

Photo Story 3 Introduction and Tutorial



Photo Story 3 is a Microsoft Windows XP program that is installed on each computer in every migrated school. It is a free program that you can download at home to create digital storytelling.

(<http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.msp>) You must have Windows Media Player 10 downloaded to use Photo Story 3. Currently systems have Window Media Player 9. Please see your Technology Coordinator for download information. (<http://www.microsoft.com/windows/windowsmedia/player/10/default.aspx>)

Meeting the Maryland Teacher & Student Technology Standards

The state of Maryland recently drafted and passed technology standards for students and teachers. For detailed information regarding the standards, you can view the teacher standards (<http://www.mttsonline.org/standards/>) online or get a printable copy (<http://www.mttsonline.org/standards/MDTchrTechStdsMTTS.pdf>) of the standards and indicators. Here is a link for the student technology standards (<http://www.mcps.k12.md.us/departments/techlit/>). Look in the second column and click on a link to see a particular grade level's standards. Below are the student and teacher standards that are met when using this program **with** students in class and **for** students during instruction.

- **Teacher Standards & Outcomes covered when using Photo Story 3:**
 - Standard 2- Communication:
 - *A. Use technology effectively and appropriately to interact electronically.*
 - *B. Use technology to communicate information in a variety of formats.*
 - Standard 3- Legal, Social and Ethical Issues: *Demonstrate an understanding of the legal, social and ethical issues related to technology use.*
 - Standard 5- Integrating Technology into the Curriculum and Instruction: *Design, implement and assess learning experiences that incorporate use of technology in a curriculum-related instructional activity to support understanding, inquiry, problem solving, communication and/or collaboration.*
 - Standard 6- Assistive Technology: *Understand human, equity and developmental issues surrounding the use of assistive technology to enhance student learning performance and apply that understanding to practice.*

- Standard 7- Professional Growth: *Develop professional practices that support continual learning and professional growth in technology.*
- **Maryland Technology Literacy Standards for Students:**
 - Standard 2- Digital Citizenship: *Demonstrate an understanding of the history of technology and its impact on society, and practice ethical, legal, and responsible use of technology to assure safety.*
 - Standard 3- Technology for Learning and Collaboration: *Use a variety of technologies for learning and collaboration.*
 - Standard 4- Technology for Communication and Expression: *Use technology to communicate information and express ideas using various media formats.*
 - Standard 5- Technology for Information Use and Management: *Use technology to locate, evaluate, gather, and organize information and data.*

What is Photo Story 3, and why would I use it?

As mentioned earlier, Photo Story 3 is a free program installed on all FCPS networked machines running Windows XP. You can also download it for home use by visiting -

(<http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.msp>)

Photo Story 3 uses digital photos and other picture files to create video stories you can share with others. Various effects integrated in the program such as zooming and panning make your digital storytelling more attractive than a basic slide show. Besides being able to crop photos, reduce red-eye, and add other special effects to your photos, you can also record your voice, add titles and subtitles, and add your own music or use music that comes with the program. This program is helpful for teachers to create video stories about content area or for students to share what they have learned or experienced with others.

Here are some sample uses for the program. How could you integrate this technology or software into your curricular area?*

Subject Area / Department	Example of using the program WITH students	Example of using the program FOR instruction
Special Education or Reading Intervention	Helps visual learners to better understand by using photo and picture representations of content being taught. Teachers can use video stories to give background knowledge to students of all levels.	
Language Arts or Tech Ed.	Create digital stories as personal narratives or reflections.	Provide background into the life of an author or your interpretation of a novel.
Social Studies	Use historical material to teach others about World War 2 or the Revolutionary War.	Use a video story to teach students about the destructive effects of Hitler's regime or the living conditions of Revolutionary soldiers during the cold winter spent at Valley Forge.
Math	Students could reflect on various symmetrical shapes around the school or share real – life examples of how architecture is related to math.	Instructor could teach students about the History of Mathematics or how the Pythagorean Theorem may be used in real life.
Science	Create presentations to share how the objects of our solar system are interrelated or explain how science and technology have influenced history.	Provide specific examples of multi – cellular and single- cellular creatures using digital photographs and labels.
Health / Phys Ed	Students could create a public service announcement about the effects of drugs and alcohol.	Teachers could use specific examples in a video story to instruct on healthy eating habits and practices.
Art	Students can create art, scan these images, and add music to create a dramatic art portfolio.	Inform or instruct students on famous artists such as Van Gogh or Picasso.
Any Subject Area	Create entertaining photo journeys of students and friends throughout the year. Burn these to DVD's and give as gifts to students or fellow colleagues.	

***Educational Uses of Digital Storytelling:** <http://www.coe.uh.edu/digital-storytelling/examples.htm> Watch specific content related digital stories created using Photo Story 3.

Before we begin...

