

ILLUSTRATIVE TOOLS AND INTERACTIVE MEDIA

A Project from the Swiss Agency
for Development and Cooperation SDC



Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra

Agjencia Zvicerane për Zhvillim
dhe Bashkëpunim SDC

In partnership with

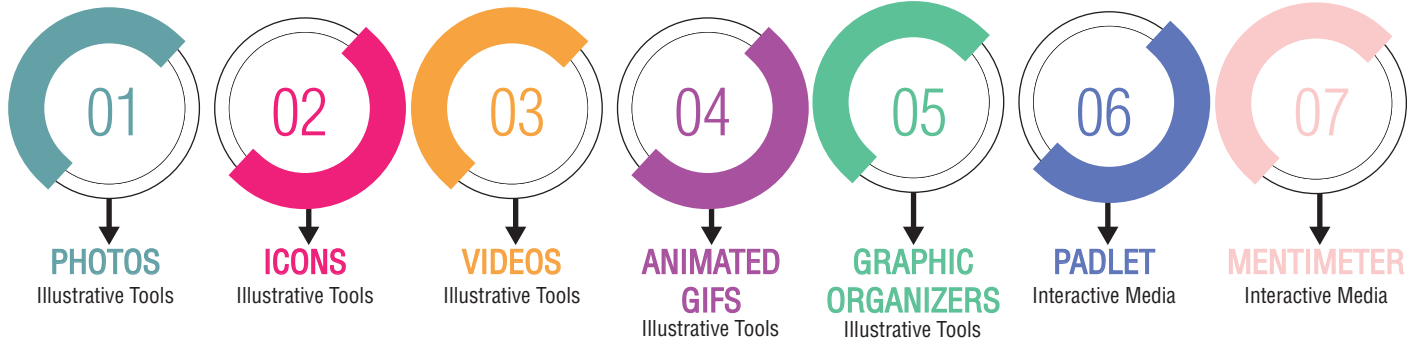


Implemented by:



swisscontact

ILLUSTRATIVE TOOLS AND INTERACTIVE MEDIA

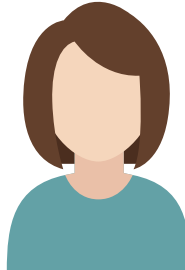


PHOTOS

ILLUSTRATIVE TOOLS | PHOTOS

PROS

- + Very easy to be found
- + Excellent in visualizing objects, phenomena, situations etc.
- + Represent a fast and captivating way to transmit a message/idea
- + An effective way to understand a concept
- + Stimulate emotions
- + A way to break the monotony of a body text
- + A booster of visual literacy skills



CONS

- Could be distracting if too many are used
- Could be confusing if the purpose/message is not clear

ILLUSTRATIVE TOOLS | PHOTOS

WHERE/ HOW TO USE IT?

