

Let's get motivated



Anne Curtis
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Motivation is the key to learning and when getting to grips with new technologies this applies equally to teachers as to children. How do we motivate our colleagues to embrace whiteboard technology as a creative and inspiring teaching tool?



ACTIVprimary/studio. Teachers, in turn will encourage participation, promote confidence and celebrate the success of their pupils whilst they learn together.

Inspirational tools

The interactive whiteboard offers teachers the opportunity to use strong images, sound and movement to engage children of all levels and abilities. For example the use of animated books can inspire and excite through stories and rhymes celebrating a dynamic relationship between written and spoken language.

The facility to interact with the pages of the book prevents the children becoming a passive audience. Basic software tools can be used to interact with the books. Highlight, reveal, spotlight tools identify

specific areas of text and illustration.

Look out for licensed resources that offer schools the copyright to change and manipulate text and images, support children

as growing authors in their own right. Children can turn stories back to front, include pages of their own writing and illustrations. Pages can be printed out and then added to, creating texture and interest with fabrics and glitter.

The creation of soundtracks will support children in making their own whiteboard



Lack of time and training provision has resulted in interactive whiteboards lying dormant or under utilised in classrooms across the country, whilst teachers ask why we need a whiteboard at all and if they do, then what do they do with it?

The key to unlocking the desire to learn is to use resources that creatively embed ICT across the curriculum, linking subjects in meaningful ways. Effective interactive whiteboard resources should be simple to use, supporting and extending the teacher's skills whilst creating a desire to learn more. This will lead to a greater understanding and awareness of interactive whiteboard software such as SMART Notebook and Promethean

"Interactive whiteboard technology, when used in partnership with excellent resources, will inspire and motivate, renewing enthusiasm and unlocking children's creative potential."



Shoo Fly Connected Learning

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Good interactive whiteboard resources encourage a range of activities away from the whiteboard, such as making puppets.

books, fulfilling QCA Music objectives by creating sounds to match characters and events:

Circular learning

Good interactive whiteboard practice involves seeing interactive whiteboard as an exciting teaching tool that can spark interest. Used with resources that encourage physical and creative as well as intellectual responses, they will help to embed ICT across the curriculum. They can act as the starting point for a range of activities. So, a programme of work may begin with the whiteboard as children read and share stories or rhymes. Repetitive elements may encourage the children to join in, predict or respond with actions (or all three!). Then an activity can be introduced that involves

working away from the whiteboard, for example creating puppets. This will help children explore the theme of the story

"Resources should support the needs of teachers while inspiring children. The best resources have been developed from talking to teachers and working with teachers in the classroom"

whilst developing speaking and listening skills. Children may then be asked to communicate their 'conversations' as a script writing exercise using the whiteboard..

Curriculum links

So interactive Whiteboard technology can support a thematic approach to teaching, awakening the curriculum by making links across subject areas. Good whiteboard resources make links to QCA subject objectives whilst extending opportunities for responses through creative activities such as singing, dancing and creative problem solving. It results in a fuller learning experience for us and the children and helps to firmly root ICT across the curriculum.

Anne Curtis, education consultant and advisor

Shoo Fly:

Anne Curtis is the creator of Shoo Fly Publishing, which specialises in developing resources which offer a thematic approach to teaching and learning, supported by the use of ICT. Both titles, Moon-bud-ees and Jack and the Beans Talk, offer a CD-ROM which provides an animated book, whiteboard activities and a bank of resources. There is also an audio disc so children can listen to the stories and songs, and a comprehensive handbook for teachers.

Both packages use story to provide links across the curriculum, Moon-bud-ees is aimed at Key Stage 1, Jack and the Beans Talk covers Year 2 to Year 6. The collection of animated books in Moon-bud-ees explores the theme of space with action alphabets and action rhymes, using sound and action graphics to encourage children to

listen, read, count, predict and join in. The interactive whiteboard activities are supported by the images of aliens in the resource bank which can be used to create imaginative environments to inspire children.

Jack and the Beans Talk is written as a narrative poem. The whiteboard resources explore word and sentence construction, writing opportunities, punctuation, speech marks and script writing. The ideas in the handbook for teachers give plenty of examples of how to integrate the themes into other areas to encourage creativity and fun, supported by the resource bank.

Designed for use with SMART, Promethean and other interactive whiteboards and PCs using PowerPoint. Each site licence £345.

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Jack and the Beans Talk pack (above)
Moon-bud-ees pack (below)

