

Hands-On Practice: Adding Interactivity

One of the benefits of Notebook software is the ability to modify objects on the page. This section will focus on some of the different ways you can engage your students by designing interactive lesson plans.

Reveal Information

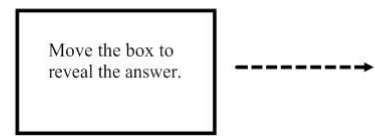
One of the quickest ways to add interactivity to a lesson activity is to hide the answer to a question behind an object on the Notebook page. The following information will provide three different methods that you can use to create reveal activities that can easily be integrated into any curriculum.

1. Move and Reveal

One way to create a reveal activity is to hide an answer behind another object.

1. Type your question and answer. →
2. Draw a rectangle and fill it with color to hide the answer.
3. Double-press the shape for the ability to add text to it – ensure your text is a different color than the rectangle.

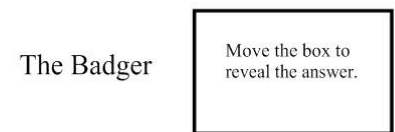
What is Wisconsin's State animal?



Before

4. Type *Move the box to reveal the answer* – you are adding instructions to the shape so other faculty members or a substitute teacher will be able to work with the file. Without the instructions, someone might assume they are supposed to write the answer over the shape instead of moving it to reveal the answer.

What is Wisconsin's State animal?



After

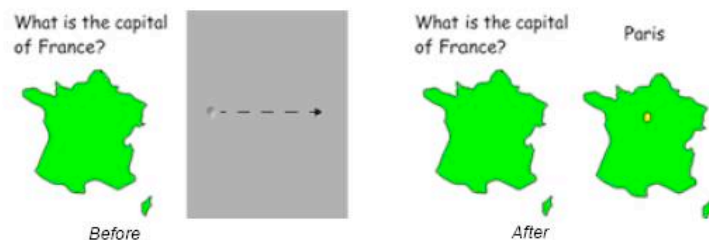
NOTE: It is a good practice to select **Order > Bring to Front** from the drop-down menu on any object you will be using to cover an answer. This action will ensure your students don't see the answer before it is time for it to be revealed.

5. Move the shape to reveal the answer

2. Screen Shade Reveal

A second way you can reveal information is with the Screen Shade tool.

1. Type your question and answer. →
2. Press the **Screen Shade** button on the Notebook software toolbar.
3. Drag the Screen Shade so only the answer to your question is covered.



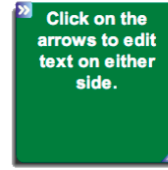
4. To reveal the answer, drag the Screen Shade so it no longer covers the answer. This action is similar to using paper to cover answers that would be displayed through an overhead projector.

NOTE: When you open a Notebook file, the Screen Shade will be covering the same area it was hiding, and you will be able to start discussing the content in your file from exactly where you left off.

3. Question and Answer Reveal

The third way to reveal information is with the Flash file in the *Essentials for Educators* Gallery named “Question Flipper.”

1. You can find it by doing a search in the Gallery for *question*.
2. Drag the icon onto the screen where desired.
3. Click on the double-arrow to enter your question.
4. Highlight the text and enter your information.
5. Click on the Back tab and enter the text for the backside.
6. Click on OK.
7. Your question and answer is now ready to use.



4. Pass Object Over Reveal

A fourth way to reveal information is use of a colored shape which can be dragged over information to reveal it.

1. Enter your question into a text box.
2. Create a colored shape using the shape tool.
3. Enter your answer into a text box.
4. Set the color of the answer to the same as your background.
5. Set the order of the text box to “Front.”
6. You can now drag your shape under the text to reveal the information.

What is the capital of Wisconsin?



What is the capital of Wisconsin?



5. Erase and Reveal

Another way to reveal information is with the Eraser tool.

1. Type your question and answer.
2. Use a pen with a color to match the background color.
3. Use the pen to cover the answer.

Complete the number sequence

Use the eraser to reveal the next number in the sequence.



Complete the number sequence

Use the eraser to reveal the next number in the sequence.



4. Select the **Eraser** tool, and erase the digital ink covering the answer. The Eraser tool will only erase objects created with the pen. (Anything typed with your keyboard cannot be erased with the Eraser tool.)

