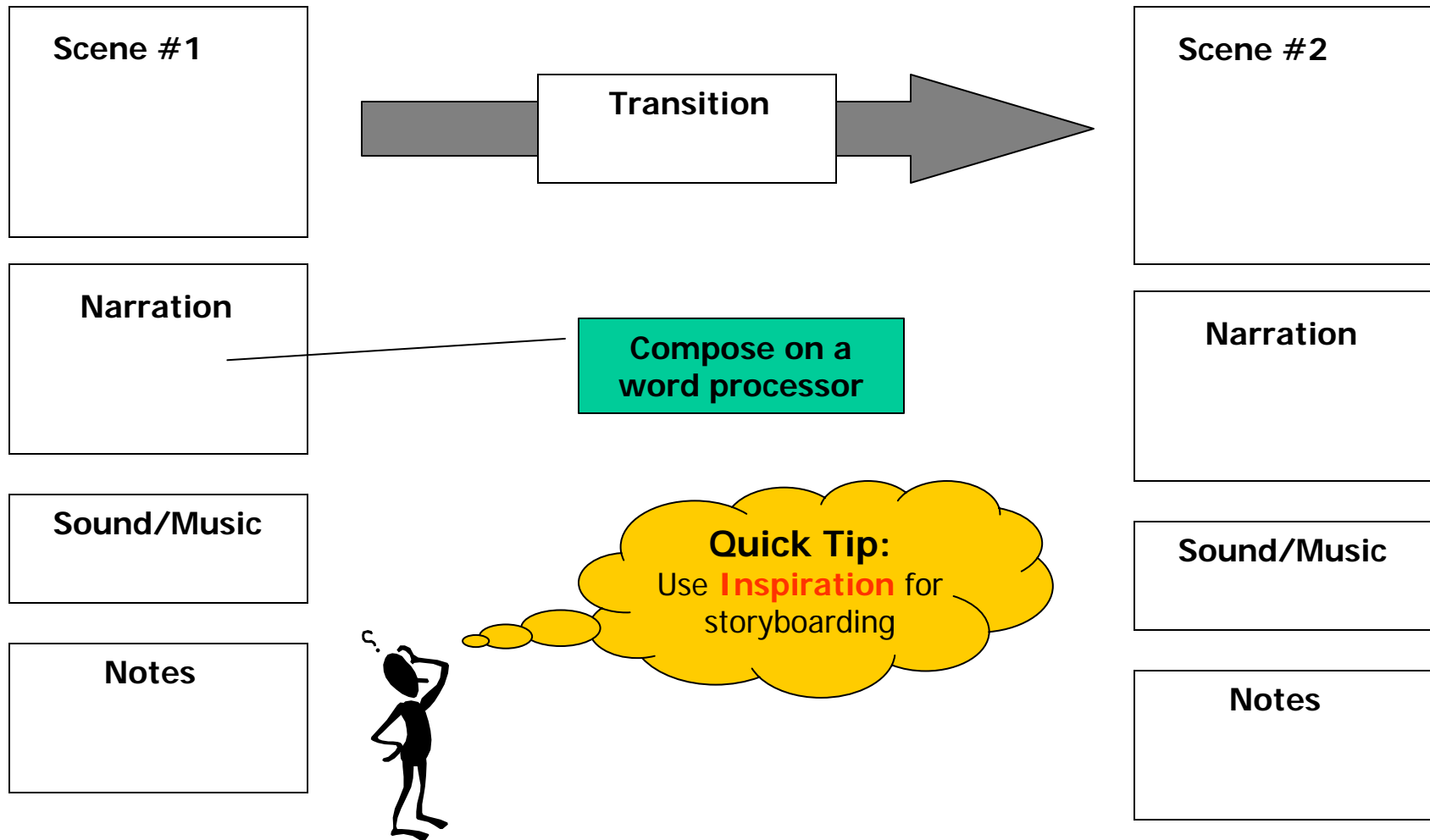
- Compose and edit ideas and dialogs in a word processor.
- Edit media to better adapt to the storyboard.
- Import media into the multimedia tool.
- Arrange the media to follow the storyboard.
- Transfer digital content by copying and pasting headings and narrations.
- Record necessary narrations.



# Storyboard Tips

- Tell a narrative story about your project.
- Keep it simple.
  - Should be just a digital “bite” about your story
  - Elementary students- 150 words or less
  - Secondary students- 300 words or less
- Using a storyboard template to gather and organize ideas and thoughts to write the narrative (script).
- Make appropriate notations where imagery should be placed within the narrative.
- Transfer the narrative to a word processor.
- Analyze a printed version of your narrative and look for key words which suggest particular images.