As with all other programs, it should be noted that Photo Story 3 is subject to copyright laws and local, state or federal regulations. If you have a question about our Acceptable Use Policy or copyright issues, speak with your tech coordinator or media specialist. If they are unsure, contact tech services for more information. Here are some general guidelines of unacceptable use with this program.

- You can use your own or student's appropriate digital photos in Photo Story 3.
- You can download clips from United Streaming to use in this software.
- For each story, you can import up to 300 pictures, which can be files with .bmp, .dib, .eps, .gif, .jhif, .jpe, .jpeg, .jpg, .pcd, .pcx, .png, .psd, .rle, .tga, and .tif file name extensions.
- You need to make sure that all of the photos or picture files are not Copyrighted.
- You cannot play songs in your video stories that you have purchased, even if you purchased the file from iTunes or eMusic. There are some free .mp3 clips available online for that purpose that are not copyrighted and are safe for educational use. Please see your Technology Coordinator if you have further questions.
- Teachers that publish (upload to a web site) video stories must have written parent permission from any student that can be heard in the recording or whose picture is included in the video story and cannot use a student's last name in the file.

Using Photo Story 3

Now that we have talked about standards, digital files and copyright issues, it is time to get started with the program. The program is located in the Multimedia folder on the Application menu.

Preparation before opening Photo Story 3: Before you open the program, you should have a bank of photos or pictures saved in a specific file on your desktop or personal drive. You should also have an idea of what you want to create. It is helpful to use programs such as Inspiration to make a web or map of the order and contents of your digital story. You may also want to write out a script ahead of time for each picture you are importing if you will be recording your voice.

