Digital Storytelling and Multiliteracy for the 21st Century Classroom
21st Century Skills
WeVideo offers schools an online collaborative video creation platform to encourage student creativity and storytelling while targeting Common Core standards. WeVideo is about project-based learning. Students collaborate on video projects to build multimedia presentations. This not only constructs deep knowledge about a topic as they engage in building a video project, but it also develops 21st century skills like creativity, collaboration, communication and critical thinking.

Accessible Anywhere / BYOD
WeVideo decouples video projects from localized technology resources like hardware and software. It works across any device - mobile, tablets, laptops, Chromebooks & desktop computers, which makes video in the classroom accessible. Educators can use it and know that their students’ attention will be on the content. Students don’t have to worry about having access to a single editing computer at school or the correct software installed at home.
Why WeVideo?

Private and secure “Walled garden”
Privacy is important in public education and many districts have strict usage policies on how they can use student faces, names etc online. We introduced a private, secure “Walled Garden” for schools and districts where the default behavior is that students can only share videos in their private project to teachers and students, and then the teacher can publish to the world.

Adaptive and inclusive learning environment for all students
WeVideo provides an adaptive video learning environment that is ideal for class projects where students may have a wide disparity of skills. WeVideo comes with three editing modes, from novice to advanced.

The adaptive interface allows students to move easily between each level, based on their experience and familiarity with video editing. Educators can encourage each student to participate at their level, and advance at their own pace.

Simplified management and deployment for GAFE
Use of WeVideo in Google environments is now very easy. WeVideo supports Google+ Single Sign On and reads both the user role (e.g., student) and school membership from the organization unit. This allows IT admins to provision users from Google Admin, and keep the organization structure updated in one place. The WeVideo Chrome App can also be pinned to the Taskbar or the Chrome App Launcher for the domain, so it is easy for the students to access the program.

WeVideo also has an embedded app in Google Drive that allows you to seamlessly use the video editor in the environment you already are familiarized with, having access to your files and exports all in one place.

Who is using WeVideo?
More than 5,000 schools!

“Our 3rd grade students created silent films for book reports. They worked in groups and felt like filmmakers while using WeVideo.”
Jennifer Stover, Hutchison School

“Digital narratives have brought the power of voice and rhythm to life for my students. There is a lot of analysis and thought that goes into these videos. For that work, I’d choose no other editing system than WeVideo.”
David Theune, Spring Lake High School

“We chose WeVideo because of our mission to go paperless and collaborate, create, and communicate in the cloud. WeVideo allowed us to easily do these things on our Chromebooks.”
Laura Fleming, New Milford High School

“I love using WeVideo to communicate with my students via videos. It effectively creates motivation as they’re more willing to listen to me on a screen than following directions via email.”
Cole Deike, Cedar Falls High School

Benefits

• **No boundaries:** No hardware, no installation
• **Engaged student learning** through video projects
• **Empower 21st Century Skills** like creativity, critical thinking, communication, collaboration
• Leverage **mobile storytelling** with mobile apps
How is WeVideo being used in the classroom?

With the implementation of the new Common Core standards the video creation process is being adapted and implemented in different ways among K-12 schools.

One on One
This is the approach used by most Higher Ed classes. Each student has a device and is assigned to work on a particular video project like a personal narrative, or history report. Once finished the two minute video is presented and discussed in the classroom.

Triad
Students will work in groups of 3 to create one project. Each student is assigned an individual task (narration, rough edit, sequencing, photo research) and while building the story, the students in the triad learn the tasks together. The final video is presented and discussed in class.

Subjects
- Argument Writing
- Advanced Composition
- Mathematics
- Language Arts
- Chemistry & Biology
- Drama & Music
- History & Social Studies

Project Examples
- Create a digital narrative
- Rewrite the ending to a classic book
- Create a Public Service Announcement
- Create a film documentary
- Design a chemistry “cooking lesson”
- Imagine Greek gods in modern society
Where WeVideo and Video Projects meet the Common Core

Common Core Standards, the national academic standards for K-12 schools in the United States, incorporate expectations of technological proficiency throughout the content standards. Video Projects addresses many standard elements:

**Multiliteracy and Critical Thinking**

- **RST.11-12.7.** Integrate and evaluate multiple sources of information presented in diverse formats and media, including visually and quantitatively, as well as in words.
- **R.8** Delineate and evaluate the argument and specific claims in a text, including the validity of the reasoning as well as the relevance and sufficiency of the evidence.
- **R.9** Analyze how two or more texts address similar themes or topics in order to build knowledge or to compare the approaches the authors take.
- **W.8** Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism.
- **W.6** Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.

**Communication**

- **SL.11-12.4** Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose and audience.
- **SL.5** Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.
- **SL.11-12.5** Make strategic use of digital media in presentations to enhance understanding of findings, reasoning, and evidence and to add interest.
- **SL.6** Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate.

**Creativity**

- **W11-12.7** Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.
- **W6-8.2a** Introduce a topic clearly, previewing what is to follow; organize ideas, concepts, and information into broader categories as appropriate to achieving purpose; include formatting, graphics, and multimedia when useful to aiding comprehension.
- **W.3** Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.

**Collaboration**

- **SL.1** Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others’ ideas and expressing their own clearly and persuasively.
- **SL.2** Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.
- **SL.3** Evaluate a speaker’s point of view, reasoning, and use of evidence and rhetoric.
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