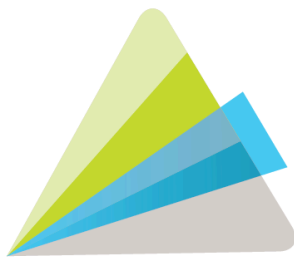


Using Animoto in the Classroom



ANIMOTO

Animoto is a web-based tool that can be used from grades K through 12 to create a video slideshow using photos, video clips, music, and text as well as sharing opportunities. Animoto offers free subscription to teachers. (Click above icon to take you to Animoto home page.)

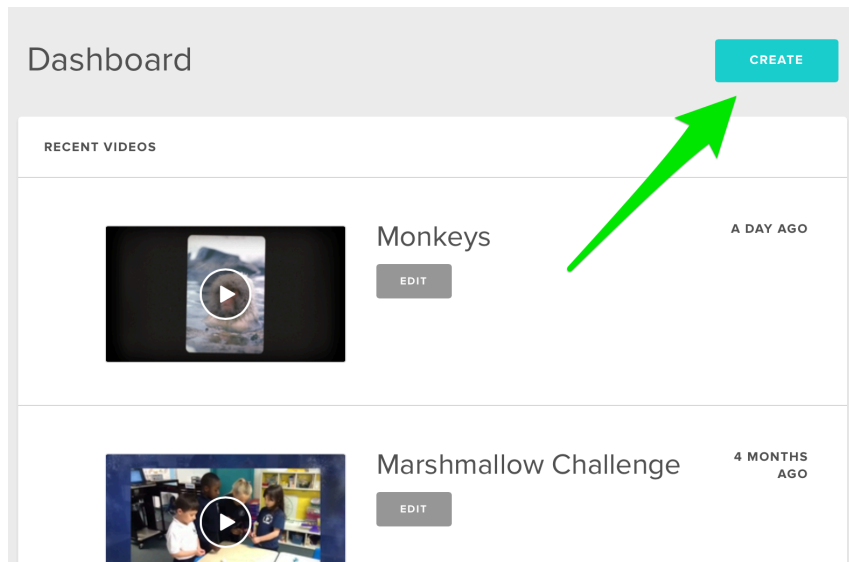
To Get Started

Animoto Set Up

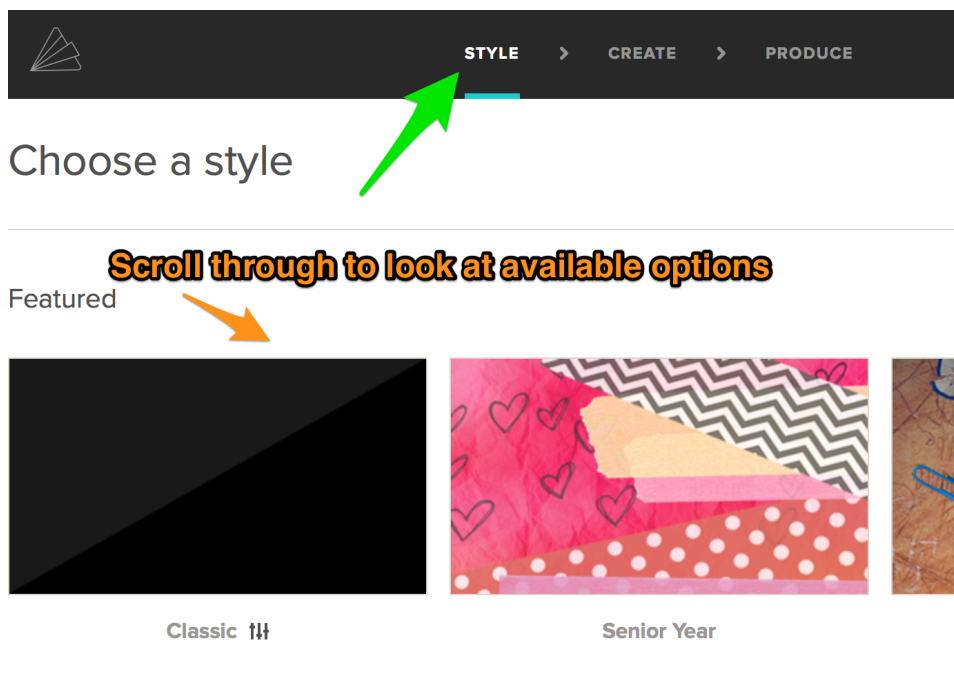
- ▶ Apply for educators free Animoto Plus account
 - ▶ <https://animoto.com/business/education>
- ▶ Register students
 - ▶ Teacher's master gmail account must be set up first
 - ▶ Set student accounts using same steps as teacher's account using teacher's master gmail as follows:
 1. Student 1: teacheremailaddress+1@gmail.com
 2. Student 2: teacheremailaddress+2@gmail.com
 3. Student 3: teacheremailaddress+3@gmail.com
 - ▶ Enter your educator promo code for each student for Plus use without it the students will be in a Lite subscription status

