**INFOGRAPHICS**

**DAY 1**

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# **TARGET** Students will be introduced to the concepts of design of infographics and explore different platforms for building infographics.

# **EDUCATION METHODS**

1. Animoto Visual Presentation
2. Exploratory research

# **OBJECTIVES**

1. Level 1 (Basic) understanding of basic design rules for an infographic
2. Level 1 (Basic) explore and select an infographic builder

# **MATERIALS NEEDED**

1. Infographics Day 1 ANIMOTO
2. Compare/Contrast/Consider guide
3. TEACHER CHOICE: Teacher should select three infographic creators that are considered user-friendly and that could be used by students to create infographics for future use.

# **VERIFICATION**

*Steps to check for student understanding*

1. Teacher will do frequent comprehension checks in the form of Classroom Assessment Techniques (thumbs up, thumbs down; exit slip in the form of post-it note summary)
2. This module will contain guidance for students and teachers to work toward making decisions and putting assets in place for future production. Keep in mind that you are creating valuable tools for future use. Emphasize this to your students as well.

# **FLOW OF LESSON**

1. Suggested bell ringer: If you had to choose to lose one of your five senses for the rest of your life, which one would you give up and why?
2. Teacher will present the ANIMOTO
3. Teacher will distribute the Compare/Contrast/Consider guide
4. Students will work independently to research and try out the pre-selected infographic creators and record their information.
5. Students should be prepared to present their recommendations to the class individually during the next class period.

# **WRAPPING IT UP**

1. Exit slip: Do you think that infographics should become an integral part of our media outlets? Why or why not?