

Movie Maker Lesson Plan

Objective: Students will be introduced to the concept of digital storytelling. Students will take an academic concept and integrate it into a multi-media project by choosing a topic, researching information and producing a movie.

Materials:

- Graphic Organizer: Venn Diagram Worksheet
- Storyboard Worksheet
- Example Movie (if possible)

Project Introduction and Storyboarding

Procedure:

Teacher Script: Introduce the concept of digital storytelling by explaining that the students will be making a short two minute movie. This won't be the type of movie seen in a movie theater because they will not be filming any footage, but rather a movie composed of still images, titles and a song. From previous practice, students should be comfortable with the procedure of writing a story so through class discussion connect the idea of writing a story with the idea of making a movie. The student's goal for making this movie will be to **tell a story, create a step by step guide**, or produce an **informative based movie** through the use of images, titles, and a song. As a class, verbally brainstorm different elements that comprise a story, step by step guide, or an information-based project. Ask students what must happen before they start any of these projects. They should come up with brainstorming, planning or outlining – similar to preparing for a project or writing assignment.

1. Allow students two minutes to form groups (groups should be 2 or 3 students max). If students don't have a partner, assign them to another student that is alone or put them with a group of two.
2. Explain the concept of a Graphic Organizer: Venn Diagram to students and share that this is how they will come up with their movie topic. Encourage students to come up with a topic that they can easily tell a story about, create a step by step guide or explain information. For example, if students want to make a movie about animals, ask them to first choose a specific topic about animals like endangered animals, zoo animals, reptiles or concentrate on the lifestyle of one animal. Once students choose a topic ask them if they want to **tell a story, create a step by step guide**, or **create an information-base project**. Students will need to get their topic approved before they go on to the next step. Offer suggestions if need be or help them choose another topic if necessary. When you have approved their topic handout the storyboard worksheet.
3. After most students have completed their Graphic Organizer: Venn Diagram and have chosen a topic, stop the groups and if possible show them an example movie – if not possible skip to step # 4. Ask the students to pay attention to what the movie is about and how the information is told. After the example movie is over ask the students to share what they thought the movie was about and how the story was told i.e. what did the pictures show and what did the titles say?
4. Pass out the storyboard handout. The storyboard will be used to help plan out their movie. There are 10 boxes on the worksheet, the students need to either draw pictures or describe the type of picture they want in each frame of the movie. Students should

strive for about 10 or 12 pictures in their movie. The first box and the first picture should be the beginning of the movie and the last box and picture, the end. Underneath the boxes and on the lines the students should begin to tell their stories or explain their information with words and sentences. Explain that they will need to connect one picture to the next through these titles and words. They will eventually input these sentences electronically in their movie. **Students will only have today to plan out their movie.** Walk around to the groups and check their progress, add suggestions if need be. If participants are behind ask them to at least create a list of the pictures they would like to search for.

Searching and Saving Images from the internet

Objective: Students will use the search engine Google.com to find and save images for their movie.

Materials:

- Desktop Computer
- Movie Maker Directions (attached)
- Completed Venn Diagram Worksheet
- Completed Storyboard Worksheet

Procedure:

Demonstrate how to search for and save images from the internet. Use the directions below. Explain that the students will have this time period **only** to search for images for their movie so they need to use their time wisely and strive to capture and save 10 to 12 pictures. Pass out the students completed storyboards, Venn Diagrams, and Movie Maker directions. Assign each group a computer and remind them to create a folder first. Also, remind the students to refer to the Movie Maker directions first if they have any questions about how to create a folder, search for images, or save images.

How to Create a Folder

Students will be saving all of their pictures and work in their folders on the computer they are assigned to. Instruct students to follow these steps to create a folder:

1. Right click with the mouse on the desktop
2. Choose *New* and *Folder*
3. Type both partners name and press enter. Please instruct them not to name their folders anything else, but their names

How to Search and Save Pictures

Students will need to save at least 10 -12 pictures. Suggest that they not be too picky with choosing images because this will be the only day they have to search for pictures. If they end up not liking the picture later they don't have to include it in their movie.

1. Click on the icon *Internet Explorer*
2. Type in google.com in the address bar
3. Click *images* in the top left corner to change to an image search
4. Type in a description of the picture you are looking for.
5. Browse page to find images. Instruct the students to look at the number under the picture that is followed by the letter *k*. This number needs to be larger than 30k. If it is not, the pictures will appear blurry in the movie. The larger the number the better.
6. Click on a desired *picture*
7. Click on *See full-size image*
8. Right click in the center of the picture
9. Click *save picture as*

10. Click *Desktop*
11. Click on *students folder*
12. Click on *File name* and rename picture with a descriptive title
13. Click *save*
14. Use the *back* arrow button to return images

Assigning Computers:

1. Assign each group a computer in the computer lab right outside the classroom (one computer per group). Tell the students they will need to return to the same computer everyday. Also, tell them they will need to share typing and clicking duties since there is only one computer per group.

