# The Lesson Activity Toolkit

As part of the SmartBoard Notebook software, the Lesson Activity Toolkit contains customizable tools and templates (including activities, games, and graphics) that you can use to create professional-looking, interactive and engaging activities.

You will find the Lesson Activity Toolkit in the Gallery tab - the same place where images and interactives are located.
If you do not see the Toolkit, you may download it at http://www.education.smarttech.com/slat.
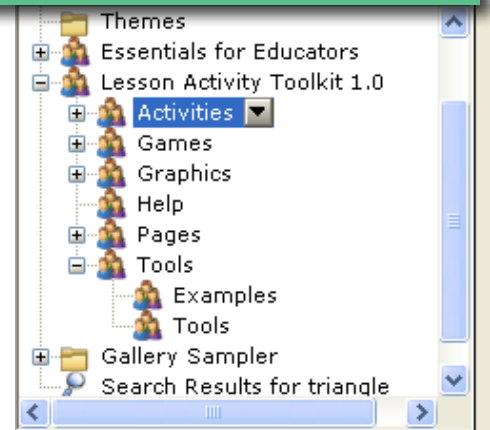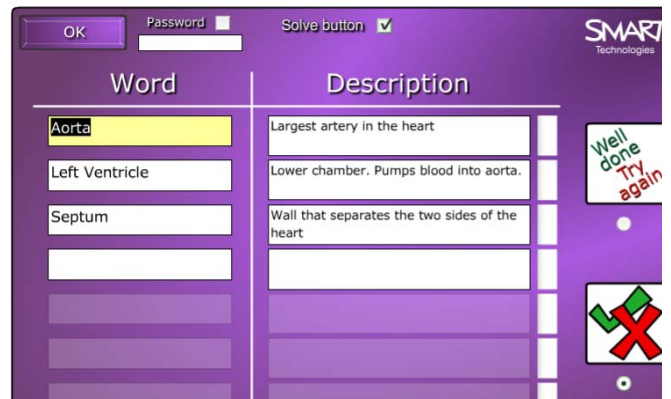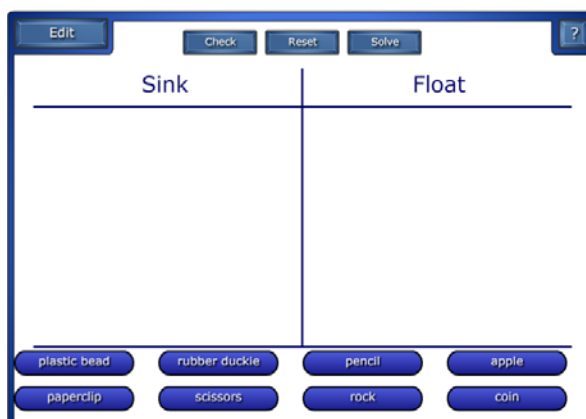
Activities

Here you will find templates for easily customizable activities. Your text or images be transformed into finished Flash activities such as sorting, matching, and multiple choice. Take a look at the **Examples folder** within the Activities section of the Notebook Gallery and below in this handout to see examples and how they were constructed.

Customizing an Activity

1. Drag the template activity onto a blank notebook page. (Click [icon] to add a page)
2. Press the **Edit** button in the upper left hand corner (*For detailed instructions on how to build and use the activity, click on the Help* [?] *button.*)
3. Add your text, either by typing in directly or copying and pasting from other sources.
4. Select options such as answer response graphics, solve button, timer, and **password** (if you want to prevent users from accessing the Edit area)
5. When finished, click on the OK button to return to the finished activity. Many activities include a **Check** button that will grade the activity, a **Reset** button, and a **Solve** button to display the answers.
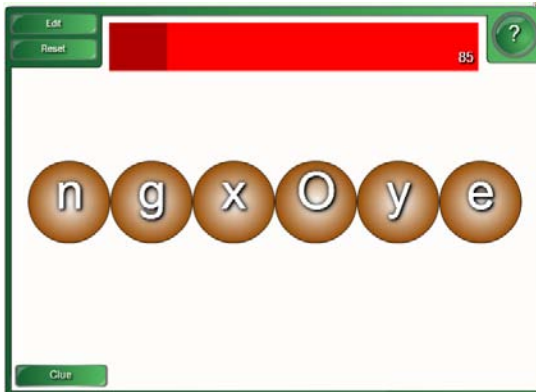
Activities Examples

