

Interactive Activities for the Classroom

# Whiteboards and Projectors 3-6

Sharon Martinez



© Hawker Brownlow Education



# Table of Contents

---

<b>Table of Contents</b> .....	<b>3</b>
<b>Author's Note</b> .....	<b>5</b>
<b>Getting Started</b> .....	<b>7</b>
<b>PowerPoint</b> .....	<b>9</b>
Viewing Tips .....	9
Normal View .....	9
Zoom Level .....	10
Slides/Outline Pane .....	10
Inserting Clip Art .....	11
Change Font Size .....	12
Printing Handouts .....	13
<b>Other Helpful Skills</b> .....	<b>15</b>
Tiny URL .....	15
Google Search Tips .....	16
<b>Starter Activities</b> .....	<b>19</b>
Attendance .....	19
Birthday Chart .....	21
Daily Lunch Count .....	23
Daily News .....	25
How are you feeling today? .....	27
Puzzles .....	29
KWL Chart .....	31
Make your Choice .....	33
Morning Message .....	35
Star Student .....	37
<b>Content Activities</b> .....	<b>39</b>
100 Chart .....	39
Addition Subtraction .....	41
Area .....	43
Before and After .....	45
Bigger Smaller .....	47
Biomes .....	49
Circuits .....	51
Colour Sort .....	53
Conductors and Insulators .....	55
Biscuit Sort .....	57

Counting Coins .....	59
Daily Weather .....	61
Days, Months, Seasons.....	63
Direction Words.....	65
Fact Family .....	67
Fractions .....	69
Graph It .....	71
Greater Than, Less Than.....	73
Identify Coins.....	75
Living and Nonliving.....	77
Make the Number .....	79
Metamorphosis.....	81
Natural and Man-made Resources .....	83
Numbers to 20 .....	85
Numbers in a Set.....	87
One-to-One Correspondence .....	89
Ordinal Numbers .....	91
Parts of a Plant.....	93
Patterns .....	95
Perimeter .....	97
Phases of the Moon.....	99
Place Value Tens .....	101
Planets.....	103
Seasons .....	105
Solid or Liquid .....	107
Sort It.....	109
States of Matter .....	111
Water Cycle .....	113
Word Problems .....	115
<b>Websites for Activities.....</b>	<b>117</b>



© Hawker Brownlow Education

# Getting Started

---

## Tips

The biggest tip I can share with you to be the most successful with your classroom interactive device is: *Just use it!* Place your board or projector in the front-centre of your classroom or at least in the location that it can get used the most. Make your interactive classroom device the primary viewing area for your students even if you are not always using it interactively. If your students get used to looking at the board then it will become a common element in your classroom and not just a gimmick used only on special occasions.

You don't need to plan a whole lesson around your interactive device to start using it. Begin with one of the **Starter Activities**. The **Starter Activities** are common routines and activities you do in your classroom on a regular basis. Using the **Starter Activities** with your interactive device begins to build your skills and creates a comfort zone for you and your students. Students will learn the basic skills of using the interactive device by writing with the interactive device pen and dragging objects as they participate with the **Starter Activities**. When it's time for a content based lesson you and your students will be more successful because you are already comfortable using the device.

It might be helpful to appoint a student as a "board buddy". You can work with the board buddy to make sure they have the basic skills with using the interactive classroom device. When doing a **Starter Activity** or even a lesson the board buddy acts as the helper for those students that still need help with using the interactive device pen or dragging objects. Having a board buddy will free up your time and give a little boost of confidence to your students. Ask the first board buddy to become the trainer for the next. They might also serve as a helper in another classroom to get a teacher started with using her/his interactive classroom device!

You can use the interactive classroom device to show students websites, educational software or any other application found on the computer. Most interactive devices will allow you to record a process used during instruction and students can play back the material at a later time. The recorded activity can be used for review, for students that need additional repetition of the activity or for students absent during the initial time of instruction.