Movie Maker Demonstration

Objective: Students will learn how to import pictures and edit their movie with effects, transitions and titles.

Materials:

- Assigned Desktop Computer (in lab)
- Completed Venn Diagram Worksheet
- Completed Storyboard Worksheet
- Movie Maker Directions (attached)

Procedure:

The students will have the specified time period only to import their pictures and edit their movie. Demonstrate the following steps of how to use Movie Maker before letting students work on their own. Be sure to emphasize how to save projects - explain that Movie Maker tends to freeze a lot and if that happens we will need to shut down the computer so it is important to continually re-save their movies so their work does not get lost.

Opening Movie Maker and Saving Project

1. Click on the *Start* tab on the desktop
2. Click on *Windows Movie Maker* to open program
3. Click *File*
4. Click *Save Project As*
5. Click *desktop*
6. Click on (students name) folder
7. Click on *File name* and type in both partners names
8. Click *Save*

Once they have saved their movie in their folders they can just click file, save or the purple disk icon to re-save their movie. Students should re-save every couple of minutes. Remind them throughout the class.

Importing Images and Inserting Images

1. On the left side under *Capture Video* click *Import Pictures*
2. Click *desktop*
3. Click (students names) folder
4. Highlight all the pictures by putting the cursor to the right and below all the pictures, click, drag to the left and up to highlight all, let go and click *Import*
5. Make sure the screen is in *Storyboard* view. If it is not click on *show storyboard* in the middle of the screen. In storyboard view you should see a series of boxes towards the bottom of the screen.

6. Click and drag pictures into the large boxes in the desired order. If you decide you don't want a picture right click and *delete* it.

Adding Effects

1. Under *Edit Movie* click *View Video Effects*
2. Browse through video effects clip; double click to view the effect
3. Choose an effect and click and drag the effect into the little box with the star in it. The star will turn blue when the effect has been successfully added. Add an effect to each picture.

Adding Transitions

1. Under *Edit Movie* click *View Video Transitions*
2. Browse through video transitions; double click to view
3. Choose a transition and click and drag into the smaller boxes between the pictures. Choose a transition to insert between each picture.

Adding Titles

1. Under *Edit Movie* click *Make Titles or Credits*
2. Choose *Add title at the beginning of the movie*
3. Type desired title. To change font and background color click *change text font and color*. Click the arrow under *font* and choose a font. To change color, click on the box under *color* and choose a color, click *ok*.
4. Click *Done, add title to movie*.
5. Click *Make Titles and Credits* to add more titles. Read from the title choices and add titles where desired throughout the movie. *Remind the students that they will need titles throughout their movie not just at the beginning and the end.*

Movie Maker Demonstration Part II

Objective: Students will import a song into their movie and finish editing their movie.

Materials:

- Assigned Desktop Computer (in lab)
- Completed Venn Diagram Worksheet
- Completed Storyboard Worksheet
- Movie Maker Directions (attached)
- Headphones
- Music Library

Procedure:

Before the students get to this point make sure you have a music library that is accessible by all students. This can be created with songs students bring in your kid friendly songs from your own library. If students bring in their own music you will want to approve it to make sure there are no inappropriate lyrics. Also, make sure students bring in a song prior to this part of the lesson to give you time to organize the library. It is up to the teacher where the music is located – if the school site has a server this is often the best place for it. All music must be uploaded or ripped to the specific location.

This is the last day for students to work on their movie so they will need to focus on getting the job done because whatever they have done at the end of the specified time will be their final product. Explain to the students that a song can help add to the story they are trying to tell in their movie so they will need to find an appropriate song from an approved list. For example, if a movie is about Ballet than perhaps an instrumental song would be a better choice than a Rap song. Demonstrate the following steps before letting the students work on their own.

When the time period is up, save all of the movies as movie files, upload them onto a flashdrive, and then burn all movies onto one DVD.