Category Sort
Organize keywords into two or three categories

Category Sort - Images
Up to 16 images and 2 or 3 columns

Lesson Activity Toolkit - p.1

Activities Examples

Anagram

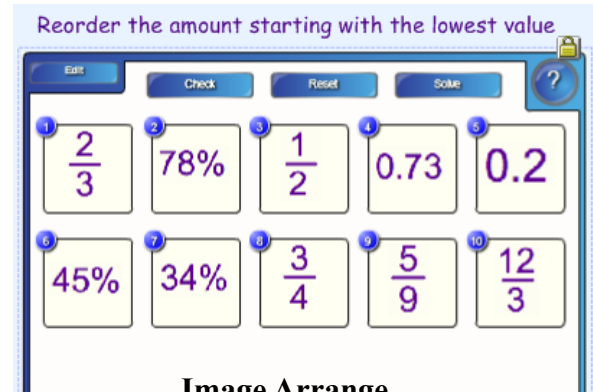Reorder the amount starting with the lowest value

Image Arrange
Sequencing/ordering, patterns
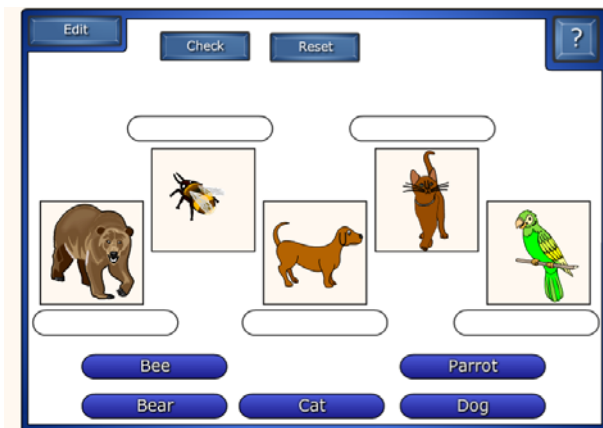
Image Match
Up to 5 items. Insert images by dragging into box

Who are the artists that created these masterpieces?
Click on the flashing images to begin.

Henri Rousseau   Michelangelo   Mary Cassatt

Image Select
Randomizes images + select answer

Word   Description

Wall that separates the two sides of the heart   Aorta

Largest artery in the heart   Septum

Lower chamber. Pumps blood into aorta.   Left Ventricle
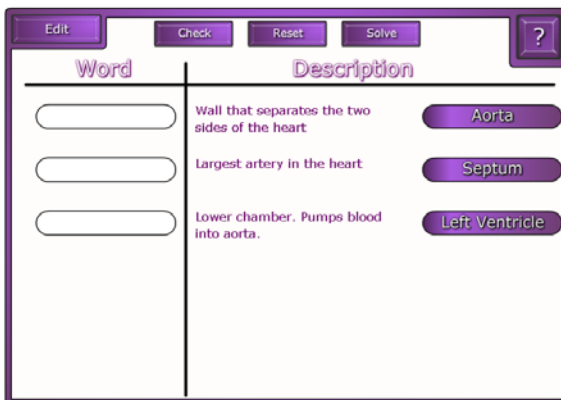
Keyword Match
Match keywords to definitions

Why use idea groups when writing paragraphs?

1 To arrange ideas in order or by time

2 To emphasize

3 To conclude or sum up

4 To add another idea

5

Note Reveal

Find the truck
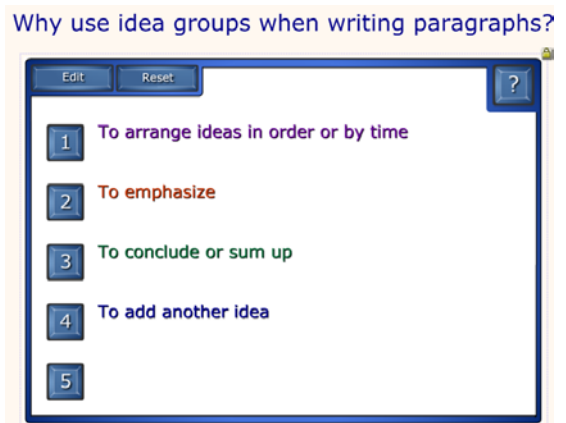
Hot Spots
Click on requested item/location. Timer, scoring available

Where is Alaska

Hot Spots - Geography

Lesson Activity Toolkit - p.2

Activities Examples (cont'd)

Multiple Choice

Q.1

Which of the following is an artery that takes oxygenated blood to the rest of the body?

