**Video , animations , movies and television broadcast**

* Using movies in education
* Using video commercials in education
* Using split video techniques in classroom
* Documentaries and discussions
* Exploiting the potential of television broadcast in education
* Case-studies for extending learning (reading)
* Lesson planning using video resources
* Lesson demo and Presentations

Using movies in education

Choosing films:-

 In choosing films for classroom studies, teachers, schools and school jurisdictions need to consider how the film will help students to meet the outcomes but they must also consider the quality of the film appeal and appropriate for students community standards, copyright concerns, cost and availability.

 Therefore, care must be taken both in the choice of films and in the kinds of learning activities that are planned around the films.

 We should choose films or movies according to the mental level of the students in the classroom. The whole idea of showing a movie in the classroom full of students is the best because through this student’s learning will best and they will able to think new ideas and relate those ideas in the other way. They will able to use new things in the appropriate way. Showing films effects the student’s mind and they gain more and more information.

 For example we showing a museum in the classroom, students identify ancient things and their interest will develop, they will ask questions. Therefore, it will be a practice or activity for them.

 This idea also help the parents to find “historically accurate” and “culturally significant” films for children.

 The guides also encourage parents to engage their children in discussion about the important concepts of the movie.

Using video commercials in education:-

 Video commercial games:-

 Commercial video games to stimulate student’s creativity , often by having students modify the games to new scanerios , quests , dialogues , art assets and even game mechanis.

 Teacher’s are understandably concerned with the video games and the commercial games used in the classroom teaching are often selected because they are easily understand.

 Other commercials belong to the education can be used in the classroom but game videos are the best to to enhance the creativity and stimulate the power of students. Games should be standardable.

 Using split video techniques in classroom

 Split video screen is the visible division of the screen. Video can be powerful tool for meaningful learning. The key to using video effectively is the preparation.

 Before Viewing:

 Preview the video. Determine you will seethe entire video or only relevant segments to illustrate in your curriculum.

Prepare the classroom environment and video equipment. Choose lighting to enhance the learning experience.

These are some suggestions for the teacher.

 During Viewing:

 Give students a focused viewing assignment. Focused viewing questions can make more meaningful by encouraging active viewing and evaluation of content. Give students a task, something they will active in class through this and remembering for writing down and learning, writing skills will improved.

Basic techniques are five to teach with video.

Freeze frame

Sound only

Silent viewing

Split viewing

Normal viewing

 These techniques have become popular for teaching language with video.

 Freeze frame:

 This technique is simple. Press the pause or still button on the video recorder so the picture “freezes”on the screen.

Sound only:

 Sound involves listening for aural clues to the action. These includes sound effects such as ambulance sirens and car horns, animal sounds etc. To use this technique turn the brightness control until the television screen goes dark.

 Silent Viewing:

 By watching the scene with the sound off, students gain two major benefits:-

1. Time in which to absorb the content in the sequence without the anxiety of having to understand the language and
2. A chance to fit the language that they hear on a second viewing into a context.

 Split viewing:

 This technique is based on the idea that student partners will each know different, but incomplete , versions of a story.

Normal Viewing:

 At first glance watching a video with both sound and the picture on doesnot seem to fit the label of “video technique”.