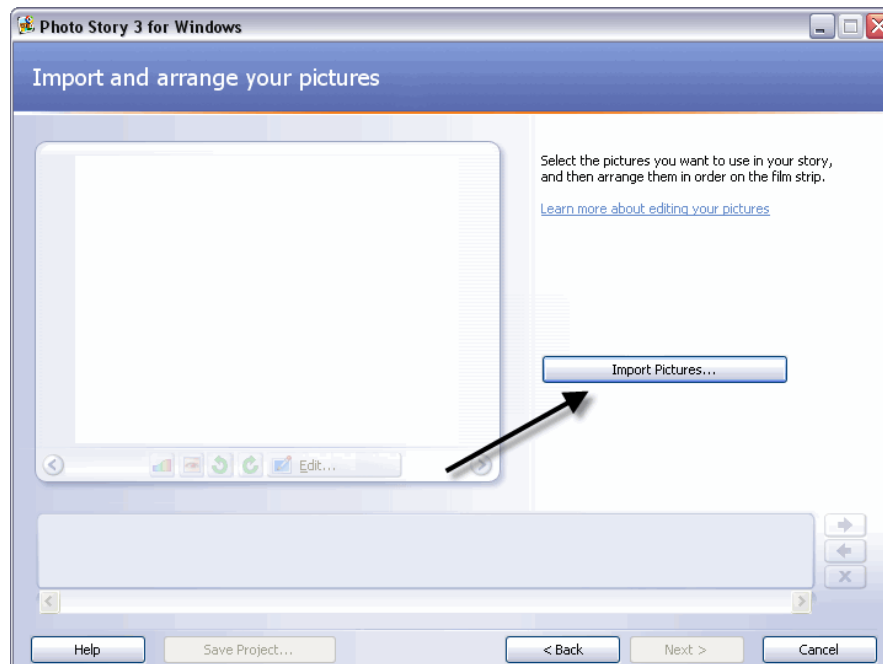
Step One: Getting Started

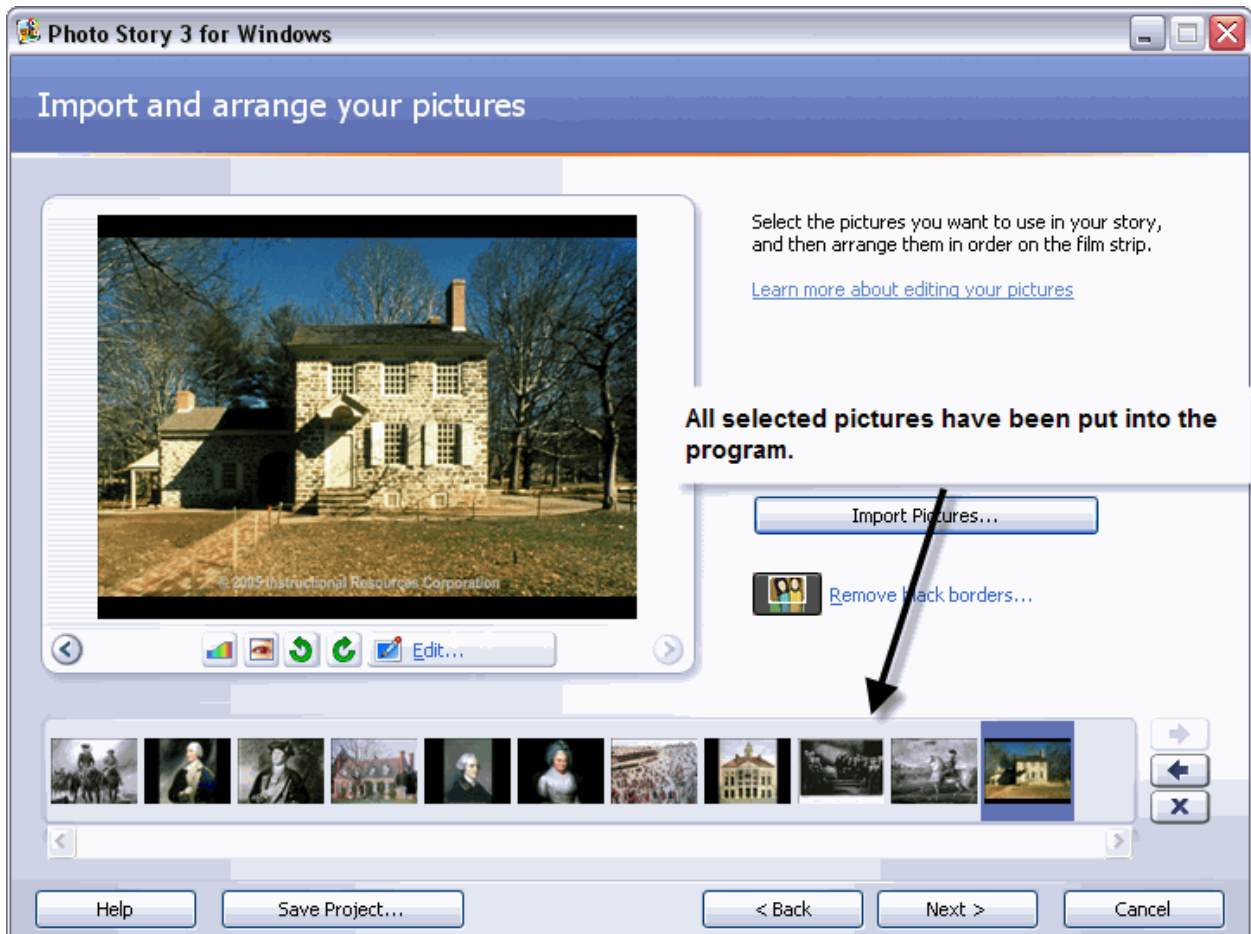
