

Student Lesson Plan – How to Use Microsoft Movie Maker

Goal:

To learn how to use Microsoft Movie Maker to make a video that explains how the student's 5 integrated simple machine project works.

Objectives of Lesson:

1. Learn how to open Movie Maker
2. Learn how to import media into Movie Maker
3. Learn how to use the timeline to layout a movie
4. Add titles and credits to a movie
5. Add a sound file (voiceover) to a segment of the movie
6. Output the movie to a .avi file

Materials:

1. Computers with Microsoft Movie Maker and Paint (in accessories folder) available.
2. Video clips already available on the server
3. Microphone for making audio files
4. Interactive whiteboard for demonstrating features in front of classroom

Activities:

1. Preview Movie Maker
 - a. Show initial screen
 - b. Show parts of the screen (display picture)
 - i. Menu Bar
 - ii. Tasks/Collections pane
 - iii. Storyboard/Timeline
 - iv. Preview Monitor
 - v. Contents Pane
2. Find and Open Movie Maker
 - a. Click Start → Select Movie Maker
 - b. Go through Panes on program
 - i. Show how to switch between Tasks and Collections (View→Tasks or Collections)
 - ii. Show how to switch between Storyboard and Timeline (Dropdown menu)
3. Import clips into Movie Maker
 - a. Select the Import Media button at the top of the page in Movie Maker
 - b. Locate clips on Server in the Open Folder → D → DeVore → SMET clips
 - c. Click on which files you want to import (you can select multiple files)
 - i. Note: Movie Maker can only import .mpeg, .avi, .wmv, or .asf files
 - d. Then select Import on the file selection screen
 - i. Notice that the file has now been added to the contents screen

- e. Select multiple clips from the Contents Pane to and place them on the Storyboard.
 - f. Click on the first movie clip to highlight it and then Click the Play Button in the Preview Pane to see how these clips play
4. Manipulating a clip on Movie Maker
- a. Splitting a clip
 - i. Play the video. While watching the video, pick a spot where you would like to split the video and hit the pause button in the Preview Pane.
 - ii. The Split Button is in the lower right hand corner of the Preview Pane. Press this button and see what happens in your clips on the Timeline.
 - iii. Notice that one clip is now been made into two parts.
 - 1. This is useful for adding title pages, pictures, and splitting clips where you want to add narration versus using the video sound
 - b. Add a Title Page to a movie or in a movie
 - i. Select Tools→Titles and Credits
 - ii. Pick where you would like the Title page
 - iii. Enter appropriate text for the title page
 - iv. Notice on the timeline you can adjust the length of time of the clip
 - c. Adding pictures to a movie
 - i. Must first add pictures to your Collection
 - ii. Select Import Media again and this time select a picture
 - iii. Once this picture is in your collection you can place this picture on your timeline. Note if you want this picture within a clip, you can split the clip and add the picture.
 - 1. Note: I use Microsoft Paint in the Accessory Folder to draw free body diagrams for my movies or copy pictures made in Word or Powerpoint into Paint to get the .jnp format needed for Movie Maker.
 - d. Adding Effects to a Clip
 - i. Select a clip
 - ii. Select Clip→ Videos → Effects to get a list of all effects possible. Types of Effects are too numerous to list but it does include:
 - 1. Slowing down a clip
 - 2. Speeding up a clip
 - 3. Flip/Rotate/Ripple/Brightness/Zoom
 - e. Adding Sound/Voiceover
 - i. Add a Audio overlay (voiceover) to a picture or movie clip
 - 1. Using the Timeline, select the position where you want to add a voiceover.
 - 2. On the Timeline/Storyboard pull-down, select Narrate Timeline. (Can also be found under Tools)
 - 3. Set the audio level and speak into a microphone connected to the computer to narrate the picture or clip.

4. When done press Stop Narration and you can save the audio file to your Collection
- ii. What to do if you want to mute the audio on a video and replace it with a narration
 1. Select the video clip for which you want to mute the audio.
 2. Select Clip →Audio→Mute to mute the sound for the audio clip.
 3. Now you can narrate the clip without the clip audio interfering
 4. Note: If you only want to narrate part of a clip with the original audio suppressed, then you must split the clip into parts where you want to do a voiceover versus the clip where you want the original audio.

