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INTRODUCTION

Here are 75 award winning ideas and projects for using digital photography and digital imaging in the classroom. The ideas for many of these projects were submitted as part of the “Cameras in the Classroom” grant program, sponsored by Nikon, Inc. Digital cameras were awarded to the best applications. Most were developed by actual classroom teachers. Some of these are productivity ideas, others are curriculum-based projects. The projects are identified by grade level, but with a little modification most of the projects can be adapted for other grades. There are 11 projects designed specifically for teacher use. None of the projects described here require expensive camera equipment or difficult techniques. There are tips on how to take better pictures grouped at the end of most of the projects. The last three chapters include tips on how to manage classroom equipment and digital imaging projects.

Each project includes a student worksheet and a matching lesson plan for the teacher. The worksheets are written for students to use, however, students below grade four will need to have someone read and explain the worksheet for them. The book includes a CD-ROM with examples of most of the projects, as well as templates for a few projects.

Please respect copyright laws. We ask that you do not duplicate the worksheets. If you want all students to have a worksheet, you should purchase a classroom set of books, which you can reuse year after year. However, teachers should feel free to change and adapt the projects and create their own versions of the worksheets.

The step-by-step instructions will work with a variety of software, but we have focused on instructions for using Adobe Photoshop Elements, since we believe this is the best (and most commonly used) imaging editing program available. Students under sixth grade or so may want to use a simpler program. For video editing, most of the examples mention iMovie (for Macintosh users) and Adobe Premiere Elements (for Windows users).

We have also added pages on how students (and teachers) can take better pictures. Another useful chapter explains how pictures can be uploaded to the computer or scanned in from prints, slides or negatives. This chapter also provides instructions on copying images from the web and how to insert pictures into PowerPoint, iMovie, or a web page. The last two chapters are just for teachers. They offer insights from experience on managing classroom use of cameras and digital photography projects – what type of cameras to purchase and use, how to keep track of class cameras, how to get projects finished on time, etc.

These projects represent just the tip of the iceberg. As you start to work on projects, many other ideas will probably come to mind. Please send these ideas to us so we might include them in future versions of this book or post them to our web site.

Good luck and good shooting!

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