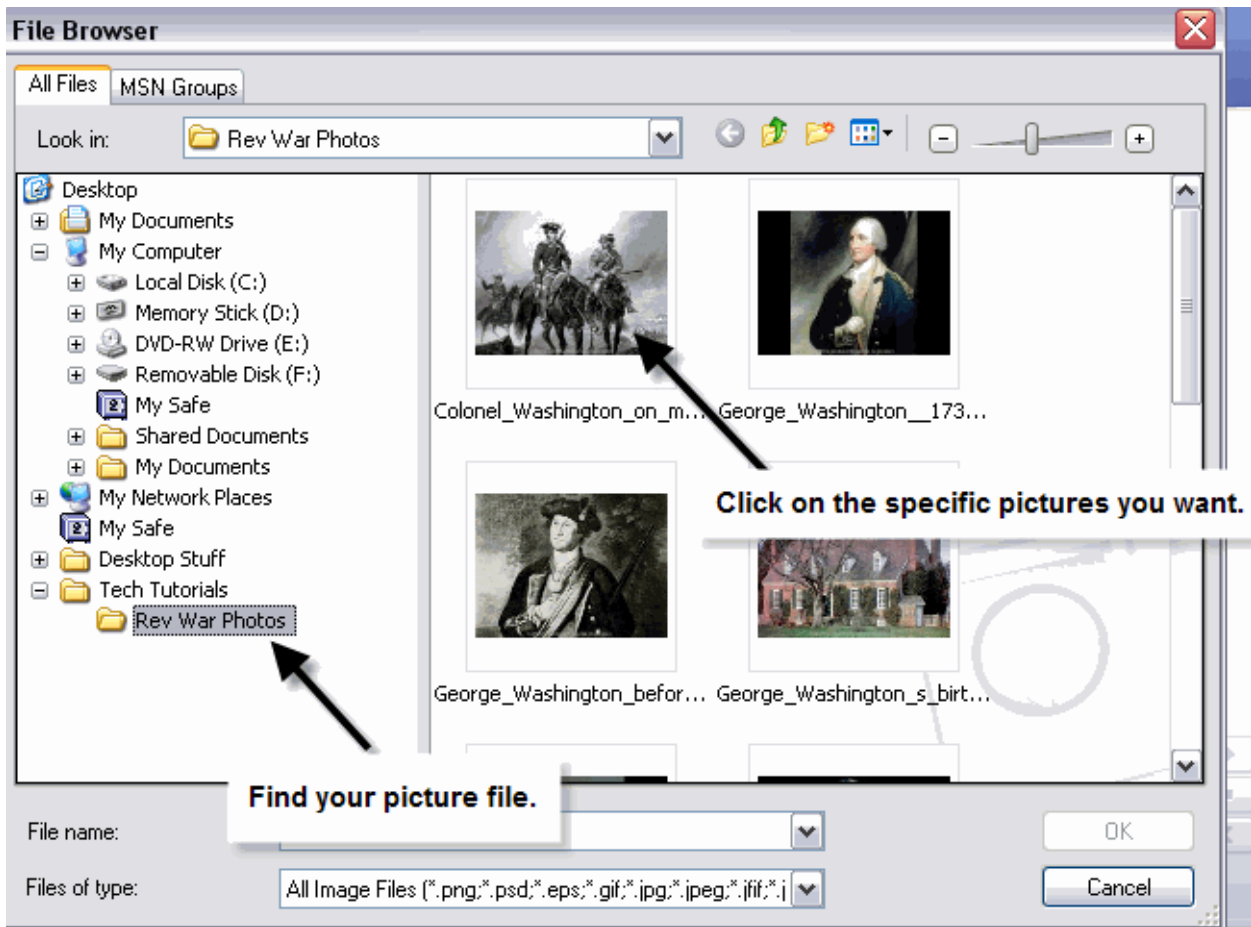
1. Open Photo Story 3.
2. Select "Begin a New Story"
3. Click Next.