## What is an Interactive Whiteboard?

- it is a presentation device that interfaces with a computer
- computer images are displayed on the screen or board using a projector
- the projector itself could be the interactive device with tools built in so there is no need for a special board
- your finger or a pointer can be the mouse
- it is an input device
- you can run applications directly from the board

## Why should I use an Interactive Whiteboard?

- it makes learning more collaborative
- provides an opportunity for a shared learning experience
- increases student engagement in learning
- encourages and supports 21st century computer skills
- provides a large work space for teacher or student presentations
- allows students to view websites as a group
- allows the teacher to be more mobile and not tied to their computer
- provides larger fonts and colourful graphics to help students stay engaged
- accommodates different learning styles
- allows for one computer to serve multiple students
- acts as a student magnet!

### Uses for an Interactive Whiteboard

- model how to navigate a website to a group or whole class
- add notes to lessons, web pages and activities and save for later review for absent students or students needing more time on a concept
- use for brainstorming and digital storytelling
- create interactive electronic Word Wall – students can add or drag words
- highlight relevant or important sections of a website or other activity
- teach steps to a maths problem, record for later playback
- showcase student work during a parent conference

### How to use an Interactive Whiteboard

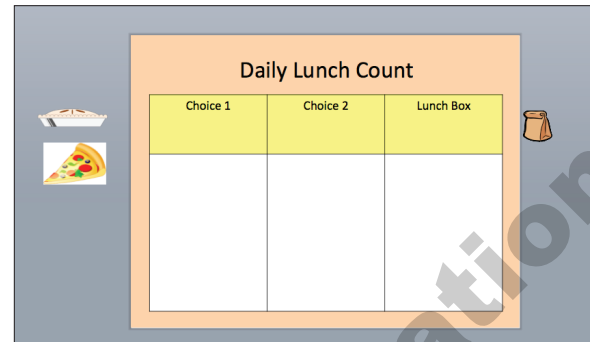
- Students can use a ball or pointer rather than their finger on the board's surface. Using one's finger makes it difficult to have only one point of contact on the surface. A student can grip a ball or pointer and use it to drag objects or write on the surface. Children as young as two have been successful with this technique.
- Create a weekly job: the board buddy. The board buddy acts as the helper for those students that have not quite caught on to how to use the interactive pen or how to drag objects on the board.
- If the activity has Clip Art on each side of the screen, select at least two students to complete the activity. One student stands on the left side and one student stands on the right side. Each student manipulates the objects on their side of the board, eliminating walking in front of the projector and casting a shadow on the board.

# Daily Lunch Count

## Downloadable Files:

DailyLunchCount\_Template.pptx

DailyLunchCount\_Example.jpg



## Overview:

Using the interactive classroom device, students will indicate their daily lunch choice by dragging Clip Art to the correct column.

## ISTE NETS for Students:

- Students understand and use technology systems.

## Teacher Process:

1. Open DailyLunchCount\_Template.pptx.
2. Use the device pen to write in the daily lunch choices in the space provided on the slide.
3. Demonstrate how to drag the Clip Art to the correct lunch choice column.
4. As students enter the classroom they will drag one of the graphics to indicate their lunch choice.
5. This is a good starter activity for students to practise dragging objects.
6. After the lunch count is complete, close the DailyLunchCount\_Template.pptx and don't save the changes.

## KWL Chart

### Downloadable Files:

KWLChart\_Template.pptx

KWLChart\_Example.jpg

KWL Chart		
<i>Know</i>	<i>Want to know</i>	<i>Learned</i>

### Overview:

Using the interactive classroom device, students will write what they know, what they want to know and what they've learned on the KWL Chart.

### ISTE NETS for Students:

- Students understand and use technology systems.
- Students plan and manage activities to develop a solution or complete a project.

### Teacher Process:

1. Open KWLChart\_Template.pptx.
2. Demonstrate how to use the device pen and eraser.
3. As a class, brainstorm what you know and what you want to learn about the current topic.
4. Using the device pen, students will complete the "Know" and "Want to know" sections of the chart.
5. Students fill in the "Learned" section after the lesson.

