

The Lesson Activity Toolkit

The Lesson Activity Toolkit is a Gallery collection of customizable tools and templates, including activities, games and graphics, that you can use to create professional-looking, interactive and engaging lessons. If the Lesson Activity Toolkit is already installed on your computer, you can access it in the Notebook software Gallery. You can also download the Lesson Activity Toolkit from www.education.smarttech.com/slat.

In the Gallery, select **Lesson Activity Toolkit 2.0** to see the contents of the toolkit. The contents of the Lesson Activity Toolkit are organized into subfolders – Activities, Example, Games, Graphics, Pages and Tools.



You can search for objects in the Lesson Activity Toolkit by browsing through the folders, or using the **Search** box. When you find an object you like, click and drag it onto the page.

TIP: Click the + sign next to a folder in the Gallery to expand it and see the folder's content.

Activities and games

The Lesson Activity Toolkit contains templates for several activities that you can use to keep your students involved and make learning fun. There are over a dozen types of customizable activities including: anagram, category sort, image match, keyword match, multiple choice, pairs, tiles and word guess.



The **Games** folder in the Lesson Activity Toolkit provides game pieces such as cards, checkerboards and dominos, as well as Adobe® Flash® games such as sudoku and a crossword generator tool.



For activity and game ideas, open the **Examples** folder in the Lesson Activity Toolkit.

Customizing games and activities

Many of the games and activities in the Lesson Activity Toolkit are Adobe-Flash based objects. The following points will help you customize these games and activities for use in your classroom:

- Press the **Help**  button to see a description of the object and detailed instructions for building and using the activity
- Press the **Edit**  button to customize the activity

- To complete text fields, type or drag text from a Notebook page or another application into the text field
- To ensure that others can't edit your game, select the **Password** box and set a password. This action prevents students from accidentally accessing the edit area of the activity during class.
- Many of the activities and games include a **Check** button that you can press to grade the activity, a **Reset** button that you can press to clear the activity and a **Solve** button that you can press to display the correct answers. These buttons allow you to review the activity with the entire class.

Graphics

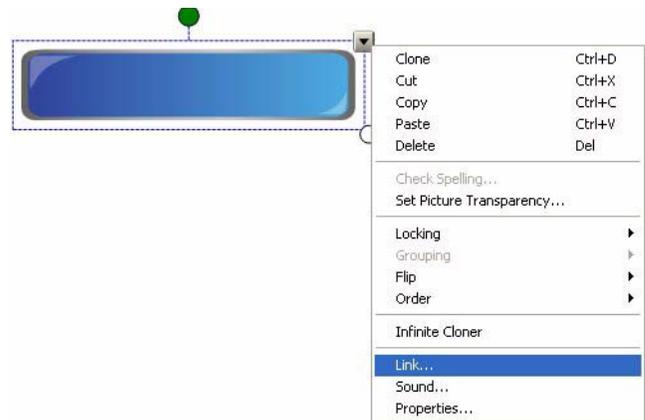
Icons, borders and images from the **Graphics** folder help you create sophisticated and engaging lessons. You can drag title bars and pull tabs directly onto a Notebook page.

Creating customized buttons and pull tabs

You can add links to buttons and icons to make the lesson more interactive, engaging, and to improve flow.

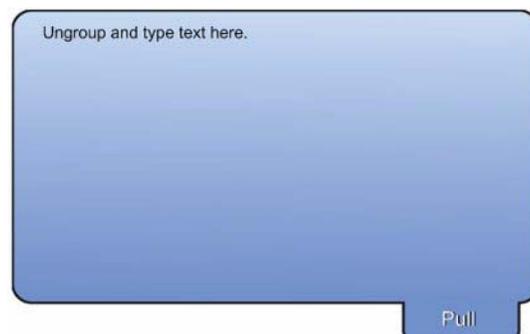
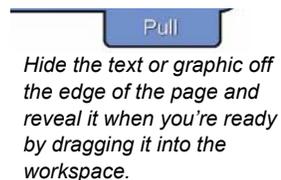
To add a link to an object, do the following:

- 1 Select the object
- 2 Select **Link** from the object's drop-down menu
- 3 Select whether you want to add a link to another file, a page within the current file, an Internet site or an attached file
- 4 Complete the appropriate information
- 5 Select **Corner Icon**
- 6 Click **OK**

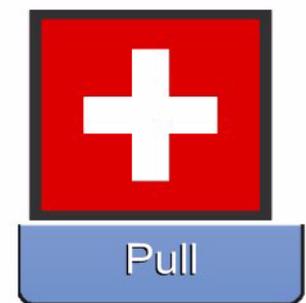


You can also add text or graphics to a button using the **Grouping** command found in the object drop-down menu.

The Lesson Activity Toolkit includes several types of pull tabs, but you can also use the grouping command to create customized pull tabs that include graphics. For example, group a pull tab with an image, and then move the pull tab to the edge of the Notebook page so that the image is hidden until you're ready to reveal it.



A ready-made pull tab from the Lesson Activity Toolkit 2.0.



A customized pull tab created by grouping two objects.

Pages

Ready-made pages make it easy for you to quickly create common lesson activities and add structure and style to your lessons. You can find templates for title pages and blank lesson activity pages, as well as fill-in the blank, question and Venn diagram templates in the **Pages** folder.

To change the text on these pages, just highlight the existing text and start typing. The title pages include tabs for lesson objectives and teachers' notes. These notes are useful tools for documenting lesson outcomes and instructions.

To create a professional-looking lesson, consider selecting a colored template and using matching buttons and graphics from the **Graphics** folder.



Tools

The **Tools** folder includes several Adobe Flash tools that you can use to add interactivity to your lesson activities. These tools include click and reveal tools, customizable keyword dice, random card, number and color generators, random group generators, scrolling text bars and many more. Be sure to browse through the folder to find tools that work for you, and creative ways to use them. The tools in the **Examples** folder may help you generate some ideas.



Examples

The **Examples** folder contains sample Activities, Games, Pages and Tools, as well as a **Help** folder containing links to online help resources such as the SMART Exchange and instructional videos. Explore these files to learn how to use a game or activity in class, or to see creative uses for some of the available tools.

Open the **Layering** subfolder to learn how to use layering techniques in Notebook software to add even more interactivity to your lessons. The Layering examples include pull tabs with instructions and links to instructional videos for each technique.



Lesson Activity Toolkit Video Tutorial - Pull tab tool

Pull tabs Watch this video to learn how to add text and images to the Pull tab to...

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Lesson Activity Toolkit Video Tutorial - Hot spots game

Watch this video to learn how to customize the Hot spots game. To learn more

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