

Investigations in Number, Data, and Space and the Interactive Whiteboard

Introduction

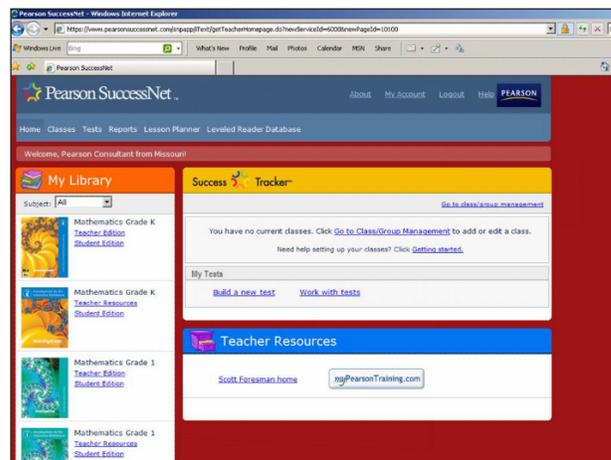
This guide looks at how Investigations brings activities and games to life through the use of any interactive whiteboard. These activities and games deepen understanding, develop concepts, and provide skill practice.

It discusses how to access the interactive whiteboard activities. This guide also talks about the features of each Session (what would normally be called a lesson), and the features of the interactive whiteboard pages.

Accessing the Interactive Whiteboard Activities

To begin, teachers can go to Pearson SuccessNet.com to sign in to their online accounts. If they do not have a SuccessNet account, they can find the access code in their Teacher Access Packages. Then, watch the Teacher Registration and Add Products tutorials on this Web site.

After teachers log in to their SuccessNet teacher accounts, they will see the teacher home page. Here they can view each of the products for which they have registered. To access the Investigations interactive whiteboard activities, click **Teacher Resources**.



Interactive Whiteboard Activities Home Screen

After teachers click **Teacher Resources**, they will see three options to access the interactive whiteboard materials on the Interactive Whiteboard Activities home screen: View by Session, SMART Gallery, and How to Use the Zip File.



View by Session

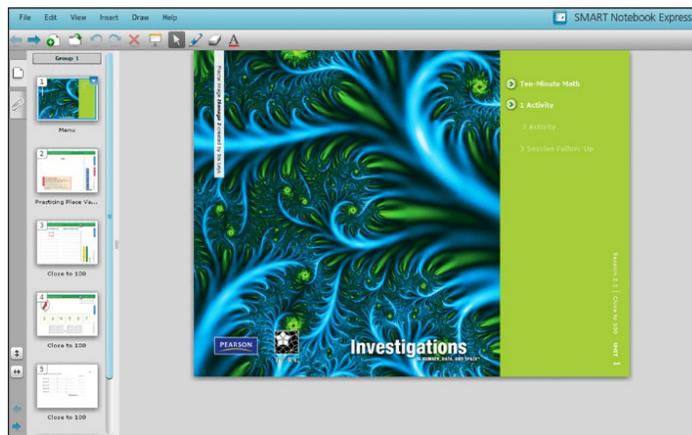
All Investigations interactive whiteboard users can view the SMART Gallery Notebook files with SMART Notebook Express.

Step 1: Click the View by Session button for the appropriate unit.

Step 2: Click the View Session button in SMART Notebook Express for the appropriate Session.



Step 3: The activities for the Session will appear on the screen.



SMART Gallery

If teachers use a SMART interactive whiteboard, they can install the SMART Gallery Notebook files directly into their SMART Notebook software. Doing so will allow them to view SMART Gallery Notebook files in the full version of SMART Notebook. This is helpful because teachers do not need an Internet connection to use SMART Notebook Express after they install the software.

Step 1: Click the SMART Gallery button for the appropriate unit. This will download a Zip file to the hard drive.

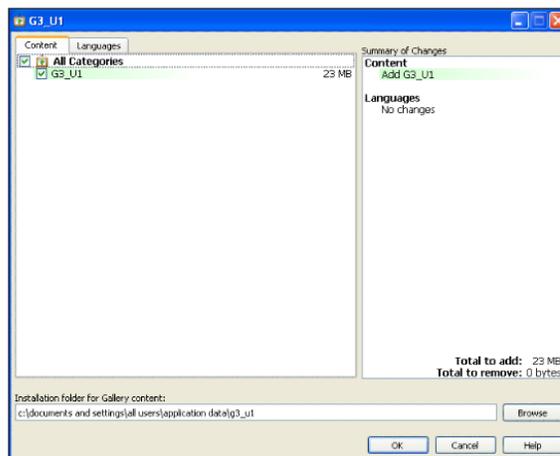
Step 2: Navigate to the desired location to save the file. For instance, if teachers normally download files to their desktops, then they can navigate to their desktops and click **Save**.

