21st-Century Teaching and Learning

Nancy Knowlton, CEO

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SMART Technologies Inc.

SMART created the world's first interactive whiteboard in 1991

David Martin conceptualized the product in 1986

Growth: 2 to 1,000+ people

Intel is shareholder

Global operations: headquartered in Calgary, Canada

Offices in China, Japan, Germany, US, +++

More interactive whiteboards in schools and universities than all other manufacturers *combined*

Deep relationship with customers

Product development focused on ease of use and collaborative learning

www.smarttech.com

SMART Technologies

SMART's Vision for Education

1. Fun and engaging for teachers and students Pull
2. Collaborative and connected Pull
3. Brings out the special abilities in each student Pull
4. Continuous improvement/advancement Pull
5. Focus on content Pull
   - Easy to store and retrieve
   - Support all media types
6. Learning with technology not about technology Pull
7. Education is a journey, not a destination Pull

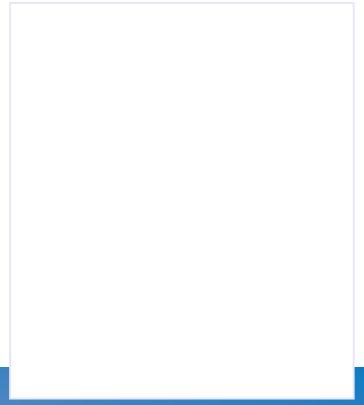
21st-Century Classroom Components

- Teacher computer, projector, interactive whiteboard
- Wireless slate
- Student response system
- Audio enhancement system
- Internet connection
- Digital resources
- Student computers or devices
- Printer
- Conferencing software
- Document cameras, scanners, microscopes, probes

