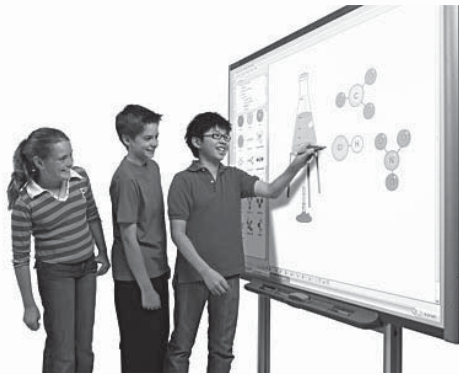## The SMART Classroom

Excite!
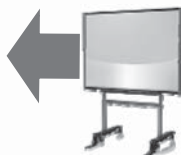
Educate!

Engage!

The SMART Board and SMART Notebook software.

Get your students on their feet and interacting with the board as much as possible!

The surface of the SMART board is durable and it cannot be easily damaged, so don't be afraid to touch it with intent and apply constant pressure.

However, remember that the board only recognizes one point of contact.

The SMART Board and SMART Notebook Software

The SMART Notebook Software gives you the tools you need to create fun and interactive lessons for your SMART Board.
Locate the SMART Notebook Software and open it now!

To launch Notebook Software, double-click the SMART Notebook icon on the desktop.
You can also launch the Software by clicking the **Start** button in the bottom left of your screen.
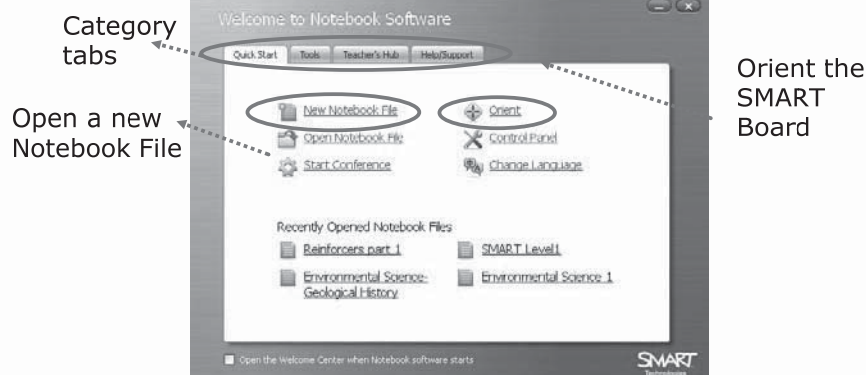Then select **Programs > SMART Board Software >SMART Notebook**.
The *Welcome to Notebook Software* screen will appear.

SMART Notebook Welcome Center

The welcome center will appear when you launch the SMART Notebook software. From here, you can choose a variety of functions.

Category tabs

Open a new Notebook File

Orient the SMART Board

Click here for a tip.

Tackling the Toolbar

This is a diagram of your SMART Notebook Software toolbar.

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.

Button	Use this tool to	Button	Use this tool to
←	Display the previous SMART Notebook page	(table)	Insert a table
→	Display the next SMART Notebook page	(arrow)	Select any object on the page with your finger or mouse
(blank page)	Insert a blank SMART Notebook page directly after the active page	(pen)	Write or draw on the SMART Notebook page with the pen tool
(open)	Open an existing SMART Notebook file	(creative pen)	Write or draw on the SMART Notebook page with the Creative Pen tool
(save)	Save your SMART Notebook file	(eraser)	Erase digital ink on the SMART Notebook page
(paste)	Paste copied object(s) into a SMART Notebook file	(line)	Draw a line
(undo)	Undo the last action you performed	(shape)	Create a shape
(redo)	Redo the action you performed	(shape pen)	Draw a shape on the SMART Notebook page with the Shape Pen
✕	Delete any selected object	(magic pen)	Use the Magic Pen to zoom and spotlight, or write in disappearing ink
(screen shade)	Show/hide the Screen Shade on the current SMART Notebook page	(fill)	Use the current fill effect to fill an object
(full screen)	Open Full Screen view	A	Create a text-entry box for typing
(dual page)	Launch Dual Page Display	A	Modify properties of a selected object
(screen capture)	Launch the Screen Capture toolbar	↕	Move the toolbar to the bottom of the SMART Notebook page
(document camera)	Activate the SMART Document Camera		

Side Tabs

Page Sorter Tab

Click the **Page Sorter** tab to see thumbnails of all the pages in the SMART Notebook file.

Gallery Tab

The **Gallery** tab helps you quickly access thousands of images, pages, videos, Flash files and entire SMART Notebook files.

