

SMART Boards: The Good, the Bad, and the Ugly:
A Critical Analysis of the Use of SMART Boards in Education

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Top Ten Reasons to use the SMART Board in an Inclusive Classroom:

1. Appeals to visual, kinesthetic, and auditory learners
2. Increases student engagement and motivation
3. Use special features to enlarge content on the screen
4. Save notes for students
5. Ability to show videos and pictures from the Internet
6. Vivid colours
7. High level of interaction
8. Emphasize important information using the Highlighter tool
9. Can be used to enhance all subject areas
10. Makes learning FUN

Inclusive Classroom Resources:

Manitoba Association of Resource Teachers (MART). <http://www.mbmart.ca/HOME.html>

Manitoba Council for Exceptional Children (MCEC). <http://www.manitobacec.ca/>

Top Five Useful Websites Related to Interactive Whiteboard Use in Schools:

1. Grade Level Skills Help at Internet 4 Classrooms. (n.d.). *Internet4Classrooms - Helping Students, Teachers and Parents Use the Internet Effectively*. Retrieved November 14, 2009, from http://www.internet4classrooms.com/grade_level_help.htm
2. ManACE (n.d). Retrieved November 15, 2009, from <http://www.manace.ca/>
3. SMART - Notebook lesson activities Find Canadian curriculum standards. (n.d.). *SMART - Home*. Retrieved November 12, 2009, from <http://education.smarttech.com/ste/en-US/Ed+Resource/Lesson+activities/Notebook+Activities/Standards+Search+CA.htm>
4. SMART Board Activities. (n.d.). *Winnipeg School Division*. Retrieved November 12, 2009, from http://www.wsd1.org/southd/SMART_Board/
5. Interactive Whiteboards in the Classroom | Clif's Notes. (n.d.). *Clif Mims*. Retrieved November 14, 2009, from <http://clifmims.com/blog/archives/2605>

Top Five Best Teaching Practice Incorporating the SMART Board:

1. Classroom Routines (Daily schedule, sign in, morning message)
2. Classroom Research (finding information, displaying facts)
3. Organizing (creating visual diagrams, brainstorming, bar graphs, word/image bubbles)
4. Students Practicing Skills (integrating computer skills with any subject area using fun activities, centers)
5. Classroom Creativeness (movie maker, students/teachers can create own games/activities, painting)