

I used Adobe Spark to create my movie. It was very easy to use and free! I would absolutely use it again. I will have to remember how great it was, as I'm positive I will use it again in the future. I liked the simplicity of it. I didn't even use the tutorial, I just started using it. Also, being free is always a great quality. I didn't like how I could only record thirty second on each slide. I had more to say for each slide. I figured out how to make it work, but that would be nice if I had longer. Here is a link to my movie about the butterfly life cycle.

<https://spark.adobe.com/video/2GeEArS0Lduhr>

4 other ways to integrate a video into a class lesson:

1) Providing videos allows students to watch the material from home. Just in case they needed the extra repetitions to learn the material. They would be able to pull it up at home however many times they needed to. If parents wanted to see what we were working on, they could also have access to see for themselves. Lastly, if they were going to be absent. I wouldn't want any of my students to feel behind and fail a quiz or have missing homework.

2) There are many students that will be visual learners. I may not always have access to hold or touch things they need to, to be able to grasp a lesson. Providing video will allow them a more hands on experience for these instances. For example, learning about animals and how they move in the wild. We wouldn't be able to drive to the jungle or safari, but we could pull up some videos of how wildlife lives.

3) As time continues on towards the future, being able to read digitally is very important. The future generation are being built on technology and we have to be able to keep up and possible keep them ahead of the game. The quicker they get used to reading and dealing with technology, the better their future will be with high school, college, and even their careers, depending on which path they choose.

4) Videos allows for more classroom connectivity. There are so many games and interactive tools that we could use to keep the classroom digitally active. We could so many activities online, take tests or quizzes online, or even create polls and graphs. The technology for a classroom is endless. This makes for a better classroom environment when they can connect together and play online together.