As a photo sequence on a process/procedure

As a photo sequence to substitute a video

To emphasize an important concept

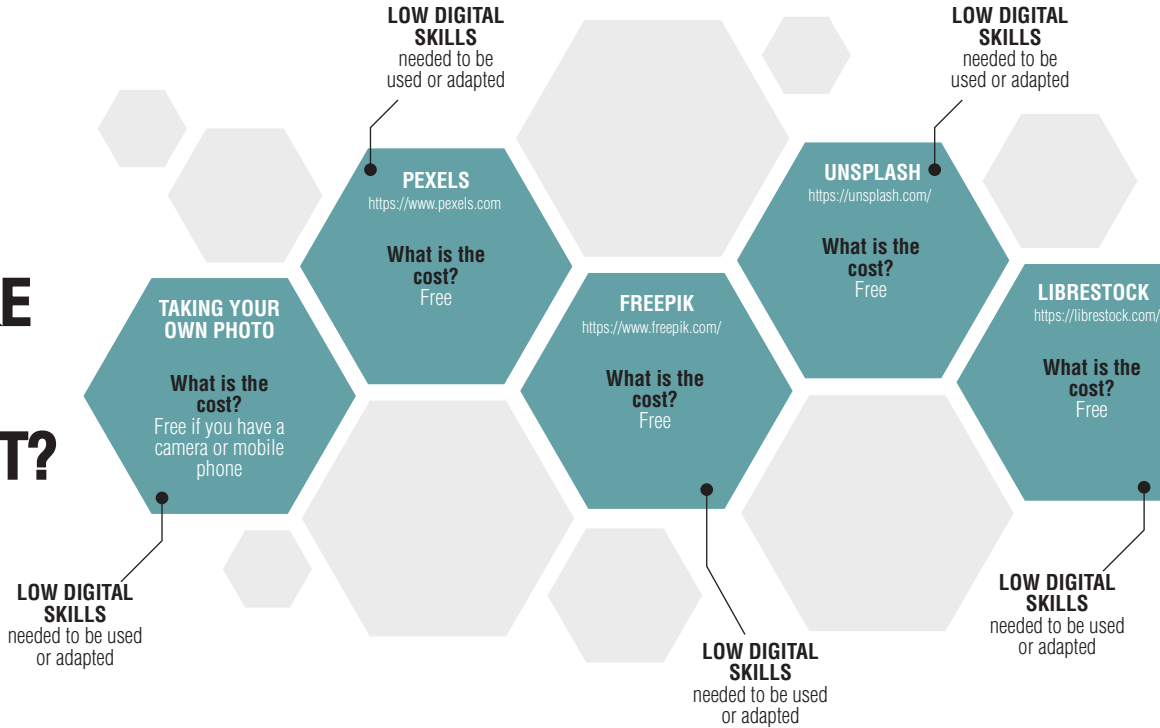
To support practical subjects/topics (when it is not possible to see a device, a tool, an object from close)

To break the ice or stimulate a discussion (“Welcome” phase)

Throughout the body text, especially when it is too long (“Information and Process” phase)

ILLUSTRATIVE TOOLS | PHOTOS

WHERE TO FIND IT?



ICONS

ILLUSTRATIVE TOOLS | ICONS



ILLUSTRATIVE TOOLS | **ICONS**

WHERE/ HOW TO USE IT?

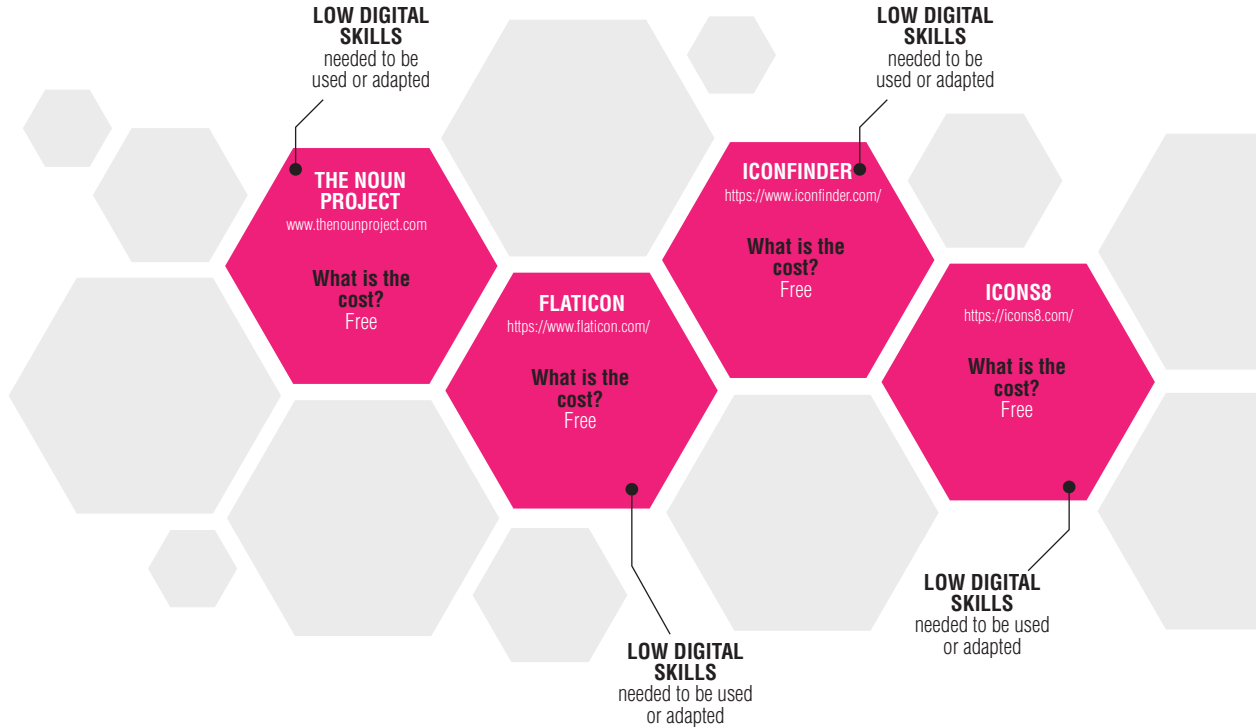
In schemes, sketches, graphic organizers etc.