## Make Your Choice

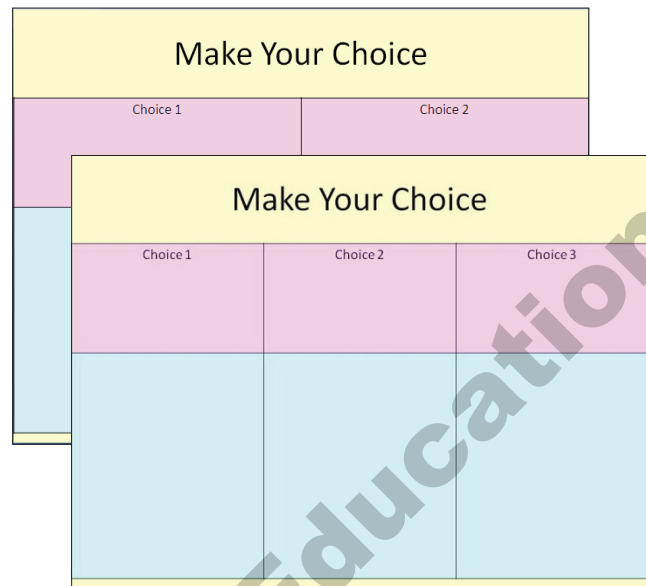
### Downloadable Files:

2ColumnChoice\_Template.pptx

2ColumnChoice\_Example.pptx

3ColumnChoice\_Template.pptx

3ColumnChoice\_Example.pptx



### Overview:

Using the interactive classroom device, students will write their name under their choice with the device pen.

### ISTE NETS for Students:

- Students understand and use technology systems.
- Students plan and manage activities to develop a solution or complete a project.

### Teacher Process:

1. Open 2 or 3ColumnChoice\_Template.pptx.
2. Demonstrate how to use the device pen and eraser.
3. Teacher uses device pen and writes the choices on the chart or inserts Clip Art to identify each choice.
4. Click Insert. Select the Clip Art button. Search using the Clip Art search pane.
5. Click on the desired Clip Art to insert on the slide.
6. Resize the Clip Art as needed.

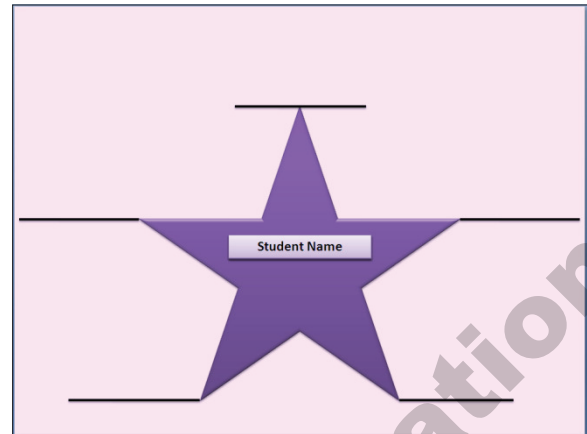


## Star Student

### Downloadable Files:

StarStudent\_Template.pptx

StarStudent\_Example.pptx



### Overview:

Using the interactive classroom device, the student will add Clip Art or text to their star as a way to showcase their favourite things.

### ISTE NETS for Students:

- Students understand and use technology systems.

### Teacher Process:

1. Open the StarStudent\_Template.pptx.
2. Select the star student and enter their name in the provided text box.
3. Demonstrate how to insert Clip Art.
4. Print the Star Student activity for each new star student.
5. Extend the activity by asking students to form sentences about the star student using the Clip Art or text added by the star student.
6. Ask questions such as: What do we know about John? What questions would you ask John to learn more about him?
7. The activity allows the students to get to know each other and to raise each star student's self-esteem.

**Tips:**

1. For best viewing and maximised work space:
  - a. On PC, right-click the menu bar and select Minimize the Ribbon. On Mac, left-click View in the top menu and un-tick Ribbon.
  - b. Click the **X** to close the Slides/Outline pane.
  - c. Adjust the zoom percentage found on the bottom-right side of your PowerPoint window.

**Student Activity:**

1. The star student will add Clip Art or text to the five points of the star to share some of their favourite things.
2. The star student will present their star to the class and talk about their favourite things.