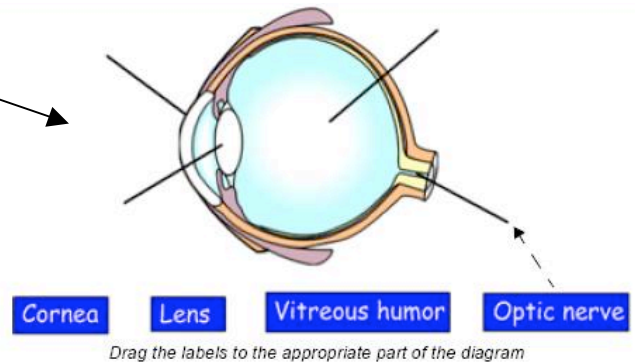
TIP: You may want to add instructions that let the class or other teachers know that all they need to do is to use the eraser.

Identifying and labeling

Drag and Drop

Drag and drop activities are an excellent way to determine if your class has achieved recognition about specific learning objectives. To create a drag and drop labeling activity:

1. Add the object you want labeled to the page. The object can come from the Notebook software **Gallery**, the **My Content** area or it might be a graphic you imported using the **Insert** menu.
2. Use the object drop-down menu to lock the object that will be labeled in place. This action ensures the object won't be accidentally moved during the lesson activity.
3. Next, make the labels for your diagram and line them up at the bottom of the Notebook page. Then you can ask students of the class to drag the labels to the appropriate area of the graphic.
4. Drag and drop activities can also be used for text-based lessons. For example, you might drag events to specific dates on a timeline or define a series of words.



Word	Definition
	A naming word
	A doing word
Adverb	This word can modify a verb or an adjective
	This word modifies a noun or a pronoun
Adjective	
Noun	
Verb	

Match the words with their definition

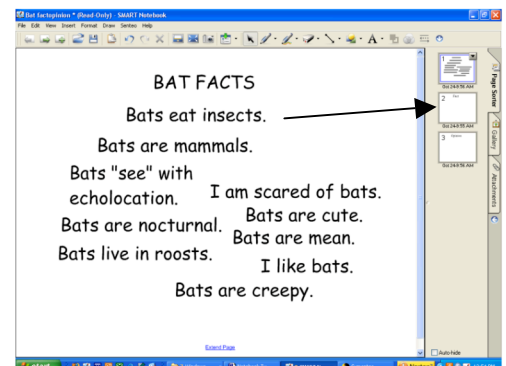
Organizing Information

Using Multiple Pages

Organizing information activities are an excellent way to determine if your class has achieved recognition about specific learning objectives. To create a multiple page activity:

1. Create three pages.

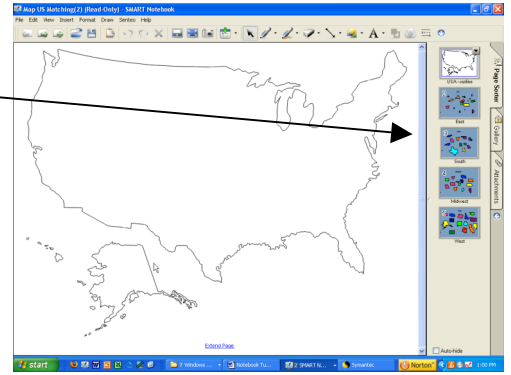
<p>BAT FACTS Bats eat insects. Bats are mammals. Bats "see" with echolocation. Bats are nocturnal. Bats live in roosts. Bats are creepy.</p>	<p>Fact</p>	<p>Opinion</p>
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2. The first page contains the activities title and all your statements.
3. The second and third page will contain a title object i.e. Facts, Opinions
4. Students will look at page one and drag statements to the appropriate page (page two or three.)



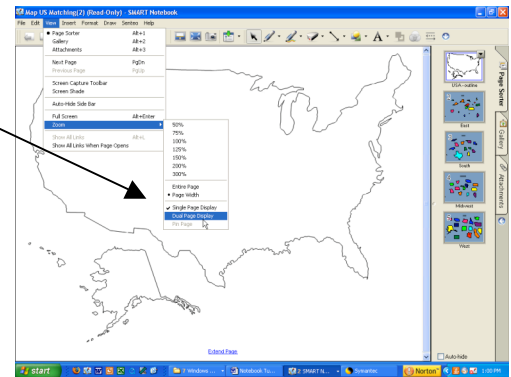
Dual Page Display

This is another way to have students organize information by taking advantage of displaying two pages at one time.

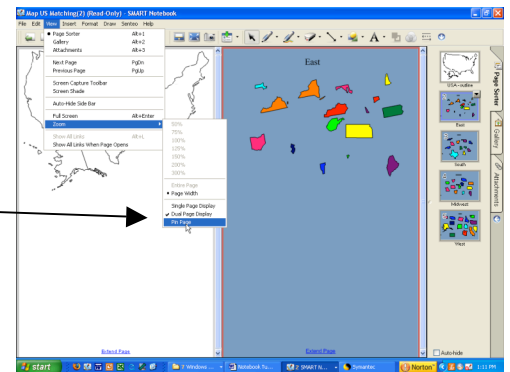
1. Create all the pages in the Notebook file. In my example, page one contains a map of the United States. Page 2 – 5 contains all the States by region.