A pulmonary artery   C aortavena

B vena cava   D atria

Pairs
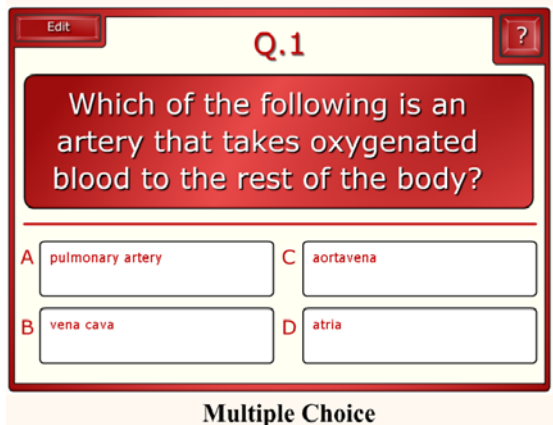
"Memory" game - match words and/or pictures. Choose # of tiles

Sentence Arrange

Put the following morning routine items in order.

- Shower
- Get out of bed
- Eat breakfast
- Go to school
- Get dressed
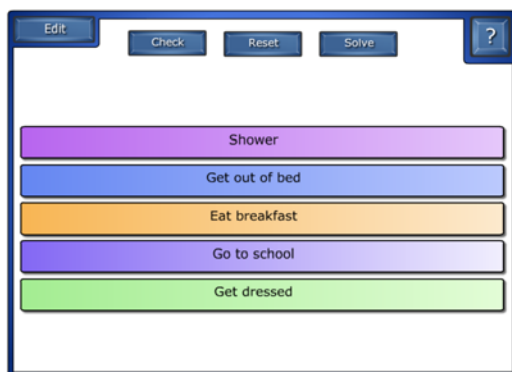
Tiles

What are the capital cities of these countries? Click on each tile to reveal the capital city.

France	USA	England	Germany	Australia
New Zealand	Canada	Brazil	Chile	Italy
Spain	Portugal	Greece	Holland	Iceland

Reveal image, multiple images, or text.

Timeline Reveal

Wall Street Crash - A timeline of the events of 1929

March 4, March 2, May 14, June, Mid-Sep, Oct 21, Oct 24, Oct 28, Oct 29, Nov 23
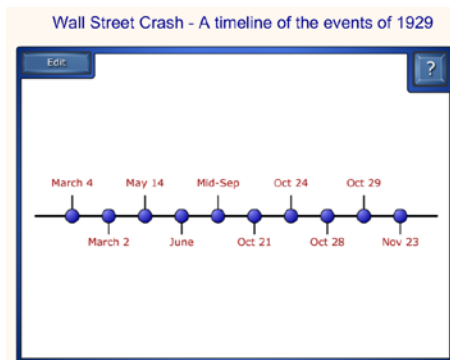
Chronological order (text/dates)

Word Biz

A

Question 1
What is the biggest artery in your heart?

y b o t q
o f f t l
h s c r r
A a i z e

Time bonus 76
Score 0
Top score 211

Word Guess

The Human Heart

Goals 2   1 Misses

GOAL!

a b   d e   g
h i j k   m n
o p q r s t u
v w x y z

l _ f _ _ _ _ _ _ _ _

Sound   Reset   Buy a letter   Clue

Vortex Sort

One
Six   Five
Two
Four   Three

Even   Odd

Meat and Fish   Fruit and Vegetable
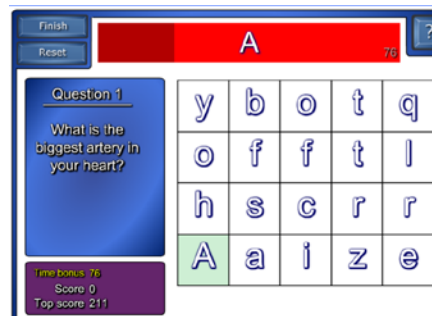
Correct answers get sucked into vortex; wrong = spit out. 2 categories. Images or words.

Graphics

Many of the items within the graphics section are buttons and icons that, when coupled with a link, enhances navigation and flow of a presentation. Others can be used to provide user feedback or reveal answers. You can create links to another file, a page within the current file, an internet site, or an attached file. To add a link to an object, right-click on the object, select Link.

