



## The ActivClassroom



**Excite!**

**Educate!**

*Engage!*



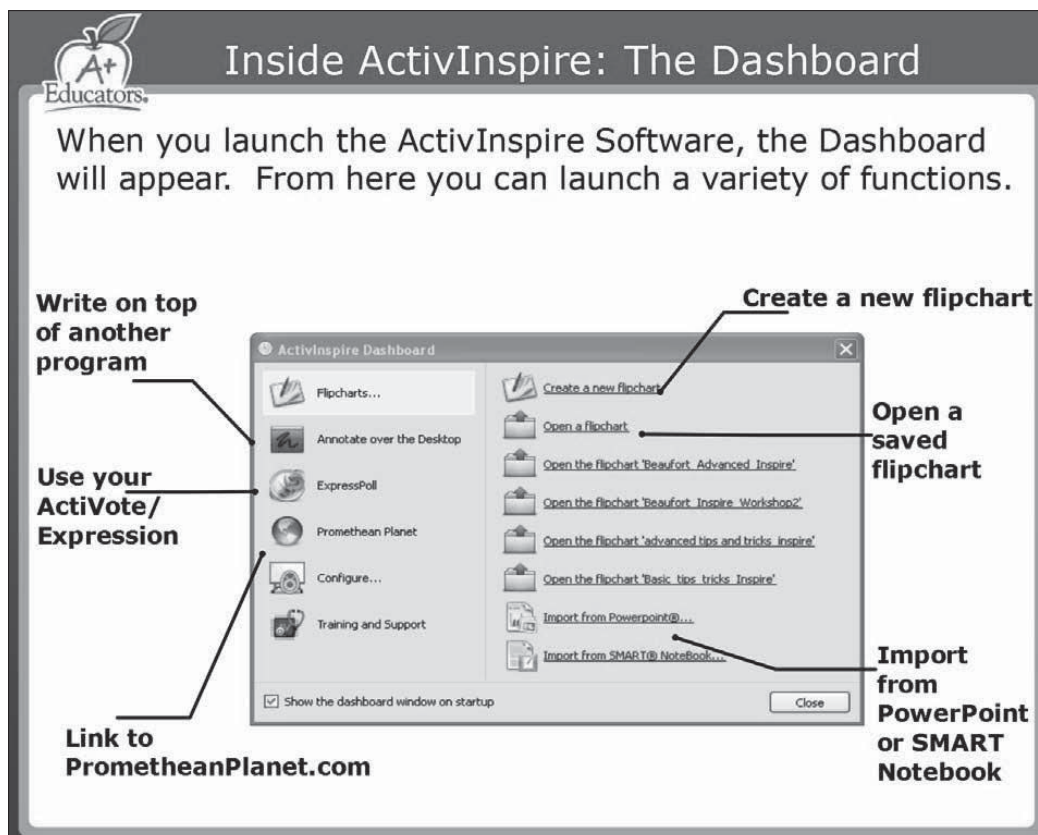
## The ActivBoard and ActivInspire Software



Get your students on their feet and interacting with the board as much as possible! The surface of the board is hard and it cannot be easily damaged. So don't be afraid to touch it with the ActivPen, as it's the only thing that can interact with the board.

The ActivInspire Software gives you the tools you need to create fun and interactive lessons for your ActivBoard called flipcharts. Locate the ActivInspire shortcut on your desktop and open it now!

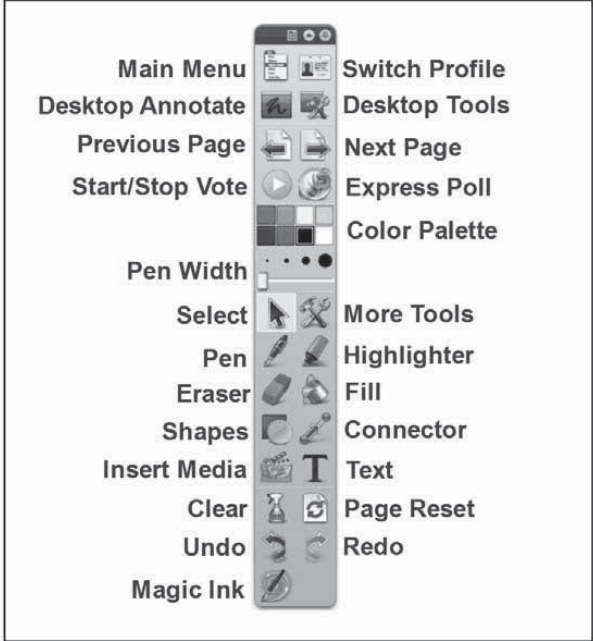




### Tackling the Toolbar

This is a diagram of your floating toolbox.