There are **4 very basic steps** with options within each step.

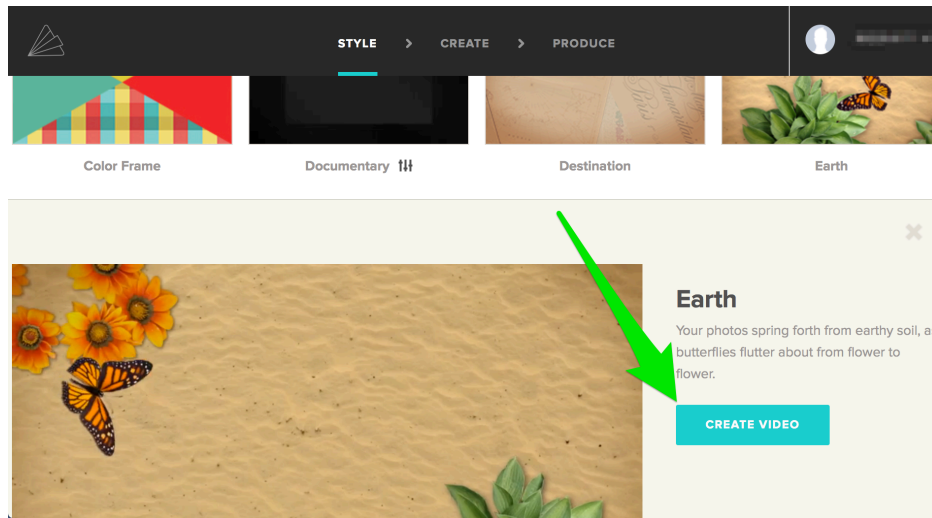
STEP ONE: From your dashboard click create