Editing text on graphics items (i.e. buttons)

1. Select the graphic and then choose Ungroup from the graphic's drop-down menu.
2. Type in the new text.
3. Select the graphic and the text (hold down SHIFT key and click on both items) and choose Group from the graphic's drop-down menu so they once again form one object.
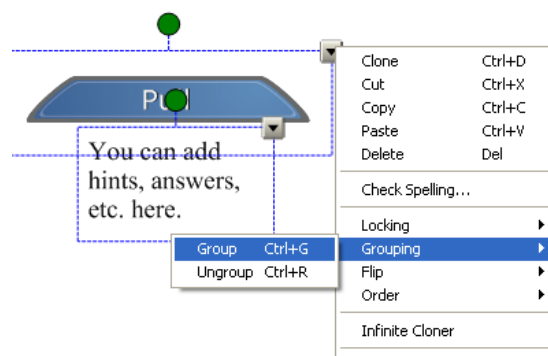
Pull tabs *(seen above)* can be used to reveal hints to a puzzle. Follow the steps *(above left)* to edit the text, regroup and place near the page's edge.

Pages
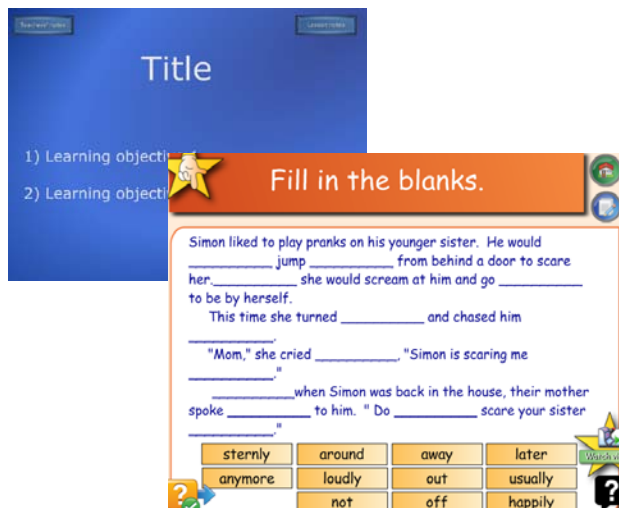
Ready-made pages make it easy to add structure and a unifying look to your lessons. Here you will find templates for title pages and standard lesson activity pages. Title pages include Teacher's notes and lesson notes, useful for documenting learning objectives and lesson instructions. To edit, simply highlight the existing text and start typing. Complement your pages with matching-colored graphics buttons from the Graphics folder.

Pages now also has templates for **Fill in the blank**, **ranking**, and **Venn diagram** activities.

Tools

Perhaps the most useful category in the Lesson Activity Toolkit is the **Tools section.** Here you will find tools that you can use to add interactivity to your lesson activities, including click & reveal tools, customizable word dice, random number or letter generators, vote tools, and more.

Tool	Use
Checker	This tool works great for labeling and matching activities. Click on the upper left icon on the checker box and type in the desired answer. When a child drags the correct word in the box, it will respond with a "good job" mark.
Click & Reveal	Press this tool to make an object transparent and reveal anything behind it. Press it again and it becomes opaque, hiding anything behind it. Can be used to hide and reveal notes and pages.
Dice - image/text	Create customized dice by adding your own keywords or images. Press the dice once to roll.
Information button	Click the arrows to open the edit mode and change the text and appearance. Use to reveal notes.

| Tool	Use
Pull Tab	Hide an object off the side of the workspace to be revealed when desired. Drag an image into the box, then hide it off to the side of the page. To change the tab label or tab position, press the >> icon in the top left corner of the pull tab.
Question flipper	Use to switch between a question and an answer.
Random card, letter, domino and number generators	Press once on object to generate a random letter, number, etc. Press the arrow to add the generated item to the work area or press object again to generate another.
Random image/text	Add up to 50 images or text objects to be randomly selected when pressed.
Voting	Use to keep track of student votes, adding or subtracting from the total number with each touch.
Word Generator	Press the corner icon to set keywords and choose the image. Press the image to reveal keywords once at a time.

