

Integrating the Flip Ultra Video Camera into the Classroom



Presented by Lisa McCray

lmccray@esc12.net

Education Service Center Region 12

Waco, TX 76712

Overview of Flip Video Camera

Benefits

- Small/lightweight
- Very easy to use
- Only needs 2 AA batteries (Recommendation: get 4 rechargeable AA batteries so that one pair can be in the camera and the other can be charging).
- Lasts about 3 hours before changing batteries
- Stores 120 minutes of video in its internal memory therefore there are no tapes to rewind, record over, or lose
- the camera requires no cables or cords; it plugs into the computer with a USB plug hidden on the side
- Comes with software loaded on it to help you download the video from the camera.

Suggestions for Use of the Flip Video in the Classroom

From *Forty Interesting Ways to use your Pocket Video Camera in the Classroom* licensed under a Creative Commons Attribution Noncommercial Share Alike 3.0 License

- Demonstrating Skill Sets with How-to Videos
- Recording Science Experiments
- Recording trips to a museum
- Self-evaluation and group sharing of hands-on learning experiences
- Interview an Expert
- Film sports and PE for self/class evaluation
- Collect group flip chart responses
- Film a school tour in another language
- Share information/celebrations with parents
- Interview students at lunchtime on a topic
- Recording key parts or key explanations in your lesson
- Take it outside for children to explore around the school at different times of the year
- Have students work in small groups to solve problems and then videotape the solutions they come up with as a group
- Special Needs – Deaf children (use camera to film spellings shared by teacher at school so they can take it home to learn and share with siblings and parents.
- Record good examples of classroom practices/content teaching for professional development
- To slow down any quick moving action
- Create a film tour of the school for visitors or younger students
- Make a visual representation of a poem
- To collect composition ideas
- Record a puppet show
- Make a commercial when they finish a book
- Ask faculty groups to make a video at the end of curriculum development
- Create a virtual field trip
- To record a video introduction for a partner class
- To make promotional advertisements for a school club
- For a peer assessment on work by students at another school, posted on a blog
- Use as a "reaction-cam" to record students' thoughts, feelings, etc. as they take part in a role play or simulation game, eg. The Trade Game...
- As a motivational tool
- Make a hyperlinked story or tour.

Overview of Flip Video Camera

- To record work experience
- To make a video alphabet
- A conference documentary
- To demonstrate a social language skill
- To record a trip/walk/experience from the pocket of your blazer
- Videotape using a Chroma key to add authentic backgrounds on the movie
- To observe and record weather conditions.
- the end of curriculum development

Other ideas:

- Daily commentary on news events
- Interviews of community members
- Digital storytelling
- Skits or plays
- Creative Video Projects
- Kids telling of important upcoming school events
- Record speeches, presentations, guest speakers
- Science Fair Projects
- History reports
- Film students during the first week of school and ask them what their goals are for the year
- Film the progression of fluency
- Film a completed project of a student before you send it home
- Capture hands-on learning - put clips together for a full-year video
- Videotape Wii Fit positions for use in the classroom to provide physical breaks from classroom structure
- Conduct a picture scavenger hunt
- Film special guests and speakers
- Create a video time capsule
- Capture highlights from special events or field trips
- Make a video of playground rules, lunchroom rules, classroom rules etc., and show to new students
- Make commercials
- Virtual Field Trips
- Assessments
- Reader's Theater
- Create a video for Pen Pals
- Demonstrating processes: e.g. sequential movements in science experiments
- Interviews with guest speakers
- Documentary as student research projects
- Training of public speech skills
- Video casting of procedural progress of a class project
- Visual portfolio of work
- Capturing of group discussions
- Recording and evaluating foreign language competencies

Overview of Flip Video Camera

Checklist for Video Recordings in Teaching and Learning Activities (from *The Center for Instructional Technology* at James Madison University in Harrisonburg, Virginia)

- Write scripts if a “to-be-captured” video clip has the purpose of providing instruction, direction or guidance
- Preview the video shooting location
- Keep the Flip on a platform as stable as you can, using a tripod if possible
- Make sure the location is illuminated with daylight or a light source to show the details of an object
- Minimize extraneous background noise
- Follow a storyboard if possible
- Capture clips in short segments of 8-10 seconds
- Avoid zoom and pan if the plan is to post the footage online
- Maintain slow and stable movement if you have to move while capturing
- Capture the objects as close as you can

When using Flip Camera in your class, *The Center for Instructional Technology* at James Madison University in Harrisonburg, Virginia suggests:

- give students **guidance** on how to use a Flip Cam and **advice** on intellectual property issues when they capture, edit and share the videos.
- make the videos **short** when you use them in classroom teaching because students usually have short attention span while learning. 5-10 minutes is a good length for a video clip.
- give students **evaluation criteria/rubrics** before they start their projects or assignments with Flip Cams. See sample.

