

**SMART Board Basics** (*same workshop offered on alternate dates and times*)

**Tuesday, January 30, 2018, 5:15 -6:30 PM, Wednesday, January 31, 2018, 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.

**Gamification in Learning**

**Tuesday, February 6, 2018, 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. Gaming also helps students also learn to work in teams and collaborate. This workshop will demonstrate a selection of games such as KnowRe, Duolingo, Playbrighter, BrainPOP and SMART Board digital games that will meet the demands of the Next Generation State Learning Standards.

**SMART Board II - Creating Interactive Lessons** (*same workshop offered on alternate dates and times*)

**Wednesday, February 14, 2018, 3:45 – 5:00 PM / Thursday, February 15, 2018, 5:15 - 6:30 PM**

Enhance content with multimedia and motivate students with interactive lessons using Notebook's enhanced software tools such as Activity Builder, Concept Mapping, and templates for Collaboration and Gaming. Create your own lessons or assessments, or modify existing resources. Participants will view the use of these tools in a variety of disciplines - Art, Language Arts, Math, and Science.

**Creating Infographics for K-12,**

**Tuesday, February 27, 2018, 3:45 – 5:00 PM**

An infographic (information graphic) is a representation of information in a graphic format designed to make the data easily understandable at a glance. In this workshop, students will see several examples of infographics for classroom use, and be able to create their own infographics for teaching and presentations.

**Award-Winning Children's Classics and Digital Resources for Lesson Planning**

**Wednesday, March 7, 2018, 3:45 – 5:00 PM**

This workshop will explore combining the use of award winning children's literature with digital resources. The one-hour workshop will include review of long-standing favorites of children's literature, along with digital children's eBook databases, activities, lesson plans and selection of age-appropriate literature.

**Make your teaching career easier. Register now!**

**R.S.V.P. Call Abir at the Instructional Media Center ext. 2895 or email [abir.khoury@liu.edu](mailto:abir.khoury@liu.edu)**