



- Brings fun and excitement to learning for students and teachers daily
- Stimulates creativity and an application of knowledge
- Complements computer skills and enhances SMART Board use
- Visit real places through virtual tours; museums, libraries, and exciting national sites of interest
- Records lessons for review, podcasting, and absent students
- Provides access to a gallery of interactive clip art to use during standard based lessons
- Creates internet based lessons that can be shared with colleagues



Helpful Web Resources:

<http://education.smarttech.com/ste/en-US/>

<http://smarttech.com/notebookfiles/>

<http://eduscapes.com/sessions/smartboard/>

<http://www.theteachersguide.com/SmartBoards.htm>

<http://www.scholastic.com/interactivewhiteboards/>

<http://technology.usd259.org/resources/whiteboards/smartlessons.htm>

(All websites listed above are also linked on <http://www.lms.marion.kyschools.us/smartboard.htm>)



<http://www2.smarttech.com/st/en-US/Products/AirLiner/>

<http://www2.smarttech.com/st/en-US/Products/SMART+Response/>

Contact Information

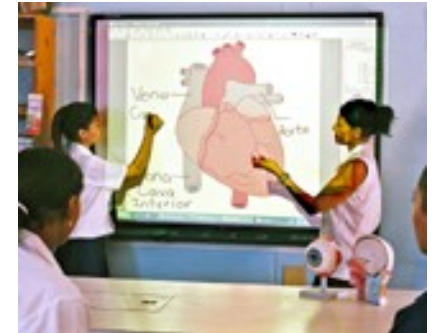
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SMART Boards And Accessories Help Desk



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Classroom Use

Many different ways are available to use the SMART Board in the classroom. It can be used with a whole group of students, small groups, or individual learning centers.

- Full class: Internet sites, math demonstrations, modeled writing, blending words, creating and organizing outlines
- Small group: Revising and editing student writing, math games or applets
- Learning centers: Computer software and internet sites, world news and events



Using the SMART Board

Brainstorming

- Give students time for brainstorming on a given topic. Record shared ideas and allow students to drag and drop ideas onto other thumbnail slides to group ideas.

Generating questions for research

- On the first slide in a Notebook file, record questions for research. Form a second slide titled "Right there" and a third "Inferencing Questions". As a scaffold tool for your students, drag and drop research questions from the first slide to one of the other slides indicating what type of question students will be researching.

Make your own background

- Have students design background slides (example - one of each kind of studied habitat). Insert animal clip art (from the Collections Gallery). Students drag and drop to thumbnail slides each animal to its habitat.

A picture's worth a thousand words

- Insert a picture into Notebook. Use it as a story starter, allow students to infer what is happening, or draw conclusions from the picture.

Group editing and sharing

- Errors and shared items are much easier to see on the SMART Board. Give students an opportunity to do the sharing and editing at the SMART Board.

Saving Notebook for future lessons

- Save the Notebook file for the continuation of future lessons, to revisit a KWL chart, or to allow absent students access to prior day's class notes.

Student Achievement

As teachers and students use the SMART Board they will acquire skills :

- Gain computer skills: connecting hardware, opening and closing programs, saving and scanning documents, using storage devices
- Obtain knowledge in computer programs, such as MS PowerPoint, MS Word and MS Excel
- Create multimedia projects using different web environments
- Increase student understanding through the use of interactive manipulatives
- Navigate the internet to keep students current on geography, scientific developments, world news and events
- Demonstrate safe and responsible behavior for internet use