Critical Instructional Sequence

According to renowned author and researcher Robert Marzano, all lessons should include the following key components:

- **Previewing:** The teacher should introduce the content to the students.
- **Chunking:** The content should be delivered in small, digestible chunks of information.
- **Scaffolding:** Teachers should show how one piece of information correlates to the others and build up to the point of the lesson.
- **Pacing:** The teacher must make sure students can keep up but at the same time not get bored.
- **Interactivity:** Be interactive for students.
- **Monitoring understanding and providing feedback:** Students also must be able to understand the material and provide feedback
- **Reflecting and summarizing:** Students must also be able to reflect and respond to what they have just learned.

Flip Video Ultra Basics

Getting Started

1. Turn the **Power** on by sliding the switch located on the right side of the device down.
2. The time at the bottom left displays how much recording time is available.
3. Push the power switch down again to turn off the Flip Video.



Recording

1. Press the **RED** button to begin recording.
2. Press the **RED** button again to finish recording.
3. Press the (+) and (-) buttons above and below the red button while recording to zoom in and out.

Playing Back Your Videos

1. To select a video you have just recorded, press on either **arrow [<] or [>]** to the right or left of the red button to locate your video.
2. Press **Play ▷** button once you have selected the desired video.
3. Press the **Play ▷** button again to stop the video.
4. Press the (+) and (-) buttons above and below the red button to control volume (four increments).



Flip Video Ultra Basics

Deleting Videos:

One Video

1. Choose the video you want to delete with the arrow buttons.
2. Press the **Trash** button (top right) until the camera asks "Delete video?"
3. Press the **Trash** button again to delete the selected video
4. A screen will appear confirming deletion.

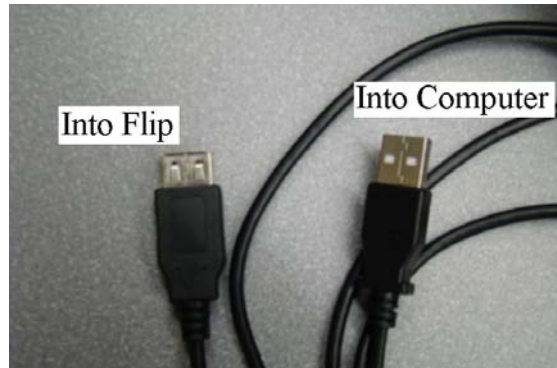
All Videos

1. Press and hold the **Trash** button (top right) down until the camera asks "Delete all videos?"
2. Press the **Trash** button again to delete **all** the videos.
3. A screen will appear confirming deletion.

To **cancel the deletion of videos** when the "Delete video?" or "Delete all videos?" message is displayed, wait several seconds without pressing any buttons.

Transferring Videos to the Computer

1. Turn off the Flip Video and then turn on the computer (if it's not already on).
2. Plug in the USB cable into the computer (the smaller end is the one that goes in the computer)
3. Flip the USB connector on the Flip Video out by sliding the latch on the side down.
4. Connect the open end of the cable to the USB connector on the Flip Camera. (Hold the casing around the USB connector on the Flip Video for support)
5. A window will pop up on the computer screen after several seconds.
6. Scroll down and select the option: **Open folder to view files using Windows Explorer.**
7. Click **[OK]**
8. A new window will appear on the computer screen.
9. Open the **DCIM** folder.
10. Open the **100VIDEO** folder.
11. You can now view all your recorded videos.
12. Select/highlight the videos you wish to transfer.
13. Right click and select **copy** (or press **<Ctrl> <C>**).
14. Open the folder or location to which you wish to transfer the videos.
15. Right click and select **paste** (or press **<Ctrl> <V>**) in the desired folder.



Flip Video Ultra Basics

Disconnecting the Flip Video from the Computer:

1. When you have finished transferring all your videos, close all the open windows.
2. Click the **Safely Remove Hardware** button (the icon with the green arrow pointing left——at the right end of the task bar) If the button is not visible, press the double arrow button () to display it.
3. This should display a **Safely remove USB Mass Storage Device** message.
4. Click the **Safely remove USB Mass Storage Device** message.
5. You should see a **Safe To Remove Hardware** message.
6. Click on the message and the **Safely Remove Hardware** button () should disappear.

Note: If you have a second USB device plugged into the computer, the **Safely Remove Hardware** button will not disappear until you disconnect that device, too.
7. You may now carefully unplug the USB cable from the computer.
8. Carefully unplug the Flip from the other end of the cable and put the cable away.
9. Put the USB connector on the Flip back into the slot.