It is NOT important to know what all of these tools do right away. We will be working with the basic tools throughout this session.

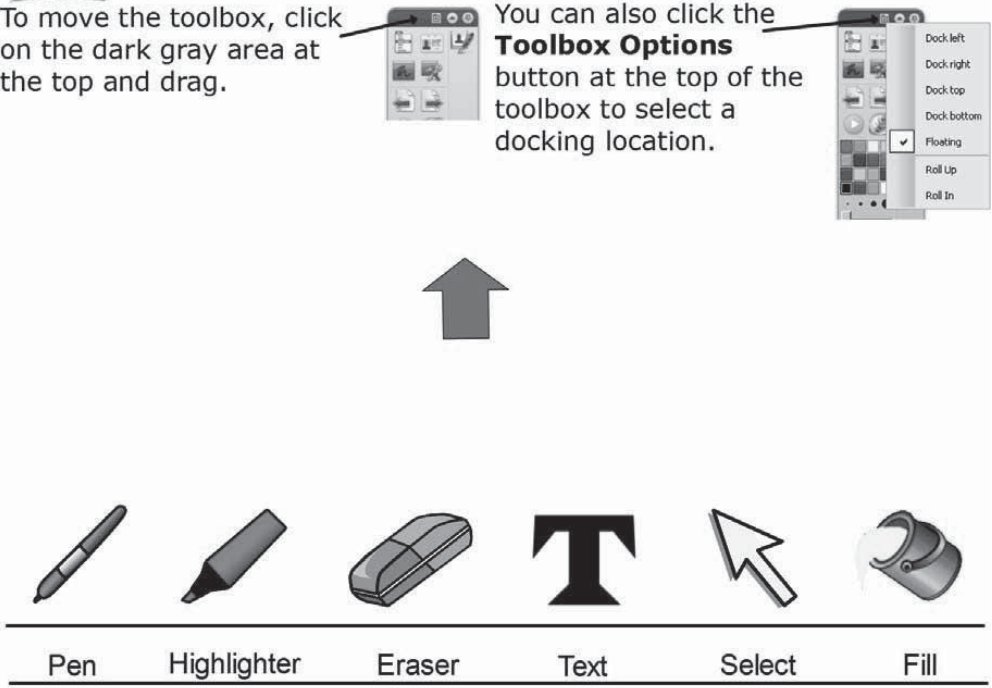


Use this page as a reference.

### Docking the Box and The Basic Tools


To move the toolbox, click on the dark gray area at the top and drag.

You can also click the **Toolbox Options** button at the top of the toolbox to select a docking location.




Pen Highlighter Eraser Text Select Fill

## Browsers




**Page Browser:**

- View and navigate the entire flipchart as page thumbnails.
- Set the backgrounds and grids for pages.
- Organize your flipchart pages using drag and drop, reordering, cut, copy, delete and duplicate commands.




**Resource Browser:**

- Quickly navigate to and view all the resources in a particular folder.
- Drag and drop resources such as page templates, activity pages and question pages from the browser into your flipchart.
- Drag and drop your own creations from a flipchart page into a folder in the Resource Library.




**Object Browser:**

- Keep track of the number and types of objects in your flipchart.
- Display layers and stacking
- Display the order of objects and which objects are in the top, middle and bottom of the page.
- Display which objects are grouped together.
- See if the page has any hidden or locked objects.




**Property Browser:**

- Display all the properties of an object.
- View and manipulate the position and appearance of an object by changing its settings in the Property Browser.
- Add interactive features to your flipchart and control how they can be used.
- Control the behavior of an object by defining rules, called restrictors, that constrain its movement.




**Action Browser:**

- Apply a command action to an object.
- Apply a page action to an object. For example, an action to go to the next page.
- Apply an object action to an object. For example, an action to change the size, position or translucency of an object.
- Apply a document or media action to an object. For example, an action to insert a link to a file or website.
- Apply a voting action to an object. For example, an action to start/stop a flipchart vote.