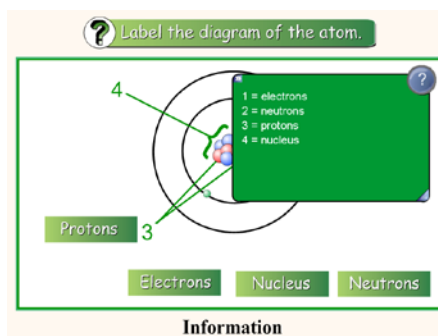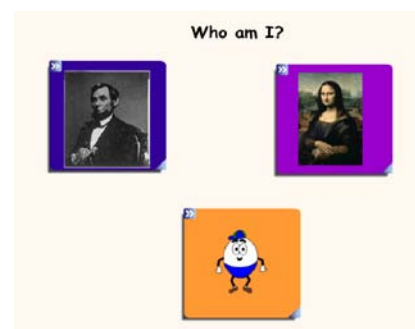# Tools Examples
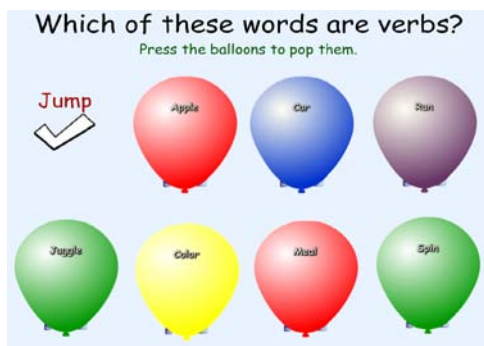
Balloon Pop
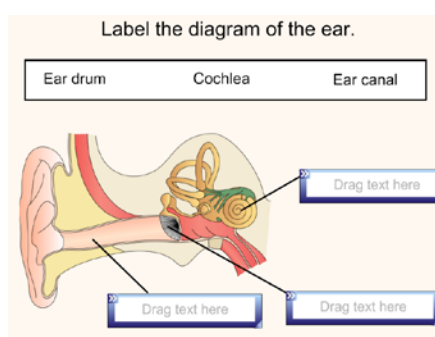
Checker
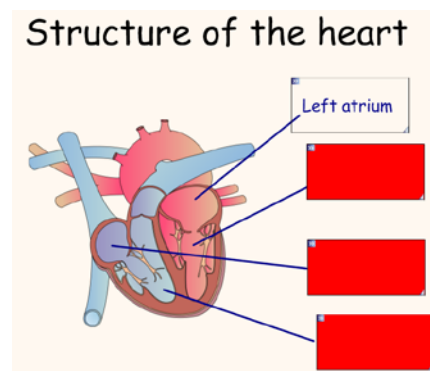
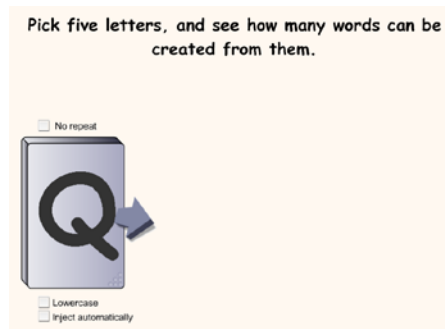**Click and Reveal**

Dice
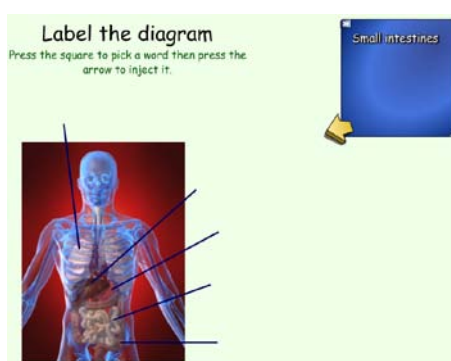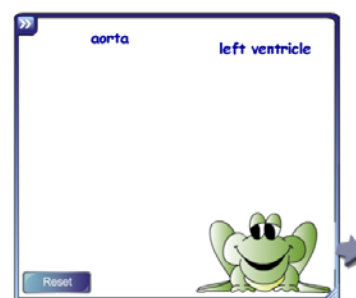

