

Digital Cameras

Cameras

There are many different uses for a digital camera in the classroom. These uses can vary from simply documenting achievements in the classroom to hands on lessons for students.

There are many different Digital Cameras that can be used in the classroom. The Digital Cameras can range from the very expensive, a high end Nikon D2x \$4,999.95 to a relatively inexpensive Nikon CoolPix 4600 which tops out at \$199.95.

Image Quality

The image quality for each camera is determined by how many MegaPixels the camera's sensor has. The High end Nikon D2x has 12.4 MegaPixels whereas the Nikon CoolPix has a sensor with 4 MegaPixels.

Memory Cards

Digital cameras save the digitally recorded information on to several types of memory cards. There are Compact Flash Cards, Memory Sticks, Smart Media Cards, and Secure Digital cards. These different cards have many different memory sizes, ranging from 8Gb to 16MB. The card size coupled with the camera's MegaPixel determines how many pictures you can save on a memory card.

The Right Camera

Finding the right camera really depends on your classroom needs and your school's budget. For my classroom, which is the photography classroom I would suggest a mid-range Digital Camera the Nikon D50. This particular model costs about \$799.95 and that includes a lens for the camera.

Transferring Information

To transfer the digitally recorded information from the camera to the computer there are several options. First, many cameras come with a USB connector that connects the camera directly from the computer. Another way, which is the method I use on a regular basis, is to remove the memory card from the camera and place the card into a memory card reader.

How To Use

Once again there are several ways you can use the digital camera. In some classrooms you may simply choose to set the camera on automatic and start to click away. On some of the models you can use the viewfinder on the back of the camera to frame your image. In my photography class I require the students to use the camera manually, setting the shutter speeds and apertures by balancing the camera's meter.

After shooting whatever it is you need for your lesson you will need to download the images to the computer, again there are several ways you can do this.

- Find the USB cable, which connects the camera to the computer, and make the connection.
- Remove the memory storage device and place it into the memory card reader.
- Open the images in the needed program once on the computer.
- For my lesson I use the software program Adobe PhotoShop CS.

One lesson that is taught in my Computer Art class is the Self Portrait.

- Students are photographed.
- Their images are imported into a folder where they can retrieve them.
- Students begin to manipulate the images in the program Adobe PhotoShop.

Examples of the Self-Portrait

