

# Multimedia Presentations and Electronic Resources in the Classroom

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30 Inservice Points

Component No. 3 007 004

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## **General Objective**

1. To acquire skills in using computers at all grade levels.
2. To acquire skills in the use of electronic communication in the classroom.
3. To evaluate the effectiveness and use of multimedia software packages.
4. To learn the use of computerized library resources.
5. To acquire skills in the use of the LAN in the building.

## **Specific Objectives**

1. Review and evaluate courseware appropriate for students at all developmental levels.
2. Review and integrate computer courseware into regular program.
3. Review use and skills in LAN,
4. Develop awareness of copyright laws and policies in regard to computer software.
5. Design and construct activities to enhance the use of electronic resources in the general curriculum.
6. Review multimedia presentation software.
7. Develop classroom use of computer literacy skills.
8. Develop skills in the use of the computer as a classroom teaching tool.
9. Learn the skills needed to create multimedia presentations.
10. Learn basic skills in computer problem solving.

## **Activities**

1. Participants will review a variety of commercial and public domain software.
2. Workshop activities will include designing of integrating activity packages.
3. Participants will review copyright laws and policies.
4. Participants will examine software packages for presentation design.
5. Participants will develop a classroom presentation utilizing software and multimedia.

## **Evaluation**

1. Participants will develop multimedia presentations.
2. Participants will be evaluated by the instructor in their ability to manage electronic resources and LAN.
3. Participants will complete an evaluation form.

Joan Cassio/Jennifer Amico Aug. 96, Seacrest Country Day School