Step Two: Importing Your Photos or Pictures Files

1. Click "Import Photos."
2. Find the folder with your photos.
3. If you want to select specific pictures in your folder press the Control key and click on the pictures of your choice. If you want to select all of the pictures in your folder, click on the first image and hold down your Shift key. Click on the last image. This will select all of the images. Click "Ok" once photos are selected. This will load all of the images into the program.

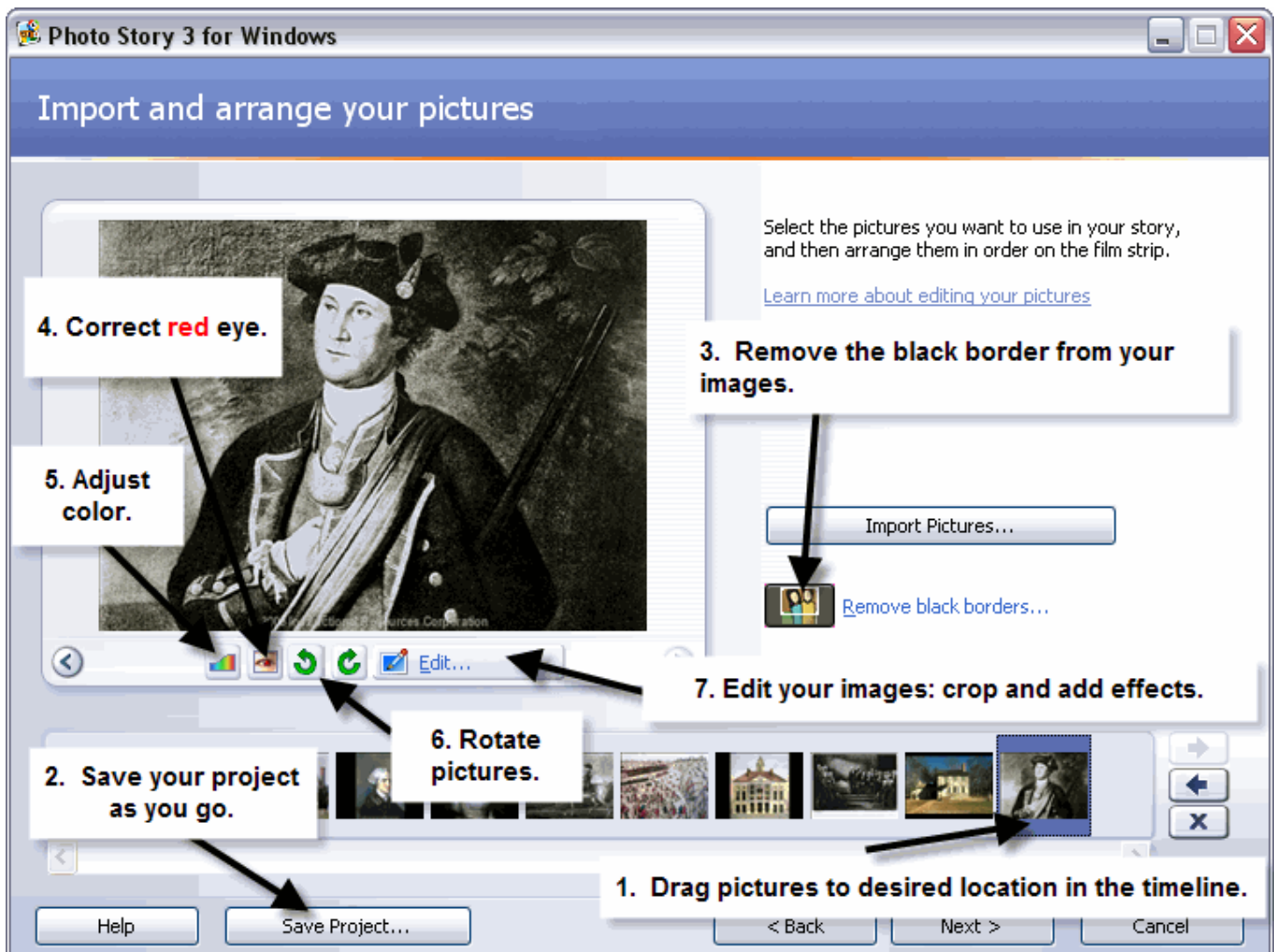




Step Three: Editing Your Timeline and Photos

1. You can drag pictures in the timeline to where you want them in your video story.
2. Save your project little by little so you don't lose any changes. You should save to the same file in which you uploaded your images from.
3. Remove the black border from all of your pictures if you would like.
4. Correct Red Eye.
5. Adjust Color for photos that need it.
6. Rotate your pictures.
7. Edit your pictures by cropping, or adding special effects. You can add different effects to each individual image if you like.
8. Click Next when you are finished editing.

IMPORTANT: As stated in Step 2 above, ***“Save your project little by little so you don't lose any changes.”***



Step Four: Add titles to your photos.

1. Select photos you would like to add titles to. Type in your title.
2. Adjust the font size and color.
3. You can adjust the position of the title.
4. You even can add some effects here as well.
5. Remember to save your project.
6. Click Next.

The screenshot shows a software interface for adding titles to photos. The main window is titled "Add a title to your pictures" and features a large photo of George Washington with the text "George Washington" overlaid. Below the photo is an "Effect: (none)" dropdown menu. At the bottom are "Help" and "Save Project..." buttons. A "Font" dialog box is open in the foreground, showing font settings for "Microsoft Sans Serif" in "Bold" style, size "28", and "White" color. The dialog also includes "Effects" (Strikeout, Underline) and "Script" (Western) options. Numbered callouts (1-5) point to various UI elements: 1. The text input field containing "George Washington". 2. The font settings area in the dialog box. 3. The text position on the photo. 4. The "Effect: (none)" dropdown menu. 5. The "Save Project..." button. A red box highlights the "Font" dialog box.

Step Five: Narrate your photos and customize motion.

Please note: You do not need to narrate your timeline or customize motion. If you do not want to do this step, click Next. You can add music in the next step. Also this program will automatically create motion for each picture that does not have a title.

Step Five continued: Narrate your photos and customize motion.

Narrate -

1. Select the photo you would like to narrate.
2. Type in words to help you as you narrate. This is optional.
3. Record your voice.
4. Stop the recording.
5. Preview your recording.
6. Save your work.

