

2014 Technology Workshops at the IMC Library (lower level)



College of Education, Information and Technology & Instructional Media Center

Getting Ready to Student Teach? Keep Ahead with Technology

SMART Board Basics **Monday, September 22, 2014 5:00 - 6:15 PM**
Tuesday, September 23, 2014 3:45 - 5:00 PM

The touch-sensitive interactive whiteboard is a powerful medium for engaging students and audiences and has several tools for enhancing teaching, creating lessons, and delivering presentations. In this workshop students will practice basic SMART Board skills and be introduced to Notebook software that accompanies this board.

SMART Board II - Creating Interactive Lessons **Monday, September 29, 2014 3:45 - 5:00 PM**
Tuesday, September 30, 2014 5:00 - 6:15 PM

Enhance content and motivate students with interactive lessons using Notebook software tools. Create your own lessons or assessments, or modify existing resources.

**SMART Board III - Enhancing the User Experience with Multimedia,
SMARTBoard Widgets, and Interactive Tools** **Tuesday, October 7, 2014 3:45 - 5:00 PM**

Integrate interactive tools, audio, and video with the SMART Notebook. SMART Board's new feature, Widgets, is a bridge between online sites and the SMART Notebook. These online and off line Widgets add value and extend the capabilities of the SMART Notebook. Participants will view the use of these tools in a variety of disciplines - Art, Language Arts, Math and Science.

"Just Google it" and the Common Core **Thursday, October 16, 2014 3:45 - 5:00 PM**

An important Common Core requirement is the critical analysis of both print and digital information. This workshop will focus on how to "read" a website- its URL address, its author/publisher, its history- as well as Google's Advanced Search tool and how teachers can develop lessons that teach students how to conduct more useful and precise online searches.

E-Portfolio's for Future Educators: **Monday, October 20, 2014 3:45 - 5:00 PM**

Weebly for Education: Use this open-access free web 2.0 tool to create an e-portfolio. The workshop leader will take you through opening a free account, setting up several pages with headers and images and lead a discussion on appropriate artifacts including a personal statement, a teaching philosophy, lesson plans and other examples of exemplary work.

Digital Games **Wednesday, October 22, 2014 3:45 - 5:00 PM**

Today, the use of educational digital games is becoming more commonplace in classrooms. Gaming can be integrated into a standards-based curriculum, used to assess student knowledge and skills or incorporated as a motivation or reward to help students develop non-cognitive skills. This workshop will demonstrate a selection of BrainPOP and SMART Board digital games that will meet the demands of the Common Core State Standards.

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