

# Welcome Camp Promethean 2011



PROMETHEAN  
LIGHTING THE FLAME OF LEARNING

## Camp Promethean Session Schedule

9:00 - 9:30	Registration and Refreshments									
9:30 - 10:00	Welcome – Media Center									
	C101	C102	C103	C105	C106	C107	C108	Media Lab	Media #318	Media Center
10:10 - 11:10	Beginner Boot Camp  Michele Ziegler	Beginner Boot Camp  Butch Fitzgerald	Swing into Action with the Action Browser  Barbara Burns	Become a Promethean Planet Power User  David Robbins	Activ Refresher (browsers)  Jenny McClintock	Deadly Designs  Joe Talaiver	Best Practices in the Secondary Classroom  Luanne Ropp	Crazy about Containers  Stacey Kahler	Activ Planning for Flipcharts  Kelly Hammond	Using Media Effectively in your Classroom  Jennifer Pleszkoch
11:20 - 12:20			Swing into Action with the Action Browser  Barbara Burns	Students Inspire their Own Learning  Penny Foster	What Makes a Good Flipchart?  Jenny McClintock	Digital Storytelling  Joe Talaiver	Differentiating Instruction and Special Needs in the ActivClassroom  Luanne Ropp	T2 Thinkport Thinkfinity Resources  Terry Holechek	Activ Playground  Beth Napier	Using Interactives  Jennifer Pleszkoch
12:20 - 1:00	Lunch									
1:10 - 2:10	K-2 Primary Classroom  Stephanie Willett	Google Earth  Bryan Shumaker	10 minute flipcharts  Kelly Hammond	Become a Promethean Planet Power User  David Robbins	20 ways to use the Shape tool  Jenny McClintock	Deadly Designs  Joe Talaiver	Response Systems  Luanne Ropp	T2 Thinkport Thinkfinity Resources  Terry Holechek	Activ Playground  Butch Fitzgerald	Using Media Effectively in your Classroom  Jennifer Pleszkoch
2:20 - 3:20	3-5 Elementary Classroom  Stephanie Willett	Secondary Classroom  Karl Ganske Mary Beth Francis Penny Foster	10 minute flipcharts  Kelly Hammond	Enhancing Classroom Engagement with Response Systems  David Robbins	Embedding interactive resources  Jenny McClintock	Power of Multimedia  Joe Talaiver		Crazy about Containers  Stacey Kahler	Activ Playground  Butch Fitzgerald	Using Interactives  Jennifer Pleszkoch
3:30 - 4:00	Closing, Giveaways, Resources									

<http://camppromethean.wikispaces.com>



## Sessions held in orange areas



Main  
Entrance

It's not about what happens on the board....



It's about what happens because of what happens on the board.

A few guiding questions....



What is the experience as a learner?

How has the teacher's role been changed?

How could this lesson support a variety of learning styles and differentiation?





## Making the most of your day at Camp Promethean...

1. Identify 5 educational benefits that you observe from the presenters' use and the associated teaching tools.
2. What is it about ActivInspire that appeals to you, even if you are not currently using digital technology?
3. What kind of learning opportunities are possible with the use of ActivInspire that are not otherwise?
4. What is your next step?

## A word of advice . . .

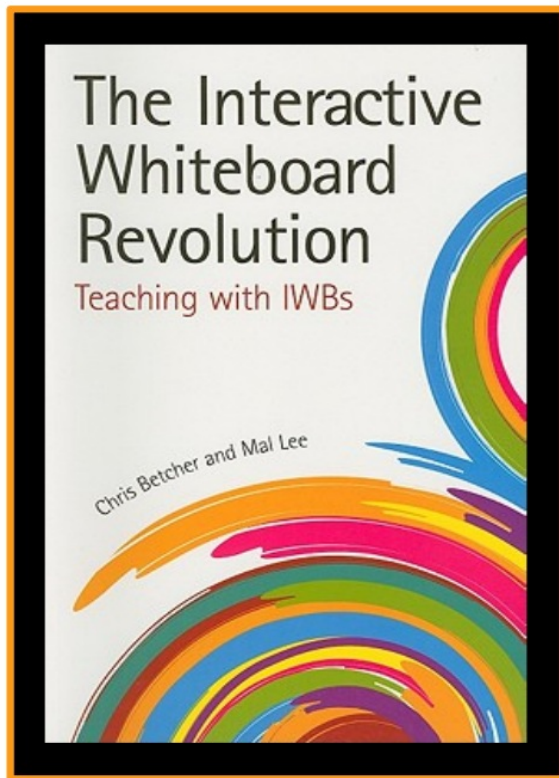
There is no "one size fits all" description or advice on how best to use IWBs.



**Old Things  
in Old Ways**

**Old Things  
in New Ways**

**New Things  
in New Ways**





# Old Things in Old Ways

- Notes and diagrams are still handwritten on the board as the lesson is taught.
- Lesson content consists primarily of Word documents or scanned text and diagrams.
- Limited use is made of the IWB's toolset.
- Lessons are not usually prepared in advance.
- Lessons do not take advantage of interactive features.
- Lessons are not saved at the end of class.
- The teacher works in isolation, not sharing resources with others.



# Old Things in New Ways

- Modification of existing paper-based worksheets and activities to work on the IVWB.
- Greater use of lessons prepared in advance.
- Greater use of draggable layered objects that can be moved around the screen, revealing existing words and objects.
- Greater reliance on resources found in the gallery or web.
- Effective use of software that works well on an IVWB.
- All lessons saved for future use and reused.
- Lessons shared with other teachers to reduce workloads.
- Noticeably increased levels of student engagement and interest.



# New Things in New Ways

- The use of short snippets of video or animation.
- The inclusion of high-resolution photo images.
- Tapping into the enormous libraries of interactive learning objects and embedding these in lessons so that students are able to easily explore the 'what if' possibilities.
- Greater use of software that enables students to manipulate ideas seeing what happens to the final outcome if a variable is changed here or there.
- The ability to perform impractical or dangerous experiments via simulation.
- The ability to engage with virtual worlds and simulated environments.



## New Things in New Ways

- Increased levels of interactivity and student involvement often raising questions that were unexpected but with answers that offer greater insight into and deeper understanding of a topic.
- The use of real-time video communication software to facilitate class-to-class collaboration, or even to bring in guest speakers over the web, so that students can ask questions and interact with others outside their classroom.
- The use of classroom interactive voting systems to gauge student understanding of key concepts in real time.



Have an Inspired day!



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Be sure to return at 3:30 for giveaways!!!!

