



VIDEO UTILIZATION STRATEGIES

Segments — Select SEGMENTS out of one or more videos to focus on lesson objectives instead of using an entire program. Segments may be used in any order by using the fast forward or rewind features.

Interactive Viewing

- 1. Focus** or refocus student attention to each video segment by giving them a purpose for viewing. The more specific the focus tasks are, the more involved students will be in the learning experience.
- 2. Play** the video segment. Pause and Resume frequently while viewing to check student comprehension. Increase student activity (for groups who need it) during viewing by having students Raise their Hands at a specific cue (such as when they hear a new bit of information, etc.)
- 3. Follow-up** the video segment. Ask questions, have students record information, make predictions, or draw a diagram. Use questioning techniques to challenge students by encouraging enthusiasm, problem solving, and critical thinking.

Rewind/Replay — Use the Memory feature or Counter to rewind a segment or to cue to a different segment on the same tape. Replay a segment to emphasize a point, to examine from a different perspective, or at the request of a student when they miss a piece of information. Encourage Student-directed Viewing by allowing students to use the remote control to facilitate the recording of information from a content-dense segment. They can pause and replay as needed.

Sound Off/Picture Off — Eliminate either the Sound or the Picture, if appropriate. Have students concentrate only on the visuals or on the sound. For example, have students describe what is happening without the assistance of the visual images. Or, turn off the sound to have students or the teacher provide narration.

Lights On — When using a monitor or projection screen for display, Keep the Lights On and focus attention on to the video, video stills, or computer animated images.

Still/Freeze Frame and Slow Motion

— Use Still/Freeze Frame to examine a chart, formula, or image on the screen. Use Slow Motion to examine more closely quick actions such as a frog's tongue, to observe the path of a ball, to measure the distance between points of an object in motion, etc.