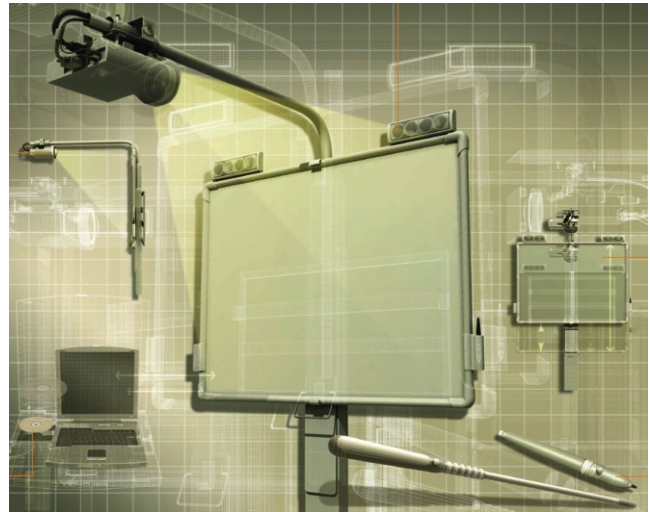


# Interactive Whiteboards

## How they work.

- The image from a computer is projected on to the interactive whiteboard, turning it into a very large computer screen.
- The screen can be used to display computer software, web pages, CD ROMs, DVDs and videos from a variety of sources. It can replace the chalk, white or roller board, OHP, video recorder and TV.
- Unlike a projection screen, the interactive whiteboard is 'active'. As you point or click on icons on the board, using your finger or an appropriate 'stylus pen', the action transmits to the computer. So instead of opening a computer program by double clicking on a mouse, you simply tap twice on the icon displayed on the whiteboard. With an interactive 'pen' or stylus there is also the option of a right mouse click which also prevents fingerprints from dirtying the board.
- You can add user-controlled devices that communicate with the board, so that every learner can participate actively. 'Voting' handsets let every learner give their opinions; wireless slates enable learners to control the board from any part of the classroom.



## Engagement/different learning styles

A 21st century interactive learning environment engages all your students, whatever type of learner they are:

- Visual learners engage best with images and other visual media, and will react well to the bright, colorful world of the interactive whiteboard.
- Auditory learners will react best to auditory stimuli, such as verbal reinforcement, group activities, and class discussions. Link interactive whiteboards to sound effects, speeches and music and use a voting system to encourage group interaction.

- Kinesthetic learners prefer the tactile sense, learning best with hands-on activities.
- Use an interactive whiteboard environment to physically move objects around, highlight and underline ideas and draw pictures of what is being learned.