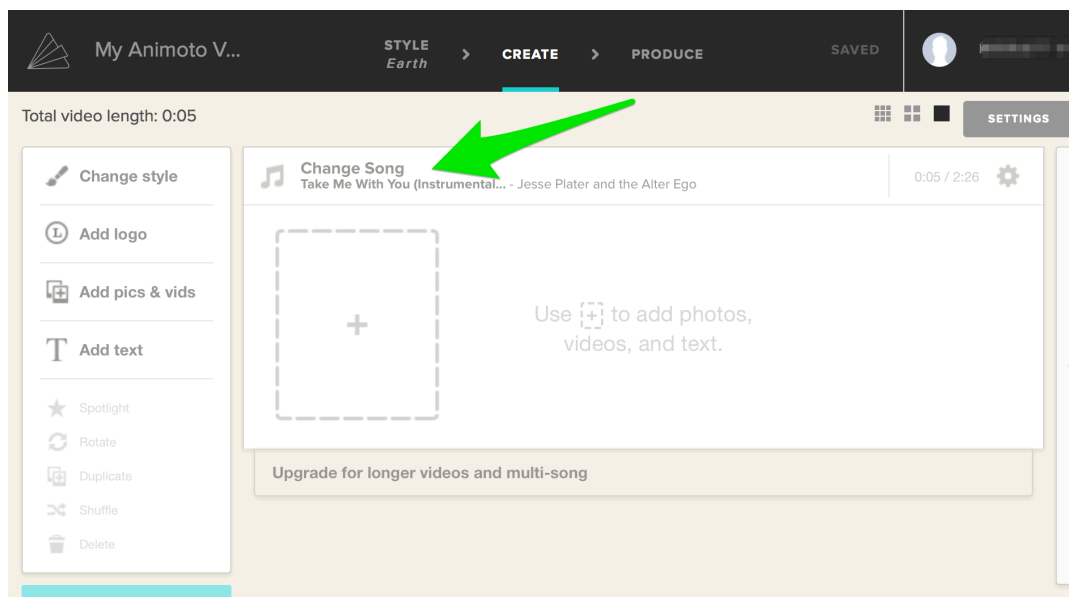
STEP 2: Choose Style and Music

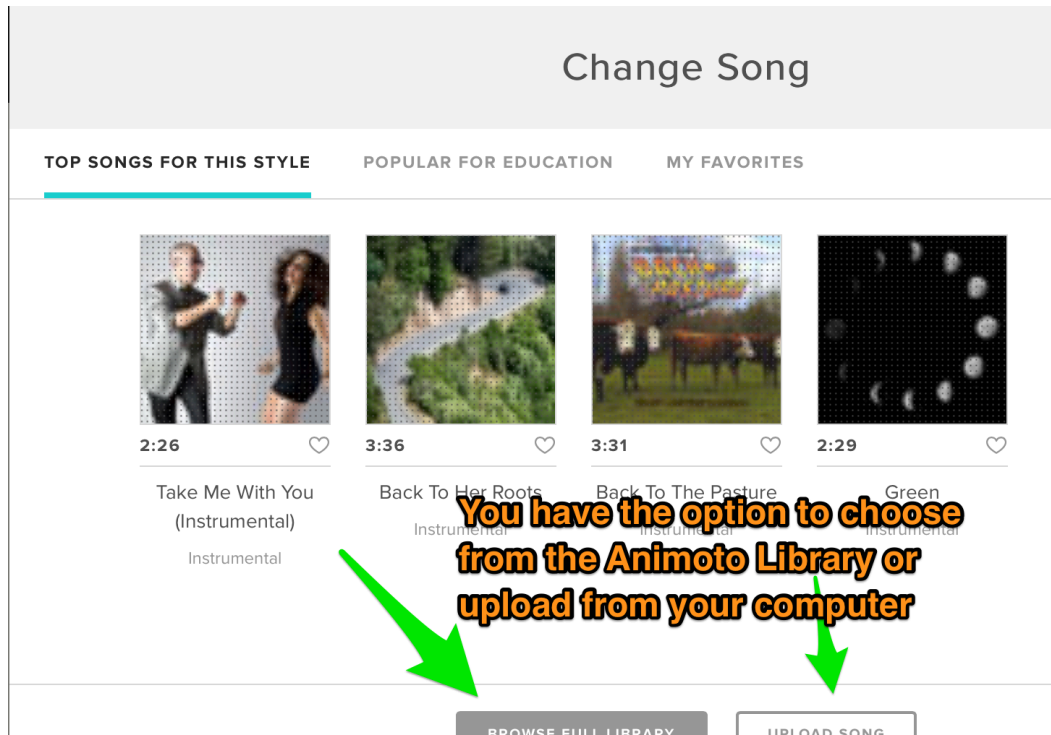


Once above has been selected click create video



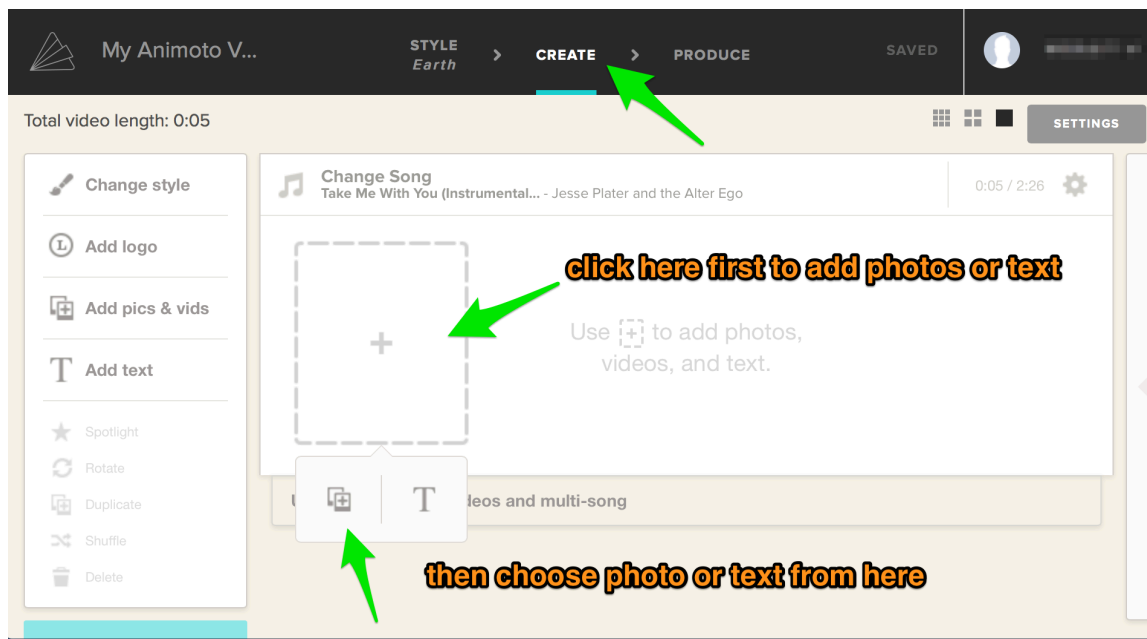
You then have the option to change the song if you don't want the one that came with the style you selected. Click on Change Song



