

Intel® Education Media Camera by Intellisense

The Media Camera application is an interactive multimedia tool for video and photo editing. It enables students to capture and edit pictures and video, and make annotations to create their own multimedia outcomes for project-based learning.



FEATURES/BENEFITS

- **Recorder:** Lets students take pictures or record video, and perform basic media editing.
- **Presenter:** Lets students load media captured by Lab Camera, Media Camera Recorder, or another application, and use advanced media editing tools such as annotation, rotation, and resizing tools to create their own report or eBook.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Students record themselves on Media Camera reading an oral book report that is shared with the class.	Each student contributes an image taken in Media Camera showing a social concept such as success or peace for a group social studies project.	Students create a digital story of a senior citizen's life by interviewing and recording the senior and editing a video in Media Camera.
Math	Students use images or their own drawings to represent fractions using Media Camera.	Students prepare a presentation comparing two different methods of proving the Pythagorean Theorem.	Working in teams, students study and create a presentation on designs based on Fibonacci numbers.
Science	Students create a report on their favorite animals and make a video to show the class.	Students use the camera to take pictures of the leaves and classify the trees in their area.	Students create a chemistry lab report and make a video of the chemical reactions.

Intel® Education Teaching and Learning Ideas for Media Camera*

Teachers and students can use Intel® Education software and unit plans to activate higher order thinking skills and foster greater student engagement.

An Interactive Multimedia Tool for Video and Photo Editing That Enhances Students' Creativity and Media Literacy Skills

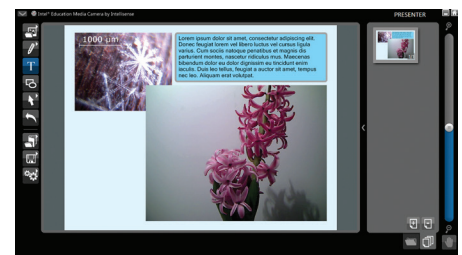
Media Camera* lets students easily capture and edit pictures or video, and to make annotations to create their own multimedia presentations for project-based learning.

The following unit plans are included as examples on how to use Media Camera to promote student learning at your school. The unit plans address the following objectives to improve teaching and learning:

Elementary School: Reading Literature

Middle School: Literacy

High School: Probability and Statistics



Intel Education Unit Plan: Multimedia Morning Mania

At the beginning of the year, teachers create their presentations using Media Camera. As the school year goes on and the students are introduced to the application and its use in morning routines they start creating the videos for use next year.

Kindergarten students start school by interacting with a unique multi-media presentation of five to ten slides displayed on a whiteboard. Each daily presentation covers state-mandated curricular topics, including reading, math, and science, in an interactive and entertaining way. Students watch as animated words and patterns appear, and interact through reading, questioning, and supplying information by writing on the whiteboard with dry erase markers. As the school year progresses, the presentations increase in difficulty and students play a larger role in multimedia design and implementation.

Grade Levels:
K-2

Higher Order Thinking Skills:
Prediction and analysis

Key Learning Objectives:
Word analysis, vocabulary, numeracy, natural phenomena, and social skills

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Intel Education Unit Plan: Plugging Into the Sun

Students use Media Camera for the culminating activity for this project to create a multimedia video to present their findings and conclusions. They edit photos and videos they've taken throughout the unit to show how solar energy can be used as an alternative to fossil fuel.

This hands-on construction project gets students cooking during a solar energy science unit. The class study begins by acting out the Earth's rotation around the sun to see how that causes shadows. Students conduct several investigations of the Earth's position and shadows with compass measurements and observation. They research the dilemma of using fossil fuels and how solar energy might solve this problem. Students work as engineers, and their task is to build a solar cooker that can successfully cook an egg. If this works, it may be the basis for more exploration on using solar energy as an alternative to fossil fuels. Students display their finding and conclusions in multimedia presentations or newsletters.

Grade Levels:
6-8

Higher Order Thinking Skills:
Decision making, evaluation, and analysis

Key Learning Objectives:
Conduction, convection, radiation,
insulation, reflection, and solar cooking

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Intel Education Unit Plan: What Does This Graph Tell You

Students collate their data and present their analysis in graph form in a multimedia presentation to demonstrate their understanding. The presentations will be shown to the class or used in a flipped classroom model to teach the concepts of graph analysis.

Students choose natural phenomena to research, and then design and conduct experiments or simulations, if applicable. They predict, gather, and analyze data, and then graph the results using spreadsheet software. Students share their findings with the class through a multimedia presentation. A class wiki is created for people in the community to test their skills at interpreting graphs. In an assessment following the presentations and wiki creation, students play a matching game, where they must determine the relevant graphs from sets of clue cards.

Grade Levels:
9-12

Higher Order Thinking Skills:
Analysis, interpretation, and synthesis

Key Learning Objectives:
Interpreting graphs, analysis of
data, modeling phenomena, and
representing change

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