2. To display two pages simultaneously: Go to the **View** menu, select **Zoom** and scroll down to **Dual Page Display**.



3. Click on page two and you should see pages one and two displayed.
4. To have page one remain displayed as you navigate through all the pages (like a table of contents): Go to the **View** menu, select **Zoom** and scroll down to **Pin Page**.
5. To exit from Dual page display: Go to the **View** menu, select **Zoom** and scroll down to **Single Page Display**.

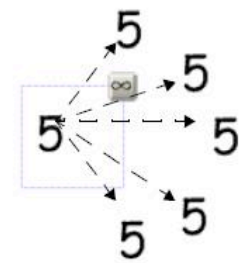


Infinite Cloner

The Infinite Cloner allows you to reproduce an object an unlimited number of times, without having to select clone repeatedly from the drop-down menu. The Infinite Cloner also helps keep your Notebook file's size smaller than if you were to copy and paste the same information, making the file easier to share with your colleagues.

To set an object as an Infinite Cloner, complete the following steps:

1. Select an object.
2. Press on the object's drop-down menu.
3. Select **Infinite Cloner**.
4. Click on the object and drag to create an identical object.



Press and drag to create an identical object

Using the same object for multiple answers

One advantage of the Infinite Cloner feature is the ability to create a drag and drop activity without diluting the pool of available options each time a question is answered correctly.

Set each number on the number line as an Infinite Cloner.

Use the same number multiple times to answer the questions.

Keep information in context

Another benefit of the Infinite Cloner feature is that it makes it easy to keep information in context. This feature is especially useful for text-based lessons.

How many different words can you make from this word?

shakespeare

- ape
- phase
- shake
-
-
-
-
-

Set each letter of a word as an Infinite Cloner. Drag the letter to a different area of your page to create anagrams. The original word will remain in place. You may want to set a timer to make the lesson more challenging. An interactive timer is available from the Gallery Collections.

Using Sound

Notebook software makes it very easy to engage auditory learners by using sound within a lesson activity. It is also a good way to give students insight into a speaker's personality – listening to a historical speech, rather than reading, can be more engaging for students. To search the Notebook software Gallery to find a sound, type in keywords like *sound* or *phonics* in the Gallery search field to learn what content is available. To attach an MP3 sound from your computer to an object, click on the object's drop-down menu and select **Sound**.

Sound as a reinforcement tool

One way to use sound is to give immediate feedback to students when they touch specific objects in Notebook software. Try recording applause to use for correct answers or the words *try again* for incorrect answers.

Which of these words is the correct spelling of the famous French leader? (Touching the correct answer will result in a sound.)

Napoleon

Napoleon

Napolein

Linking

You can link an object to a website, another Notebook page, a file on your computer or a file, such as a video clip or other multimedia element, residing in the Attachments tab.

To create a link:





1. Select **Link** from an object's drop-down menu, and choose the type of link you would like to add to your object from the Insert Link dialog box.

2. You will be given a choice to launch whatever is linked from the object via an icon on the bottom-left corner of the object or by pressing the object itself.

Note: If you make the entire object a link, it is not always clear to others that a link exists.

3. Ensure that it is obvious when an object is a link by using some type of instruction or using blue, underlined text if the text is link.

4. You should make the object a link, rather than using a corner icon, if the spacing of the objects on your page could cause issues of clarity or if touching specific objects is part of the learning objectives.

Link type	Use this to
 Web Page	Link objects in a Notebook software lesson activity to a related Web page. A note stating the author and relevance of linked content gives insight to what your students can expect to see and increases the usefulness of the link for your peers who might be sharing your content.
 Page in this File	Link to another page within your Notebook file. You might use this type of link when presenting a question. For example, you could ask a question, then ask a student to select from a set of objects representing potential answers. The object containing the correct answer could link to a reward screen. Objects containing incorrect answers could link to a page that encourages the students to try again.
 File on this Computer	Link to a file stored on your computer that relates to your lesson or presentation. For example, you could link to a Microsoft Word or Excel file that contains information that qualifies a statement in your Notebook file.
 Current Attachments	Link to a file you have stored in the Attachments tab. Some teachers store video files in the Attachments tab. By linking to these videos directly from an object on the Notebook page, you can seamlessly launch the related video without opening the Attachments tab or while presenting a lesson in full-screen mode.

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