The Art of Storytelling

Mid-Valley
STEM-CTE HUB

www.midvalleystem.org
midvalleystemctehub@linnbenton.edu
Linn-Benton Community College
Albany Campus - CC-212

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The Art of Storytelling

When it comes to powerful storytelling, less is more. The Art of Storytelling Kit is designed for students to focus on communication, creativity, and narrative without the need for elaborate gear. This minimalist camera kit helps students create media and filmmaking projects where the story takes center stage, and the camera is a tool to bring their vision to life.

Grade Level

6th - 12th grades

Group Size

1 to 4 students

Time Duration

multiple sessions

Content of Kits

Components

- Sony ZV-1 camera
- SD card
- Tripod
- Carry case
- Shotgun mic
- Dust cloth
- Battery charging cord

Software

- Kapwing and Canva offer free options for video editing.

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Usage

Getting Started

1. Before use, make sure there is an SD card inside the camera and the battery is charged. Attach any desired accessories, such as the shotgun microphone or tripod.
2. Turn on the camera and make sure the mode is set to “movie.”
3. Set up your shot, then press the red circle button on top of the camera to start and stop recording. Before filming a project, test the camera to make sure angles and settings are correct.
4. Use the playback button to review your footage.
5. Reminder: Transfer the files captured onto your computer before clearing the SD card and returning the kit to the Educators’ Lending Library.

Storage

Return all components to the provided storage container when not in use. Disassemble the camera and accessories, and return the camera to its hard case between uses. Ensure the camera and accessories are clean and dry before storage.

Troubleshooting

- If the Sony ZV-1 will not turn on, ensure the battery is charged, properly inserted, and the connections are clean.
- If autofocus isn’t working properly, ensure the AF mode is set to Continuous AF (C-AF), which is best for video. Adjust in menu, select Focus Mode, and adjust it to Continuous. If the subject is out of frame or too close, focus accuracy may be affected.
- If audio is not recording, ensure the built-in mic is not obstructed. If using a shotgun mic, ensure it is fully plugged in. If you can not hear sound in playback, turn up the playback volume in the menu.
- If the video is not recording to the SD card, make sure the card is not full. If error messages persists, try formatting the SD card.

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Activity Guide

Beginner

“How It Works” videos
Students create a short video explaining a simple STEM concept or experiment using the Sony ZV-1 camera. This activity introduces students to camera basics. It’s a great way to build foundational video production skills while reinforcing their understanding of STEM topics.

Intermediate

Stop-Motion STEM Animations
Students create an animation to explain a STEM concept, combining technical camera work with creative problem-solving.

Advanced

Mini STEAM Documentary
Students can produce a mini-documentary on a real-world STEAM issue. This project involves planning, scripting, filming interviews, and capturing high-quality audio and B-roll footage. Students will utilize the ZV-1’s advanced features, like 4K recording, cinematic color profiles, and microphone input, to create polished-looking videos. This activity fosters teamwork, critical thinking, and advanced video production techniques.

Extension Activities:

Experimental Design Video Challenge
In this activity, students design and film a step-by-step video showcasing a STEM experiment or engineering project of their choice. Building on skills from the “How It Works” and stop-motion activities, they’ll now focus on visual clarity, precise instructions, and professional editing to produce a tutorial-style video. To add a challenge, students can integrate split-screen footage, slow motion for key moments, or on-screen measurements using the ZV-1’s features. This activity reinforces their technical knowledge while promoting creativity and effective communication in explaining STEM concepts.

STEAM Career Spotlight Video
Students create short interview-based videos highlighting STEM professionals, capturing insights into their careers. They will film interviews with engineers, scientists, or technicians, capturing insights into their work, challenges, and career paths. This activity deepens students' understanding of STEAM applications in the real world, improves communication skills, and inspires future career exploration.

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Learning Extensions

STEAM Connections: Art - Technology - Science

Learning Objectives:

- Develop technical proficiency by learning essential camera skills.
- Enhance creative communication abilities using video storytelling techniques to explain STEAM concepts clearly and effectively.
- Incorporate visual elements like animations or B-roll to improve viewer engagement.
- Practice pre-production skills, including scripting, storyboarding, and planning shots, to create well-organized projects.
- Collaborate and problem-solve in teams to plan, execute, and edit videos, manage time, assign roles, and address challenges in continuity and design with innovative solutions.
- Reinforce STEAM knowledge by translating concepts into engaging visual narratives.
- Explore real-world STEAM issues and careers through research and hands-on projects, fostering creativity and critical thinking

Career Connections:

- **Science Filmmaker –** Create engaging, informative videos on STEM topics.
- **Instructional Designer –** Designing video-based educational content for online or classroom settings.
- **Public Outreach Specialist –** Communicating scientific concepts to the public through media and events.

Essential Employability Skills:

- Communication
- Adaptability
- Time management
- Planning
- Organization
- Teamwork
- Problem-solving
- Technology literacy

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Resources and Accessibility

Safety Guidelines

- **Stabilize the Camera:** Use a tripod or grip to prevent falls and avoid placing the camera on unstable surfaces.
- **Environmental Awareness:** Be mindful of surroundings and avoid tripping or falling hazards.
- **Prioritize Ergonomics:** Use proper posture and take breaks to prevent strain during handheld filming.
- **Practice Electronics Safety:** Use recommended batteries, avoid filming while charging, and handle equipment properly to prevent overheating or damage.

Accessibility

- **Adaptive Mounting:** Adjustable mounts can be easily attached to surfaces or personal devices, accommodating students with mobility challenges.
- **Visual Aids:** For students with visual impairments, use audio cues or a sighted assistant to help navigate the camera functions.
- **Collaborative Work:** Pair students with and without accessibility needs to foster teamwork, allowing everyone to participate in different aspects of the project (filming, analyzing footage, etc.).

Library Catalog

Library Resources

Feedback

QR to feedback survey