

## A staff development workshop on using digital technologies for a group of teachers

### Commentary

It is now relatively easy to make video recordings from the computer screen and using simple video-cameras. This training session shows you how to do this and could be used with teachers, Initial Teacher Education (ITE) students or learners in the mathematics classroom. The resource shows how to:

- use the free interactive whiteboard (IWB) software (Smart and Promethean) to capture on-screen computer images
- download the Jing software and use it to do a similar job
- consider the advantages and disadvantages of using each of those above
- use a 'flip' video-camera to record anything
- make a video-recording using the 'Common Craft' approach
- consider the design process so that one might 'storyboard' and plan a video-recording
- save the recording to a Smart notebook and Promethean flipchart
- think about the next steps of asking learners to make their own videos

Outline of the plan follows on page 2.

### Teacher comment

I selected this activity since making videos by these methods is a relatively simple thing to do and something that can be undertaken by someone with relatively limited skills in digital technologies. I base this on several years of work with PGCE groups of mixed subjects, including mathematics, asking them to make short animations (i.e. video clips of on-screen images). I have then routinely asked mathematics PGCE students to use them and report on the use of them with secondary school learners.

### What I did

As part of the planning for this work I planned the session with the common format agreed for all the sessions. I have since adapted the plan based on its use with the group of ITE tutors, local authority advisors and teachers.

### What happened

A colleague and I 'simultaneously' demonstrated how to find and use the interactive whiteboard (IWB) screen recorders on the [ActivStudio](#), [ActivInspire](#) and [Smart](#) IWBs. We also showed where to find the [Jing](#) software and how to use it to make a 'video recording'. We also suggested that if the participants were familiar with any of these then they should make sure that they were happy to make a recording using a 'flip' camera or a 'phone' camera or any other simple video camera of their own (i.e. one that has digital rather than tape storage). We also suggested that they might like to consider making a '[Common Craft](#)' style of video.

Teachers in the group then started to use the software to make their own videos. Some were hampered by not having software available or poor Internet connections. Some also needed to find the IWB video recorders on their menus/toolbars since they are not on the common default menu/toolbar. We showed them how to do this. Once started all managed to make a video and could do it with confidence. For some this included using a 'flip' or a phone camera: the 'flip' video was easy to download to the computer (provided the computer allowed you to add programs to it) while the others depended on the camera and computers used. No-one started to make a 'Common Craft' style video, but that was partly because we had not shown them one on the screen. We intend to provide a more basic version than those shown on the 'Common Craft' website.



# Video recording made simple

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Once people had made their first video we started to emphasise the need for a storyboard – a set of pictures, or a suitable alternative, that decides what will go into the video.

Since then we have made Jing recordings of how to use the IWB video-recording software. The tutorials on the Jing site are considered good enough to support teachers (or learners) to make Jing videos.

We finished up by discussing the advantages and disadvantages of the different video screen recorders and the ‘Common Craft’ approach for teachers and for learners and the importance of using a storyboard or an equivalent. A number of people decided to make some recordings as part of their mid-course task.

### Reflection

Videos can be used to support teachers/learners who ask “How do I do this?” as they can be placed onto the Internet or an intranet and used many times to support/instead of paper instructions. In theory they are quick to make, but this is not always the case especially if one does not use a storyboard or equivalent to design the video.

### Outline

Aims for the session	<p><i>This workshop aims to enable delegates to:</i></p> <ul style="list-style-type: none"><li>• <i>use the free interactive whiteboard (IWB) software (Smart and Promethean) to capture on-screen computer images</i></li><li>• <i>download the Jing software and use it to do a similar job</i></li><li>• <i>consider the advantages and disadvantages of using each of those above</i></li><li>• <i>use a ‘flip’ video-camera to record anything</i></li><li>• <i>make a video-recording using the ‘Common Craft’ approach using any recorder with digital (i.e. non-tape) storage</i></li><li>• <i>consider the design process so that one might ‘storyboard’ and plan a video-recording</i></li><li>• <i>save the recording to a Smart notebook and Promethean flipchart</i></li><li>• <i>think about the next steps of asking learners to make their own videos</i></li></ul>
Resources	<ul style="list-style-type: none"><li>• <i>ActivInspire, ActivStudio, ActivPrimary or Smart Notebook - these are IWB software for Promethean (first three) or Smart (final one) IWBs</i></li><li>• <i>Jing (free software from TechSmith)</i></li><li>• <i>Video camera or flip camera or phone with video-camera on it</i></li><li>• <i>‘Common Craft’ videos</i></li><li>• <i>Examples of videos made using this software</i></li></ul>



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Session description	<p><i>This session gives you time to use IWB software and Jing to make video-recordings of screens. It also will allow time for you to use a 'flip' camera and/or a simple video camera to record either the things around you or to make a 'Common Craft' video.</i></p> <p><i>Once the skill is mastered we will then focus on what one might do with these skills: the need to 'storyboard' videos and plan the content of the video that can include: stimulus material to interest learners, instructions on how to do something, for example on a graphic calculator or with a piece of software, or examination question answers.</i></p> <p><i>What is much more interesting is to ask learners to make short video presentations using these skills, for example to show, in an interesting way, what they know or have learned.</i></p>	
Who is session aimed for?	<p><i>Secondary: ITE tutors and LA consultants / advisors who will be leading similar sessions for trainees and teachers.</i></p>	
Pre tasks or gap task	<ul style="list-style-type: none"> <li>• Download the software onto computer</li> <li>• Bring a video camera - 'flip', on a phone, or any with digital (i.e. non-tape) storage</li> </ul>	
Time	Activity <i>i.e. what are the workshop delegates going to be doing?</i>	Key questions to ask <i>i.e. what is the workshop leader going to be doing/saying?</i>
14:00-14:15	Watching and note-taking	Demonstrate IWB and Jing software to those present.
14:15-15:15	Experimenting with software and hardware	Make video recordings in two different ways, initially concerned with acquiring skill of how to make a recording. Once fluent time could be given to content.
15:15-15:30	Discussion	Ideas for how this could be used. What would make good videos for teachers and learners? What videos should teachers make and what videos should learners make?
Follow up	<p>Make your own videos. Commentary is easiest with a headphone set – you need to know where to plug it in. Most laptops have a microphone – but you need to try it out and consider background noise problems.</p> <p>Audio commentary could be added later using e.g. Windows Moviemaker (comes with most Windows software) – and you follow the help menu about how to add a soundtrack to a recording (though you would still need a microphone).</p>	
References	<p><a href="#">Common craft</a> example video.</p>	
Resources	<p><a href="#">Jing download</a> (the free copy will do).  <a href="#">Jing tutorials</a> are available and so is a <a href="#">Guide to Jing</a>.            Note that Jing videos made in the free version will not play on an iPhone or iPad at present since they are flash videos.</p> <p>From January 2011 <a href="#">MathsTube</a> contains videos on how to use the video recorders (look in ActivStudio, ActivInspire or Smart Notebook and Video recording groups on right of screen for instructional videos) – for links see next page.</p>	