TRANSCRIPT

Hello, my name is Courtney Prugh, and I'm currently an art teacher in Fort Worth, Texas. Before I was an art teacher, I was a self contained elementary teacher. I've taught students from kindergarten to eighth grade and I've taught just about every subject including at one point, P.E. and music.

In classrooms today, there is an increasing emphasis on student choice as well as technology integration. It's not just about having students complete a worksheet on their computer instead of on paper, it's about students creating with technology. In my session today, I will show you how your students can use stop motion animation to demonstrate mastery of your content.

Stop motion animation is where individual photographs or frames are taken of physical objects that are moved slightly between each frame and played rapidly in sequence to create the appearance of movement. Some well known examples of stop motion include King Kong, Wallace and Gromit, The Nightmare Before Christmas, Coraline, and Paranorman.

So let's talk about equipment. If you have access to iPads, tablets or even smartphones, this is the easiest way to create stop motion movies. There are many apps that are incredibly user friendly for all ages. Apps that I have personally used are iMotion and Stop Motion Studio, which we'll talk more about later. Both apps have free and paid versions depending on what features you want. There are also ways to use PowerPoint, Google Slides or Keynote, as well as other computer based apps to create animations. I have some links to tutorials in the handout if you want to explore that path.

As far as materials, the sky's the limit. You can use modeling clay, Play-Doh, Legos, toy cars or any small figures. Students can also draw and cut two dimensional images and figures out of construction paper to create their movies. It's also really helpful for students to have something to block out the background. I like to use small tri-fold display boards like a science fair board and then cut it in half because they're inexpensive and they stand on their own. A lot of my students will then use construction paper to create a setting that they tape to the board to make it look more detailed.

Stop motion movies are an incredibly engaging way for students to explore and have creative control over their final product. They get to decide the content, create the props and scenery, and write the story. As an art teacher, when I do this project I generally leave the subject matter up to my students. But there are many ways that you can use this project to allow students to synthesize what they learned in your class to create a movie related to your content area.

Before we get into specifics, I want to show you how to use Stop Motion Studio to create a movie. As I said before, this is not the only program that you can use, but it is one that I've used very successfully with students. I've always used the free version and it has all the basic features that you need to get started. If you decide that your students could benefit from additional things like filters, backgrounds and sound effects, you can look into upgrading to the paid version. Let's take a look.

Open the app and click the plus sign. That's how you create a new movie, and you'll see a live view. Underneath the red button there is a clock that's actually your timer, so you can set it to take pictures for you automatically from every one second to every 90 seconds. Along the bottom of the screen there's some different categories. So the plus sign is where you can import things, images, songs, clips if you have the pro version. The wheel here is where you can adjust your movie speed so you can do one frame per second up to 30 frames per second. The next one over you can change how your transitions are if it fades in, fades out, or none. This can change the view. So widescreen, letter box, square, so on and so forth. That's our default.

A lot of the effects are in the paid version only, the same with the filters. So if you have a free version you won't have as many options, but if you really decide you want that, you can bump that up to the paid version. Then you have your picture quality, and if you want to play the last one only or just play as a continuous loop, you can decide that here as well.

From here, you have some camera functions for exposure, focus. Those are more advanced features that you can go into with your students if you choose to. Then the question mark is great because it shows you every single button is on the screen, so if anybody forgets they can just hit that question mark and it'll tell you what all the functions are on the screen. It's a good reminder for you and your students.

So at this point I'm going to take a full picture so I can show you some different features. So you put whatever's in front of you in the live view, the red button is take your picture. So as you take your picture of frames it shows up at the bottom of the screen, and then you want to move it just a little bit. On the left is a slider that's called the onion skin. So if you slide it up or down, you can see either live view, you could see the last picture, or you can put it in the middle like I have it right now and you can see the last picture you took. That's a really good feature if something gets bumped or knocked over, they can put it back to where it last was. Or if you're moving a little bit too far, you can see that as well.

So I'm going to take a few more pictures here, and you want to make sure that your hands get all the way out of the view before you take your next picture. And I'm just moving small movements, the smaller the better. I talk to my students about teleportation. So I say you don't want your objects to teleport. They think that's really funny. But you want to just move it a little bit, so the smaller the movements are, the smoother your image will be, the happier and more satisfied you'll be with your final movie.

So once you've had it moved to where you are, and when I have my students practice, I literally just say just move things back and forth. Don't worry about a big story line, just move it. So if you hit "play," it'll just play your movie over and over again if you set it as play as loop, and you can kind of see the start of what you're doing. That button's ... I just clicked in the middle, the front arrow, back arrow will take you to the beginning or the end so you don't have to scroll all the way through your movie, which is a really good feature especially once you get way up high.