Student – Teacher Interactions

Each student must have a computer with Movie Maker and server access. The teacher introduces Movie Maker by using a projector to show the panes in Movie Maker and give a general overview of the panes. Students are then to follow the guided activities above using videos from the server. This gives the students exposure to a variety of capabilities of Movie Maker while letting the students be creative. After the teacher introduces Movie Maker to the group, the teacher will walk around and inspect student progress. Feedback is given on an individual basis, but the teacher may address common problems with the group as a whole.

Student – Student Interaction

When finished with the guided activity, the students are to have a 3 minute movie to present to the class. In this way the students can demonstrate what they learned during the activity. Other students can then observe the movie and ask questions to the student creator about various features used in each movie.

Student Outcome

Students will produce a 3 minute movie using Microsoft Movie Maker to demonstrate their knowledge of Movie Maker. They will do this using video clips of their projects contained on the server.

Local, State, and National Standards

1. National Science Teaching Standards
 - a. Teaching Standard A
Teachers of science plan an inquiry-based science program for their students. In doing this, teachers
 - i. Develop a framework of yearlong and short-term goals for students.

- ii. Select science content and adapt and design curricula to meet the interests, knowledge, understanding, abilities, and experiences of students.
- iii. Select teaching and assessment strategies that support the development of student understanding and nurture a community of science learners.
- iv. Work together as colleagues within and across disciplines and grade levels.

Teaching Standard A is being met through section ii., iii., and iv. above. This project takes information developed in a Technology Education class and analyzes the information in the student's Physics class.

b. Teaching Standard B

Teachers of science guide and facilitate learning. In doing this, teachers

- i. Focus and support inquiries while interacting with students.
- ii. Orchestrate discourse among students about scientific ideas.
- iii. Challenge students to accept and share responsibility for their own learning.
- iv. Recognize and respond to student diversity and encourage all students to participate fully in science learning.
- v. Encourage and model the skills of scientific inquiry, as well as the curiosity, openness to new ideas and data, and skepticism that characterize science.

Teaching Standard B is being met through section iii. and iv.. Students are to analyze their own projects and discuss how the machines in their video work based on physics principles.

c. Teaching Standard C

Teachers of science engage in ongoing assessment of their teaching and of student learning. In doing this, teachers

- i. Use multiple methods and systematically gather data about student understanding and ability. Analyze assessment data to guide teaching.
- ii. Guide students in self-assessment.
- iii. Use student data, observations of teaching, and interactions with colleagues to reflect on and improve teaching practice.
- iv. Use student data, observations of teaching, and interactions with colleagues to report student achievement and opportunities to learn to students, teachers, parents, policy makers, and the general public.

Teaching Standard C is being met through sections i. and ii.. The videos are being used as another method for assessing student learning of topics in physics and technology.

2. State Science Teaching Standards

a. Ohio 9-10 Science Standards

- i. Explain the movement of objects by applying Newton's three laws of

- motion.
- ii. Demonstrate that energy can be considered to be either kinetic (motion) or potential (stored).
- iii. Explain how energy may change form or be redistributed but the total quantity of energy is conserved.
- iv. Construct, interpret and apply physical and conceptual models that represent or explain systems, objects, events or concepts.
- v. Develop oral and written presentations using clear language, accurate data, appropriate graphs, tables, maps and available technology.

Student Assessment

Students are to be evaluated on their video and presentation. Each video needs to contain the following items:

- | | |
|---|-------|
| 1. Multiple video clips included in movie | (20%) |
| 2. At least 1 picture included in movie | (10%) |
| 3. At least 1 voiceover explaining what is happening in the movie is included | (20%) |
| 4. At least 1 Title Page is included in the movie | (15%) |
| 5. At least 1 Effect is included in the movie | (15%) |
| 6. Movie content makes sense and explains topic well | (20%) |
| 7. Adding at least 1 transition (extra credit) | (5%) |

