



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 houstonisd.org/EffectivePractices



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.