

Create Activities for your  
**SMART**<sup>™</sup>  
Board

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## Author's Note

Getting an interactive whiteboard (IWB) may not have included enough professional development to empower you to be creative and go beyond using it as an enhanced whiteboard. I've included important information for you as you create your lessons – technology standards, a summary of the effectiveness of interactive whiteboards, copyright information, software specific instructions, ideas for activities to use in lessons and more.

The activities in this book focus on the interactive whiteboard software for SMART™ Boards. The activities and lessons included in the book were created using SMART™ Notebook Collaborative Learning Software Version 10.8.

The goal of this book is to provide you with lessons full of activities, directions for creating the activities, resources to use when developing activities, tips for using your SMART™ Board and additional resources for your classroom. I hope that the directions teach you how to use the many tools available to you in SMART™ Notebook and provide you with other tools to optimise your experiences with the audio and video capabilities of the software.

I tried to make the lessons easy to follow and give you even more ideas to create your own lessons. The lessons are prepared and ready for you to use on the enclosed resource CD-ROM. I also have online resources that will continue to be updated. Visit the website or join the wikis!



Web page:

<http://staff.district87.org/powelln/SmartBoard/Default.htm>

Resources for your interactive whiteboard lessons wiki:

<http://ResourceGarden.wikispaces.com>

Resources for SMART™ Board users wiki:

<http://SmartBoardSmarty.wikispaces.com>

Have fun creating your lessons, but don't forget to keep the focus on students by having them interact with the SMART™ Board. This will surely improve your students' achievement.

*Nancy Norem Powell*

# ISTE Standards for Teachers



'Today's educators must provide a learning environment that takes students beyond the walls of their classrooms and into a world of endless opportunities. Technology standards promote this classroom transformation by ensuring that digital-age students are empowered to learn, live and work successfully today and tomorrow.'

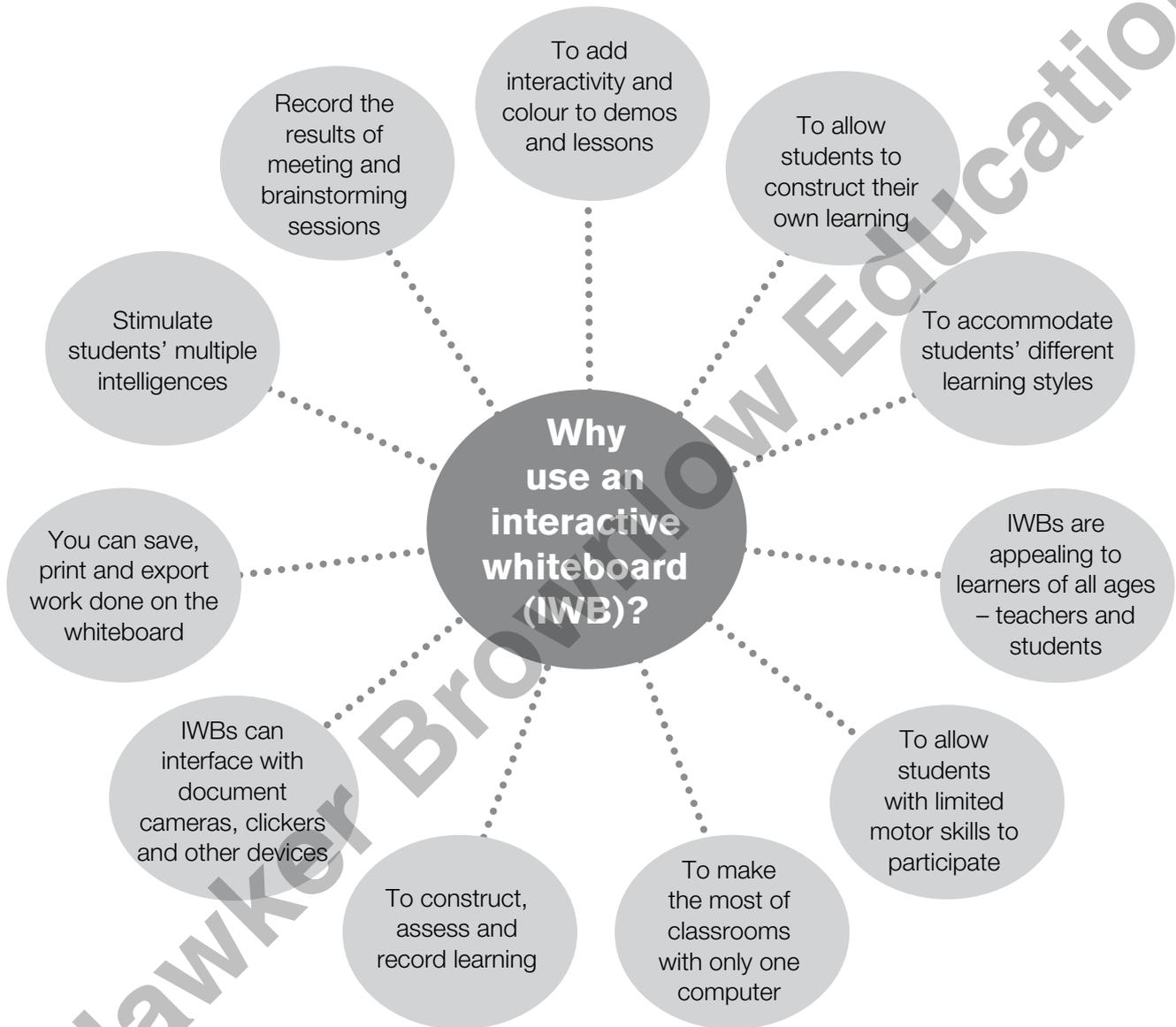
<http://www.iste.org/standards.aspx>

What are NETS•T? NETS•T are the skills and knowledge educators need to change the way they teach, the way they work and the way they learn in an increasingly connected global and digital society. If used appropriately, the use of interactive whiteboards in the classroom can help in meeting these standards.

