## **NATURE JOURNALING**

## iPad NoteLedge:

During the time set aside for students to make their own paper journals, introduce the NoteLedge application on the iPad as a tool used to create a multimedia journal. Ask what advantages an electronic journal has over a paper journal? (Can be stored in a digital format, can be shared remotely, will not disintegrate with time, etc.). What are disadvantages of keeping an electronic journal over a paper one? (Much more expensive, requires electricity to operate, formatting/software issues between electronic makers, affected by weather, particularly moisture, etc.)

As journaling involves a combination of drawing, writing and reflection, the features of the NoteLedge application will be discussed one at a time, followed by a period to try using that portion of the application. For example, the naturalist should choose one of the listed drawing exercises (free, gesture, memory, etc) to describe to the students. Before handing out the iPads, gather them in a small circle to demonstrate the drawing NoteLedge features:

At the base of the screen (below the page number), there should be a horizontal menu bar with icons and titles, including: **Table**, **Audio**, **Video**, **Sketch**, **Text**, **Image and Template**. Each of these features can be turned on or off by touching them. If a diagonal cross through overlays the symbol, that feature is turned off. To the right and left of this horizontal bar are **double arrows**. To flip forward to a new "page" in the journal, or back to a previous page, touch the corresponding arrows.

To **Sketch**, students should rotate the iPad so that the horizontal menu bar is on the left. At the bottom of the screen should be a leather colored "pouch" containing a **color card**, "**Opacity**," "**Size**," an **eraser** and a **writing utensil**. By holding their finger down on top of the **writing utensil**, images of six further utensils should appear. By dragging their finger right and left, students can scroll through utensils. The selected utensil appears largest in the group. When the desired utensil appears largest, removing the finger selects that tool. On the opposite side of the pouch, touching **the color card** will make a new, larger color selection box appear. Any color touched will appear vertically to the right. When the desired color appears, touching the color card will make the color "menu" disappear. Then, when students drag one finger across the screen, the color in the desired utensil will appear. (Dragging multiple fingers does nothing). If students don't like what they've drawn, they can touch on the **eraser** and drag their finger over what they've drawn to remove the image. If the color is too dark, touching **Opacity** and dragging a finger right and left will change the darkness of the color selected (from 1%, very light, to 100%, very dark.) If the line drawn is too thick, touching **Size** and dragging a finger right and left will change the thickness of the color selected (from 4, very thin, to 60, very thick.) Have the students practice a type of drawing you've described (free, gesture, memory, etc). You can have them look out the window at a scene or give a natural object to focus on.

Next, students will practice writing using NoteLedge. To insert **Text**, students should touch the Text icon in the menu bar. A Text Box will appear, marked with a white **X in a dark circle** in the top left corner. The text box can be moved anywhere on the page, made longer by dragging the **backwards L** if the lower right hand corner of the box. Type into the box using the letter keypad that appears. The **font**, **font effects** (**bold**, **italics**), **size**, and **color** of the font can be changed in the top menu bar of the keypad. To make the keypad disappear, hit the **keypad symbol** in the lower right hand corner. To edit the text box, touch the letters on the screen. Double tapping the text will give the options to "Select," "Select All," or "Paste." Touching the X in the upper left hand corner will give the option to delete the text box.

Inserting a **Table** is similar to a text box and can be done by touching the Table icon in the menu bar. The table can be drawn by dragging to the desired number of columns and rows. Text can be inserted by tapping a box in the table. The keypad will appear, as will an additional menu bar above the table to "undo," "redo," "cut," "paste" and "delete." The table can be expanded or reduced at any time by moving the **four sided arrow cross** in the bottom right hand corner of the table. The table can be repositioned on the page by touching and holding the center, then dragging to the desired spot.

Through the group poem, nature haiku, or sound map, have students insert text or a table (or both) onto their existing page or flip to a new page.

In addition to free drawing and inserting texts and tables, students can insert **Audio recordings**, **Video recordings**, **and Images** from the **library** or by **taking a photo**. (*The Otterbox must be removed to reveal the camera*). To insert

an Image, click on the Image icon in the lower horizontal menu bar and select "Add from Library" or "Take Photo." The same can be done for Videos and Audios. For Audio recordings, touching the audio box will cause it to rotate, revealing a "play," arrow, a circle "record" button, and an X "delete" button. Images, Videos and Audios can be moved to different locations on the page.

Using the "Picture Time" journaling activity is a great way to put all the journaling pieces together. Once each student has been led to his/her area, they can solo journal for 10-15 minutes by drawing, writing, creating tables, recordings, videos, or audio recordings.

Opposite the lower menu bar, at the top of the page, is the **upper menu** bar. The **trash can icon** will clear the current page. The **world arrow symbol** will email or share the current page. The **save icon** will save the current page. To view all saved pages at once, click the **four pages in a circle icon** to the left of the top menu bar. The **writing icon** to the left locks the screen, so no writing or drawing appears. The **easel symbol** changes the view to Full Screen. The **arrow back icon** in full screen returns the user to traditional view mode.

When students are ready, they can choose to share or not share what they have produced. To continue working on the journal at home, students should email themselves the journal page. Doing this will divide the journal page into individual pieces. To save a complete picture, students can touch the "Archive" tab on the left side, press "Edit" in the top right hand corner, select with a checkmark which journal they'd like to convert, and then click pdf (students must have a Dropbox account and be able to log in to make this work.)