

“So I Have a Projector—Now What? OR 10+ Uses of Your Classroom Projector”

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T.H.E. Journal Survey

Multimedia Projectors' Classroom Applications

Application	% of media specialists
Movies	45.3%
Multimedia presentations	90.8%
Projecting computer screen images for teaching	89.2%
Other	25.4%

Source: Philip W. GED

• Multimedia presentations were cited more frequently in high schools (95.5%) than in elementary schools (87.8%).
 Projecting computer screen images for teaching was cited more frequently in suburban (95.1%) than in rural areas (81.8%), and more frequently in middle schools (95.5%) than in elementary schools (87.8%).

http://www.thejournal.com/articles/16006_2

Use #1: Use a Visual Timer

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- On Line Stop Watch or Timer:
- <http://www.online-stopwatch.com/>
- Apimac Timer:
<http://www.apimac.com>

Use #2: Display Documents

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- Quiz/Test Instructions
- Highlight key phrases
- Peer editing of documents [1](#), [2](#)
- Student Feedback

Student Directions: Recognizing Inference

Focus on the Skill
To begin, complete the "Common Sense Inference" section of the "Recognizing Inference" worksheet.

Practice the Skill

1. Read the "Types of Inference" worksheet and individual strips. There are a total of twenty strips.
2. Match the types of inference with the examples that best represent the inference description. (The first student shows a picture of a candy apple. The types of inference will go on the left.)
3. Read the examples of the types of inference and go on the right.
4. Match the examples of the types of inference to the "Recognizing Inference" worksheet.
5. Transfer the types of inference to the first column of the "Recognizing Inference" strip. (The second column explains the types of inference in children's language. What is it? It's a little bit of a trick.)
6. In the third column, write every observation you can think of about the types of inference - the first column is completed, so you're responsible, so you're responsible, so you're responsible.
7. Transfer to the last column, explain why the types of inference is there?

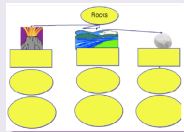
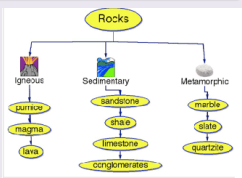
Take it to the Next Level

1. Locate a strip of paper next to one of the strips.
2. Transfer the "Recognizing Inference" worksheet and write the strip as a comic strip.
3. Transfer to the comic strip, explain what the strip is about.

Use #3: Graphic Organizers

3

- Idea Mapping



Use #4: Interactive Sites

4

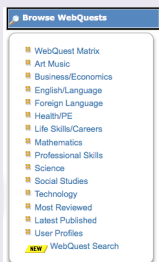
- I Know That
– <http://www.iknowthat.com>
- Spelling City:
– <http://www.spellingcity.com/>
- Physics Game-Temperature
- <http://funphysics.jpl.nasa.gov/adventures/gallery.html.html>



Use #5: Web Quests

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- Web Quest Directory:
<http://zunal.com/>



Use #6: Timeliners

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- XTimeline
– <http://www.xtimeline.com/>
- Time Tube
– <http://www.dipity.com/mashups/timetube>
– (some questionable content)
- Our Timeline
– http://www.ourtimelines.com/create/tl_2c.html



Use #7: Virtual Field Trips

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- Utah Virtual Field Trips
<http://www.uen.org/tours/fieldtrips2.shtml>
- Smithsonian
<http://www.si.edu/>
- NASA:
<http://www.nasa.gov/>
- Setting Up a Virtual Conference:
<http://www.remc11.k12.mi.us/dl/teacherschoice/2008.htm>

Use #8: Use w/Camera



- Becomes a document camera
- Small item detail
- Experiments, Demonstrations, etc.

Use #9: Math Manipulatives



- National Library Of Math Manipulatives:
<http://nlvm.usu.edu/en/nav/vLibrary.html>
- Math Playground:
<http://www.mathplayground.com/>
- Interactive
<http://www.shodor.org/interactivate/activities/>
- Illuminations:
<http://illuminations.nctm.org/>

Use #10: Utilize Video Clips



- Teacher Tube:
<http://www.teachertube.com>
- Tube TV: download video content
- Show Video clips with projector



Use #11: Hippocampus



- <http://www.hippocampus.org>
- Secondary Focus
- Subject Areas:
 - Math
 - Science
 - Social Sciences



Use #12: Image Libraries



- Voice Thread (<http://voicethread.com/>)
- Time Pictures of the Week: <http://www.time.com/time/potw/>
- Life Photos Hosted at Google: <http://images.google.com/hosted/life>
- Historical Images: <http://www.treasurenet.com/images/>



Use #13: Utilize Existing Software



- [Smart Notebook](#)
- MS Word Editing features
- PowerPoint
- Items that come with textbooks
- [Little Geometry](#)
 - <http://tinyurl.com/s5qh4>



Use #14: Utilize Thinkfinity

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- Thinkfinity Resources
<http://www.thinkfinity.com>
- Formerly Marco Polo



Use #15: Jeopardy Games

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- Listing of PowerPoint Jeopardy games by grade level and subject area
 - http://www.hardin.k12.ky.us/res_techncountyjeopardygames.htm
 - <http://teach.fcps.net/trt10/PowerPoint.htm>



[Sec. Sample Jeopardy Game](#)
[Elem. Sample Jeopardy Game](#)

Use #16: On Line Stories/Poetry

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- Elementary: Stories
 - <http://www.storylineonline.net/>
 - Starfall: <http://www.starfall.com>
- Secondary:
 - Poets/Heroes Site:
<http://myhero.com/myhero/>



Use #17: Wordle Word Clouds

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- Wordle Word Clouds
- Create as a class
- Demonstrate with students



Use #18: Maps, Charts, Graphs

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- Utilize up-to-date information available only on-line
- Trace the routes of the explorers, etc.
- Maps that teach
 - <http://www.yourchildlearns.com/geography.htm>
 - http://www.sheppardsoftware.com/web_games.htm



Use #19: Power Media Plus

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- Power Media Plus
 - <http://www.powermediaplus.com>



Use #20: Google Presenter



- Share Presentations
- Free Account
- <http://docs.google.com>