

Mini Project and Video Creation Reflection Worksheet

1. Add the name and description of each technology tool
2. Select the SAMR level and justify why you think it belongs in that level (Mini Projects only).
3. Add your project link or information on how to access the project.
4. Reflect on all projects after completion.
 - a. What were the success/strengths/weakness of the project?
 - b. What went wrong/right with your technology project? Why?
 - c. If you could do it again, what would you do differently/the same? Why?
 - d. Anything else you would like to share?

TRADITIONAL CLASSROOM MINI PROJECTS

Mini Project 1

Name & description of the technology tool: Jeopardy Game Tool

SAMR level and justification: Substitution

Technology Project (URL Link if applicable): <https://jeopardylabs.com/play/valvular-regurgitation-2>[Links to an external site.](#)

Project Reflection:

- A. The technology was easy to use. Building the game through the website was user friendly.
- B. Finding and importing a lot of the pictures was time consuming. Also, in order to use the picture feature I had to pay to use it. However, it's a lifetime subscription so I am okay with that.
- C. Although importing pictures took extra time, I would do it the same. I believe it makes the game more fun and interactive
- D. My ultrasound instructor used this as a teaching tool for me. I really enjoyed getting to make my own version.

Mini Project 2

Name & description of the technology tool: Animaker Video Animation

SAMR level and justification: Modification

Technology Project (URL Link if applicable): https://www.youtube.com/watch?v=OTO_panqXOI

Project Reflection:

- A. Animaker has a lot of features to make videos. That could be considered a strength or a weakness depending on your comfort level with the website. I really appreciated the voice script reader feature.
- B. I was only allowed to use 'X' amount of media pieces to be able to publish my video to YouTube. I unfortunately had to cut out a few of my images instead of paying the subscription fee.
- C. If I had to do it again I would try to make my video more simple or try and use one of the templates to create opposed to doing it from scratch
- D. I think this is a really good video making website if you are willing to take the time to learn it properly.

Mini Project 3

Name & description of the technology tool: Edpuzzle/ Video and multiple-choice question quiz

SAMR level and justification: Augmentation

Technology Project (URL Link if applicable):

<https://edpuzzle.com/assignments/6663c3a81f027259dcca994f/watch>Links to an external site.

Project Reflection:

- A. You can essentially turn any YouTube content into a quiz and use different quizzing methods - multiple choice, essay, etc. Was very easy to use and create.
- B. The content can be a little overwhelming to choose from, but once you do find the right content it is easy to create a quiz for.
- C. If I had to do it again, I would probably do it the same. Again, the interface was user-friendly.
- D. Nothing else to share.

Mini Project 4

Name & description of the technology tool: Explain Everything/ Screencasting & video recording tool

SAMR level and justification: Redefinition

Technology Project (URL Link if applicable): <https://expl.ai/TMRVUZN>

Project Reflection:

- A. Your creativity is the limit for this technology tool. I was able to demonstrate a topic that is very hard to convey with only words. I will be using this tool in the future.
- B. I felt comfortable using the tools on this site, however, for someone who might not have the right experience, this website can be overwhelming.
- C. If I had to do it again, I would make this content the same.
- D. My favorite Mini Project from this week.

ONLINE CLASSROOM MINI PROJECTS

Mini Project 5

Name & description of the technology tool: Educaplay/Froggy Jumps game

SAMR level and justification: Substitution

Technology Project (URL Link if applicable): <https://www.educaplay.com/learning-resources/19495001-diastolic-dysfunction-quiz.html>

Project Reflection:

- A. Educaplay has more games and content than just Froggy Jumps. There are a lot of tools through this website to create content. They also have AI assistance.
- B. Creating the content was user friendly.

<p>C. If I had to do it again, I would probably make the same Froggy Jumps game or maybe try to create another fun game through Educaplay.</p> <p>D. Through my comments, I felt that my classmates enjoyed this game as much as I did!</p>	
Mini Project 6	
Name & description of the technology tool: Mural/Sticky note mind map	
SAMR level and justification: Substitution	
Technology Project (URL Link if applicable): https://app.mural.co/t/diastology2662/m/diastology2662/1718411444357/7f1f942f88a58f5959b91e25db249a5f03d36c59?sender=u19262ea9ad1313d36d065366	
Project Reflection: <ul style="list-style-type: none"> A. There are probably more ways make Mural creative, so I felt my mind map was plain. I only optimized by using different colors and shapes. Theres probably better ways to create but I felt that it wasn't overly user friendly to use. B. Making the sticky notes and content was not difficult. However, trying to make the content creative and different did not seem doable in my eyes. C. If I had to do it again, I'd try and research more ways to utulize the Mural website. D. Nothing else to share. 	
Mini Project 7	
Name & description of the technology tool: ThingLink/Interactive image	
SAMR level and justification: Redefinition	
Technology Project (URL Link if applicable): https://www.thinglink.com/card/1858343239560462822	
Project Reflection: <ul style="list-style-type: none"> A. The ability to link different media to the picture is a great function, such as videos, images and polls. B. The site was a little hard to navigate at first. But once I was able to understand the controls and functions it was very versatile. C. I would likely make the project the same. I would try different media links to my image a second go. D. Nothing else to share. 	
Mini Project 8	
Name & description of the technology tool: Pinterest Board	
SAMR level and justification: Augmentation	
Technology Project (URL Link if applicable): https://pin.it/mvQuF4ZRy	
Project Reflection: <ul style="list-style-type: none"> A. I'm not a social media user and have never had a Pinterest account before this project. I found it hard to navigate and create "boards" since I've never had experience with Pinterest in the past. 	