Information

Question Flipper

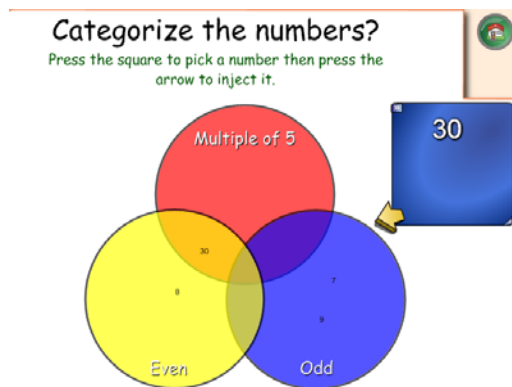

**Random letter
and Random Consonant**

Random Text

Word Generator

Firecracker
Countdown tool

Press Select and state the country that the flag belongs to.
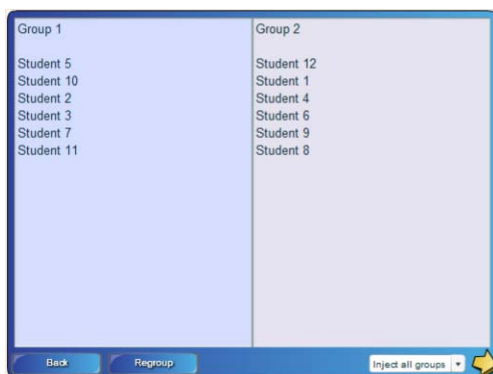
Random Image Chooser

Random Image Chooser
Insert up to 36 images.

Categorize the numbers?
Press the square to pick a number then press the arrow to inject it.

Multiple of 5

30

Even   Odd

Random Text

Press Select and state the capital city of the selected country.

Random Word Chooser

Afghanistan	Tanzania	Ethiopia
Canada	Ivory Coast	New Zealand
Scotland	Germany	Fiji
Spain	Andorra	Malaysia
Bangladesh	Chile	Laos
France	Brazil	Vietnam
Norway	Argentina	Italy
Czech Republic	Thailand	Australia
Slovakia	China	Iceland
Peru	South Korea	Sweden
Cuba	Russia	Finland
Mexico	South Africa	Denmark

No repeat   No. of names 36   Select   Reset

Random Word Chooser

Group 1   Group 2

Student 5   Student 12
Student 10   Student 1
Student 2   Student 4
Student 3   Student 6
Student 7   Student 9
Student 11   Student 8

Back   Regroup   Inject all groups

Random Group Generator
Select # of groups, can export list

Color Chooser
From 8-256 colors - random

4

Vote Tool

+ −   + −

0   2

Home   Away

Score Interval 1   Reset

Scoreboard

Drag text here
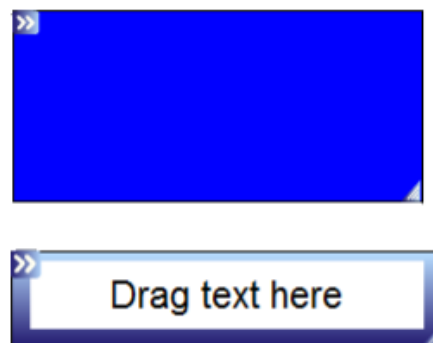
Click & Reveal (answer underneath)
Checker Tool (right answer entered)

Games

This section provides playing pieces such as cards, checkerboards, and dominoes. You can also customize education games for your lessons, including crosswords, anagrams and word games. **See examples** for ideas and the ? button for instructions on how to use and edit the game. Follow the **setup instructions** as indicated in the Activities section of this handout.

| Game	Description
Checkers	Includes board and playing pieces. Can group pieces together as required.
Chess	Includes board and pieces.
Crossword	Generate your own crossword puzzle by entering your words and clues. To solve, students enter words
Deck of cards	Individual playing cards are available for use in a game or lesson activity
Dice	Interactive dice are available that you can "roll" with a single touch - French/English.
Dominoes	Individual dominoes for use in a game or lesson activity - available in black and white.
Sudoku	Complete activity with 3 levels of difficulty using pen or on-screen keyboard.