To illustrate steps, procedures, parts of a whole etc.

Within the body text, to distinguish paragraphs (“Information and Process” phase)

ILLUSTRATIVE TOOLS | ICONS

WHERE TO FIND IT?



VIDEOS

ILLUSTRATIVE TOOLS | VIDEOS

PROS

- + Excellent concretization tool
- + Attract the attention even of the most indifferent learner
- + A long-lasting impact on memory compared to plain text
- + Increase the learners' engagement
- + Increase interactivity



CONS

- The learner could think “Watching video is enough”
- Learners could lose interest if they are long
- Consume too much internet data
- Not suitable for people with hearing impairment

ILLUSTRATIVE TOOLS | VIDEOS

To explain a complex function, a process, a system, a relation etc.

To bring indoors what happens outdoors.

To support practical subjects/topics

To break the ice (“Welcome” phase)

To replace large text (“Information and Process” phase)

To stimulate a discussion

To stimulate the writing of an essay

To present a case study

Possible to create animated videos from scratch

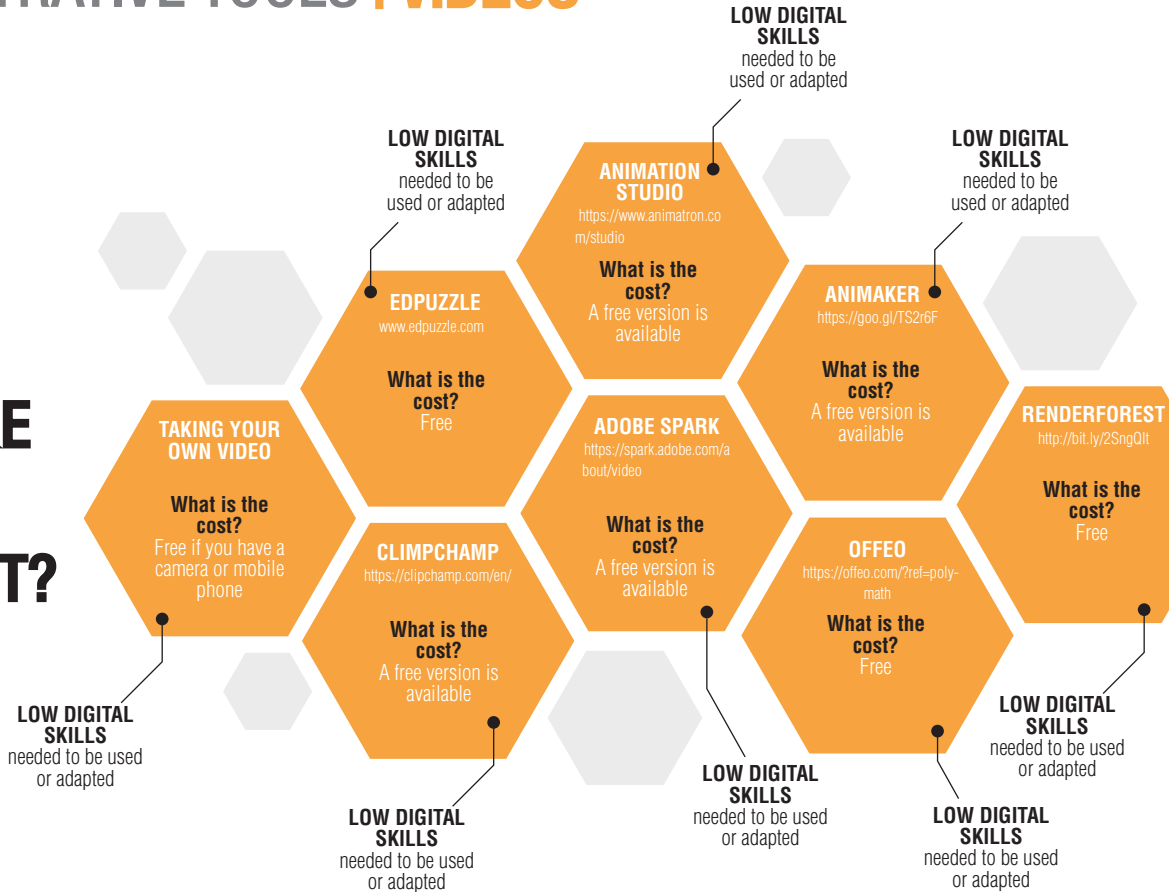
Possible to modify them by cutting, inserting voice-over, inserting a script etc.