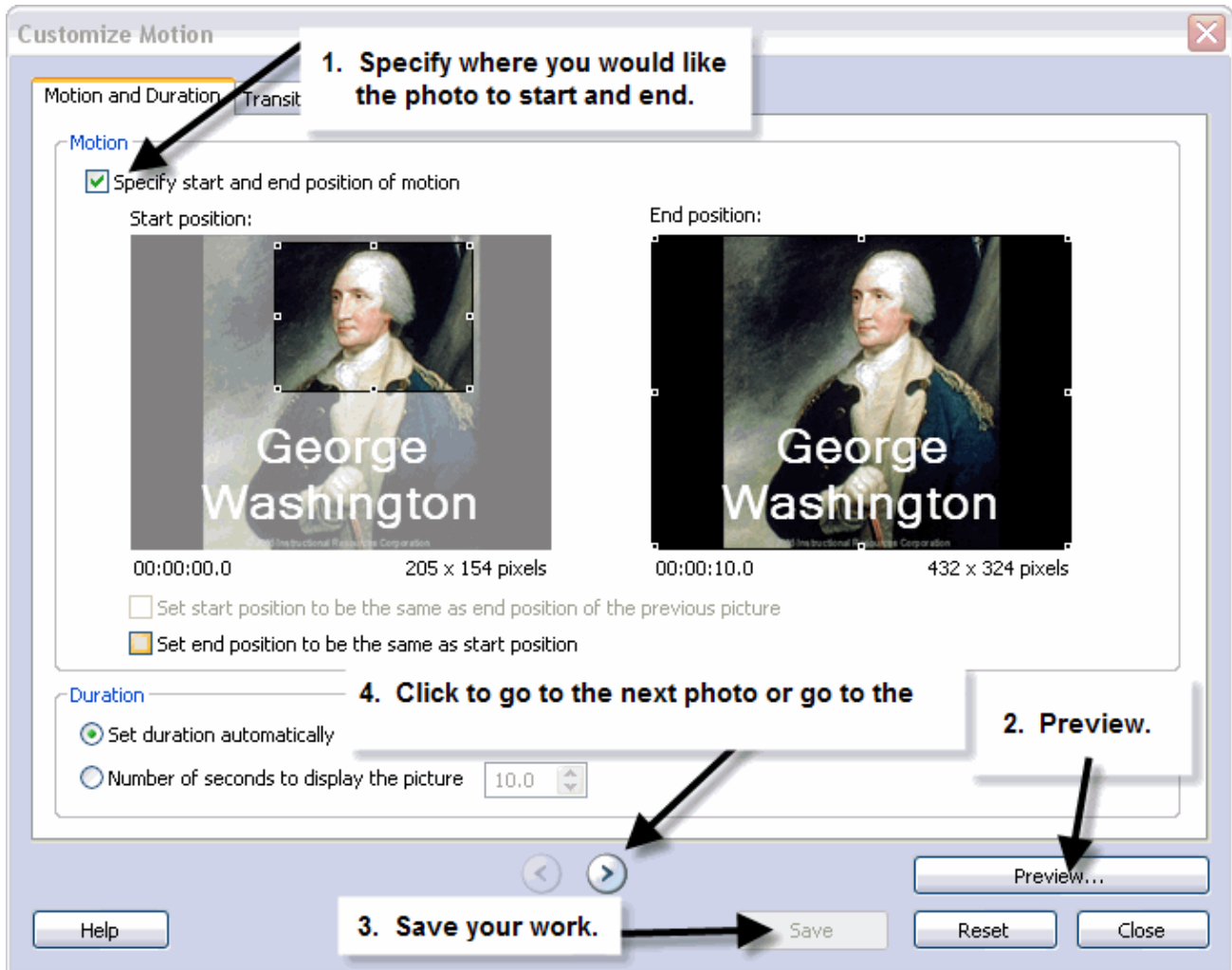


Step Five continued: Narrate your photos and customize motion.