Games Examples

Dice
(English, French, Spanish)
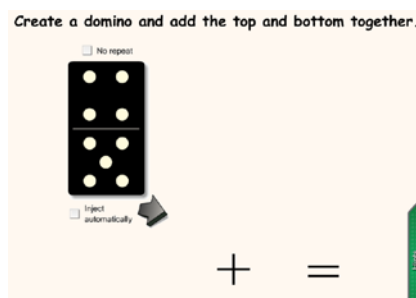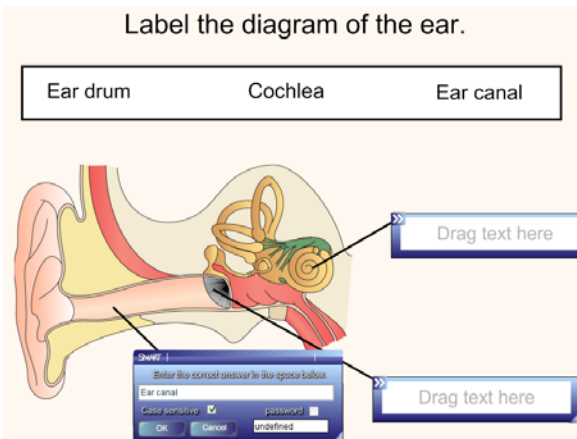
**Dominoes**
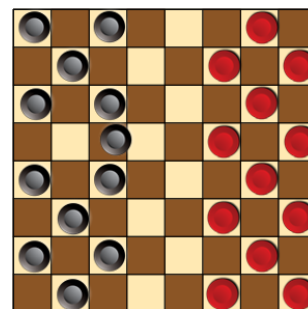
Checkers
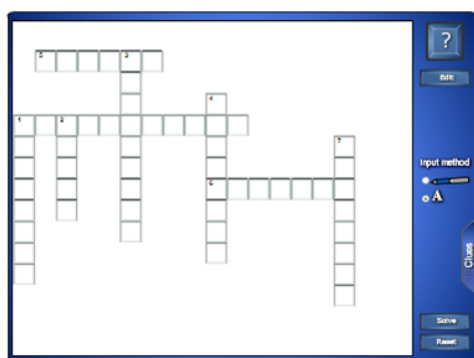
Crossword

Sudoku

Playing Cards

Using the Checker tool - example

1. Find an image either in the Gallery or on the Internet and place on a new Notebook page.
2. Drag the Checker Tool object to the page, one for each keyword.
3. Click on the >> in the upper left corner of the object to indicate the correct answer. Uncheck "Case Sensitive" unless relevant.
4. Click ok to return to the front side and resize.
5. Repeat for each Checker object.
6. Click anywhere on the page and type in each keyword individually, changing font and size.
7. Test out the activity, ensuring that "good job" comes up when the correct word is dragged into the checker box.

Adding Images From Other Sources
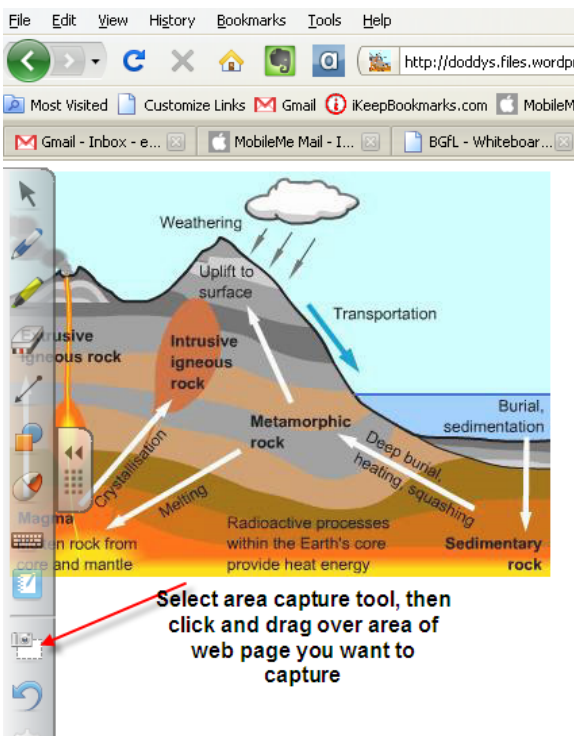
Sometimes you have an image from a website or other file that you'd like to use to create an activity. For example, a website might have a very clear illustration you'd like to use for a labeling activity or to show a process (i.e. blood flow through a heart).

1. Select the Capture Tool on the SmartBoard's pop-out bar
2. Click and drag over the area of the web page or document that you want to capture.
3. The captured image will automatically be entered into a new page in your opened Notebook file.

Creating Links to a Web Page, File, etc.

1. Select the image or object from which you want to create a link (i.e. a "next" button, screenshot to an internet animation)
2. Right-click on the object and select **Link**.
3. In the next window, paste in the URL for the website or navigate to the desired Notebook page, a file, etc.

Lesson Activity Toolkit - p.8