Recommended length: up to 5 minutes for explanatory videos / up to 2 minutes for motivational or ice-breaking videos

WHERE/ HOW TO USE IT?

ILLUSTRATIVE TOOLS | VIDEOS

WHERE TO FIND IT?

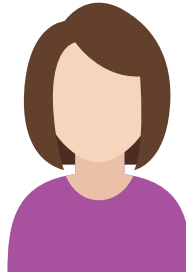


ANIMATED GIFS

ILLUSTRATIVE TOOLS | ANIMATED GIFS

PROS

- + Easy to create
- + Help the learner retain information
- + Make possible to explain a process/procedure in a very short time
- + Useful to decontract the audience while attracting it's attention
- + Make learning more enjoyable
- + Do not consume too much internet data



CONS

- Can't be edited (modified)
- Could be distracting if used too often
- Could be confusing if the purpose/message is not clear

ILLUSTRATIVE TOOLS | ANIMATED GIFS

WHERE/ HOW TO USE IT?

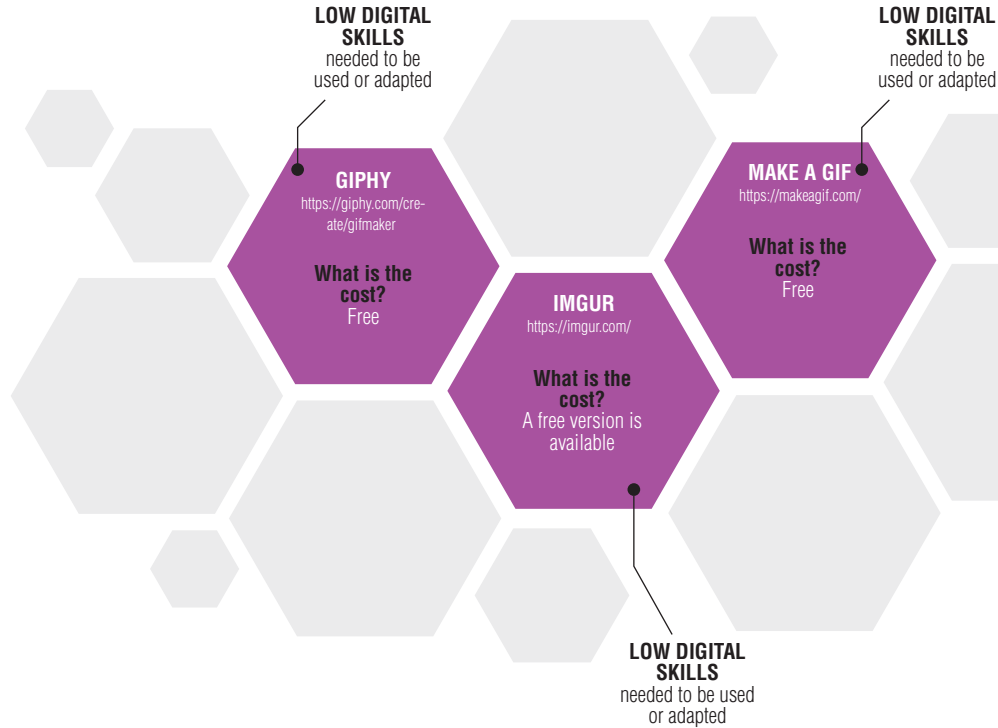
As a visualization of a process or a pattern (e.g. Earth movement, electric current direction etc)

