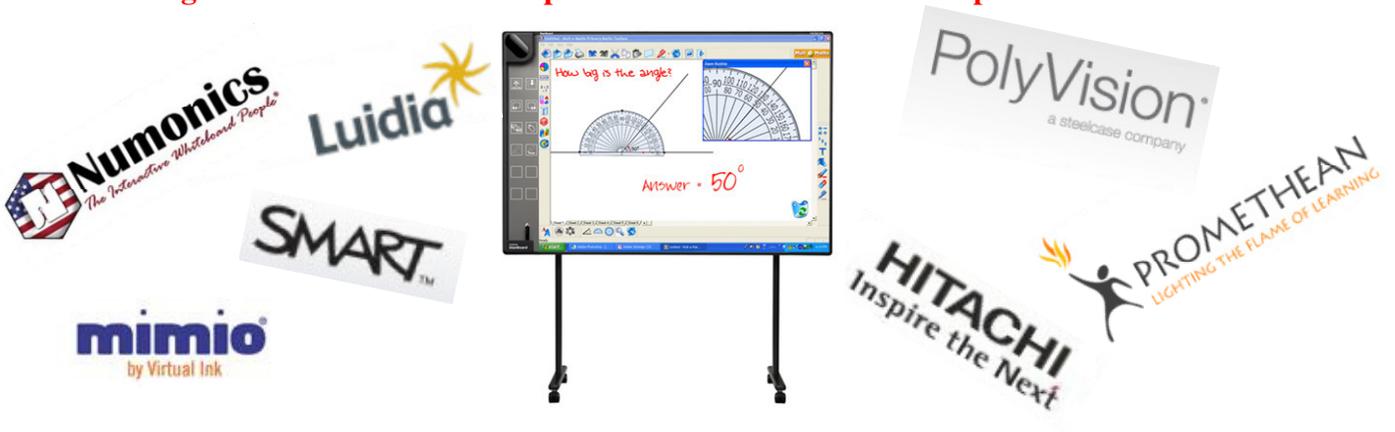


Getting Engaged with Interactive Whiteboards and Slates

A great benefit of technology is that when used properly it can increase the depth and length of learning. A true technology-rich classroom provides ways to use the computer interactively. One such way is via interactive whiteboard. This is a touch-sensitive screen that works in conjunction with a computer and a projector. It combines the touch screen capability of a video game with the drawing flexibility of whiteboard markers making it a valuable teaching tool.

- * **Manipulating text and images**
- * **Annotate or highlight projected images**
- * **Group viewing and interaction with websites.**
- * **Creating & using digitally interactive lessons.**
- * **Untethering instruction from the computer.**
- * **Make notes or highlighting in digital color ink.**
- * **Save notes or annotations in a digital format**
- * **Group demonstration of software.**
- * **Using presentation tools to enhance lessons.**
- * **Showcase student presentations.**

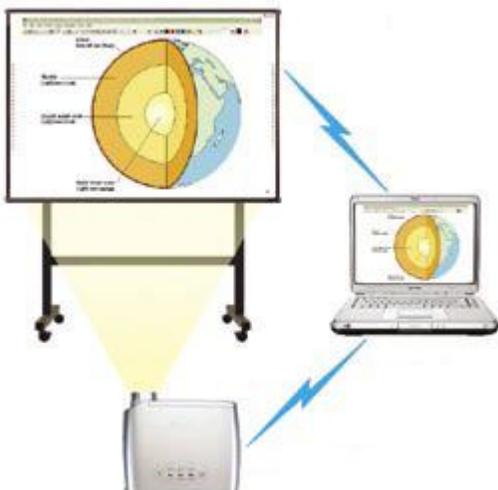


Getting Started:

No matter which brand you use it will be one of three basic types...

- **Electromagnetic – proprietary pen input only.**
- **Touch Screen – pen or finger input.**
- **Optical or Infrared – special pen input only.**

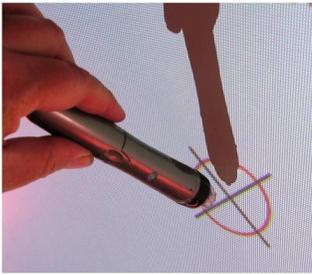
No matter what brand of whiteboard or how the user interacts with it you have the same basic process used to get started...



Step 1: - Connect your computer to the LCD projector so your image can be displayed.

Step 2: - Connect your interactive whiteboard or tablet to the computer and establish communication.

Step 3: - Run a software process called 'calibration' on the whiteboard so it can be sensitive to pen or finger control.



No matter what type of interactive solution you may be using the process of calibration consists of the software projecting a series of targets on the surface and the operator using a stylus, pen or fingers to press that target so the software gets an idea of the dimensions of the board. The better one does the calibration, the better the responsiveness of the interactivity.

Going Beyond – Making the Equipment Part of the Lesson:

“A lot of expensive equipment is under-utilized because the skill level of the operator is insufficient to exploit the technology”

“Not a glorified presentation machine but the interactivity that makes these technologies valuable”



Interactive lesson-creation software packaged with a number of company’s interactive white boards. It is a product of RM Educational Software, Inc.

Promethean Interactive Whiteboards are packaged with their own proprietary software called “ActivInspire.” It can be licensed for use throughout building and also has a free ‘scaled down’ version for personal use.



Smart, Inc. – the oldest and largest producer of interactive whiteboards developed and uses lesson-creation software packaged under the name of “Smart Notebook”

Other Interactive Devices:

Smart Airliner tablets allow one to manipulate the projected computer image without the use of a stationary interactive whiteboard. All user interaction takes place with the tablet so one can pass it around the classroom to permit interaction.



With a Wii Remote Control, available for about \$40, some free downloadable software, and an LCD projector one can make any flat surface in the classroom into an interactive lesson presentation.