Modular

Integrated

Evolving



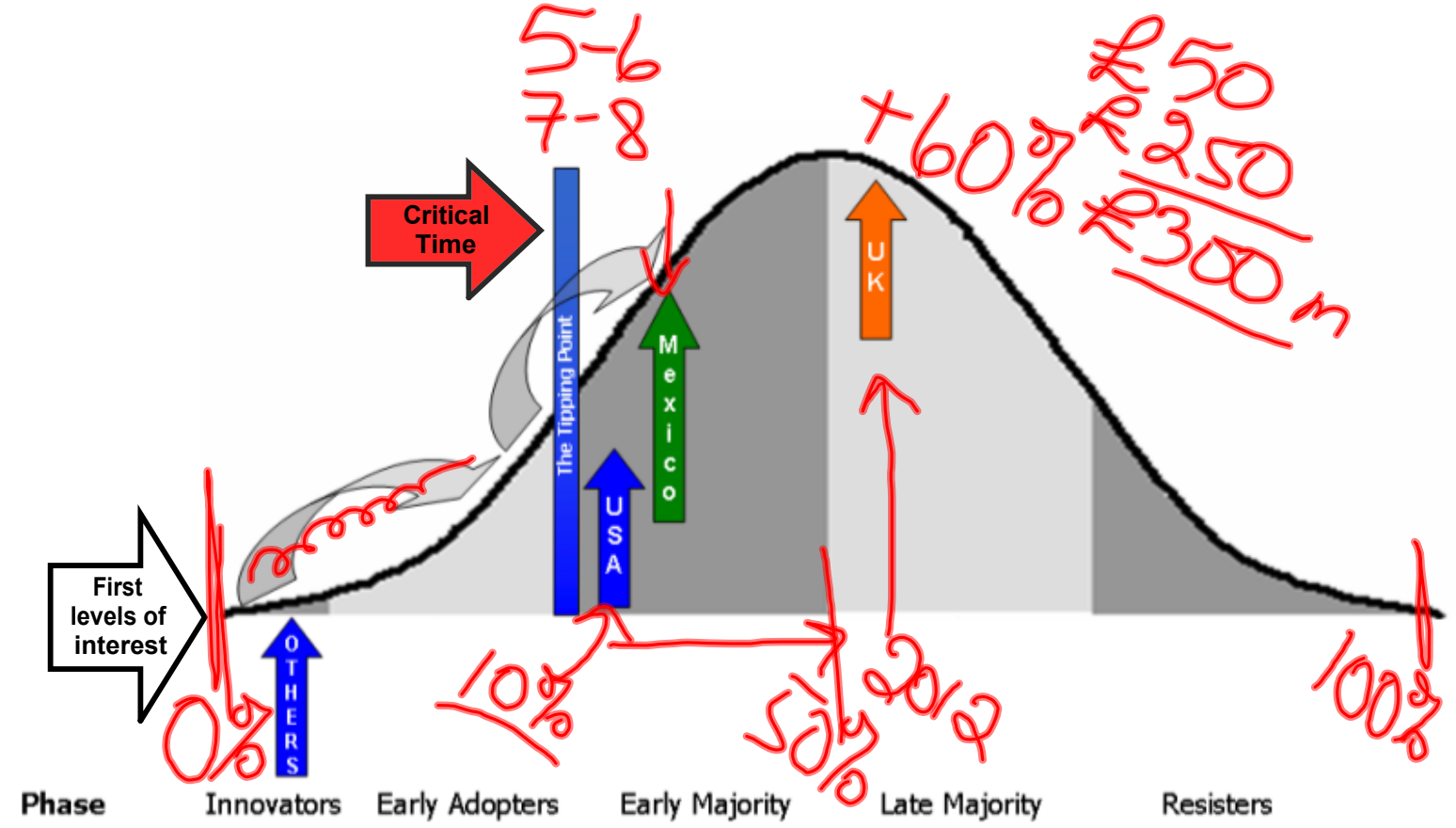
21st-Century Classroom Components

Student Response System

Uses for IWBs in the Classroom

- Accessing the Internet
- Accessing digital resources
