Top Uses and Misuses for a Smart Board

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The top 10 best uses for a SMART Board interactive whiteboard in the classroom

1. Using the SMART Board to take notes and brainstorm

Students can brainstorm ideas on the Smartboard by writing on the board with digital ink which is then converted to text. These notes can then be saved and then dragged and dropped into other areas. SMART Notebook Software can be used to organize students' notes and print or convert them to PDF files for easily sharing the ideas raised in the brainstorming session with the whole class.

2. Encouraging student interaction and collaboration while using the Smart board

Encouraging students to use the SMART pens to write on the Smartboard in digital ink, and manipulate objects using their fingers to control the computer mouse are great ways to make learning fun for students and to facilitate cooperation and collaborative learning.

3. Interacting with interactive worksheets and interactive websites on the Smart board

The SMART Board has a touch sensitive screen which is perfect for interactive websites and worksheets where students can drag and drop objects my touching the SMART Board and moving their fingers across the SMARTBoard surface. There is a wide variety of interactive websites and worksheets that can be found on the internet.

4. Using existing lesson resources with the SMART Board

Teachers can store their existing lecture notes and resources electronically and use their SMART Board and projector to present these resources to the class. Parts of these existing resources can be integrated into SMART Notebook files to create interactive content while saving time.

5. Highlight text and annotate over resources or web pages on the Smart board

SMART Notebook software contains many tools and digital drawing implements that teachers can use to highlight text and diagrams on the SMART Board, and annotate over web pages or electronic documents in digital ink.

6. Saving class notes made on the SMART Board

The annotations and drawings made on a SMART Board interactive whiteboard in digital ink using SMART Notebook Software can be saved for future use or printed out and used as class handouts.

7. Using the SMART Notebook Software handwriting recognition feature

SMART Notebook Software includes a handwriting recognition feature which allows teachers to write on their SMART Board whiteboard in digital ink using the SMART Pens and then transform these handwritten notes into computer text with the click of a button.

8. Use SMART Notebook Software to export class notes made on the SMART Board to a PDF file

SMART Notebook Software allows teachers using the SMART Board interactive whiteboard to export the notes they have made in digital ink on the Smartboard during the lesson to a PDF file, which they can then distribute to students via email, flash memory devices or over a computer network.

9. Inserting sound and video media into interactive Smartboard lessons to engage students

Teachers using a Smartboard interactive whiteboard can keep students engaged and entertained by inserting media clips into their interactive SMART Notebook lessons. If a speaker system is connected to the SMART Board these media clips can also contain sound.

10. Playing games and other fun activities on the Smartboard to spice things up in the classroom

A SMART Board interactive whiteboard is a great tool for playing fun games with students to keep them entertained. These activities can be interactive learning games or even digital board games which use props like flash animated dice – both types work very well using the Smartboard's touch screen interface.

Five ways in which a SMART Board interactive whiteboard should not be used in the classroom

1. Using the SMART Board interactive whiteboard simply as a screen to project images on to

The SMART Board interactive whiteboard and associated SMART Notebook software are rich learning resources with many interactive learning features that both teachers and students can benefit from. If the SMART Board interactive whiteboard is only being used as a projection screen, this does not make use of any of the interactive features that are available.

2. Writing on the SMART Board touch sensitive surface with regular whiteboard marker pens

With a SMART Board interactive whiteboard from SMART Technologies, a teacher can annotate over software programs, electronic documents and other media using digital ink. This is made possible by SMART Technologies' Notebook Software. This means that writing on the surface of the Smartboard whiteboard with regular whiteboard marker pens is not necessary. Teachers should not write on the SMART Board screen surface directly with regular whiteboard pens as this can stain and dirty the screen.

3. Using the SMART Board simply as device for displaying worksheets or Microsoft Power Point presentations

SMART Notebook software contains a large number of resources that teachers can use to create interactive lessons which use digital media such as video clips and audio files. These keep students engaged and interested. Using the SMART Board just to project ordinary work sheets or Power Point presentations does not use the powerful Notebook software that comes with the Smart board interactive whiteboard to its full potential.

4. Using the SMART Board interactive whiteboard just as a teacher tool only, without any student interaction

Although SMART Notebook software is a powerful resource for teachers for creating media-rich interactive lessons, one of the main benefits to using a SMART Board in the classroom is that students can interact with the touch screen surface of the Smartboard themselves, which increases participation and collaboration during lessons.

5. Sitting at the computer while using the Smartboard

If a teacher simply sits at their computer and uses SMART Notebook software, rather than presenting while standing or sitting at the SMART Board itself by interacting with the touch screen surface, one of the key benefits to using a SMART Board in the classroom is lost. Touching the screen to control the computer, moving objects around with a finger and highlighting text and annotating over software programs using digital ink are all powerful ways to help students grasp lesson concepts and keep them engaged in the classroom.