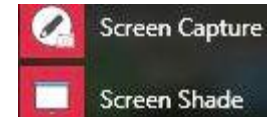


## Interactive Pizzazz: Teaching and Learning - Interactive Display Success



**Description** Interactive Hands-on workshop that familiarizes participants with basics and how-to's of hardware, trouble shooting, interactive software, best practices and on-line resources. Participants will "learn and do" and share how and when to use in "my sessions".

**Goals** (1/2 day) - Participants will:

1. experience pre-made IWB activities and know where to find more
2. be presented and discuss basics of hardware, connections and basic troubleshooting
3. create a basic page using interactive elements
4. adapt an existing lessons with the interactive tools
4. work in pairs and share with others ideas about classroom applications
5. additional goals and products produced if full day

**Suggested length** – 90 minutes, 1/2 day, or 1 day

**Workshop Design and Sample Agenda** Interactive presentation with hands-on learning time. Participants will master the basics and discuss applications. Workshop design is FAST (friendly, active, solution based and teams). Sample agenda based on above goals are tweaked to meet client's need.