Attachments Tab

The **Attachments** tab allows you to link to supporting documents, software and webpages directly from your SMARTNotebook software file

Properties Tab
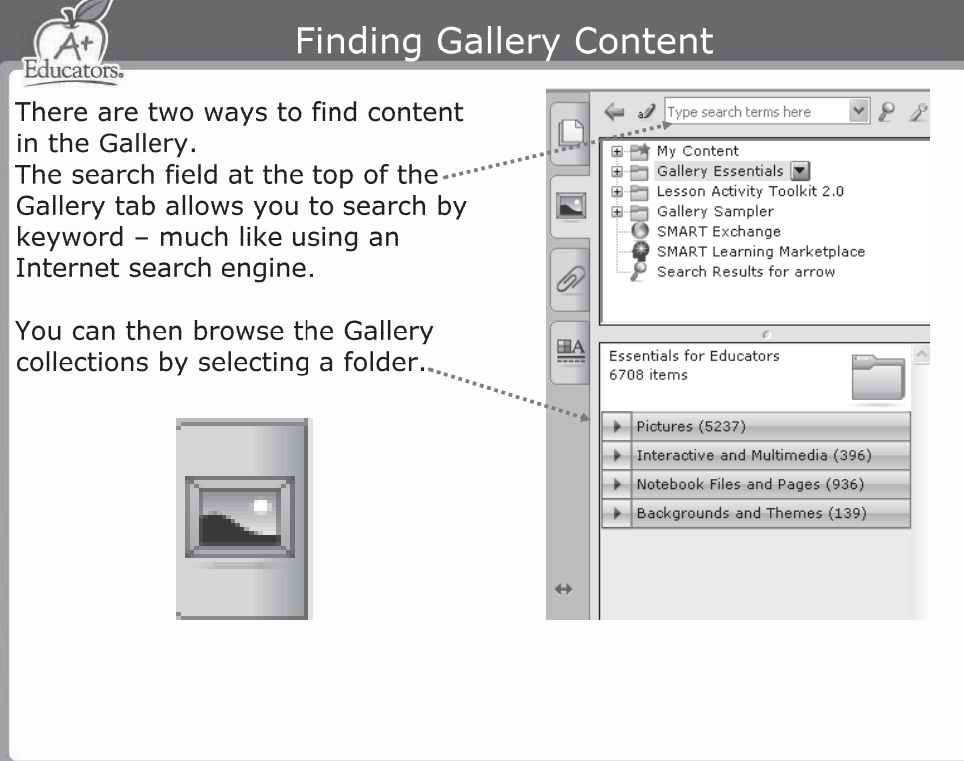
To change the characteristics of an object, click the **Properties tab**.

Finding Gallery Content

There are two ways to find content in the Gallery.
The search field at the top of the Gallery tab allows you to search by keyword – much like using an Internet search engine.

You can then browse the Gallery collections by selecting a folder.

Searching for an object

Open the Gallery tab by clicking on the Gallery side tab.

Click inside the search field located at the top of the window.

Type a keyword related to the type of object(s) you are looking for.

Click the search button to display your results.

Interactive Whiteboard Reinforcers

"The interactive whiteboard *reinforcer* - applications that teachers can 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
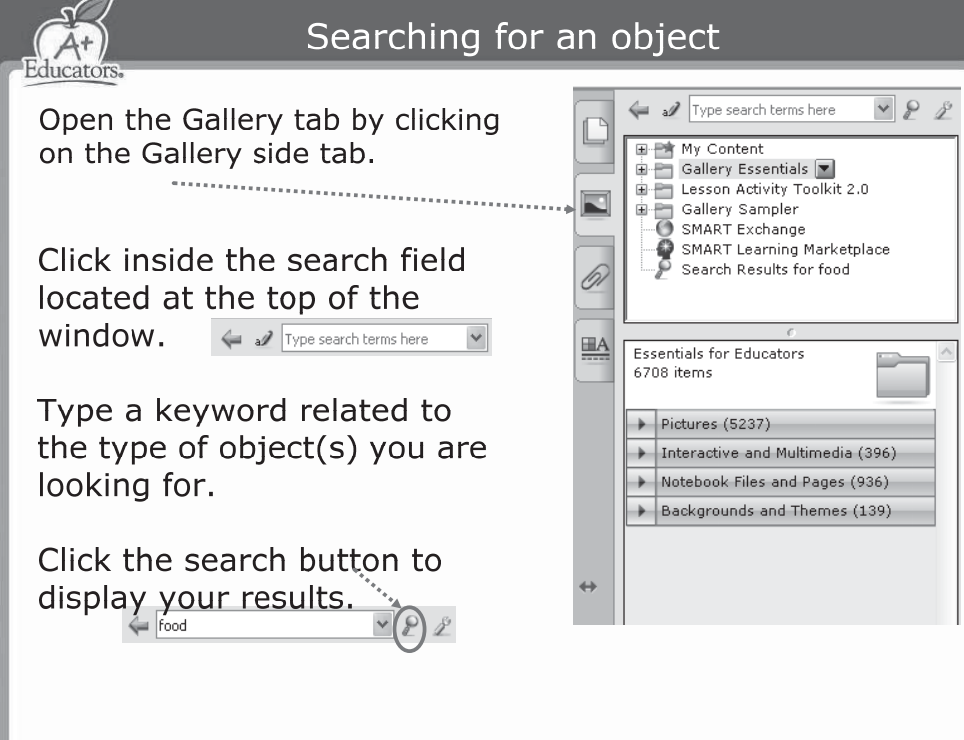
This includes dragging and dropping, uncovering information hidden under objects, using animations, and a variety of the software's interactive functions.

