Digital Media Micro Lesson Introductory Video 2: Explanation

Hello, this is David Black and welcome to the second Digital Media Micro Lesson. Allow me to introduce myself and explain more about the purpose of these videos and the Science

Communication contest we are sponsoring. I am an Education Program Specialist at Clark Planetarium in Salt Lake City and my main job is to travel around Utah to visit sixth grade classes. We present



lessons on the Utah Science with Engineering Education or SEEd standards. There are three sixth grade standards that we present, all about objects in our solar system including their orbits, motions, properties, scales, sizes, proportions, patterns and cycles. This includes the seasons, eclipses, the phases of our Moon, and the role of gravity and inertia. We also teach fourth grade students about the cycles of day and night, the relative brightness of stars, and changes in the constellations throughout the year.

Although we visit close to 300 schools each year, we still reach less than half of Utah's students, and for those that we do visit we only get to teach them for about an hour. We are

Schools I've Visited During the 2023-24 School Year:

- 48 schools
- 164 teachers
- 5223 students



trying to find a way to reach more students for longer periods of time without requiring us to travel more than we already do.

Personally, I'm also in the process of completing my doctor of education degree, and this contest will provide research for my dissertation. I have been a classroom science and media design technology teacher for 33 years and have seen the incredible creativity, engagement, and learning that students achieve when they combine media design software with authentic data to communicate scientific ideas.

Therefore, I propose a competition where students use media design software to communicate space

science concepts. We will divide this contest into different age groups and will focus on sixth grade students this first year. Any student or science teacher who shows they are compe-



tent at using a media design software package by completing practice assignments is qualified to enter the contest. We'll talk more about the rules in another video.

Our goal is for you to use your design skills to create a project that accurately conveys space science concepts to teach an audience of your peers. The winning projects will be displayed on the Clark Planetarium website and in our third floor gallery. You could be one of them! Good luck!