Customize Motion and Transitions -

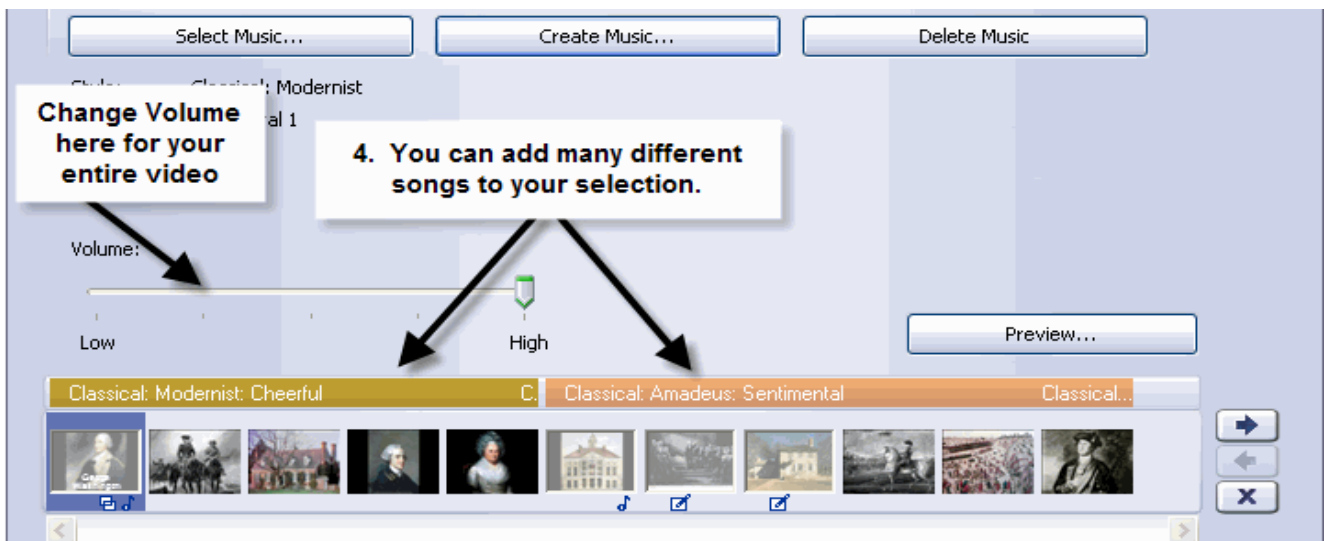
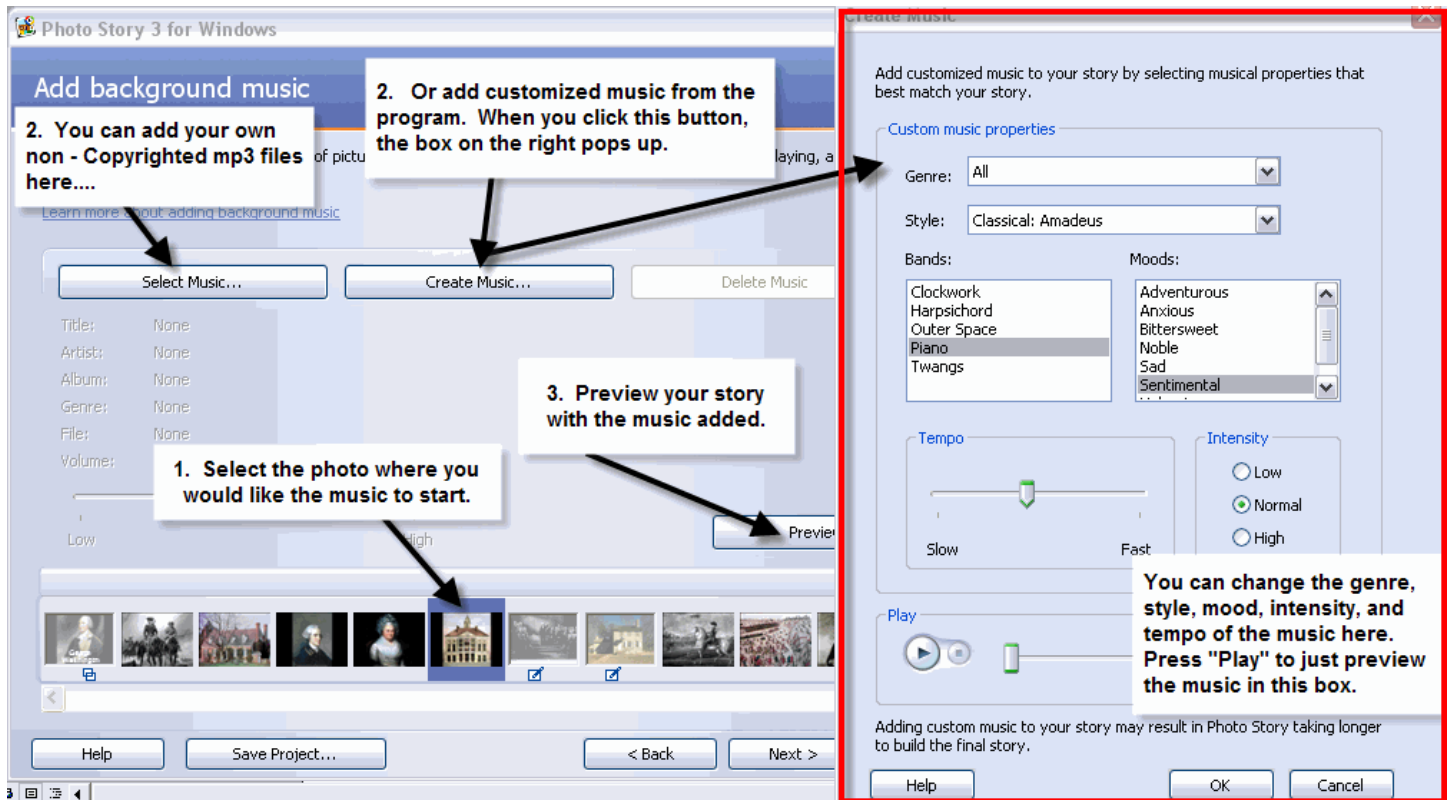
1. Select the photo you would like to work on, click on “Customize Motion” and check the box “Specify start and end position of motion.”
2. Preview.
3. Save your work.
4. Click the arrow to go to the next photo if so desired.
5. When finished press “Close” to go back to the main screen.

Please Note: You can also change transitions between pictures if you want by clicking on the “Transitions” tab. The default transition is “Cross Dissolve.”



Step Six: Add background music.

