SMART
Technologies™

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

Activities

The Lesson Activity Toolkit contains templates for several activities that will keep your students involved and make learning fun. Nine types of customizable activities are included.

Activity	Description
Category sort	Organize keywords into two or three categories
Image match	Match up to five terms to their corresponding images or Gallery objects. To add an image to the activity, drag the image onto the work area and send it behind the activity by selecting **Order > Send to Back** from the object drop-down menu.
Keyword match	Match keywords to their definitions
Multiple choice	Create up to 10 multiple choice questions and specify the correct answers. During an activity, select an answer to see if it is correct, and receive an overall grade at the end of the question set.
Note reveal	Reveal five lines of text individually in your preferred order
Sentence arrange	Arrange up to eight sentences in the proper order. For example, to test understanding, students can organize the steps of an important process or a story line.
Tiles	Use between 8 and 35 tiles to hide and reveal an image, Gallery object or text. To add an image to the activity, drag the image onto the work area, and send it behind the activity by selecting **Order > Send to Back** from the object drop-down menu. You can also add text to the front of the tiles to create quiz games and puzzles.
Timeline reveal	Present dates in chronological order using a timeline and associated descriptions
Vortex sort	Sort items into two categories, receiving instant feedback with each attempt

For activity ideas, see the Examples folder in the Activities section of the Lesson Activity Toolkit.

To add an activity to your lesson, select a template and drag and drop the activity onto the work area. For best results, limit the number of individual Adobe® Flash® activities in your Notebook file to three or less. Each Adobe Flash activity template

has an **Edit** button that enables you to customize the activity and a **Help** ? button that displays detailed instructions for building and using the activity.

Press **Edit** to get started. Fill in the blanks and make any selections required to set up the activity. When editing the activity, you can add text by typing in the text fields, or by dragging and dropping text into a text field from the Notebook™ page or another application such as word processing software or a webpage.

If you would like to ensure that others cannot edit your activity, check the **Password** box, and set a password. This action can prevent participants from accidentally accessing the edit area of the activity during class.

In class, you can lead the activity or have a student come up to the interactive whiteboard to manipulate the objects. Many of the activities include a **Check** button that will grade the activity, a **Reset** button that will clear the activity and a **Solve** button that displays the correct answers, enabling you to review the activity with the entire class.

If you prefer not to use Adobe Flash-based activities, some activities are also available in a Notebook page format. Adobe Flash activities are identified with a ⊘ symbol, and Notebook pages are identified with a folded down top-right corner ⌐.

Games

The Games section of the Lesson Activity Toolkit provides game playing pieces such as cards, checkerboards and dominos. Adobe Flash tools are available to generate customized education games for your lessons, including crosswords, anagrams and word guessing games. For game ideas, see the Examples folder in the Games section of the Lesson Activity Toolkit.

Press the ? button on any Adobe Flash game for instructions on how to edit and use the game.

Game	Description
Anagram	Participants can rearrange letters to form a specific word. You can provide a clue, set a timer, adjust the speed of the game and include up to five anagrams in one game.
Checkers	Checkerboards, complete with playing pieces, are provided. Participants can move the pieces around on the board and group pieces together as required.
Chess	Chess boards, complete with playing pieces, are provided. Participants can move the pieces around on the board to play the game.
Crossword	Generate your own crossword puzzle by entering your Words and Clues into this tool. When completing the puzzle, participants can enter words using either the On-Screen Keyboard or a pen tool. A **Solve** button reveals the correct answers. This game is useful for introducing and reviewing vocabulary.
Deck of cards	Individual playing cards are available for use in a game or lesson activity

Dice	Interactive dice are available that you can *roll* with a single touch
Dominos	Individual dominos that you can use in a game or lesson activity are available in both black and white
Hot spots	Use one of the images that is provided, for example, the world map, a human body, a grid, a Venn diagram, or add your own image. Set hot spots and a question. Participants touch the area on the image to respond to the question. This activity can be scored. The game is good for reviewing how to label an object and geography. To add an image to the game, drag the image onto the work area and send it behind the game by selecting **Order > Send to Back** from the object drop-down menu.
Sudoku	Participants can complete a Sudoku puzzle, with three levels of difficulty on-screen using a pen tool or the On-Screen Keyboard. The Hint button adds a number to the puzzle, and the Solve button will show the answers. This game is a fun way to start a math class.
Word biz	Participants select letters, in the correct order, from a grid to answer a question you set in advance. This activity can be timed, and you can modify the speed. You can include up to eight words in one Word biz game, making this game a good choice for reviewing spelling and vocabulary words.
Word guess	Participants guess letters to form a pre-determined word. There are three game formats available to select from (soccer, basketball and tomato splat). You can include up to 10 words in one game, making this activity useful for review.

When editing a game, you can add text by typing in a text field, or by dragging and dropping text into a text field from the Notebook page or another application such as word processing software or a webpage. If you would like to ensure that others cannot edit your game, check the **Password** box, and set a password. This action can prevent participants from accidentally accessing the edit area of the activity during class.