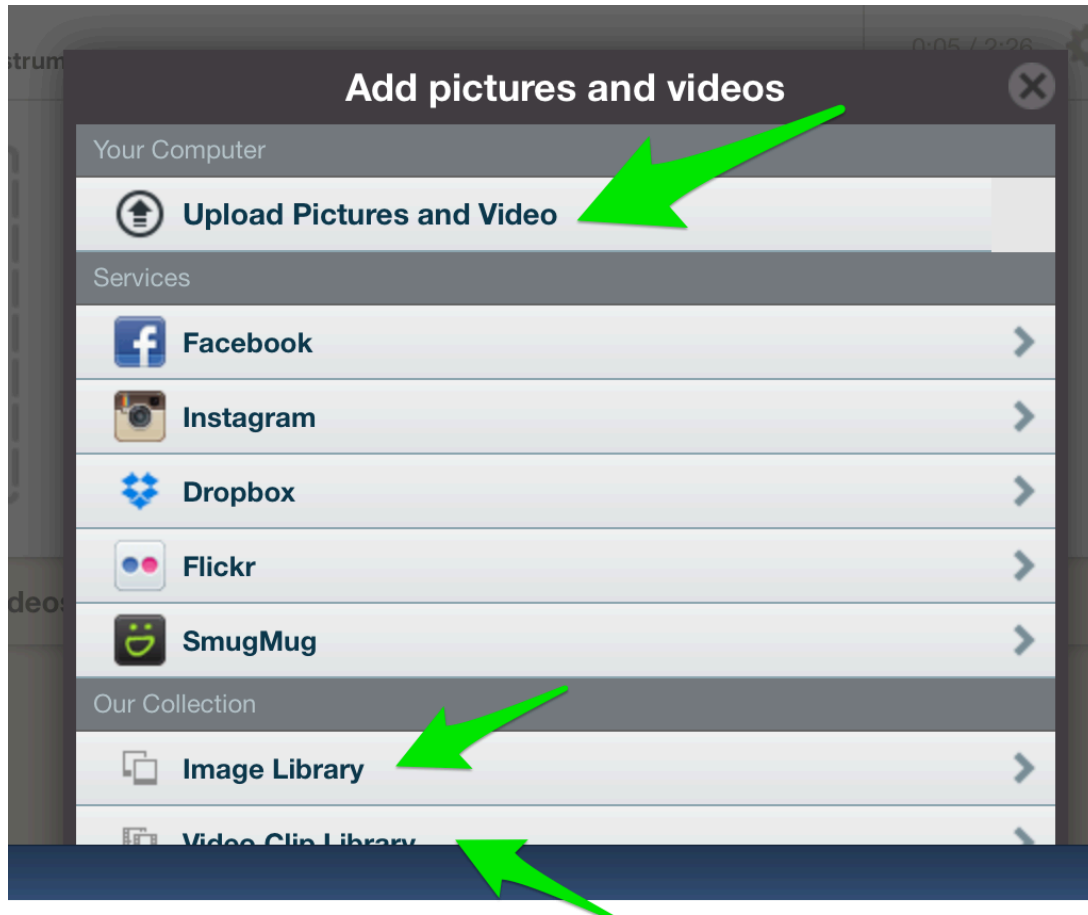


While in the Animoto Library, you may listen to the songs before selecting.