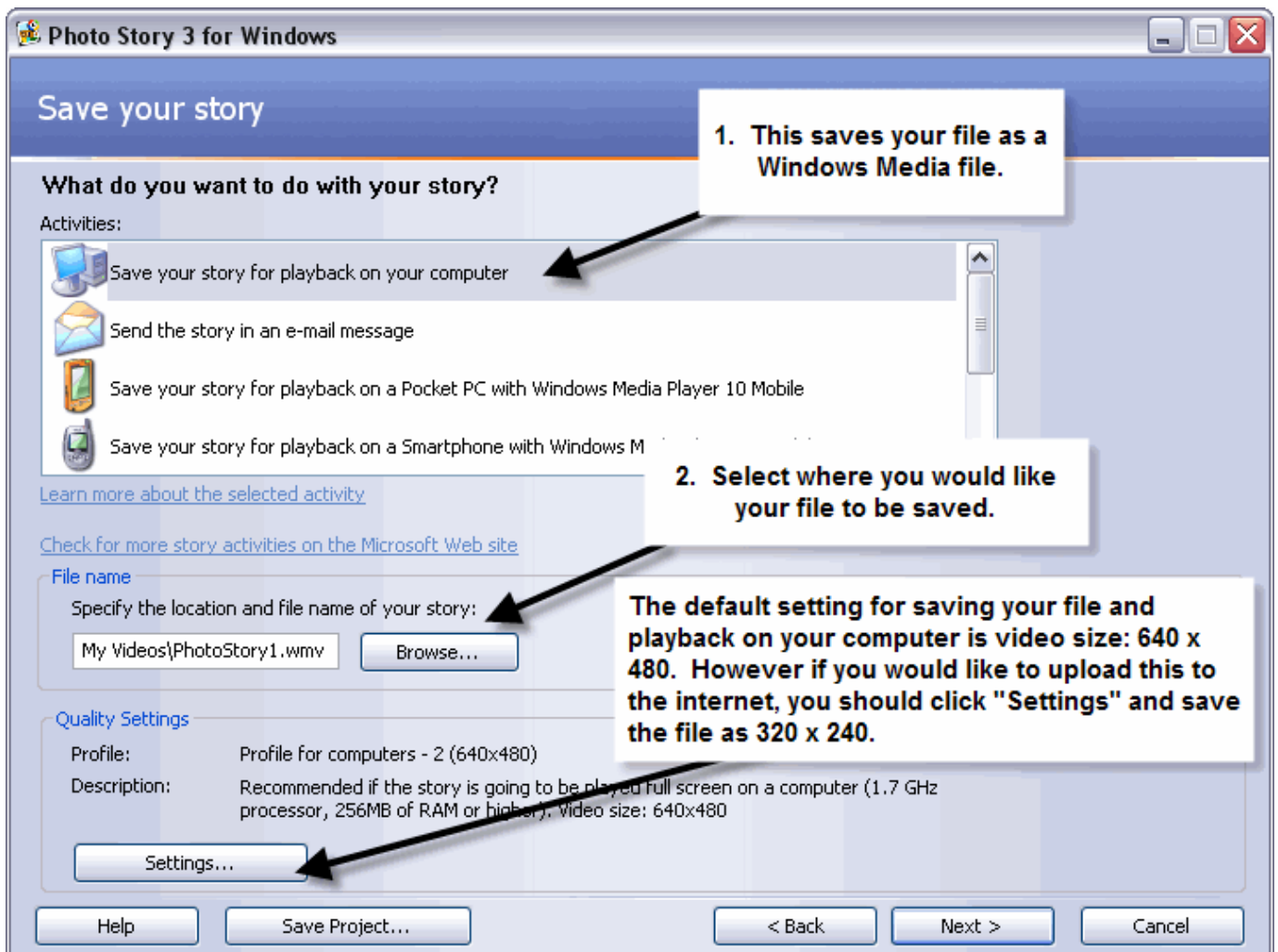
1. Select the photo you would like to start your music with.
2. Add your own mp3 files or create customized music.
3. Preview your story with music.
4. Many different songs can be added to your video story.
5. Remember to Save.



Step Seven: Save your project.

Please note: This step renders your file into a Windows Media file which can be played back on any computer with a Windows Media Player. Once rendered, you will still have your original Photo Story 3 file that you saved if you want to go back and make changes to the final product.

1. Click the option of saving for playback on your computer.
2. Click "Browse" to decide where you would like to save your file.
3. Pick the setting you would like for your file. The default setting for saving your file and playback on your computer is video size: 640 x 480. However if you would like to upload this to the internet, you should click "Settings" and save the file as 320 x 240.
4. Click "Next" when you are ready to save. Please note that it will take a while to render your file. The larger the file, the longer it will take to render. When it is finished, you can view your file.



Additional resources

Here are some additional resources you can use to become more proficient with Photo Story 3:

- **Photo Story 3 Tutorials:** <http://www.jakesonline.org/photostory.htm>
There are eleven screencasts (a digital recording of a computer screen) on this site to take you through each step of using Photo Story 3.
- **Photo Story's Help section:** In the program, click **Help...** for a searchable help guide with illustrations.
- **Photo Story 3 download page:**
(<http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.mspx>) Go to this page to download Photo Story 3 on your home computer. You must have Windows XP and Windows Media Player 10 to use Photo Story 3. You can download Windows Media Player 10 on your home computer from the following site:
(<http://www.microsoft.com/windows/windowsmedia/player/10/default.aspx>)