Very suitable for younger audience

Suitable when the audience uses mobiles for digital learning materials (instead of videos)

ILLUSTRATIVE TOOLS | ANIMATED GIFS

WHERE TO FIND IT?

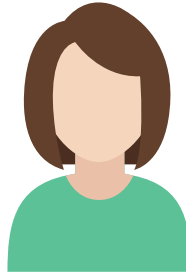


GRAPHIC ORGANIZERS

ILLUSTRATIVE TOOLS | GRAPHIC ORGANIZER

PROS

- + An efficient tool to demonstrate relationships between concepts, elements, facts etc.
- + Helpful in schematically presenting ideas, organizing large information etc.
- + Attract the learners' attention
- + Stimulate engagement



CONS

- Might get too complicated if many elements are inserted
- Take time to be created
- Need a certain degree of digital skills

ILLUSTRATIVE TOOLS | GRAPHIC ORGANIZER

WHERE/ HOW TO USE IT?

To evoke priory-gained knowledge by asking the learners to complete it (“Activation of existing knowledge” phase)

To replace a large text (“Information and Process” phase)

To understand if learning objectives are achieved (“Analyze” phase)

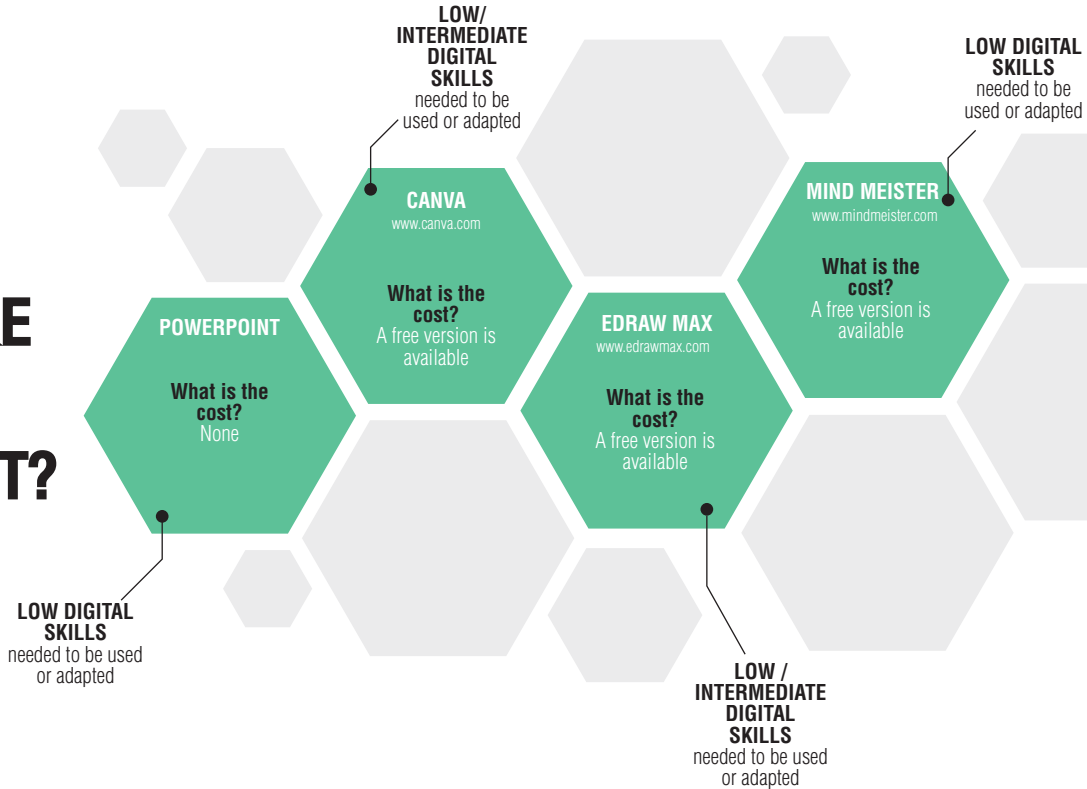
Use a mind map or a concept map to explain the relationship between main concept and related other elements or to wrap up a learning material (end of the Processing phase)