Step 3: Double click the file that was just downloaded. For instance, if teachers downloaded the Grade 3, Unit 2 Gallery file, the file name will be G3_U2.zip.



Step 4: Double click the SMART Gallery collection file to launch the gallery installer.

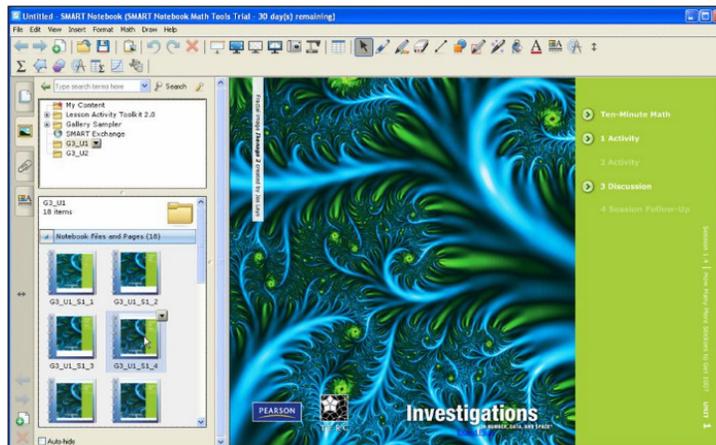
Step 5: Select the desired content to install and click **OK**. The gallery installer will download the appropriate files and install them directly into the SMART Notebook software on the computer.



Step 6: After teachers have installed the Gallery, they should launch the SMART Notebook software.

Step 7: Click the picture frame tab on the left.

Step 8: Click the desired unit to view, and the Session files for that unit will appear. Click on the Session and the files will appear on the screen.



Zip File

All Investigations interactive whiteboard users can download the Investigations SMART Gallery Notebook files to their hard drives and open them in SMART Notebook or SMART Notebook Express.

Step 1: Click the Zip File button for the appropriate unit. This will download a Zip file to the hard drive, which contains all of the SMART Gallery Notebook files for that unit.

Step 2: Navigate to the desired location to save the file. For instance, if teachers normally download files to their desktops, then they should navigate to their desktops and click **Save**.

Step 3: Unzip this file to open it in SMART Notebook or SMART Notebook Express. To open any SMART Gallery Notebook file in the SMART Notebook software, just double click the file on the screen.

Step 4: Select the desired SMART Gallery Notebook file to view, and the file will open in SMART Notebook Express.

Features in Each Session

Now that teachers know how to access the activities, this guide will talk about the features in each Session.

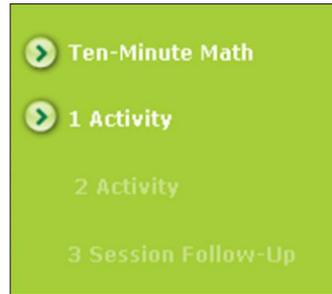
Each Session has a separate file that includes the following screens: Session opener, Classroom Routines or Ten-Minute Math, and Session parts.

Session Opener

Sessions begin with a Session opener. This indicates the active links to the Session's interactive Math whiteboard screens.

In this Session, there are four parts: the Ten-Minute Math activity, two lesson activities, and a Session follow-up.

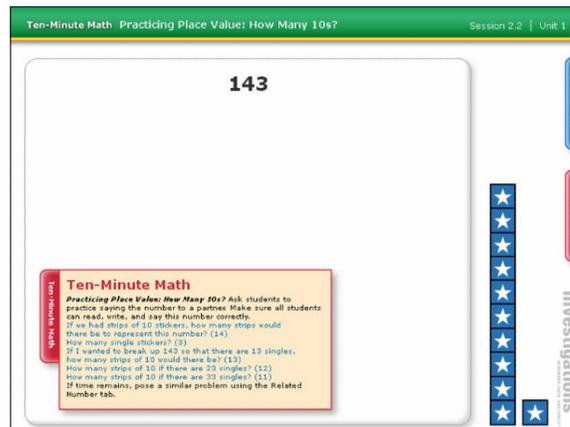
In this Grade 3 Session example, notice how each part is listed. There are two links that will take teachers to the interactive whiteboard activities.



Classroom Routines or Ten-Minute Math Activities

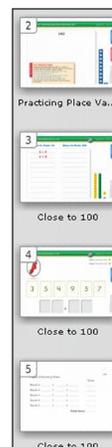
Classroom Routines or Ten-Minute Math activities display a tab with text from the Session opener page in the Curriculum Unit, along with related tools or images for the activity.

In this Grade 3 Ten-Minute Math activity, notice a tab with instructions and a tab with a related number to use with students.