- Student presentations
- All subjects
- Full multimedia integration

Product Adoption Curve



Other Countries - Successes/Trends

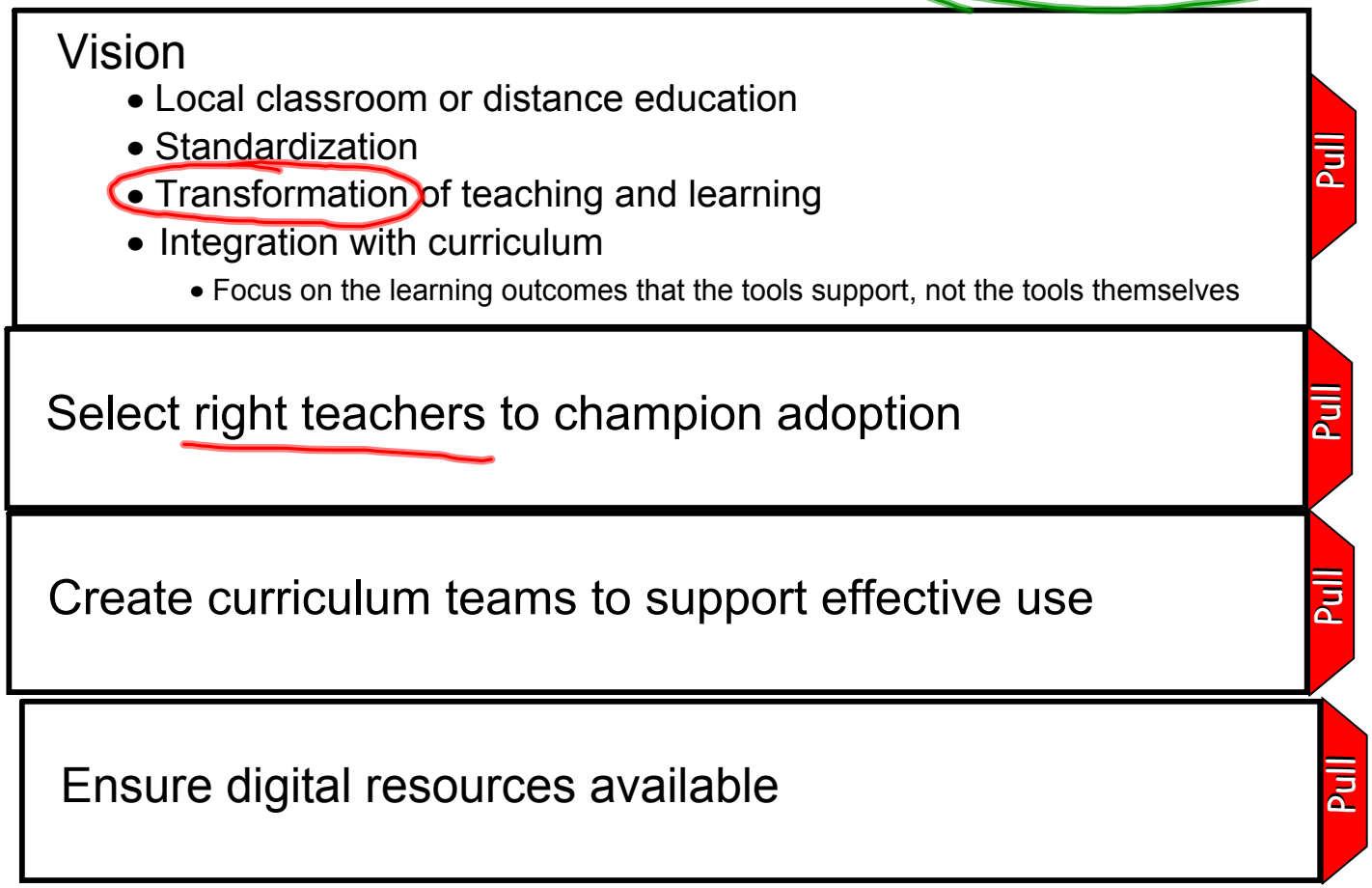
- **UK**
- **US**
- **Mexico**
- **Australia**

