

Figure 7.3 - "Choose Your Own Adventure: Creating Audiovisual Resources

Communication isn't just one of the 4Cs; it's also something teachers need to be able to do with learners and their grownups.

- *Interactive* student resource options:
 - Worksheet (2 points)
 - “Interactive” means the learners can do something with the choice on the screen - click a link, watch a video, drag and drop answers, etc.
 - Set of 8+ flashcards (4 points)
 - Rhythm, solfege, staff reading, fingerings, etc.
 - Could be printed (consider printing layout) or played via slides
 - Academic integrity: Do not just copy someone else’s examples online.
 - Poster (4 points)
 - Think of how you could make it *interactive*, not just something on the wall for you to point at.
 - A choice board with at least 6 interactive choices (6 points)
 - “Interactive” means the learners can do something with the choice on the screen - click a link, watch a video, etc.
 - [Basics of choice boards in the music classroom](#); [templates](#)
 - Interactive slide deck game (6 points)
 - [Jeopardy template for Google Slides](#)
 - [Other game templates for Google Slides](#)
 - Virtual classroom (8 points)
 - [How to create a virtual classroom](#) (there are also lots of YouTube tutorials)
 - Example: [Virtual field trip](#) (like a combination of virtual classroom and choice boards, with almost 30 Easter eggs)
- Family resource options:
 - Newsletter (2 points)
 - Include updates on what your classes are currently learning, things they’re working toward, upcoming performances or other things to be aware of
 - Concert announcement poster (2 points)
 - Include performing group(s), date, time, location, theme (if applicable)
 - If it’s outside the school day, include the call time for performers
 - Include some type of graphic/image/photo
 - Concert program (2 points)
 - Be sure to consider printing layout!

For this project, I suggest using either a presentation program like [Slides](#) or [Canva](#) or a word processing program like [Docs](#) or Word.