

CAMP
Youth Media Collaboration Guide
A workshop for teachers and students
Ages 10-18

Beta Test Version 1.0

University of Chicago
Urban School Improvement
Digital Youth Network Project
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week-by-week plan

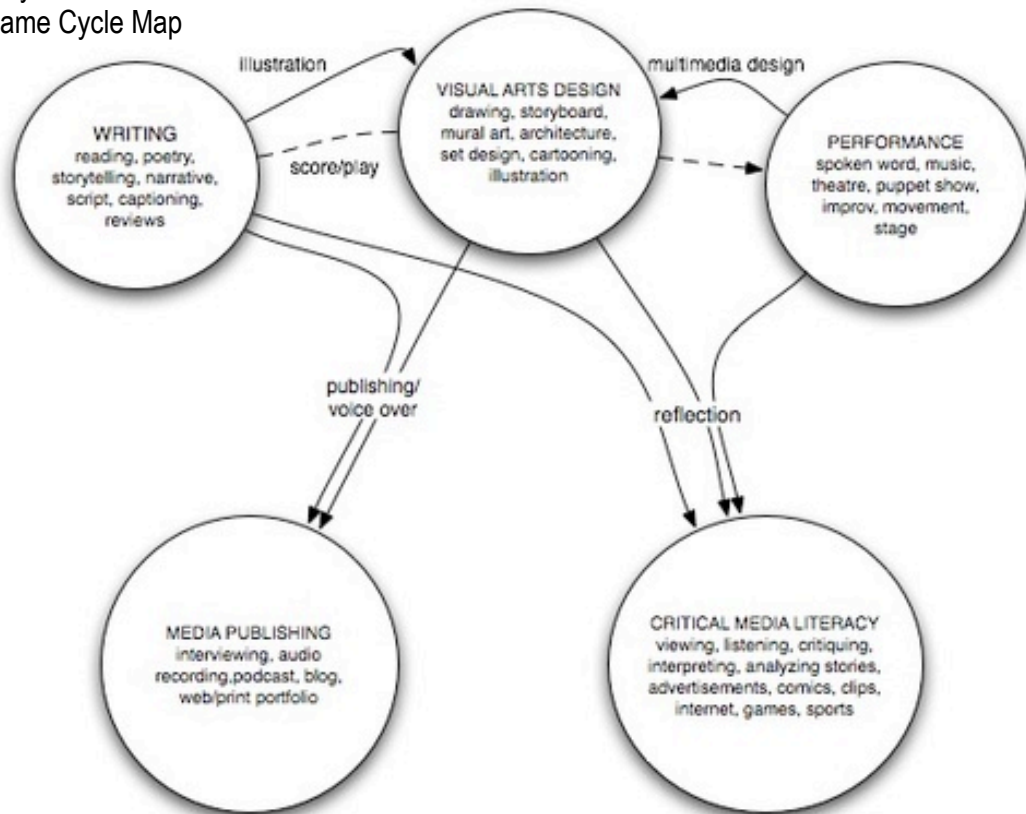
Week 1 | ORIENTATION

Goal of the Day: Introduction

-What is C.A.M.P.?

-Pre-Survey/Youth Roles

-Media Game Cycle Map



Skills to be developed: Audio Recording

Key activities to develop skills listed above:

Media Portrait Activity

We begin with a discussion of the role and impact of music in our lives. Students reflect on modern African youth identity and expression (Hip Hop, in particular) and the relationship these hold to one's sense of self, community, culture, power and change.

Who am i? Where am I from? What are the principal myths, stories and beliefs guiding my life? How does my community environment affect my actions in the world? What significant historical moments, events or leadership figures are important to me? Why? What is Hip Hop? What meaning, values or needs do I have in my life today? Who owns the media?

Opportunities for media publishing:

1. Take your picture! In Powerpoint, write a brief introduction (*Who Am I?*) including your name, place of origin, personal interests, community, history and style. Print or export document to PDF.
2. Audacity, record your text as an audio segment to be posted on the iRemix website
3. Add some music or sound effects to make your presentation more colorful. That's it!

(35 mins)

Weeks 2-3 | VIDEO COMICS

Goal of the Week: MY LIFE

- storytelling guide

Skills to be developed: Publishing (Storyboarding, Recording, Editing)

Key activities to develop skills listed above:

1. Media Portrait Activity (cont)

Opportunities for media publishing:

1. Which significant people, events or places in world history have been most inspiring to you?
2. Draw, find or take pictures that represent these locations, scenes and characters of your story.
3. Import and edit your graphics & video in iMovie, adding captions, titles and filters to your clips.