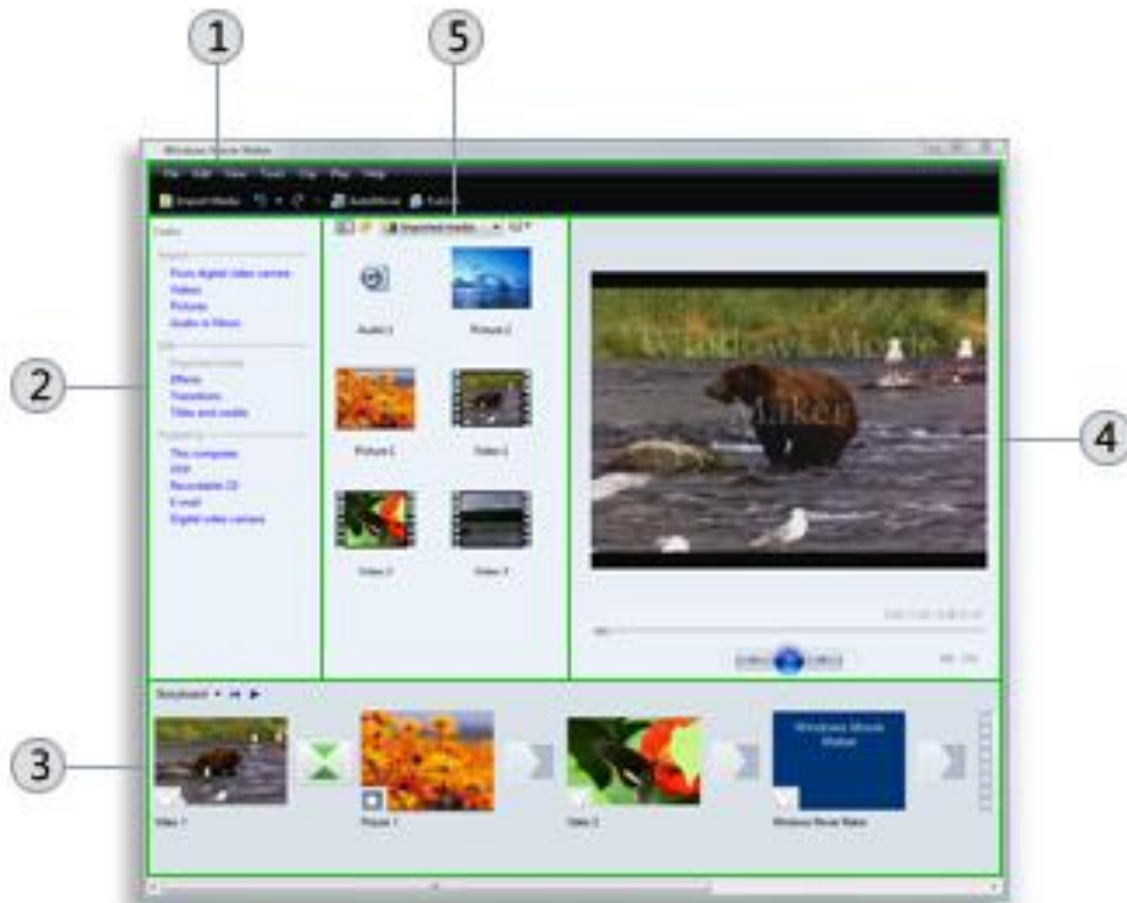
Total Possible Points for Lesson: 20 pts

Technology Tools Need for Lesson

1. Computers with Movie Maker and access to school server
2. Digital video camera-students make clips for projects but the teacher must put them on the school server
3. SD card reader – For teacher so videos can be taken from digital video camera and put onto school server
4. Microphone – to be used for voiceovers
5. Projector connected to a computer – to project introduction screen (Note: this may be replaced with handouts if unavailable)

NOTE: Video clips shot by students of their projects need to be copied onto the server before this lesson takes place!

Movie Maker Screen Description



- ① Menu bar ③ Storyboard/timeline ⑤ Contents pane
② Tasks pane ④ Preview monitor

The main areas of Windows Movie Maker

Source: <http://windows.microsoft.com/en-US/windows-vista/Getting-started-with-Windows-Movie-Maker>