For best results, limit the number of individual Adobe Flash games in your Notebook file to three or less. If you prefer not to use Adobe Flash-based games, some games are also available in a Notebook page format. Adobe Flash activities are identified with a 🔴 symbol, and Notebook pages are identified with a folded down top-right corner ◣.
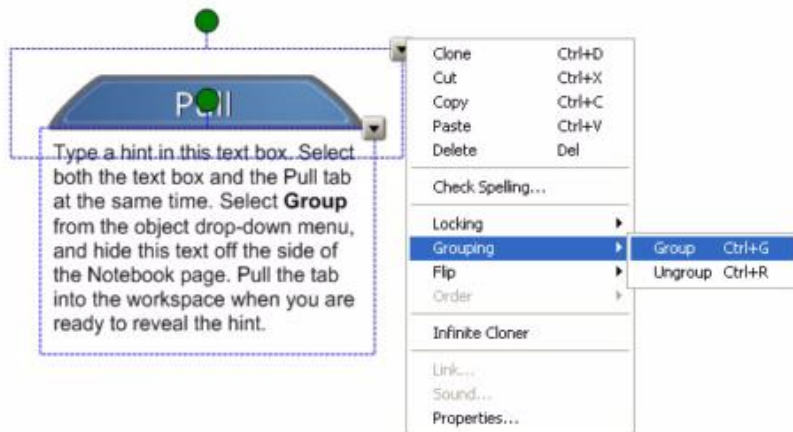
Graphics

Icons and images from the Graphics folder will help you create sophisticated and engaging lessons. Title bars and pull tabs can be dragged directly onto the Notebook software page. You can add links to buttons and icons to make the lesson more interactive and engaging, and improve the flow. To add a link to an object, right-click on the object, and select **Link**. You can add a link to another file, a page within the current file, an Internet site or an attached file.

To modify the text included in a graphic, select the graphic, and select **Ungroup** from the graphic's drop-down menu. Once you have modified the text, select the graphic and the text at the same time, and select **Group** from an object drop-down menu to regroup the text and the image as one graphic object.

You can also use the grouping feature to group graphics with additional images and text. For example, group a pull tab with a hint to a puzzle. Then, move the pull tab to the edge of the Notebook page so that the text is hidden until you are ready to reveal it.

The Lesson Activity Toolkit provides all items in five colors, enabling you to coordinate with other objects on your Notebook page.

Help

The Help folder contains a link to the Lesson Activity Toolkit webpage, www.education.smarttech.com/slat, where you can find additional information and supporting materials for the toolkit.

Pages

Ready-made pages make it easy for you to add structure and style to your lessons. You can find templates for title pages and standard lesson activity pages – complete with title bars containing notes – in the Pages folder. To change the text on these pages, just highlight the existing text and start typing. The title pages include Teachers' notes and Lesson notes, useful tools for documenting learning objectives and lesson instructions. To create a professional looking lesson, consider selecting a colored template and using matching buttons and graphics from the Graphics folder.

Pages are available in both Adobe Flash and Notebook page format. Adobe Flash pages are identified with a ⬤ symbol, and Notebook pages are identified with a folded down top-right corner ◣.

Tools

The Tools folder includes several Adobe Flash tools that you can use to add interactivity to your lesson activities, including click and reveal tools, customizable keyword dice, random card, number and color generators, scrolling text bars and many more. Many of the tools are explained below, but 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.

Quick Reference

When editing the Tools, you can add text by typing in a text field, or by dragging and dropping text into a text field from the Notebook page.

Tool	Use
Checker	This tool can be set to accept text from Notebook software or other applications such as word processing programs and webpages. Press the corner icon to change the text. Drag the text onto the tool and it will be absorbed by the tool. If the text matches, it will respond with *good job*.
Click and reveal	Press this tool to make an object transparent and reveal anything behind it. Press it again and it becomes opaque, hiding anything behind it. This tool is designed to be used to hide and reveal notes or images.
Dice – image or keyword	Create customized dice by adding your own keywords or images. Press the dice once to roll.
Information button	Click the arrows to open the edit mode and change the text and appearance. Use the tool to reveal notes when needed.
Pull tab	Hide an object off the side of the workspace to be revealed at your convenience. Drag an image into the box, then hide it off the side of the workspace. To change the tab label, and the position of the tab, press the >> icon in the top-left corner of the pull tab.
Question flipper	Use these tools to switch between a question and an answer
Random card, letter, domino and number generators	Press once on the object to generate a random card, letter or number. Press the arrow to add it to the work area or press the object again to generate another.
Random image or text tool	Add up to 50 images or text objects to be randomly selected when you press this tool. To add the image or text object to the page, press the arrow icon.
Voting tool	Use this tool to keep track of student votes, adding or subtracting from the total number with each touch
Word generator	Press the corner icon to set your keywords and choose the image. Press the image to reveal the keywords one at a time.

For best results, limit the number of individual Adobe Flash tools you use on a page to five or less using the default size of the tool.