Importing Music

1. Under *Capture Video* click *Import Audio or Music*
2. Navigate to specific music location as determined by the teacher
3. Click on the folder of a desired artist to view individual songs. Choose a song and click *Import*.
4. The screen needs to be in *Timeline View* so if it is not click on *Show Timeline*
5. Click and drag song into the row titled *Audio/Music*. The song will probably be too long, so place the cursor at the end of the song until you see a *double red arrow* and click and drag to the left until it is even with the end of the pictures.
6. Once the song is inserted into the movie, students may view the movie and listen to the song by dragging the blue bar on the timeline left (to the beginning of the movie), and clicking the *play button* on the viewer screen. If the students decide they do not like the song, *right click on the song in the timeline* and *delete* it.

Remind students to save their project repeatedly and again before exiting the program.

Project Showcase

Objective: Students will see the final product of their movie and their classmates.

Materials

- Movie Maker DVD
- TV with DVD player or Laptop

Procedure:

Today, students will spend the entire class watching their finished movies. Before playing each groups movie ask the group members to stand up and introduce themselves and their movies. After the movie is over ask for volunteers to share something positive about the move they just saw. Play movie.

Movie Maker Directions

How to Create a Folder

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How to Search for and Save Pictures

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16. Type in google.com in the address bar
17. Click *images* in the top left corner to change to an image search
18. Type in a description of the picture you are looking for.
19. Browse page to find images. Instruct the students to look at the number under the picture that is followed by the letter *k*. This number needs to be larger than 30k. If it is not, the pictures will appear blurry in the movie. The larger the number the better.
20. Click on a desired *picture*
21. Click on *See full-size image*
22. Right click in the center of the picture
23. Click *save picture as*
24. Click *Desktop*
25. Click on *students folder*
26. Click on *File name* and rename picture with a descriptive title
27. Click *save*
28. Use the *back* arrow button to return image

Opening Movie Maker and Saving Project

9. Click on the *Start* tab on the desktop
10. Click on *Windows Movie Maker* to open program
11. Click *File*
12. Click *Save Project As*
13. Click *desktop*
14. Click on (students name) folder
15. Click on *File name* and type in both partners names
16. Click *Save*

Importing Images and Inserting Images

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8. Click *desktop*
9. Click (students names) folder
10. Highlight all the pictures by putting the cursor to the right and below all the pictures, click, drag to the left and up to highlight all, let go and click *Import*
11. Make sure the screen is in *Storyboard* view. If it is not click on *show storyboard* in the middle of the screen. In storyboard view you should see a series of boxes towards the bottom of the screen.
12. Click and drag pictures into the large boxes in the desired order. If you decide you don't want a picture right click and *delete* it.

Adding Effects

4. Under *Edit Movie* click *View Video Effects*
5. Browse through video effects clip; double click to view the effect

6. Choose an effect and click and drag the effect into the little box with the star in it. The star will turn blue when the effect has been successfully added. Add an effect to each picture.

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4. Under *Edit Movie* click *View Video Transitions*
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Adding Titles

6. Under *Edit Movie* click *Make Titles or Credits*
7. Choose *Add title at the beginning of the movie*
8. Type desired title. To change font and background color click *change text font and color*. Click the arrow under *font* and choose a font. To change color, click on the box under *color* and choose a color, click *ok*.
9. Click *Done, add title to movie*.
10. Click *Make Titles and Credits* to add more titles. Read from the title choices and add titles where desired throughout the movie. *Remind the students that they will need titles throughout their movie not just at the beginning and the end.*

Importing Audio

1. On the left side under *Capture Video* click *Import Audio or Music*
2. Select where you want to import the music file from i.e. *my music*
3. Select a song and click *import*
4. Click and drag the music track into the *audio/music* row
5. If the song is too long drag your cursor to the end until you see a *double red* arrow and click and drag longer or shorter
6. If your song is too short for your movie you can drag the music clip in again

Recording Narrative

1. Plug microphone into microphone jack
2. Check to make sure volume is turned up
3. Click on *microphone icon* on the tool bar and tap mic to test it
4. To record click *Start Narration* and *start speaking*
5. Click *stop narration* when you are finished
6. The *Save As* box will automatically pop up when you stop, save audio in your folder
7. Import *audio clip* into your project and drag into audio row
8. To trim, click on the audio clip in the timeline, move cursor to either end until you see a *double-sided red arrow* and drag in or out.

Saving Projects as a Movie File

1. Once the movie is done select *file, save movie file*
2. Select *my computer*
3. Enter a file name
4. *Browse* to select a location to save your file
5. Select *ok, next*
6. Make sure *best quality for playback on my computer is selected, next*
7. Once the project has been converted, close out.
8. Open the file or folder where you saved your movie and copy and paste it to a flash drive or a server.