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

Pics4Learning.com

Images and Objects

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

McKendrick & Bowden 1999
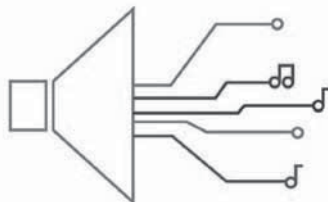
Where to find images:

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 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:

WatchKnow
Videos for kids to learn from. Organized.

You Tube
Broadcast Yourself
downloader

KHAN
ACADEMY

HISTORY.COM

TeacherTube
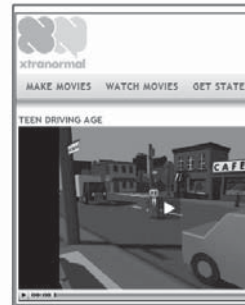Teach the World

NATIONAL GEOGRAPHIC

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.

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."

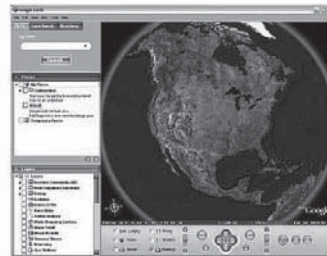Heidi-Hayes Jacobs, Educational Consultant, Curriculum Designers, Inc

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.

Organizing and Pacing Interactive Lessons

Separate lessons into clear chunks.

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

Include clear directions on notebook 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 the pages aesthetically pleasing.

(Marzano, Pickering, and Pollock 2001)
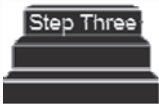
Organizing with Task Analysis Strategies

Step One

1. Find the Lesson Objective
"What do you want students to be able to do by the end of the lesson?"

Step Two

2. Determine the Subobjectives
"What are the critical steps needed to accomplish the lesson objective?"

Step Three

3. Choose Aligned Activities
"What will the students be asked to do to demonstrate their understanding of each subobjective?"

(Larry Deignan 2010)

Why should we use Learner Response Systems?

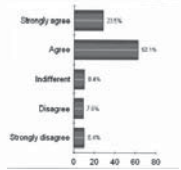**Feedback can be used as a formative assessment:**

- 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

Click the buttons for the information.

- **Stop and assess after 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.**
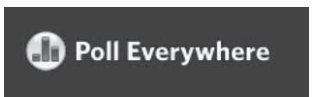
www.einstruction.com. N.p., n.d. Web. 25 Jun 2010

No Response Systems?

Use "SMART" Checks
Click the boxes to learn more!

✔ Create a class poll using 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.

yes

Poll Everywhere

Technology Connections

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

www.4teachers.org/projectbased/ Create project based checklists

www.quia.com Create online quizzes

www.edu.glogster.com Create virtual posters online

www.blogger.com Easily create a blog

www.storybird.com Create digital stories

www.ietherpad.com Collaborative, real-time, word processing

www.googledocs.com Create and share work online

www.cinchcast.com Create a call-in podcast

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

www.prezi.com "On the fly" astonishing presentations

www.tagxedo.com Create picture word clouds

www.capzles.com Virtual timeline

www.xtranormal.com Choose backgrounds/characters and type what they say.

www.bubbl.us Online mind mapping

www.gliffy.com Collaborative mind mapping

www.makebeliefscomix.com Online comic strips

www.toondoo.com Online comic books

www.quickmaps.com/new Create, draw on, and tag maps

www.googlelittrips.com Map a journey through literature

www.blabberize.com Make any picture talk!

www.voki.com Create a speaking avatar

www.polleverywhere.com Free online or text message polling