Summary:
Put your interactive whiteboard to immediate use with confidence and skill, and launch your classroom directly into the 21st century! In this book, teacher and SMART-Certified Trainer Amu Buttner provides clear, practical steps for making the most of your interactive whiteboard, plus other multimedia tools and the web. You’ll learn how to design your own activities using SMART Notebook software, utilise the board for assessment purposes, connect with online resources, and more.

Use interactive whiteboards to enhance instruction and engage your students in a media-rich setting. With these strategies, you’ll maximise this and other revolutionary technologies, and ultimately help to raise classroom achievement.

This resource provides opportunities for even the technological novice to become familiar with and proficient in using interactive whiteboards. The Question and Explore Chapter illustrates in detail how to navigate interactive whiteboards, with helpful screenshots to assist instruction. Other chapters include: Integrating other Forms of Media; Interacting with Online Resources; Present and Model Material; Provide Opportunities for Practice; and Students Examine and Create.

Supporting Resources:
- Teaching the iGeneration: 5 Easy Ways to Introduce Essential Skills with Web 2.0 Tools (SOT7610)
- Creating a Digital-Rich Classroom: Teaching & Learning in a Web 2.0 World (SOT8020)
- Playing Games in School: Video Games and Simulations for Primary and Secondary Education (EYE9843)
- Media Literacy: Thinking Critically About Visual Games and Virtual Worlds (WAL8600)