- B. I had trouble sharing the correct link. I had to troubleshoot adding links to my Pinterest board - Sometimes I had luck getting links to post to my board and sometimes they would not post.
- C. If I had to do it over again I probably would not do another Pinterest board.
- D. Nothing else to share.

FLIPPED OR HYBRID CLASSROOM MINI PROJECTS

Mini Project 9

Name & description of the technology tool: Mentimeter/Multimedia quiz tool

SAMR level and justification: Redefinition

Technology Project (URL Link if applicable):

<https://www.mentimeter.com/app/presentation/al2fkjnyh9ras2edct2vzda9yksvhqo2/first/edit>

Project Reflection:

- A. Visually the Mentimeter tool looks really good, and it performs just as well. Like that you can share the quiz with a QR code for students to take a quiz by mobile.
- B. Mentimeter was user friendly. It was easy to upload images and create content.
- C. If I had to do it over I would do it the same.
- D. Nothing else to share.

Mini Project 10

Name & description of the technology tool: Gimkit/Game quizzing tool

SAMR level and justification: Redefinition

Technology Project (URL Link if applicable): <https://www.gimkit.com/join/6672f4fadb9d4dfd5092fae5>

Project Reflection:

- A. Really easy to make content via flashcard. Gimkit does the rest by using your flashcards in a game environment.
- B. The games Gimkit create are easy to play and relaxing.
- C. If I had to do it over I would try and create my flashcards with another game offered by Gimkit.
- D. By far my favorite project created in this class. I only wish I had this tool when I was in school!

Mini Project 11

Name & description of the technology tool: Dotstorming/Real-time brainstorming platform

SAMR level and justification: Augmentation

Technology Project (URL Link if applicable): <https://dotstorming.com/w/6672f8b07789cb6241b8e3bc>

Project Reflection:

- A. The collaboration aspect of Dotstorming is a big positive to this tool. I feel the media is underwhelming with the use of sticky-note mind mapping.
- B. The content was easy to create. Again, dotstorming didn't overly appeal to me with its design.
- C. If I had to do it over I would try and dive deeper to see if there are more ways to make a creative design within dotstorming.
- D. Nothing else to share.

Mini Project 12

Name & description of the technology tool: Wakelet/Collaborative newsletter

SAMR level and justification: Redefinition

Technology Project (URL Link if applicable): https://wakelet.com/wake/_nXefv_JYzmhIKGr1zA3l

Project Reflection:

- A. I think Wakelet is a great way to share information to a classroom via newsletter or updates. Its visually appealing and easy to share and follow links.
- B. There are a lot of media options that can be added to your Wakelet newsletter.
- C. If I had to do it over I would try and find more creative media links to add to my newsletter.
- D. Nothing else to share.

VIDEO CREATION PROJECTS

Voice over PTT video

Name & description of the technology tools used to create videos: PPT with voiceover & YouTube

Video URL: <https://youtu.be/TuIl9-QCsE>

Project Reflection:

- A. PPT voiceover feature is easy to use. It's not as interactive as voiceover in Davinci, but being able to record from slide to slide is a plus.
- B. I need to work on cutting out extra vocabulary such as "uh" and "and" when doing voice overs.
- C. If I had to do it over I would make corrections to my slides such as not showing all the content sense viewers will read faster than I can talk.
- D. Doing voice over is hard!

Video demonstration

Name & description of the technology tools used to create videos: Davinci Resolve, YouTube, & iPhone

Video URL: <https://youtu.be/25BREtSVPx0>

Project Reflection:

- A. iPhone makes recording easy by myself with the help of a tripod. Davinici was a little hard to use as a beginner but the longer I worked at it, the easier it became to edit my video.
- B. Filming live is really hard. There were a lot of takes to get the final cut.

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| <p>C. If I had to do it over I would have an extra person help record so I have more freedom for my demonstration and suggestions for filming.</p> <p>D. Again, filming live is really hard!</p> | |
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Virtual Field Trip

Name & description of the technology tools used to create videos: Davinci Resolve, YouTube, & iPhone
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Video URL: https://youtu.be/QB7jeZERCzC
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Project Reflection:

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| <p>A. Similar to my video demonstration, using an iPhone as my video recorder made it very easy to get the film for this field trip video. Davinci was great tool for adding background music and doing a voiceover.</p> <p>B. Reading the script I made for the voiceover audio can be challenging to read and line up just right with the video. I know everyone says this but I don't think I'll ever get used to hearing my voice.</p> <p>C. If I had to do it over I would do more video takes. I had limited time for filming. So things that didn't line up I had to cut and paste in Davinci.</p> <p>D. Voiceovers are hard...even with a script!</p> |
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