

Creating Movie Trailer

Secondary Level: Theatre

Overview	Students will be presenting their own video trailers to the class using Animoto as the video editor.
Objective	Students should be able to capture their audience's attention and display pieces of the plot without giving too much information.
Learning Environment	This project can take the students to many locations to try to get the right setting.
Types of Students	These students should have a strong understanding of the significance of theatre and the various performing styles. They should also understand the dramatic structure of performances.
Standards	K.6.2 Create and present original stories K.6.3 Explore the use of sound effects and the voice to express character, feeling, and mood. K.7.1 Use classroom materials to create visual environments for creative play. K.8.1 Observe and discuss the appearance and characteristics of people, creatures, and things. K.8.2 Imitate or create people, creatures, or things based on observation.
Materials	Students will need a video recording device, a computer with video editing software, and internet access to use Animoto. Students will also be responsible for coming up with the environment and setting in which their movie will take place.
Procedures	<ol style="list-style-type: none">1. Group the students and have them choose genres so the trailers won't be similar.2. Assign camera usage to each group.
Application	Have each group present their idea to you using a short presentation with some visual prop (presentation board that displays characters, setting, and plot line.)
Evaluation	Have the groups present in front of the class and use student evaluation forms to attain the groups' reaction to the video.