NSW

Keys to Successful Integration of ICT

- Leadership factors
- Professional development
- In-classroom considerations

State, District and School Leadership



Professional Development

Teachers need time to learn new skills

- Ensure teachers are given the opportunity to be successful with new technology

1

Outside class instruction

2

3

In-class support

- Teaching and learning
- Integration of technology

4

Teachers learn from and support each other

In-Classroom Considerations

- Dedicate the product to the classroom
  - Product must be available so the teacher can become familiar and comfortable
  - More likely to prepare for its use

PULL

- Choose products that are both easy to start using and grow with a teacher's skills

PULL

- Ensure technology is always up and running
  - Class time is valuable

PULL

- Involve and train the students
  - New online training sessions

PULL

Benefits of SMART Board Interactive Whiteboard

- Improved student engagement
- Improved motivation and attendance
- Supports different learning styles and special needs students
- Improved review and retention
- Teacher productivity

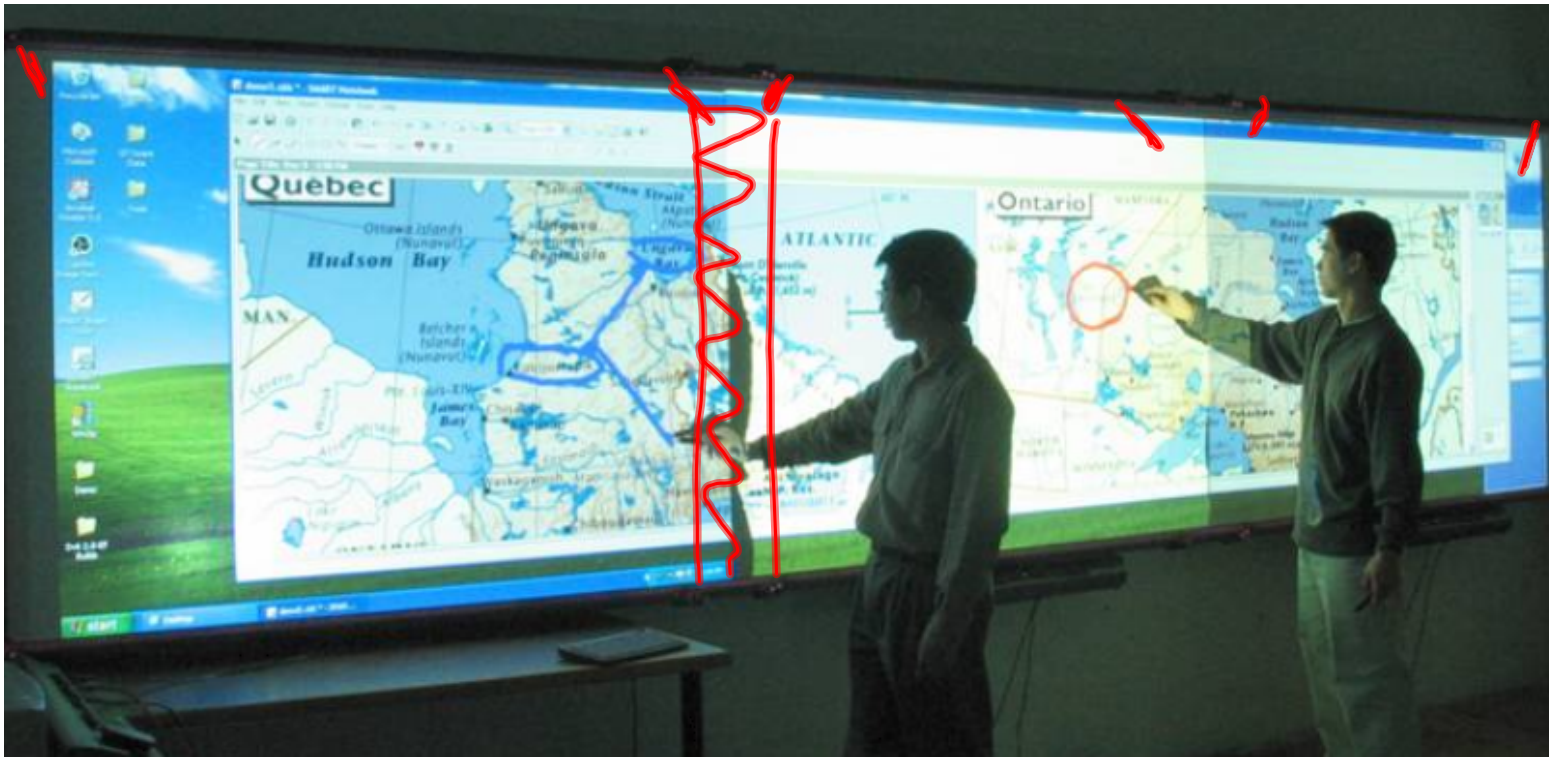
Designing for Education

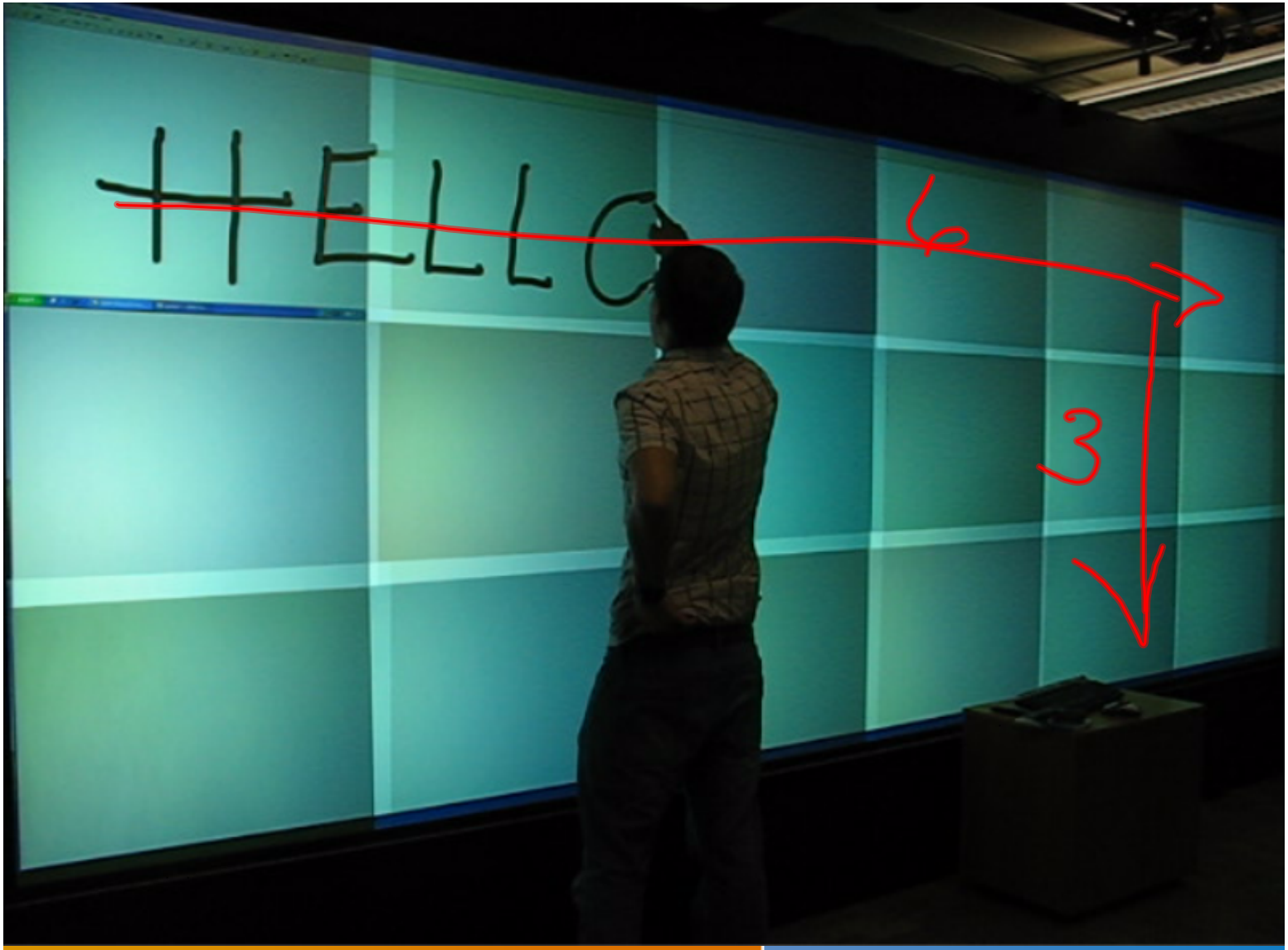
- Easy to start using (learning curve)
- Advanced features as skills improve
- Integrated
- Reliable
- Cost effective

New features of Notebook 10 software

1. Presentation pen - spotlight
2. Presentation pen - magnifier
3. Presentation pen - invisible ink
4. Tables - standard use
5. Tables - drag and drop
6. Tables - screen shade
7. Tables - asymmetric
8. Fill tool
9. Groups
10. Active alignment
11. Themes
12. Page recording
13. Animations - fly in
14. Animations - spin
15. Animations - fade in
16. Animations - shrink and grow
17. Fill effects - gradient
18. Fill effects - pattern
19. Fill effects - image
20. Shape pen
21. Colour dropper
22. Automatic spell-check