# Sample Storyboard



# Steps in Digital Story Telling

- **Phase 3: Customization**
  - Customize slides with transitions and special effects.
  - Wrap-up project by making final revisions.



# Steps in Digital Story Telling

- **Phase 4: Culmination**
  - Students demonstrate each digital story
  - Teacher evaluate each digital story through the use of rubrics and/or checklists.
  - Publish digital stories via the LAN, WAN and/or Web.



# Evaluating Digital Stories

- Self- Appraisal

- Examples

- Rubrics
- Checklists

- Sites

- RubiStar

- <http://rubistar.4teachers.org/>

- Project-Based Checklists

- [www.4teachers.org/projectbased/](http://www.4teachers.org/projectbased/)

- Assessment and Rubrics

- Teachnology: [http://www.teach-nology.com/web\\_tools/rubrics/](http://www.teach-nology.com/web_tools/rubrics/)
- Kathy Schrock's <http://school.discovery.com/schrockguide/assess.html>



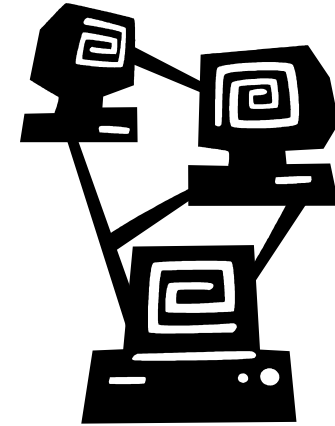
# Evaluating Digital Stories

- Informal reflecting
  - Ask key questions about the story
- Peer review
  - Using an evaluation tool, two students take turns reviewing each other's project



# Sharing Your Digital Stories

- Know File Formats
  - .mpg, mp4, .wmv, and .mov
- Save to playback on computer.
  - Save on a disk, pen drive, etc.
  - Save them in a shared folder (LAN, WAN)
- Send the story via email.
- Create Video CDs (VCDs) or DVDs
  - Import your stories into a VCD or DVD authoring program that supports WMV files
  - Use that program to burn a VCD or a DVD for playback in a CD or DVD player.



If it's green, it's biology. If it stinks, it's chemistry. If it has numbers it's math. If it doesn't work, it's technology.

--Unknown



# Demonstration Please

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# For Today's Presentation

- Photo Story 3 (free)
  - [www.microsoft.com/photostory](http://www.microsoft.com/photostory)
- Free clipart, photos, backgrounds, music & sounds
  - <http://office.microsoft.com/clipart/default.aspx>
- MS Windows Media Player 10
  - Required for Photo Story 3
  - [www.microsoft.com/downloads](http://www.microsoft.com/downloads)



# Online Resources

- Digital Story Telling Education
  - <http://story.e2bn.net/>
- Educational Uses of Digital Story Telling
  - <http://www.coe.uh.edu/digitalstorytelling/>
- Digital Story Telling Finds Its Place in the Class
  - <http://www.infotoday.com/MMSchools/jan02/banaszews ki.htm>
- Digital Storytelling
  - <http://electronicportfolios.com/digistory/>

# Online Resources

- Elements of Digital Storytelling
  - <http://www.inms.umn.edu/elements/>
- Tips: Digital Story Making
  - <http://www.chamisamesa.net/video.html>
- Photo Story 3 Site
  - <http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.mspx>

# Cheap Tools of the Trade

- **Windows**
  - Recommended
    - Photo Story 3
    - Movie Maker
    - Photoshop Elements
  - Optional
    - Inspiration



# Cheap Tools of the Trade

- **Apple**
  - Recommended
    - iTunes
    - iMovie
    - iPhoto
    - Photoshop Elements
  - Optional
    - Inspiration





Any Questions?

# Haiku Error Messages From Classroom Connect!

- Haiku poetry has strict construction rules. Each poem has only three lines, 17 syllables:
  - five syllables in the first line,
  - seven in the second,
  - five in the third.
- Haiku is used to communicate a timeless message often achieving a wistful, yearning and powerful insight through extreme brevity - the essence of Zen:

**Serious error.  
All shortcuts have disappeared.  
Screen. Mind. Both are blank.**

**Your file was so big.  
It might be very useful.  
But now it is gone.**

**The Website you seek  
Cannot be located, but  
Countless more exist.**

**Program aborting:  
Close all that you have worked on.  
You ask far too much.**

**First snow, then silence.  
This thousand dollar screen dies  
So beautifully.**

**Stay the patient course.  
Of little worth is your ire.  
The network is down.**

**A crash reduces  
Your expensive computer  
To a simple stone.**

**Three things are certain:  
Death, taxes and lost data.  
Guess which has occurred.**

# Thank you for attending!



## Ladd Skelly

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Conferences Handouts:

<http://twi.classroom.com/workshops/lskelly>