[**Multimedia Tools to Engage Students**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/)

***PLGRD: Personal Learning Goals & Reflections Document***

Name:

Date:

**SMART goals are: S**pecific = **M**easurable = **A**chievable = **R**ealistic = **T**imely

[**LEARN**:](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/learn/) Learning Objectives for this learning unit.

PREVIEW the [**FINAL ASSIGNMENT**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/final-assignment/)

[**FIRST STEPS:**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/first-steps/)

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| --- | --- |
| **Part 1.** Your initial goal(s) for learning about “Multimedia tools to engage students” |  |
| Your target audience (self, grade # students, class content area, training, peers…) |  |

How will you know you accomplished your goal?

|  |  |
| --- | --- |
| My measure of success |  |
| How will share or model what you learn? |  |
| Reflections |  |
| **Part 2.** Animation Notes |  |
| Learning Reflections |  |
| **Part 3.** Articles and Research Resources to save |  |
| Ideas generated from the articles in Part 3 |  |

[**CREATING YOUR ANIMATION**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/creating-your-animation/)

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| --- | --- |
| **Step 1.** Notes (what do I want my animation to illustrate?) My Topic |  |
| My own animation (link to it, or embed it) |  |
| **Step 2.** Source of my images |  |
| **Steps 3-4 activity and Sharing** (include a link to your animation) |  |
| **Step 5**. **Feedback.** Learning Reflections from personal experience and/or feedback.  |  |
| **Step 6. Reflections** What went well? What could I do differently, what new ideas do I have? |  |
| Resources to save from **Classroom lesson examples** |  |
| **Additional GIF animation resources** to check out in the future. |  |

[**INTELLECTUAL AND LEGAL PRACTICE**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/intellectual-and-legal-practice/)

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| **Part 1.** Notes from the Quiz (things you want to practice or remember) |  |
| **Part 2.** Creative commons licenses– try creating one for a lesson you have created, paste the creative commons license generated here as an example. |  |
| **Part 3.** Learning Reflections from personal experience and/or feedback |  |
| Resources to save |  |

[**CREATING YOUR VIDEO**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/creating-your-video/)

|  |  |
| --- | --- |
| 1. My topic or message
 |  |
| An educational purpose, or outcome you hope to achieve  |  |
| a technology competency or standard this activity would address |  |
| how this will connect with my target audience |  |
| what you hope my audience will learn, think about, or do based on my video |  |
| 1. The video program I’ve decided to use is… because….
 |  |
| 1. Your first attempt – things to remember, change next time…
 |  |
| 1. A link to your video
 |  |

**Review the** [**FINAL ASSIGNMENT**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/final-assignment/)

[**FINAL THOUGHTS**](https://www.remc.org/professionallearning/learn-at-your-own-pace/multimedia-tools-to-engage-students/final-thoughts/) and completing the final digital media artifact:

**Step 1: Planning Template**

|  |  |
| --- | --- |
| Technology tool to be used |  |
| Target audience detail |  |
| Topic or lesson description |  |
| your own teacher technology standard being addressed  |  |
| Student technology competency and/or academic standard to be addressed if they will be creating one |  |
| Target length of the animation or video (60 sec – 5 min) |  |
| What you hope this animation or video will do for your audience |  |
| Share your video with a colleague, or a member of your intended audience for feedback. |  |
| Final reflections based on the feedback |  |
| Link to the final animation or video |  |

**Step 2: Assessment of digital artifacts**

|  |  |
| --- | --- |
| If you have students create an animation or video, these are my ideas and resources |  |

**Final thoughts Step 3**

|  |  |
| --- | --- |
| Review your goals at the topDid you achieve it or them? |  |
| Identify at least one new goal, next step, idea, inspiration to continue your learning |  |
| Who will you share and celebrate your new learning with |  |

|  |
| --- |
| Learning objectives for this Unit:1. Know how to *access and use a variety of free animation and video tools*
2. Know how to *choose an appropriate tool* to communicate knowledge and learning to meet a specific purpose
3. Know how to create your own multimedia learning content for a classroom lesson (an animation and a short video)
4. Understand *a process for designing content to deliver a message effectively*
5. Understand how the creation and use of multimedia in classroom practice can help meet the diverse needs of students
6. Make connections with technology standards and best practice
7. Transfer the learning to professional practice by creating one or more multimedia artifacts that support learning
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