

Twelve Reasons to Use Multimedia Projects in the Classroom

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1. Multimedia projects motivate students to participate.
2. Multimedia projects integrate all the language arts -- reading, writing, listening, and speaking across curricular areas.
3. Multimedia projects build collaboration skills for students.
4. Multimedia projects create real reasons for reading, writing, and revising communication.
5. Multimedia projects give students a larger audience than the teacher and the classroom.
6. Multimedia projects require students to analyze sources and think about evidence in new ways.
7. Multimedia projects lead teachers to think about their students, classes, and lessons in new ways. Reflection and revision of teaching strategies naturally evolve with the projects.
8. Multimedia projects require higher order thinking and problem-solving skills. These projects promote non-linear thinking and give divergent learners a chance to shine in the classroom.
9. Multimedia projects move teachers from the role of lecturer and classroom authority and into the role of learning coach or facilitator. They create student-centered classrooms.
10. Multimedia projects increase students' literacy and prepares them for the technology-based communication skills required in the workplace today and tomorrow.
11. Multimedia projects let teachers address multiple intelligences and learning styles in the classroom.
12. Multimedia projects naturally employ the range of resources and approaches by which most students learn best.

About the Author

Dr. Suzanne Cherry is an Assistant Professor in the School of Education at Francis Marion University. She is also the Director of the Swamp Fox Writing Project, a National Writing Project site (<http://www.writingproject.org/>). Dr. Cherry is an accomplished presenter and incorporates technology in a variety of ways in the instructional process. The author has not received any financial remuneration for the article.