R&D - Thinking about new interactions





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SMART Technologies

Other interactive surfaces

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SMART Technologies

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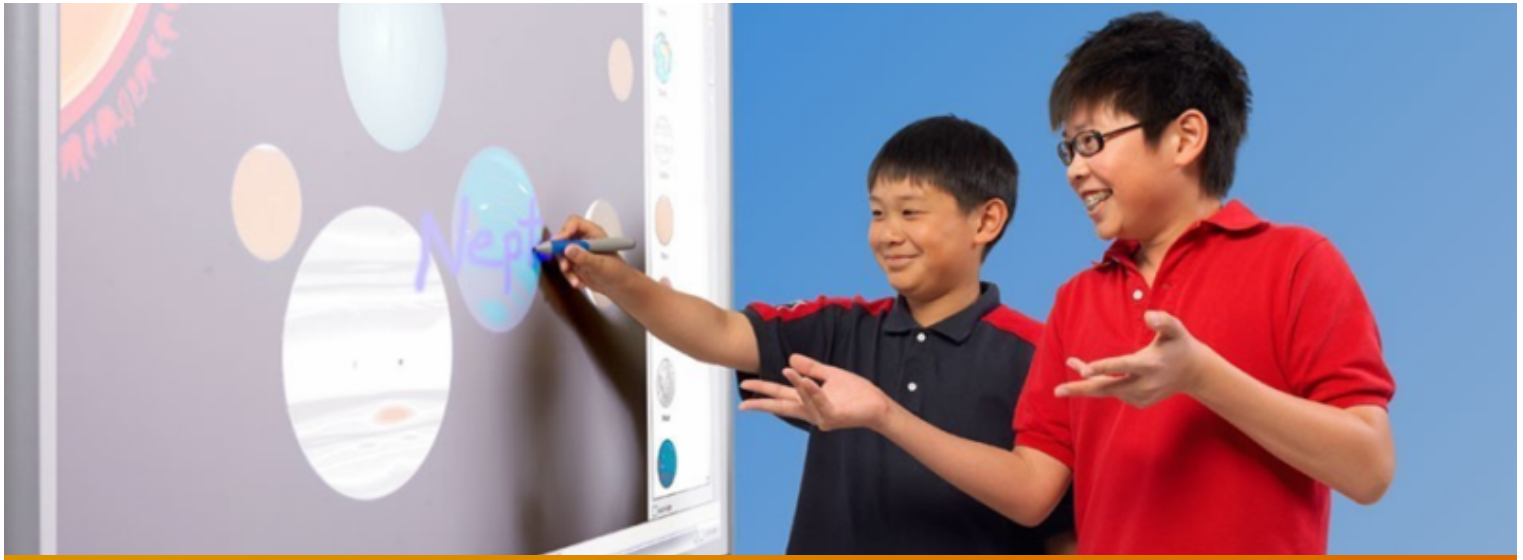
SMART Technologies


WRITE



Education - An Economic Imperative

Connecting prosperity to education

Society Says...

Pull here for notes

- Trade barriers fall, technological innovation increases
  - Disappearance of unskilled labor opportunities
  - Under-educated = unemployed
  - Education as foundation for economic prosperity
- Technology forms a critical infrastructure; it is or will become pervasive
  - Technological literacy is a critical, competitive skill for 21st-century students and teachers
- Technology can be used to break down economic, geographic, social or cultural barriers to advancement
  - Ability to compete globally

Students Say...

Pull here for notes

- 21st-century students need to learn differently
  - Experience, active learning is central
  - Knowledge is always in context
  - Reputation, accomplishments are measures of quality
- Technology enables a new mindset, a new skill set
  - Fluency in multiple media
  - Learning based on collectively seeking, sorting and synthesizing experiences
- Education uses technology to create active, lifelong learners

Teachers Say...

Pull here for notes

- Involve all parties interested in education
  - Students and teachers
  - Government and education system
  - Parents
  - Community
  - Business

- Move from teacher-led to learner-led style
  - Constructivist approach

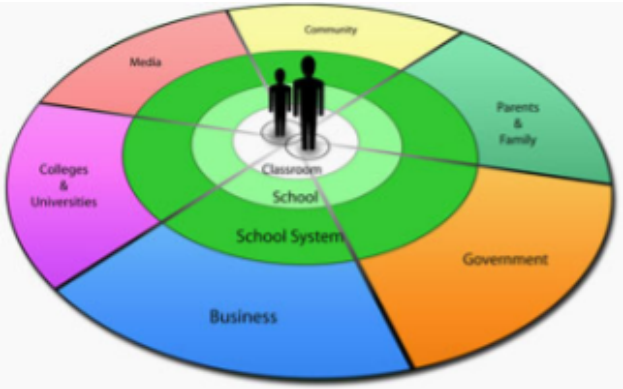
- Keep technology in perspective
  - It's about learning, not technology: "A computer is just a thing. It cannot replace a person."

SMART Says...

Pull here for notes

- Support education that gives students the skills and tools they need to fully engage in a competitive global economy
- Contribute positively to the health of education systems worldwide
- Develop best-in-class technology products that support 21st-century teaching and learning
- Begin every initiative with consideration for those most affected by our actions: students

The Future is Collaborative



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