

## Activity 6: Wish you were here

### Background information

In this activity, students will investigate the different climatic regions on Earth, and the ways in which humans live in a range of these environments. They will research information on a particular climatic region and create a digital movie, highlighting what you would need to live in that climate.

### What you need

- Map of the world
- Internet access
- Computers with Windows Movie Maker installed (standard on most XP and Vista machines)
- Information about different environments (online, or library references)
- Movie planning worksheet and Windows Movie Maker instruction sheet.



### What to do

1. Using the world map as a guide, choose examples of different environments/climatic regions (e.g. desert, rainforest, polar region, large city). As a group, discuss the characteristics of that environment (temperature, rainfall, noise etc) and whether you would have to live differently there.
2. Inform students that they will be creating a movie about the climate in a chosen part of the world. They should imagine that it's their job to encourage people to move to that area. Information about the climate and environment, and what they would need to survive should be included.
3. Place the students in groups of no more than four. You can ask each group to choose a place on the map, or you can assign one to them.
4. Give each group a copy of the *Movie planning worksheet* and the *Windows movie maker instruction sheet*.
5. To create their movie, each group should go through the following steps:
  - a. **Research their chosen destination's climate:**

Allow students time in the library or online to collate some key facts about their chosen environment. Ask them to consider what sort of information they would need if they were going to live in that place.
  - b. **Use the movie planning worksheet to plan their movie:**

The movie should be no longer than five minutes.

**c. Collect images showing the climate of their chosen environment:**

Two good websites for free images are: <http://pics.tech4learning.com/> and <http://gimp-savvy.com/PHOTO-ARCHIVE/> . Remind the students that they should acknowledge the source of the images.

**d. Write a short narration:**

The narration should communicate the main points about the environment and relate to the images being used.

**e. Import images into Movie Maker and produce the clip, adding a voice-over:**

To do this they will need access to Movie Maker and the instructions.

**f. Share their movie with the rest of the class, and discuss:**

Did students find the movies a useful way to learn about climate? Did it encourage them to want to visit any of the places when they are older? What do they think is the best place to live and why? What is the worst place to live, and why? How will climate change affect the way that humans live in various parts of the world?

## Movie planning worksheet

### Questions

- The main messages we want people to understand are:
  - \_\_\_\_\_
  - \_\_\_\_\_
- Use the table below to draw an idea of the images you need (on the left) and write what your narrator will say (on the right). Think carefully about the order of the images and the length of time spent on each image.

Draw your images (stick figures are OK)	Write down the words that go with each image
(time: _____ sec)	

- Follow the instructions on the *Windows movie maker instruction sheet* to create your movie. Your movie should be no longer than 5 minutes.

## Windows movie maker<sup>1</sup> instruction sheet

You can create clips using Windows Movie Maker. It usually comes free and installed with Windows XP or Windows Vista. On a PC, Movie Maker is the movie making program and Movie Player is the program used for playing videos.

### Using Windows Movie Maker to import pictures and create a timeline

1. Download the pictures you wish to include in your movie and save them to a folder on your computer. You should note where you copied the images from, so that you can place credits in your movie.
2. Click on **“Start”** at the bottom of the PC and click on the **Windows Media Maker** icon which should open the program.
3. Go to Movie Tasks on the left hand side, then to **“Import”**, then click on **“pictures”**.
4. Locate folder with digital images and click on first image. Click **“Ctrl + A”** and then **“all”** to select all. Click **“Import”** so that all the photos appear on the photoboard.
5. Go to **Tools**, then **Options**, then **Advanced** and choose picture duration at 5 seconds; the transition should be set at 1 second. Click **“OK”**.
6. Click on the first slide and then **“Ctrl + A”** to select all. Drag the photos down to the storyboard.
7. The movie will appear in the **“storyboard”**. Play it by clicking the large arrow in the animation.
8. If you want to show full screen, click **“view”** and then full screen.

### Adding credits, transitions and titles

1. Go to Movie Tasks on the left hand side and then to **“Edit movie”**.
2. From here you can click on **“view video transitions”** to drag and drop transitions into your storyboard.
3. You can click on **“make titles or credits”** to add opening titles or end credits to your movie.

### Adding a narration

1. Your movie will need a narration or text but not both. It is advisable to write a script first to get the best possible narration.
2. Go into **“Tools”** and select **“Narrate Timeline”** or click on the microphone icon above the storyboard. Make sure you click on **“audio device”** to select the microphone.
3. Ensure that your microphone into your computer is working. Then click on **“Start Narration”** and **stop** when necessary.

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<sup>1</sup> These instructions are adapted from the Museum Victoria “Earth Quest” Education Kit, used with the permission of Garry Hoban, Associate Professor of Science Education and Teacher Education, University of Wollongong, Australia. Copyright 2007 © Garry Hoban. All rights reserved.

4. Make sure you save and name the file.
5. In order to make your images and narration line up perfectly, you may need to adjust your timeline (see below).

### **Making your static images suit the narration**

1. Click on the relevant photo in the storyboard and then click “Ctrl + C” to copy and “Ctrl + V” as many times as you need to keep the static image on the screen to fit with the storyboard.
2. Use the arrows on the bottom right hand side of the computer to find the images that you want to copy and do the same as above.
3. You can rewind the storyboard with “Ctrl + Q” and play the storyboard with “Ctrl + W”.
4. You can delete any unwanted photos by clicking on them and pressing Delete.

### **Saving the animation**

1. You can save the project by clicking under “Publish to this computer” or “save to this computer” under the Finish Movie heading. This saves the movie as a .wmv (window media video) file which allows it to be shared, and opened by other computers.
2. Chose a movie location to suit your needs. You may be best to save it to **‘my computer’**. It must be saved as a .wmv to be uploaded to a web site or shared with others. If you just “save” under the FILE menu within Movie Maker it becomes a .WMMV file which cannot be transferred or uploaded.