



College of Education, Information and Technology
&
Instructional Media Center
Getting Ready to Student Teach? Keep Ahead with Technology

SMART Board - Creating Interactive Lessons **Wed. January 21, 2015** **3:45-5:00PM**
 Enhance content and motivate students with interactive lessons using Notebook software tools. Create your own lessons or assessments, or modify existing resources.

Smart Board - Enhancing the User Experience with Multimedia, Widgets, and Smart Notebook Collaboration Tools. **Tue. January 27, 2015,** **3:45-5:00 PM**
 Integrate interactive tools, audio, and video with the SMART Notebook I4. 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.

WebQuests **Wed. February 4, 2015** **3:45-5:00 PM**
 Webquests are online inquiry-oriented lesson formats that make an effective use of Internet resources. They have been embraced by educational technologists and teachers world-wide. WebQuests provide a rich, technology-enabled environment for team participation, research, and collaboration. They also extend content knowledge and promote critical thinking activities. The workshop will demonstrate how to use the free software Weebly to develop a WebQuest.

E-Portfolio's for Future Educators **Mon, Feb.9 , 2015** **3:45-5:00PM**
 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 **Tue, Feb. 17, 2015** **3:45-5:00PM**
 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.

"Just Google it" and the Common Core **Wed. Feb. 25, 2015** **3:45-5:00PM**
 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.

Register now!

R.S.V.P Call Abir at the Instructional Media Center ext. 2895 or email abir.khoury@liu.edu