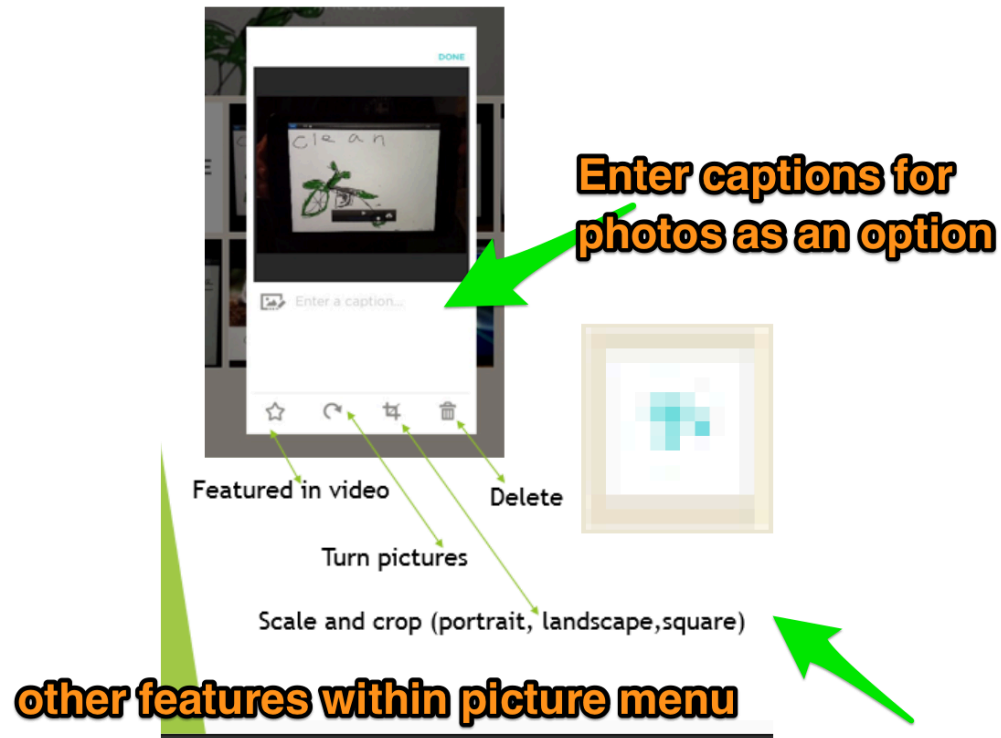
STEP 3: Create video



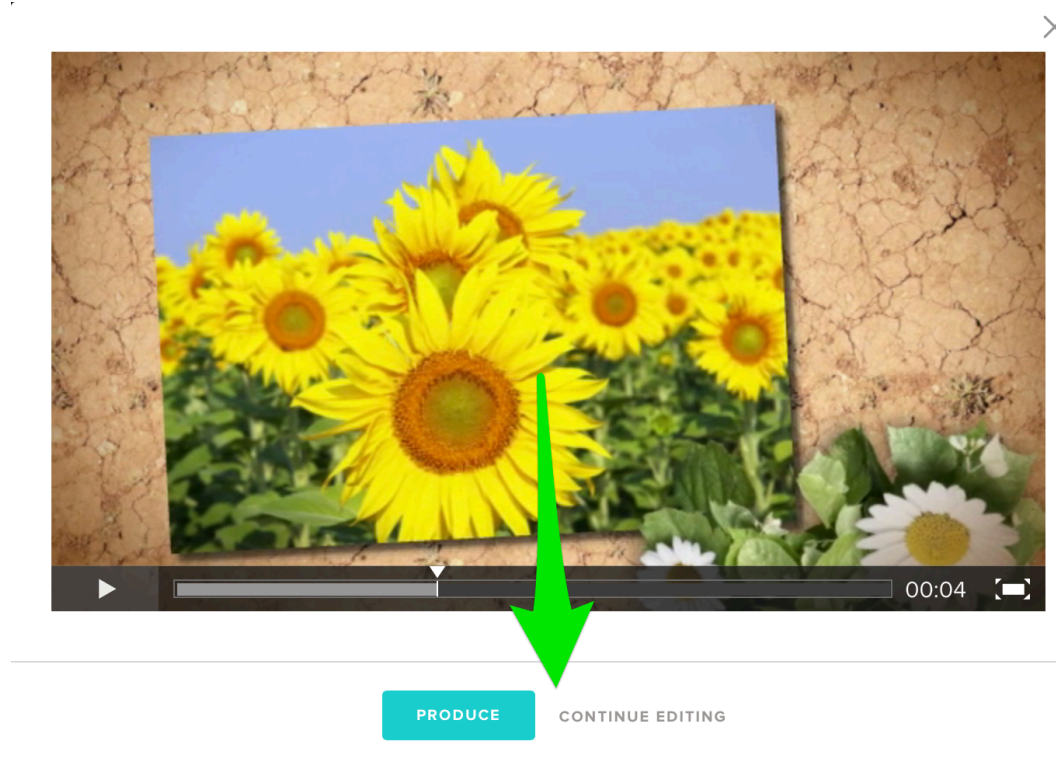
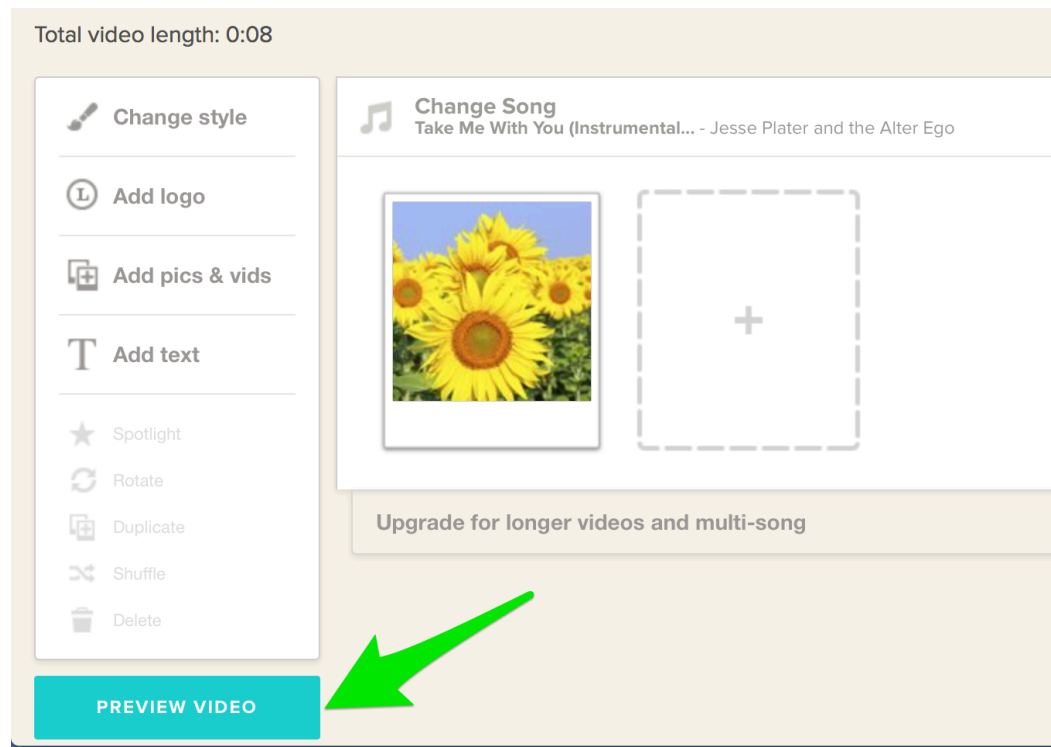
You will get a screen that looks like the one below. You can upload from your computer or you can use Animoto Library



On each picture frame you have the option of putting a caption. Below shows the menu that appears when you click on your picture. (Scale and Crop is only tablet version)



Once you have finished selecting all your photos and adding text, you can preview it then choose to produce it or continue editing it.



Producing is the final step. You will reach a page that has

you fill in the title and various other information as an option.

LAST - CLICK FINISH

[Animoto Video Tutorial](#)

Animoto can:

- Be used to engage student learning
- Support learning objectives
- Support understanding of topics
- Explain/demonstrate research
- Display knowledge
- Assess learning
- Reinforce learning
- Be used to introduce topics in an engaging way

Some Classroom Examples:

- Commercial/Public Service Announcement (ex. Earth Day - how to protect the earth)
- Language Arts (verbs - actions of students)
- Book Trailer
- All About Me
- Scavenger Hunt (photo findings of hunt and create video)

- Science Project Recaps
- Digital Stories