**Voting Browser:**

- Register ActivSlate, ActivVote and ActivExpression devices.
- Assign students to devices.
- Toggle between anonymous and named voting.
- Set, suspend or change the time allowed for responses.
- Start and stop voting.
- Browse voting results and export results to Microsoft Excel spreadsheets.




**Notes Browser:**

- Create, view and edit notes about your flipchart lesson.

## Interactive Whiteboard Reinforcers

**"The interactive whiteboard *reinforcer* -- applications that teachers use to signal that an answer is correct or to present information in an unusual context...were associated with a 31 percentile point gain in student achievement."**

*Robert Marzano, Teaching with Interactive Whiteboards 2009*



This includes dragging and dropping, uncovering information hidden under objects, using animations, and a variety of the software's interactive functions.





## Interactive Whiteboard Reinforcers

Click on the  icon to reveal information



When using reinforcers, ensure that they are adding to the engaging qualities of the lesson and not serving as a distraction.



When using reward tools/sounds such as virtual applause, ensure that there is a discussion about correct and incorrect answers to reinforce learning.



## Visual and Media Connections

**"...downloaded pictures and video clips from the internet, sites such as Google Earth and graphs and charts...[were] associated with a 26 percentile point gain in student achievement."**

**Robert Marzano, *Teaching with Interactive Whiteboards*, 2009**





## Images and Objects

**"Visuals promote a student's ability to organize and process information."**

McKendrick & Bowden, *Something for everyone?*, 1999

**Where to find images:**



Really truly FREE Clipart  
created by a professional and published artist  
for your classrooms, newsletters, webpages,  
or wherever you can find a non-profit use.

**HASSLEFREE  
CLIPART.COM**

**School Clip Art**  
Free Educational Clipart

**Google**  
images

**Pics4Learning.com**

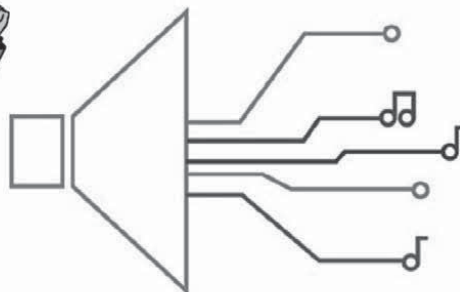


## Using Sound

**"...applications that teachers can use to signal that an answer is correct...[like] acknowledging correct answers with virtual applause...these practices were associated with a 31 percentile point gain in student achievement."**

Robert Marzano, *Teaching with Interactive Whiteboards*, 2009

However...



## Videos

**"Teachers who use instructional video report that their students retain more information, understand concepts more rapidly and are more enthusiastic about what they are learning. "**

**National Teacher Training Institute, 2006**

**Where to find videos:**



**You Tube**  
Broadcast Yourself  
downloader



**WatchKnow**  
Videos for kids to learn from. Organized.



**KHAN**  
ACADEMY



**TeacherTube**  
Teach the World




**NATIONAL  
GEOGRAPHIC**



**HISTORY.COM**

## Videos

- Search for relevant videos and try to find segments that meet your learning objectives.
- Keep them "short and sweet."
- Check for age-appropriateness.
- Create custom videos using Web 2.0 Tools.

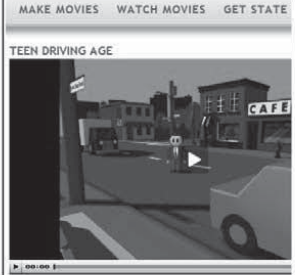





**xtranormal**

MAKE MOVIES WATCH MOVIES GET STATE

TEEN DRIVING AGE











## Web 2.0 Tools

**"Teachers need to integrate technology seamlessly into the curriculum instead of viewing it as an add-on, an afterthought or an event."**

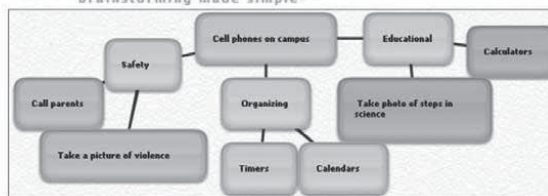
Heidi-Hayes Jacobs, Educational Consultant, Curriculum Designers, Inc.



