



"EASY to Be SMART and Active" with SMART Notebook (Full Day)

Description:

Overview and hands-on practice with SMART Notebook – an instructional design software for teachers to develop and deliver interactive lessons (games, quizzes, reviews, interactive lectures, etc.). SMART Notebook software, works with interactive projectors, laptops/tablets and wireless projectors (walk around mode) and/or SMART Boards, adds presenting and learning magic to your sessions.

Goals of the Workshop (Full Day)

First Half Day – *Basics of connections and software.* Participants will:

- experience pre-made SMART Notebook learning activities and know where to find more
- discuss basics of hardware connections and basic troubleshooting
- create a basic page with background, text, graphic, sound and video
- work in pairs and share with others



Second Half day- *Beyond the Basics.* Participants will:

- find appropriate pre-made lessons and adapt at least one to meet his/her need
- explore and discuss interactive tools and activities available; pick one and build a lesson or content unit with a game or activity
- practice recording a lesson (play back movements and narrative)
- interact and/or build other components based on interest and time availability



Suggested length: One day

"EASY to Be SMART and Active" with SMART Notebook (Half-day)



Description

Overview and hands-on practice with SMART Notebook – an instructional design software for teachers to develop and deliver interactive lessons (games, quizzes, reviews, interactive lectures, etc.). SMART Notebook software, works with interactive projectors, laptops/tablets and wireless projectors (walk around mode) and/or SMART Boards, adds presenting and learning magic to your sessions.

Goals of the Workshop

Half Day – *Basics of connections and software.* Participants will:

- experience pre-made SMART Notebook learning activities and know where to find more
- be presented and discuss basics of hardware connections and basic troubleshooting
- create a basic page with background, text, graphic, sound and video
- work in pairs and share with others



Suggested length

One half day. May be presented twice on the same 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 team based). Sample agenda based on above goals are tweaked to meet client's need.

Audience

School administrators/Leadership, Teachers District Departments, Technology Coordinators, Non-teaching Personnel. Effectively used for meetings, presenters, etc.

Suggested Number of Participants

10-12 (can be repeated to accommodate more people)

