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TDT1 Task 3 (1214)

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A. Objectives

 The purpose of my multimedia project was to teach my students a method of division. The Common Core Standards for Math call for students to be able to do long division without using the standard algorithm. Instead the students are to use multiplication and place value to divide. The “Bank Method” that I am teaching helps meet that standard. The standard states “Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division.” The objective for the lesson is: Students will be able to use the partial quotients method of division to find a quotient.” The audience for the multimedia product is my 5th grade math class, which is composed of 9 and 10-year old students, 6 ELL students, and 3 Special Education students. The school is a 1:1 school, meaning that all students have a Chromebook to use for instruction. The software I chose was a web application and iPad application called ShowMe ([www.showme.com](http://www.showme.com)). My rationale for choosing this application was the ease of use. I had seen the application used by other teachers, and had wanted to learn how to use it. I also chose it because I know it would integrate with my iPad, and would allow me to use pictures, re-record if needed, and use a screen casting function that would let me show the math problem and record at the same time. The ability to use multiple colors, highlighters and other tools was also important because I can show each math step in an assorted color. Lastly, basic use of the application is free, if you post your videos on the platform, but I had to pay a small amount to download the video for this task.

 To create this multimedia video, I signed up for the ShowMe account using my work google account. Next, I watched a tutorial video on how to use the tools and how to record. I created a title screen by writing my title on the whitespace and took a screen capture by pushing the power and selector buttons on my iPad. I inserted this picture and pushed the red record button. I recorded several versions of my video using my storyboard until I had a version I liked. I learned to use the pause button frequently so I could think about what I wanted to say, and decrease the number of mistakes and retakes I had to make. After I made the video, I uploaded it the ShowMe site, and logged in to the ShowMe site using my desktop computer. After I logged in, I was able to download the video on to my desktop. I renamed the file. Next, I logged into YouTube using my school google account and uploaded the video to my class YouTube channel.

 B. Conceptual framework

 I used a PowerPoint slide deck (see PDF attachment) to map out what I wanted to say and do as I make the video. My conceptual framework helped me in my design and development process because I had to think through the steps of how to solve my examples problem. It also helped me to set up each section of video, which were talking about the concept of division, vocabulary and doing a sample problem. I used my story board as I created the video, to keep me on track and make sure I mentioned all the things I had planned to say.

D. URL for your multimedia/hypermedia product. <https://youtu.be/M6_iatB8jmo>