

Using the SMART Table Activities software

This *Quick Reference* provides an orientation to the SMART Table Activities software interface, and outlines instructions and student objectives for each learning activity.

Navigating SMART Table Activities

SMART Table Activities is the software your students interact with when using the SMART Table, and it starts automatically when you turn on the SMART Table. It contains a set of learning activities specifically designed for students in early primary grades.



Learning activities

SMART Table Activities comes with the following learning activities:

- Paint
- Addition
- Puzzle
- Media
- Hot Spots
- Multiple Choice

NOTE: You can customize all of the learning activities using the SMART Table Toolkit. For information about customizing activities and using the SMART Table Toolkit, refer to the [SMART Table 230i User's Guide](#).

Starting a learning activity

Press the learning activity's circle in the SMART Table Activities menu. The learning activity appears.

Closing a learning activity

- 1 Press the **X** button in the corner of the screen. The **X** button moves to the opposite corner.
- 2 Press the **X** button again

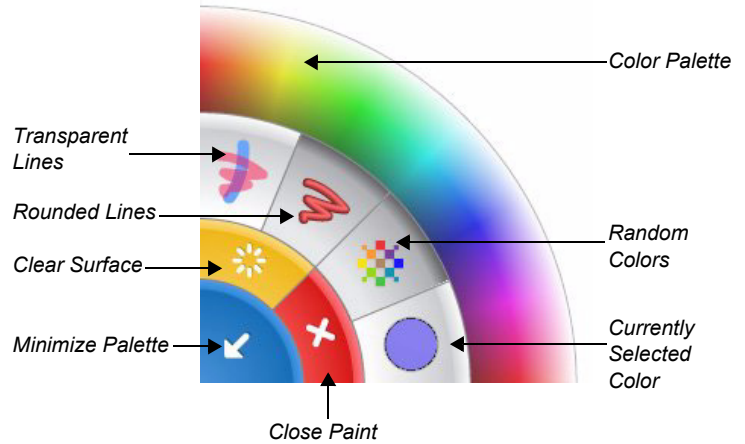
NOTE: Repeat this process for each student you specified for your table. For example, if you specified four students, you must press the **X** button four times. For more information on specifying the number of students for your SMART Table, refer to the [SMART Table 230i User's Guide](#).



Paint

Paint is a virtual finger painting application. Students can select colors and effects and then paint lines and shapes on the screen using their fingers.

There are up to four palettes, with one palette in each corner of the surface. The controls in the palette allow students to select colors and line effects, clear the screen and close Paint.

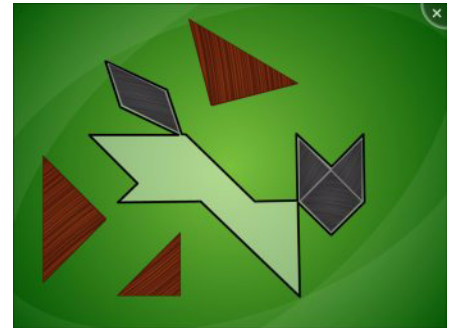
To erase, students press, hold, and then drag their fingers over the areas they want to erase.



NOTE: Each student must click the  **Clear Surface** button to clear the surface. Similarly, each student must click the  **Close Paint** button to close Paint.

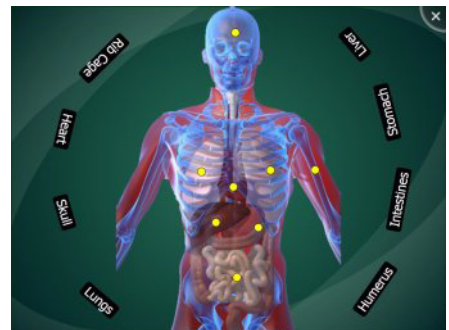
Puzzle

Puzzle presents students with a tangram puzzle. Students press, drag, and rotate the seven pieces to recreate the puzzle's shape. The pieces change from black to green when in the correct position. After the students correctly place all seven pieces, Puzzle presents another tangram puzzle to solve.



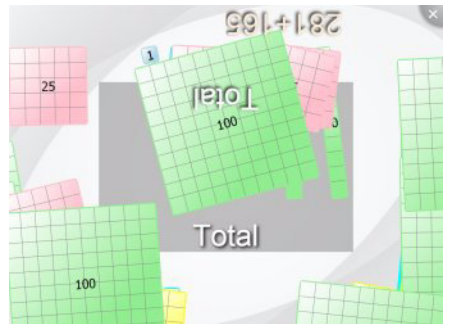
Hot Spots

Hot Spots presents students with diagrams. Students must identify the parts of the diagram by pressing and dragging the labels to the yellow dots on the diagram. If the label matches, it changes from black to green when placed over the yellow dot. After the students correctly identify all the parts of the diagram, Hot Spots presents the next diagram to solve.



Addition

Addition displays a math problem (for example, $25+3$) and allows students to solve the problem visually, by moving blocks, coins or their fingers into the center of the surface. Students can move a block or coin by pressing and dragging it across the surface or rotate it by placing two fingers on opposite sides and rotating. When students solve the math problem correctly, Addition moves to the next math problem.



Media

Media displays a set of pictures and videos. Students can move a picture or video by pressing and dragging it across the surface, and resize the picture or video by placing their fingers in opposite corners and dragging out to increase the size or in to reduce the size. Media comes with a standard set of pictures. You can add your own pictures and videos using the SMART Table Toolkit.



Multiple Choice

In Multiple Choice, students work as a team to answer a set of multiple choice questions.

NOTE: You can replace these activities with your own custom activities using the SMART Table Toolkit. For information about customizing activities and using the SMART Table Toolkit, refer to the [SMART Table 230i User's Guide](#).

Each question appears in the center of the screen and the possible answers are arranged in a circle around it. Each student can select an answer by pressing and dragging it to the question. Depending on the activity, all students, a majority of students or the first student can select the correct answer to proceed.