(1h 30 mins)

Weeks 4-5 | RADIO

Goal of the Week: MY COMMUNITY

- radio worksheet

Skills to be developed: Radio Podcasting (Planning, Interviewing, Production)

Key activities to develop skills listed above:

1. The Wall

PEER PRESSURE	TEEN VIOLENCE	DRUGS
HIP HOP	RACIAL PROFILING	ABORTION
GANGS	PRISONS	SEX

Opportunities for media publishing:

1. List the most pressing issues in urban schools and communities todayIn groups (3), you will share stories of when you have been a witness or victim to one such problem. What solutions can you come up with as a group concerning this issue? While one of you is speaking, the others should be 1) taking notes, 2) finding images online that depict key scenes or characters in the story and 3) taping or recording the narrative as a podcast in Garage Band.
2. Can you think of any movies or songs that deal with this particular theme or scenario? Using

AudioHijack, select and record pertinent snippets that highlight important points or complement questions from your group discussions. Add these to your audio montage.

(2 hours)

Week 6 | MULTIMEDIA I

Goal of the Week: Body Music

The audio works, visual scores and maps you create in weeks 6-8 will be part of an audiovisual compilation available for web distribution at a later date.

Skills to be developed: Music Production

Key activities to develop skills listed above:

1. Using your bodies and the room (including everything in it) as “instruments” or primary sound sources, create a collaborative audio work of no more than two (2) minutes in length. Your group will work with Brother Rob to record and edit audio “samples” and process these into the final audio work.

Opportunities for media publishing:

1. Save your audio file as a .wav or .mp3. You may embellish your segment with some online sounds from the free sound project - <http://freesound.iaa.upf.edu>. You may find it beneficial to explore the works of the following artists and music traditions as you work on your composition: Bobby McFerrin, Rahzel the Godfather of Noise, Sainko, scat...

Week 7 | MULTIMEDIA II

Goal of the Week: Visual Score

Skills to be developed: Photo Imaging

Key activities to develop skills listed above:

1. To accompany last week’s audio work, create a collaborative visual “score” no larger than 11 “ x 17 “ in size using the digital scanner and the Adobe Photoshop software program. In the same vein of the audio work, you will use your bodies as the primary visual source. Your group will work with Sister Jeanine to scan and edit your visual “samples”, and process these into the final visual score.

Opportunities for media publishing:

1. Save your visual score as a .jpeg, .tiff or .gif. Add some of your favorite words

Week 8 | MULTIMEDIA III

Goal of the Week: Digital Storytelling

Skills to be developed: Slideshow

Key activities to develop skills listed above:

1. Freewrite a list of the images and impressions that first come to mind when you think of "Africa." Review your list and write down the sources of these images and impressions--in other words, where did you get these ideas, images, impressions? Where did they come from?
2. There are many who define themselves according to their geographic location. This is especially true in large cities, with such categorizations as North or South Sider. Others claim cities, states or countries as important to their identity. *What are significant landmarks or symbols in my life? How have these come to become a part of who you are.*

Opportunities for media publishing:

1. Find pictures online that represent your answers to 1) and 2) above and save them.
2. In iMovie, arrange your picture clips as a sequence in the timeline and edit them.
3. Record your narrative as a voice over, adding music and transitions between key frames.

Week 9 | WEB PUBLISHING

Goal of the Week: Web Design

Skills to be developed: Layout, Blogging

Key activities to develop skills listed above:

1. In iWeb, you will create a final portfolio (blog) compiling all of your multimedia productions and reflections from the past two months. This web page should include at the least your bio, links, pictures, music and videos. More ambitious projects could involve *image maps*, *comics* and *animation*. See website for sample projects: www.iremix.org

Films	Websites	Materials
<i>Slam</i>	creativecommons.org	--Poster Boards
<i>Baraka</i>	madlabcreative.com	-- Scanner
<i>Sankofa</i>	mediathatmattersfest.org	-- Digital Cameras
<i>Relevance</i>	youthsound.org	-- Colored Markers/Pencils
<i>Boys of Baraka</i>	youthradio.org	-- USB drives (3)
<i>Soundtrack to War</i>	youthmovementrecords.org	-- Graphics Tablet
<i>Do the Right Thing</i>	voiceit.biz	-- Reference Books

Reference Books

How to wow with flash - Colin Smith

Designig of digital portfolio - Cynthia Brown

BarCharts Guides - HTML; Photoshop 7; Getting the Most of the Internet