

Digital pictures

GUIDELINES FOR THE TEACHER

Content

This web-based study material is a learning game, whose aim it is to teach how to edit digital stills. A digital picture may be either digital graphics (a painting, a drawing, an animation) or for example a photograph.

What should the teacher know?

It won't hurt to know the elements of picture editing - but this is no out-and-out necessity. We have, however, supplemented the learning game with a detailed guide for teachers, containing particularized information about concepts like pixel, format and colour. The guide is intended to provide you as a teacher with a firm basis, when introducing picture editing into your teaching.

An abridged student version of the guide can be found on the game's 'bookshelf'. This version may be used by the students, when solving the problems.

For whom is the material intended?

The learning objects are meant to be using in media teaching within various school subjects. Picture editing may be brought to bear for instance in IT courses, project work, the school newspaper, or in visual arts.

The material is intended for students in the upper stage of comprehensive school, in secondary school, and in vocational training.

The learning objects are suitable for independent as well as teacher-directed work.

What should the student know?

No previous training is needed to complete this study entity- except, of course, familiarity with using a PC. To make sure, books with clues and other pertinent information have been placed on the game's 'bookshelf'. The books are at the student's disposal when playing the game. They may be read either beforehand or consulted as the game goes on.

How does/do learning/studies progress?

- 1) The learning game consists of three tasks or problems, dealing with how to scan pictures and how to select the right settings for different types of picture use. Scanning is virtual/simulated, a built-in part of the game itself.
- 2) Read the teacher guide, of which a print-out can be obtained [here].
- 3) The challenge is to choose the correct number of pixels, size, colour, and format in line with the task or problem in hand. The solutions are checked by the game. When the solution is wrong, an instructive response appears, pinpointing the cause of failure. The player is then given another chance to solve the problem (trial and error). It pays off to follow the clues in the 'books'. A correct answer means that you go on the next problem. As already mentioned, the game contains a total of three tasks or problems.

Each page includes guidelines of its own.

The game requires:

A Flash 7 – plug-in. If you don't already have it (tasks do not load), you may download from Macromedia [here](#).

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