1. **Facilitate and Inspire Student Learning and Creativity** Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity and innovation in both face-to-face and virtual environments.
2. **Design and Develop Digital-Age Learning Experiences and Assessments** Teachers design, develop and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximise content learning in context and to develop the knowledge, skills and attitudes identified in the NETS•S.
3. **Model Digital-Age Work and Learning** Teachers exhibit knowledge, skills and work processes representative of an innovative professional in a global and digital society.
4. **Promote and Model Digital Citizenship and Responsibility** Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behaviour in their professional practices.
5. **Engage in Professional Growth and Leadership** Teachers continuously improve their professional practice, model lifelong learning and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources.

# Why Use an Interactive Whiteboard in Your Classroom?

Here are the reasons to love it!



Dr Mary Ann Bell has written an article: 'Why Use an Interactive Whiteboard? A Baker's Dozen Reasons!' See her list at <http://teachers.net/gazette/JAN02/mabell.html>.

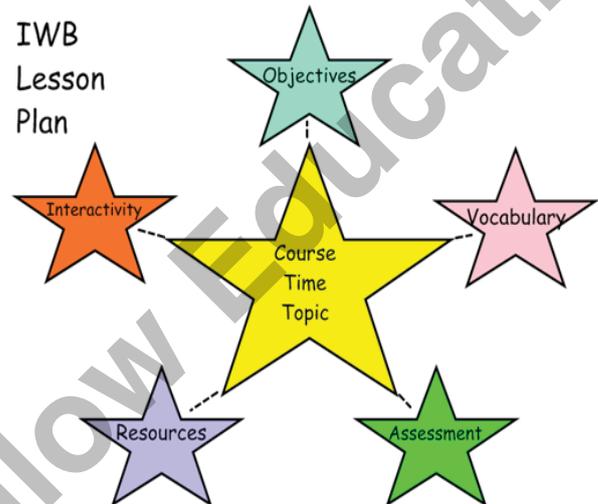
## Steps for creating interactive whiteboard lessons

Building a better interactive whiteboard lesson begins with having the right tools. Here are five simple steps to help you create great lessons for your students.

In order to ensure that your lessons function the way you planned, be sure to periodically check for software and driver updates. To find out if you need to update your SMART™ Notebook software, go to Help and check for updates.

### Step 1: Lesson plans and objectives

- Start with the conclusion in mind ... Do some backward mapping!
- Write lesson/activity objectives.
- Define the steps needed to reach your outcomes.
- Identify essential points in the lesson where it is important to assess understanding.
- Put together a list of specific material to be covered during the lesson.
- Start listing ways to incorporate higher level thinking skills (Bloom's Revised Taxonomy) and multiple intelligences (Gardner's multiple intelligences).
- What will you create during the lesson? Think about having students create charts, graphs, concept maps, graphics and so on.
- Identify videos, audio clips, websites and other interactive activities/websites that strengthen your lesson.
- Make a list of materials and technology for the lesson.



### Step 2: Maximise interactivity with some software basics

Create multiple opportunities for interaction during the lesson. Become comfortable with the basic tools and later move on to master the advanced techniques. Once you're ready to advance your skills, use some tutorials to broaden your knowledge and software techniques to maximise interactivity.

Review characteristics of visual, auditory and kinesthetic learners at <http://people.usd.edu/~bwjames/tut/learning-style/styleres.html>. Students can interact in the following ways:

- Verbally
- Individually at the interactive whiteboard
- Collaboratively at the interactive whiteboard if you have with dual board capabilities
- At their desks if you have a wireless slate
- As a group using SMART™ Response clickers

**NOTE:** A great way to keep students on task is to keep learner response clickers out all the time and ask for student participation.

**Step 3:** Identify important **vocabulary**

- Decide what vocabulary is important for students to know and learn.
- Find appropriate places to ‘teach’ the vocabulary in the lessons.
- Use multimedia to illustrate vocabulary or expand understanding.
- Find a way to assess understanding in the lesson with interactive activities.

**Step 4:** Find and use existing **resources**

- Do your research. Find and use resources that make your lesson stronger, more interactive and reach different types of learners.
- Save time by using materials that have already been created. The SMART™ website (<http://exchange.Smarttech.com>) has some great lessons – use them or modify them. Don’t feel obligated to recreate the wheel!
- If you’re going to start from scratch, find the resources that will enhance your objectives. Look for videos, sounds, graphics or music that support your lesson. Don’t add a resource just to have one in your lesson.
- Perhaps the greatest resources for creating top notch interactive whiteboard lessons are your colleagues. Several schools, via their network servers, create a school wide ‘drop box’ where teachers can place their interactive whiteboard lessons for mass consumption, thereby allowing teachers to share the load when it comes to lesson planning.

**Step 5: Assess** your objectives

Assessment isn’t always at the end of the lesson, a quiz or a chapter test. Assessing along the way and giving feedback to your students throughout the lesson will strengthen their understanding of the content.

- Plan places to quickly assess understanding throughout the lesson.
- Use learner response systems/clickers for a quick check.
- Add magic revealers to add interactivity to the lesson and check for understanding.
- Use flash applications like the ones found in your SMART™ Notebook interactive toolkit.
- Create a game to check for understanding.
- Use other formative and summative assessments – homework, quizzes and tests.