



What Does It Do?

Document Cameras in the Classroom:

“Easy Digital Camera” (directly into the computer)

- No secondary transfer – just shoot and hit SAVE if you like it. Can be saved into an SD card (use the button on the Elmo) or into the computer’s folders when using the *ImageMate* software.
- Can shoot any 3D objects – turn the lens in any direction and either re-orient beforehand or afterwards.

“Easy scanner” (no laborious setup before every scan)

- Get snapshots and “scans” of any text-based materials much easier and faster – on the fly! Save them and use them in *Word* documents, *PowerPoints*, web pages, etc.
- Use OCR software to convert the text from these “scans” into editable text (variable results based on input text).

“Document Camera” – (Live uses...by the teacher **OR** the students)

- Collectively view anything!
 - New text-based curriculum for classwide review on-the-fly or with student copies in hand...keep everyone on the same line of the same page
 - Review student work, textbooks, newspapers articles, photos, etc. (use anti-glare screen for glossy items)
- Demonstrate sequence of items/events with a text-based process or 3D objects: Demonstrate exactly how to perform an action (dissection, art, etc.) or the sequencing of steps (creating a mind map illustration and translating it to written essays). As you perform each step, just click the “Still Capture” button. Great way to demonstrate storyboarding or sequencing.
- Modeling of anything: Students can follow along with making notes, drawing, etc., with the same exact piece of text (don’t have to re-write it all on the board)
- Student explanation and sharing: Getting students out of their seats to share anything and become more engaged and collaborative – sharing out their homework, their work on a math problem, their doodles, their disruptive private notes to their peers...endless possibilities! Immediate capture of anything shared.
- Annotate “by hand” right onto any text-based materials with ease – just put a transparency over the top and use a transparency marker...re-use as desired.
- Annotate digitally the “still shots” of any live demonstration using the “Draw” button of the *ImageMate* software.
- Use in place of an overhead projector with any transparencies you have: Just put a piece of white paper behind them...and perhaps use the onboard light. No more glare in your face all day – and capture and share any item digitally all day long.
- “Microscopic” details of anything: Zoom to a level to see inscriptions on currency or view details of a historical painting/photo or use with a **microscope** for shared viewing.

Live “webcam” (for certain uses):

- May be used with certain video editing programs (*Windows Moviemaker*, etc.) as a webcam device for recording live video.

A few other good ideas:

- Put a timer underneath the camera for various applications.
- Share puzzles, games, or word sorts – complete a Sudoku together as a math warm up!
- Realia and manipulatives for all course areas!
- Explaining and displaying homework – great motivator to get it done if it might be shared!