

SMART™ Notebook in the Classroom

SMART™ Notebook in the Classroom

Instructor: Andrea Bodeau

Phone: 612.207.5750

Email: bodeau@gmail.com

Course Description:

So you have access to a SMART™ Board in your school – now what? (Note: - having access to a SMART™ Board full time is NOT required for this class. *Participants can use the SMART™ Notebook software separately from the SMART™ Board itself). Learn how to create engaging and interactive lessons that will help increase student learning. This course uses online, step-by-step tutorials, discussion boards, and Internet resources to help you learn the basics of how to use the Notebook software along with ideas for how to integrate and use in your classroom and curriculum.

Goals and Objectives

As a result of participation in this course, students will:

1. Compare the research on interactive whiteboards and its impact on student achievement and evaluate in a one-page paper.
2. Identify the basic and advanced features of the SMART™ Notebook software using Atomic Learning (online tutorials).
3. Discuss the impact of interactive whiteboards on your own pedagogy in a one-page paper.
4. Identify effective instructional strategies that improve student learning and create a SMART™ Notebook lesson that incorporates these strategies.
5. Locate SMART™ Notebook activities and lessons that have already been created and modify one for your own use.
6. Design an engaging and interactive lesson using the SMART™ Notebook software that incorporates UDL's (Universal Design for Learning's) principles.
7. Construct a formative assessment with a SMART™ Notebook template or an interactive website for a lesson you designed.
8. Collaborate using Moodle to communicate in an online environment.

Texts/Readings

*There is no textbook associated with this course. *SMART™ Notebook software is required to complete this course and is not included in the course fee.*

Required reading is found online. Participants will complete the readings and independent activities described below to achieve the course objectives

Texts/Readings

The required reading is found in online texts and a series of article reprints.

Assignments and Projects:

The following assignments and projects are required for this course:

1. Compare the research on interactive whiteboards and its impact on student achievement and evaluate in a one-page paper. (10 points)
2. Discuss the impact of interactive whiteboards on your own pedagogy in a one-page paper. (10 points)
3. Use the SMART™ Notebook software to:
 - Create a SMART™ Notebook file that incorporates three effective instructional strategies (25 points)
 - Locate and modify a SMART™ Notebook lesson that has already been created (10 points)
 - Design an engaging and interactive lesson for your grade level/curriculum area that is aligned with your state and district standards and incorporates the Universal Design for Learning's three principles. (25 points)
4. Construct a review activity to support a lesson you designed. (10 points)
5. Communicate in an online forum. Post responses to instructor or other students to Moodle a minimum of five times. (10 points)

Evaluation and Grading

All assignments, regardless of length, must be typed and incorporate APA style references when appropriate. Written assignments will be evaluated on accuracy of information, completeness of assignment, clarity of writing/presentation, organization of information and material, and accomplishment of the goals for each assignment.

A = 94-100 points

A- = 90-93 points

B+ = 87-89 points

B = 84-86 points

B- = 80-83 points

C = 75-79 points