



# Multimedia

I-1, I-3, I-6

Multimedia is the integration of text, graphics, animation, sound, and/or video into the content being taught, the teaching process, or student products. Multimedia tools extend the student's understanding and provide a multi-sensory approach to mastery of lesson content. Multimedia projects allow students to be creative and problem solve, while promoting student engagement through individual (or group) learning goals.

- Determine what students will produce that would demonstrate mastery of the learning objective.
- Choose a multimedia tool that will support the learning objective and differentiate students' work based on the student's interest, ability, and/or learning style.
- Anticipate and troubleshoot any student questions, timing issues, or difficulties in using the multimedia tool by using the tool prior to the activity.
- Introduce and model using the tool during class, allowing students to become familiar with the tool.
- Ensure that student expectations are clear and the objective of the activity is understood.
- Create and provide a lesson structure (timeline, agenda, outline, etc.) to guide student work time, which will allow the teacher to facilitate and individualize support.
- At the end of the lesson, close out the activity or allow students time to save, make changes, and/or come to a stopping place with their project for the day.



## Additional Tools

### *Wikispace*

An online space on the Web where work, ideas, pictures, links, video and media can be shared to create an electronic portfolio of content learned or creation of original products.

### *VoiceThread*

A collaborative, multimedia slide show that holds images, documents, and videos that allows people to navigate slides and leave comments in five ways - using voice (with a microphone or telephone), text, audio file, or video (via a webcam).

For more strategies and/or resources, visit [houstonisdpsd.org](http://houstonisdpsd.org).



## ALERTS

Technology is not always reliable. Have a back-up plan for how students will continue with the learning if there are challenges with technology. Avoid choosing a tool because it is “fun.” Make sure the tool leads toward mastery of the objective.



## QUICK TIPS

Students can be a great technology resource. Be open to learn from them. Outcomes can be measured in a variety of methods that can include rubrics, peer evaluations, or product menu assessments.