## Web 2.0 Tools

- Web 2.0 tools create a collaborative environment.
- Certain tools lend themselves to the "hands-on" environment of the interactive whiteboard.

**bubbl.us**  
brainstorming made simple



**VISUWORDS™**  
online graphical dictionary



**capzles**  
time. captured.™





## Organization and Pacing Tips



Separate the lessons into clear chunks.



Present information in a logical, interesting sequence that can be easily followed.



Include clear directions on flipchart pages or in notes for each page of instruction or activity.



Include processing and questioning opportunities.



Integrate reminders to allow students to take notes.



Make the layout of pages aesthetically pleasing.

Marzano, Pickering, and Pollock, 2001



## Organizing with Task Analysis Strategies



### 1. Find the Lesson Objective

"What do you want students to be able to do by the end of the lesson?"



### 2. Determine the Subobjectives

"What are the critical steps needed to accomplish the lesson objective?"



### 3. Choose Aligned Activities

"What will the students be asked to do to demonstrate their understanding of each subobjective?"

Larry Deignan 2010



## Learner Response Systems

**"Success comes in finding that sweet spot and using it properly... statistically the successful strategy only works if the voting component is in place, keeping track of students who are getting it and those who aren't, and using their feedback formatively."**

Robert Marzano, *Teaching with Interactive Whiteboards*, 2009

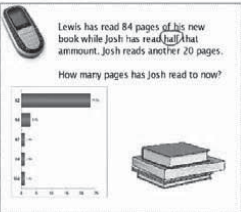



## Why Should We Use Learner Response Systems?

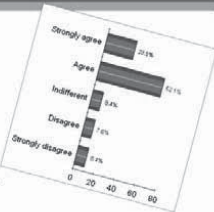


- Feedback can be used as a formative assessment
- To promote discussion and friendly controversy
- To create inconsequential competition
- To create an environment where student opinion is valued
- To encourage voting and polls and evaluate results

## Effective Interactive Whiteboard Assessment

- Stop and assess every two slides.
- Use learner response systems to discuss the incorrect answer along with the correct one.
- Reassess
- Design questions and prompts that encourage diverse answers.
- Include follow-up questions with peer interaction.



## No Response Systems? Use "Active Answers!"

Use the reveal tool to learn some tips!

- Create a class poll using [www.polleverywhere.com](http://www.polleverywhere.com)
- Use individual dry erase boards.
- Ask students to come up to the interactive whiteboard and choose the correct answer.
- Promote class discussion.
- Use hand signals or other visual cues.

## **Technology Connections**

<http://rubistar.4teachers.org/> Create online rubrics

[www.4teachers.org/projectbased/](http://www.4teachers.org/projectbased/) Create project based checklists

[www.quia.com](http://www.quia.com) Create online quizzes

[www.edu.glogster.com](http://www.edu.glogster.com) Create virtual posters online

[www.blogger.com](http://www.blogger.com) Easily create a blog

[www.storybird.com](http://www.storybird.com) Create digital stories

[www.ietherpad.com](http://www.ietherpad.com) Collaborative, real-time, word processing

[www.googledocs.com](http://www.googledocs.com) Create and share work online

[www.cinchcast.com](http://www.cinchcast.com) Create a call-in podcast

<http://www.jingproject.com/> Snap screen pics or record video

[www.prezi.com](http://www.prezi.com) "On the fly" astonishing presentations

[www.tagxedo.com](http://www.tagxedo.com) Create picture word clouds

[www.capzles.com](http://www.capzles.com) Virtual timeline

[www.xtranormal.com](http://www.xtranormal.com) Choose backgrounds/characters and type what they say.

[www.bubbl.us](http://www.bubbl.us) Online mind mapping

[www.gliffy.com](http://www.gliffy.com) Collaborative mind mapping

[www.makebeliefscomix.com](http://www.makebeliefscomix.com) Online comic strips

[www.toondoo.com](http://www.toondoo.com) Online comic books

[www.quickmaps.com/new](http://www.quickmaps.com/new) Create, draw on, and tag maps

[www.googlelittrips.com](http://www.googlelittrips.com) Map a journey through literature

[www.blabberize.com](http://www.blabberize.com) Make any picture talk!

[www.voki.com](http://www.voki.com) Create a speaking avatar

[www.polleverywhere.com](http://www.polleverywhere.com) Free online or text message polling