Use a timeline graphic organizer to present sequenced events (historical event, evolution of a science etc.) or a multiple cause-effect relationship

Use a flow chart to present the steps of a process/procedure

ILLUSTRATIVE TOOLS | GRAPHIC ORGANIZER

WHERE TO FIND IT?

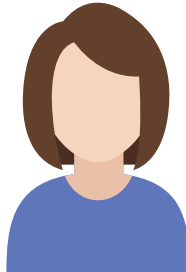


PADLET

INTERACTIVE MEDIA | PADLET

PROS

- + Easy to use
- + Create a dynamic learning process
- + Imitates a physical class situation (as using a whiteboard or a flipchart)
- + Suitable for all types of postings: text, images, videos, links, files etc.
- + Highly interactive (everyone can place, share and comment on others' postings)



CONS

- Difficult to be managed for a large number of participants
- Confusing in case of too many posts on the same padlet sheet

INTERACTIVE MEDIA | PADLET

WHERE/ HOW TO USE IT?

As a discussion or brainstorming board (in WAIPA, in “Welcome” phase, “Activation of existing knowledge” phase”, “Analyse” phase)

As a blog for a teamwork or project (“Transferring” phase)

As a peer-to-peer assessment tool thanks to its anonymity options

INTERACTIVE MEDIA | PADLET

WHERE TO FIND IT?

PADLET

www.padlet.com

What is the cost?

Free for the first 3
padlets / starting
from 5€/month
for unlimited use

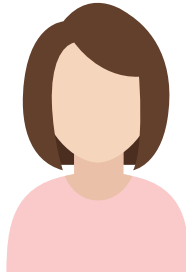
**LOW DIGITAL
SKILLS**
needed to be used
or adapted

MENTIMETER

INTERACTIVE MEDIA | MENTIMETER

PROS

- + Easy to use
- + Creation of real-time interactive presentations with immediate feedback
- + Various types of presentations: polls, brainstorming, tests etc.
- + Engagement all learners at once
- + Stimulates learner-platform interactivity



CONS

- There is no import option: everything has to be created from scratch

INTERACTIVE MEDIA | MENTIMETER

WHERE/ HOW TO USE IT?

When a dilemma is given

When you want to receive immediate feedback

To break the ice (“Welcome” phase)

To evoke priorly-gained knowledge by asking the learners to complete it (“Activation of existing knowledge” phase)

To understand if learning objectives are achieved (“Analyze” phase, e.g. a simple “yes or no” poll; a multiple choice test etc.)

INTERACTIVE MEDIA | MENTIMETER

WHERE TO FIND IT?

MENTIMETER

www.mentimeter.com

What is the cost?

A free version is available/ starting from 7.99€ month for basic use (added features)

LOW DIGITAL SKILLS

needed to be used or adapted

