

Module 5: Teaching with Technology

Teaching with the Promethean Board

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Introduction to ActivInspire for the Promethean Board

 Download the following resource to gain an introduction to the Promethean Board: [Promethean Board.pptx](#)

The Promethean Board was developed as the Activboard Interactive Whiteboard in 1996 by Promethean Ltd. Promethean uses a metal board that is controlled by a magnetic pen. As compared with the Smart Board, the Promethean Board was created specifically for educational use. It uses the flipchart as the basis of the board vs. PowerPoint.

There are 2 different variations of ActivInspire software:

1. Studio: Suitable for middle level and secondary learners.
2. Primary: Suitable for early childhood learners.

To change between the two variations:

1. Enter the dashboard (select *view-- dashboard* from the menus).
2. Select *configure*.
3. Check *launch using primary/studio look and feel*.
4. You now have to exit and restart the software to see the new look and feel.

Performing Intermediate Actions in ActivInspire

 Download the following flipchart that provides a hands-on approach to intermediate actions in ActivInspire: [FlipInterm.zip](#)

To create backgrounds:

- To create a page background, open the property browser. Select *page--background*. Select desired fill (colors, image, etc.).
- To create a background for a textbox, select it (don't be in the box) and open the property browser. Select *fill*. Select desired fill (colors, density, etc.).

To pull answers out of an object (answers out of a hat):

1. Add some objects to drag out of the "box" (text boxes or graphics).
2. Using the object browser: Lock the "hat" so that it cannot be moved by accident.
3. Using the object browser: Drag the "hat" to the top layer, and the "answers" to the middle layer.

To use Magic Ink:

1. Select Magic Ink, and drag on a flipchart page to create a "see-through" area.
2. Magic Ink (placed on top layer) will now allow viewing something that is underneath (placed on middle layer). Use the object browser to determine on which layer each object is placed.

To use Magic Ink to create a revealer:

1. Add some information to be hidden. Using the object browser place on the middle layer.
2. Add covering objects (graphic, block of color). Using the object browser, place the covering object on the top layer.
3. Use Magic Ink to create a "see-through" area, and group it with the revealer object (like a magnifying glass).

Steps to Perform Advanced Actions in ActivInspire

 Download the following flipchart that provides a hands-on approach to intermediate actions in ActivInspire: [Advanced.zip](#)

To make draggable responses that can be accepted/rejected:

1. Select the "question" and open the property browser.
 - In the container group, set the following settings:
 - can contain: *specific object*
 - contain object: Specify the "correct response" object.
 - rule: *completely contained*
 - reward sound: Set to *true* if you want audible feedback. Then specify sound location.
 - Optionally, right-click the "question" object and select *locked*, (or set in the object browser).
2. Select the possible answer objects and open the property browser.
 - In the container group, set the following settings:
 - return if not contained: *true*

To make an object accept/reject objects associated with keywords:

1. Draw/insert an object to be a container (e.g., for vowels).
2. Draw/insert an object to be a possible response (e.g., letters in text boxes).
3. Select the container and open the property browser.
 - In the container group, set the following settings:
 - can contain: *keywords*
 - contain keywords: Specify a keyword(s) that the container can contain (e.g., "vowel").
 - rule: *completely contained*
 - reward sound: Set to *true* if you want audible feedback. Then specify sound location.
 - Optionally, right-click the container object and select *locked* (or set in the object browser).
4. Select the possible answer objects and open the property browser.
 - In the identification group, set the following setting:
 - keyword: Specify a keyword(s) that describe this possible answer (e.g., "vowel").
 - In the container group, set the following settings:
 - return if not contained: *true*

To use a restrictor to control the way objects move:

1. Draw/insert an object. Optionally, draw/insert a path along which the object will move.
2. Select the object and open the property browser.
 - In the restrictors group, set the following settings:
 - can move: Select *vertically*, *horizontally*, or *along path*.
 - move path: If you selected *along path*, then select object that represents the path the object can follow.
 - can block: Select *true* to allow this object to block other objects from moving past it.
 - can size: Specify *no* if you don't want students to be able to resize this object.

To create and use a revealer:

1. Draw/insert an object that will hide "information/answer" objects. In the property browser, make sure this object is on the top layer. (Magic ink will only "scratch away" from objects on the top layer.)
2. Draw/insert object(s) to be revealed.
3. Create a "revealer" object:
 - a. Draw/insert an object that will function as a revealer (e.g., magnifying glass graphic).
 - b. Select *magic ink* tool and draw an area to be revealed.
 - c. With the pointer, highlight the revealer graphic and the magic ink area and press the *group* marquee. Now the magic ink will move with the revealer graphic.
4. Drag the revealer over existing objects to reveal information hidden underneath.

 Download the following flipchart to review all of the Activ software skills that we studied: [ReviewFlipchart.zip](#)

Preparing to Teach at the Board

 Download the following flipchart that provides a hands-on approach to preparing to teach at the Promethean Board:

[teachingflip.zip](#)

Prepare the board:

- Make board full screen. (Click on X.)
- Roll up toolbar (if desired).
- Access menus from toolbar.
- Unpin browsers (if desired).
- Toggle show/edit mode (snowflake).
- Using Wonder Wheel tools.

Use the spotlight tool live:

1. Select *tools--spotlight*
2. Resize and move as desired.
3. Use smart button to close.

Setup spotlight or reveal tool in advance:

1. For the page, select *property browser--tools--revealer/spotlight*.
2. Set on each page.
3. Click smart button and save reveal position.

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Using a Computer Projection Unit
Teaching with the Promethean Board
Digital Storytelling Using MS PhotoStory
PowerCasting Using PowerPoint
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Culminating Experience



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