

# Document Camera Information Sheet

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## Unique benefits of integrating a document camera into classroom practices

- **Motivates students** to share their thoughts, ideas and work. Student learning is validated through increased sharing opportunities with other students/teachers.
- **Focuses** student attention during introductions, discussions, and demonstrations by teachers or students.
- **Reduces** transitions from small to large group sharing – students and teachers can easily make adjustments to instructional strategies; easy to use “on-the-fly.”
- **Combines** the attributes of an overhead and an opaque projector; allows for more practical instructional implementation. Currently, teachers are familiar with both pieces of equipment. Integration into classroom practices is simplified because of this prior familiarity.
- **Allows** teachers and students to quickly and easily **showcase** specific “**how to**” skills to a group.

## Application of document camera use to major Seattle Public Schools curriculum initiatives

### *Literacy*

- **Teaching Nonfiction Text Features (K-12 Reading)** Teachers illustrate features of non-fiction text and other reading strategies.
- **Literacy Initiative (K-12 Writing)** Students and teachers participate in interactive shared writing experiences to promote proficiency in understanding genres, modes, and six-traits.
- **NUA (K-12 Writing)** Students and teachers demonstrate the appropriate use of Thinking Maps in pre-writing activities.
- **Peer Revision and Editing (K-12 Writing)** Students use their own authentic writing to revise and edit collaboratively.

### *Mathematics*

- **Number Games and Story Problems - Investigation (1<sup>st</sup> grade)** Students share their own number combinations stories (illustrations and text).
- **Things That Come in Groups - Investigations (3<sup>rd</sup> grade)** Students write and share their data tables and line plots they created for solving story problems.
- **Seeing Solids and Silhouettes – Investigations (4<sup>th</sup> grade)** Students create and display a 3-Dimensional Toy.
- **What Do You Expect? Connected Math Project (7<sup>th</sup> grade)** Students construct and share tables and models of probability data (experimental and theoretical).
- **Integrated Mathematics (9 -12)** Students and teachers create and demonstrate a function’s characteristics by switching from paper and pencil models to a Ti-83 graphing calculator.

## **Science**

- **Organisms Science Kit (1<sup>st</sup> Grade)** Students collaboratively observe and record changes in a terrarium, including seed development and plant growth.
- **Liquids Science Kit (2<sup>nd</sup> Grade)** Students demonstrate to the class interactions of liquids as evidence for their scientific conclusions.
- **Land and Water - Life Sciences (5<sup>th</sup> Grade)** Students share illustrations that reflect their observations of the interaction during controlled stream experiments.
- **EarthComm - Earth Science Unit (9<sup>th</sup> Grade)** Teachers demonstrate the use of contour lines and other map-making features. Using these features students create and present topographical maps.

## **Powerful Classroom Application:**

Students and teachers can:

- Bring pictures to share about their family or other experiences from outside of school
- Chart and graph class information
- Share and demonstrate the various aspects of the writing process (i.e. writing structures)
- Compare and contrast geometrical shapes
- Share pictures and text from books, magazines, and brochures
- Demonstrate how to manipulate pattern blocks to make a tessellation
- Brainstorm learning activities: class projects, writing ideas, books to read
- Broadcast in-class news report or a report on a research project
- Show examples of art and analyzing it's attributes
- Scan the newspaper; highlighting text features and current events
- Point out things they are explaining (i.e. current event speeches, persuasive speeches)
- Observe (using zoom-in capability) delicate objects that are too small or delicate for students to handle, such as a fossil
- Model motions of handwriting and or painting techniques
- Demonstrate the use of a calculator (regular and graphing) without the use of an extra overhead devices