If you want to record audio or music, you can hit the "record" button. You'll hit "record" and it'll count down three, two, one, and you can record from there. You can also listen to it and delete every record if you don't like it. When you go the back arrow, you can rename your movie. If you're sharing devices you want to make sure they put their name on their move so that they'll be able to find it later. You can watch it in movie view, like in a widescreen view. You can share it so you can export it to a lot of different things. I'll talk about that in a little bit, the places you can export it to. You can see some here if you have one set up. Classroom, Seesaw, Padlet, YouTube. There's lots of options that you can add onto your devices. You can also save it to the camera roll or the device that you have as well.

Now that you've seen how to create a movie, I want to show some examples of how to have students create movies that show what they've learned in your classroom. We all want to know if our students understand and have internalized what we've taught them. Instead of having students complete a worksheet or take a quiz or write a paper, they can create a movie that shows you what they know. Let's take a look at some examples.

You can assign this project to students of all ages in any content area. Instead of writing a book report, students create the settings, the characters and props to summarize the story. They can also use the microphone tool to record their analysis of the story. Students can explain different scientific processes like food chains, animals and habitats, plant and life cycles, just to name a few. There really is no limit to what you can have students present using stop motion animation.

Now you might be wondering how to have students present and discuss their movies. In my class, we generally take a day or two to project and watch each movie as a whole group. The creators of the movie have the opportunity to speak about their work before we watch it if they choose to. I grade them as I'm watching using a rubric and then students have a chance to respond to the movie. I'll start by asking if there are any questions for the creators, and then I'll ask students for something that they responded positively to, and then for any suggestions that they have that could make the creators more successful in the future.

If you have never done this sort of critique or response, it is really important that you discuss norms before you begin. I always emphasize that students are just giving their opinions, so they should be open minded and definitely don't take things personally. I also discuss and demonstrate how to give constructive criticism and how it doesn't' require mean or hurtful language to get your point across. There are other ways to have students respond to each other's videos. Sometimes I use online collaborative tools to have students respond to videos or images. It allows students that may be more insecure or introverted to fully participate in the process without being in the spotlight.

One platform that you can use is Padlet. Padlet is an online bulletin board where you can upload images or videos that students can respond to. They can respond

anonymously or they can sign in using a Google account, and then you will be able to see their names. This is one template that you can use to share student videos, but there are more templates to choose from. Students can upload videos to Padlet directly from the Stop Motion Studio app if you have the Padlet app on the same device. You can watch them all as a group and then have students respond individually, or students can watch and respond on their own. Student responses will appear underneath the video. If you wanted a more permanent record of responses, you can download your tablet with student responses as a .pdf.

Another platform that you can use is Flipgrid. Flipgrid is different than Padlet in that students respond to a topic with a video of their own. Movies can be uploaded and you can write tips or notes on how you would like your students to respond to the movie. Students can then record a video of themselves responding to their classmates' movie. You can also use Seesaw, which is a digital portfolio. An additional benefit to Seesaw is that families can connect to see what their students have been learning and creating in class. Students can upload to Seesaw directly from the Stop Motion Studio app as well, and they can view and comment on the work of any student in their class.

Even if you watch the videos as a whole class, I recommend that you have students upload their videos to a platform of your choice. I have all my students upload to Google Classroom for a few reasons. One, it puts them all in a central location so we can watch them more efficiently than having to connect individual computers or tablets. Two, it serves as a backup in case the original gets deleted. And three, it allows me to go back later if I need to re-watch it or look closer at a later date.

I created a rubric that assessed the technical aspects of creating a stop motion movie as well as their story. Again, I tend to leave my project open ended because that fits my objectives, but if you're using this project to check for mastery of a specific topic, then you would want to be sure to add those criteria to your rubric. I go over the rubric before they begin so that they know exactly what they need to include to be successful. To save time, I fill out the rubric while we're watching the movies, then I enter the score into a spreadsheet. If you've had them upload their movies, you can go back and re-watch if there's anything you missed in real time.

When we're done watching all of the movies, I have students complete an evaluation that includes the same fields as the rubric, but also includes two reflective questions.

These are short answer questions where they can reflect on their own performance as well as those in their group. If you choose to use Google Forms, you can see a breakdown of the results, which is a really great snapshot of data. It's really interesting to see how they represent their own growth and to be able to have a record of their inner thoughts.

You can create any type of rubric that you like, but you want to sit down and decide what would let you know that students have mastered the content and base your assessment around that. You might not be as concerned about technical skill, so you may focus more on content standards. Make it fit you and your students.

Along with this presentation you will have access to a handout. This handout includes all of my contact information and links to apps, programs and platforms to upload student movies. I also included links to my rubric and evaluation. There is also a short list of ideas for materials to use in your movies.

This has been by no means an exhaustive demonstration of stop motion. There are so many apps, programs, tips and tricks and techniques, I couldn't possibly go through them all in the time I have today. But I hope I've given you a place to start if you're new to stop motion, or some new ideas if you've done this before. Remember the goal is to let students be in control for them to create something new that shows what they know. I promise that your kids will be super engaged and excited, and you'll be amazed at what they create.

Thank you for watching. Good bye.