

In addition to supporting student achievement, the library media program also plays a pivotal role in enhancing classroom instruction. As a member of the Academic Technology Committee, the Library, Media and Technology Specialist provides professional development workshops for teachers on the curricular application of current and emerging educational technologies, including blogs, wikis, collaborative applications and multi-media production tools.

As the ability to find, manage, evaluate and use information becomes as important as recalling information in today's world of information overload, these literacy skills have become an essential tool for learning.

It's a Digital World

by Tess Nielsen, Performing Arts Chair

The Upper School Digital Media curriculum, by design, is fluid and student-centered. This year, the structures of Ranney's digital media technology program transformed, allowing students to accomplish even more. The newly-renovated Technology and Media Center is updated with Adobe Creative Suite Software. This innovative software, combined with a one-to-one laptop program, helps students create multi-layered digital media projects that allow them to show others what they have learned.

The center's media lab is a highly-collaborative learning environment where students use digital tools to create self-directed projects such as e-portfolios, 3D animations and video documentaries. Students go beyond acquiring software skills as they work in a new realm of problem solving. Digital media students typically progress through all stages of media production, including concept development, construction, editing, testing and final presentation. The new course of study, however, takes students through digital photography, graphic design for print and web, and beginning 3D models. The second semester covers audio and video production, with projects including documentaries, commercials and original student films.

Students can also apply these real-world media skills to their current academic undertaking. The new media curriculum aligns with Adobe learning initiatives, which most prominently include 21st century critical thinking skills of information, communications and technology literacy. Tomorrow's publishers, marketers and business leaders will need to know the rules and grammar of movie production, broadcasting and media presentation. The field of digital media possesses a powerful new vernacular that is highly relevant to the lives of our students.

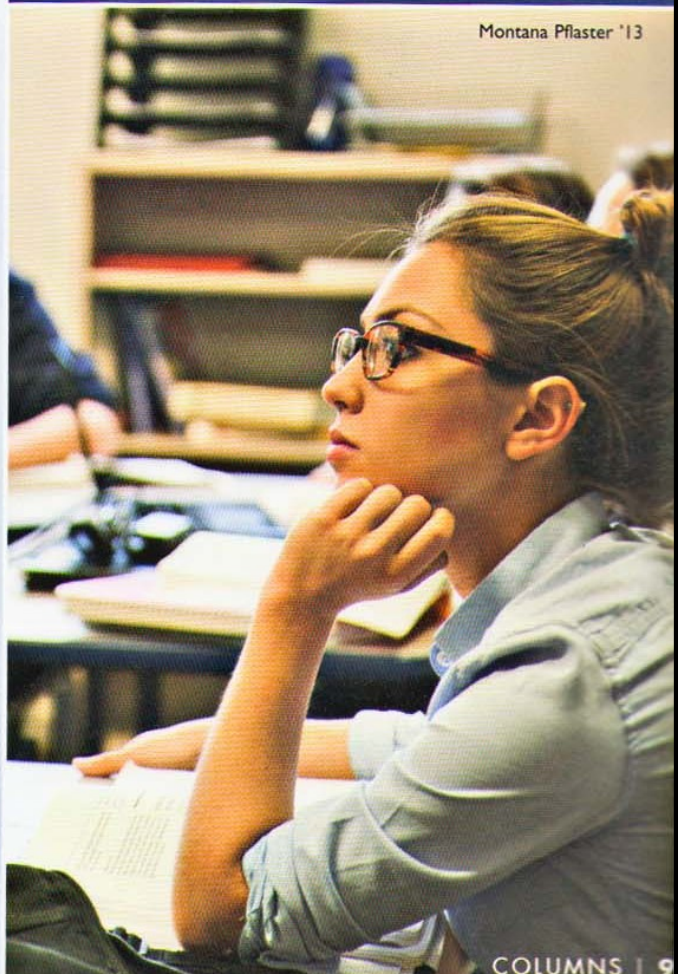
Hands-on experience helps students to learn about these technologies, and makes them aware of the tools available to enhance learning. Through digital media study, students explore how technology principles are used in math, history, science, and creative writing and gain a wealth of knowledge about different areas of study. Success in the digital media lab builds self-confidence and fosters self-esteem, making students believe that they can do anything if they just put in the hard work. Best of all, digital technology engages students because it's fun!

Technology in the Middle School

by Stacy Goto, Computer Science Teacher

Now that sixth, seventh and eighth grade students use their laptops in all of their classes, the teachers are inspired by the ability to access online resources in the classrooms. The laptops allow for "equal" access to the same applications and resources whether the students are in school or at home. So, students can begin assignments, projects and research in school and easily continue working at home or on the way home! This year every student has a Google Apps for Education account, giving him or her the ability to collaborate with their peers and teachers in the Cloud. From Google Apps for Education to a myriad of websites for specific content areas, students are now able to explore and learn, anytime, anywhere.

Middle School students are also learning how to manage their laptops on campus and at home. Particularly helpful is the use of One Note for note-taking and learning how best to manage their files on the Ranney network. In addition, they learn the skills necessary to become proficient at the applications they will be using in other classes. This will help them to focus on learning the content and ultimately, achieve greater success.



Montana Pflaster '13