

SETT 2004 | Thursday 23 September | 13:45 Taking Multimedia Forward – Flash in the Primary School [Seminar Code A2I]

Jo King

Jo's interest in computers began when her new head teacher told her "I know nothing about ICT - you're in charge!" Five years later, she now splits her time between working for the Scottish Borders Education Department (currently ICT in Science Development Officer and ICT Support Teacher) and running her own business, Sojo Media, which specialises in educational web design, interactive learning resources and ICT consultancy and training in Borders schools.

Seminar Outline

Multimedia in the Primary School

'5-14 Creating and Presenting: Multimedia Manipulation' is currently mostly taught through the use of PowerPoint. While PowerPoint in the primary school is very useful for presenting text, graphics, sound and video, PowerPoint animation is pointless animation!

Why Teach the Moving Image?

Reference to the excellent publication by the British Film Institute "LOOK AGAIN: a teaching guide to using film and television with three- to eleven- year olds", which makes a compelling argument for the teaching of the moving image to pupils.

Creativity and the Moving Image

There are currently 3 ways of addressing this: Digital Video, Stop Motion and Computer Animation. The latter tends to be the one that is least explored in Primary education.

Why Use Flash?

Industry standard, powerful software, lots of tutorials and help on the Internet, communication – small file size for sharing on the web, Flash player widely available, new educational site licence pricing

Dr Geoff Dellow

Flash in schools pioneer and enthusiast. Flash 4 devotee, uses templates to teach.

Using Templates

Excellent way to start with Flash as it introduces pupils to the drawing tools and they see what is possible without actually having to create the animation.

Starting from a Blank Stage

The next stage after templates is to create animations from scratch. The concept of the timeline seems to be intuitive, but pupils are often confused about the concept of layers. I now introduce these slowly. Firstly I show a card model of a face where the eyes are on a separate card layer so that they can move when the layer is slid from side to side. Then I show them lots of simple pupil animations and get them to count the layers in each one. This really focuses the mind on what is on a separate layer and why it should be there. Pupils are then ready to start their animation. Start very simply, but do introduce the idea of symbols from the start.

Resources

My handout for the seminar, my Flash MX templates, a teacher Flash MX training course and several pupil animations are all available from:

www.sojomedia.com/settflash

Further resources now available from:

www.sojomedia.com/flashresources

Note: I use Flash MX rather than MX 2004 because the layout in MX 2004 makes the stage size very small if you are working on a 800x600 monitor, which is the case in many primary schools.

Summary - Why Teach Flash to Primary Pupils?

Taking multimedia forward, creativity, problem-solving, motivation and collaboration, instant feedback / self-assessment, achievement and self-confidence, Learning for Life.

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