Session Parts

Each activity, discussion, Math Workshop, or assessment activity may have one or more slides with related content. In this Grade 3 Session, there are four slides that correlate with the game Close to 100.



Features on Interactive Whiteboard Pages

There are several features that teachers can find within the various interactive whiteboard activities.

Tabs

Tabs provide specific information about the objects or text shown on the screen. They are found on the right-hand side of the page. This guide discusses the various types of tabs that teachers will see.

Instruction tabs tell teachers which images they can save, clone, drag, resize, unlock, reorient, or delete.

Save tabs tell teachers when they should save a file to reference later in another Session, record future notes, or create a chart.

Retrieve tabs tell teachers when they should retrieve a file from a previous Session and use it in the current Session.

Related Number tabs provide another sample problem to use with the activity.

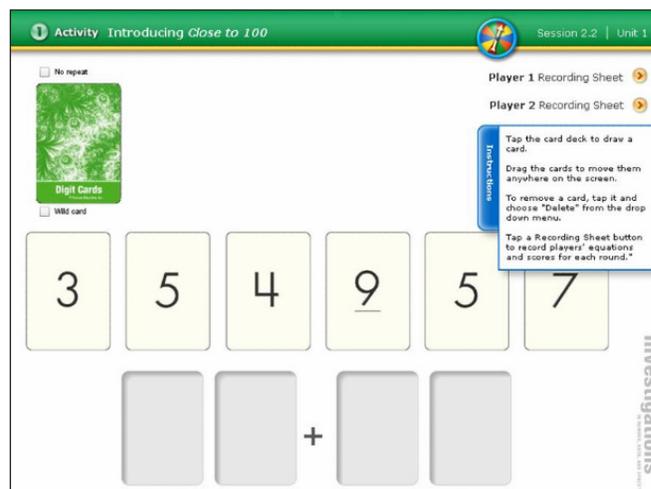
Games

Games are an integral part of the Investigations curriculum. Students can play most games in the program using an interactive whiteboard. A game is included in the Session file when it is introduced to the class.

Card Decks

Note that game screens include card decks when applicable. The cards in each deck are dealt randomly.

Take a look at the game called Close to 100 again. Notice how the instruction tab gives directions on how to use the cards to play the game.



Linked Slides

Next, take a look at ways to navigate between slides within each Session. Linked slides allow teachers to skip over or back to other slides. Some of the linked slides allow teachers to toggle back and forth when necessary.

The slide show here is linked to the Recording Sheet, where each player can record their answers using the pen or marker. Once teachers or students have filled in the information, they can toggle back to the game and continue playing.

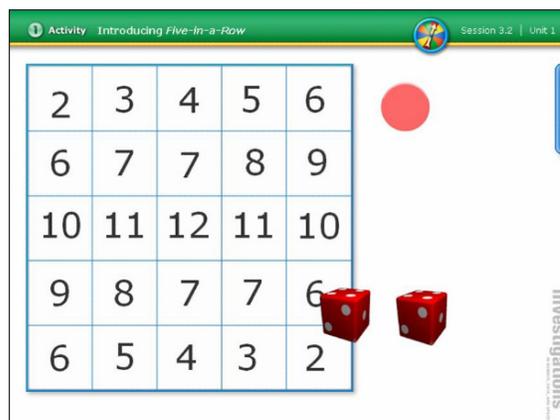


Cloning Objects

Some slides contain objects that can be used more than once.

Number Cubes

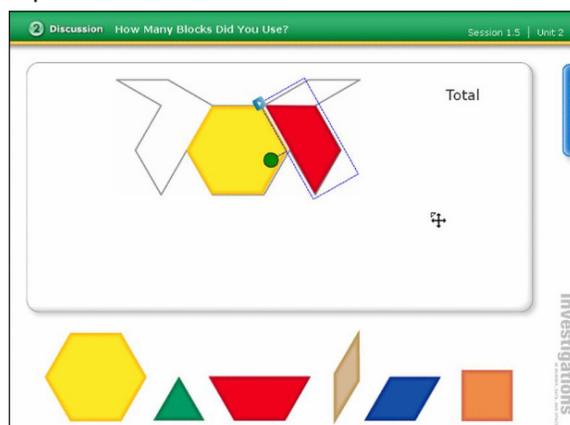
Some of the games contain number cubes. These cubes provide a random move in the game. In this game, students can click the dice to generate a new number.



Rotating Objects

To rotate an object, students can tap on it and rotate it by moving the green dot in a circle.

In this example, students can drag pattern blocks and rotate them to fit inside the shape.



Review

This guide talked about how to access the interactive whiteboard activities. It also discussed the features of each Session and the features of the interactive whiteboard pages.