



Teach It, Record It, Post It

In the days of Pythagoras (c. 500B.C.), mathematics was primarily passed on through oral instruction in a lecture setting. Thanks to Gutenberg's invention (1436), the printed text became available that allowed students to have a printed textbook to use alongside an instructor in a classroom. Now, as we embrace the 21st century, the internet allows us to not only send a textbook home with students, but the instructor can be in every student's home simultaneously through online videos.

With the advent of online video libraries such as YouTube, using and creating videos for instructional purposes is becoming a necessary component in all levels of education. And it's easier than ever.

Creating A Screencast with *Doodlecast Pro*

A *screencast* is a video that shows what the author has done on a computer or device screen during the period of the recording. Screencasts can include video and audio, or just video. There are many programs that will produce a good screencast such as Camstudio or Smart Recorder for PC, QuickTime for Mac, and Doodlecast Pro or Explain Everything on a iPad.



www.doodlecastpro.com

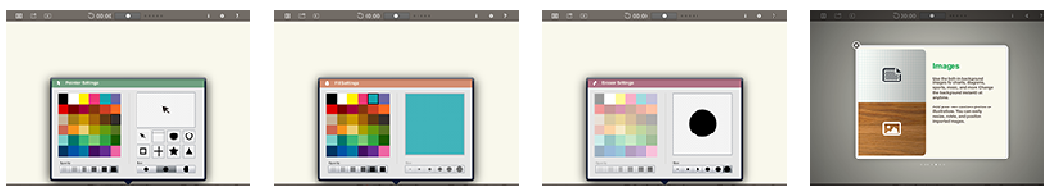
I have found the most success using the *Doodlecast Pro* app (\$5 from iTunes) on my iPad to consistently make great QuickTime videos. This is an electronic whiteboard program that records your voice while you write on the screen (there are no iPad apps that do a total screencast). It is then very easy to publish these videos on your webpage, to YouTube, or to Vimeo. For some examples of my videos, use the QR1 code below.

Here are some steps for creating a good Doodlecast lesson on an iPad.

1. Choose a topic for your short video. You may want to avoid long videos (over 15 minutes) because this can cause slow download speeds.
2. Decide if you want any images in your screencast. These can be transferred to Doodlecast from the Photos files on your iPad. You can make your own images, or you can download them from the internet and save them in your Photos file. Place these images in your Doodlecast before you begin recording.
3. Hit Record, start talking and drawing. It is useful to use the arrow tool to point to things while you are talking through your presentation.



QR1: knightmath.com/videos




Publishing Your Recording

Now that you have recorded your video, it is time to publish it. There are many ways to make your videos accessible by your students. You can save it locally for use on your computer, or upload your video to a school website, or upload it to a video hosting site like YouTube.com or Vimeo.com.



For any option, the process for storing your video is as follows:

1. Click on the share icon. 
2. Choose the method for saving your video:
 - a. Photos – will save it to your iPad in your photos
 - b. Email – will open an email to send it as an attachment
 - c. YouTube – will upload it directly to YouTube
 - d. Dropbox – a great way to sync files on many computers and devices
3. Choose the quality
 - a. *For local use:*
If you are using the file on a classroom computer or students are going to access it from a school network, use the highest quality possible.
 - b. *For storing on a website to be downloaded:*
In this case, use medium or high quality because the highest quality will take a while to download.
 - c. *To upload to YouTube or Vimeo type site:*
Use highest quality. These are streaming sites, so the large file size will not slow the download. However, it will likely take a while to upload.

With these simple steps, you can quickly and simply create great video clips to share information with your students anywhere and anytime. So, have fun creating your videos and integrating them into your teaching. If you have any questions, ideas, or problems, feel free to contact me anytime.

Jeremy Knight
jeremy@knightmath.com