

## **STAFF DEVELOPMENT INSERVICE COMPONENT INFORMATION**

**COMPONENT TITLE:** 21<sup>st</sup> Century Classroom – Digital Ink (Interactive Whiteboard Technologies)

**IDENTIFIER NUMBER:** 3003028

**MAXIMUM POINTS:** 45

### **GENERAL OBJECTIVE:**

This program of instruction will aid teachers in the usage of the wide variety of digital ink tools, commonly referred to as interactive whiteboards, interactive tablets, or digitizers, used in the 21<sup>st</sup> century classroom.

### **SPECIFIC OBJECTIVES:**

Within the duration of the component, participants will:

1. Demonstrate basic functions of the digital ink device (hardware) such as turning the device on and off; physically or wirelessly connecting the device to the computer; connecting the antenna or hub to the computer; waking-up and reconnecting a sleeping device; calibrating the device (if necessary); controlling the mouse pointer; left clicking and right clicking; and recharging the batteries.
2. Demonstrate how to use digital ink software tools to annotate with a variety of line/font sizes, colors, and shapes a software presentation, a webpage, a virtual sheet of paper, a digital image from a document camera or digital visualizer.
3. Demonstrate how to use digital ink software tools such as the spotlight, curtain, highlighter, or zoom function to focus student attention on a certain portion of a software presentation, a webpage, a virtual sheet of paper, a digital image from a document camera or digital visualizer.
4. Demonstrate how to insert a variety of graphics from the native clipart library, the native background library, and external sources into a digital ink software presentation.
5. Demonstrate how to use interactive simulations or models (flash, java, javascript, etc. format) within the digital ink software.
6. Use the digital ink software to digitally capture a portion of the screen as a still image, commonly called completing a screen capture, or use the digital ink software to digitally record a video of a presentation.
7. Demonstrate how to publish in its entirety as a .PDF a lesson completed in the digital ink software, or demonstrate how to publish select portions of the presentation in a common digital image file format (such as .jpg, .gif, .tiff, .bmp, etc.) to the school or class web page for student access; or publish it in its native format to be shared with other teachers.
8. Customize the software and hardware user interfaces.
9. Participate in online training as provided by the manufacturer or school district.

## **DELIVERY PROCEDURES:**

Participants will complete the following:

1. Online training
2. Workshops
3. Vendor training
4. Manufacturer's manual
5. Hands-on experience

## **EVALUATION OF PARTICIPANTS:**

1. The participants will be expected to take a post-test to measure the skills and knowledge acquired in the learning activities of the program.
2. Participants will need to demonstrate 80% competence in order to be eligible for successful completion of the inservice training component.
3. Participants will be evaluated based on the evidence provided as follow up for each objective.

## **FOLLOW-UP ACTIVITIES:**

Participants will demonstrate implementation of the technology skills as evidenced through successful creation, publishing and sharing of original lessons produced with digital ink software.

1. Create a lesson using the digital ink software
2. Publish a lesson in its entirety as a .PDF, or publish select portions of the presentation in a common digital image file format (such as .jpg, .gif, .tiff, .bmp, etc.) to the school or class web page for student access
3. Publish a lesson in its native format to be shared with other teachers.

## **COMPONENT EVALUATION:**

Periodically, participants and instructors will assess the degree to which the professional development procedures addressed the specific objectives of the component, and will make recommendations for revisions on the submitted Component Evaluation.