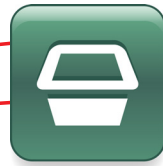


# An overview of the SMART Table activities software



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

## Navigating SMART Table activities

Your students interact with SMART Table activities software when using the SMART Table. The software 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

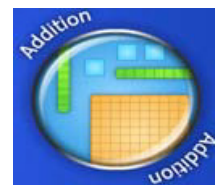
SMART Table activities comes with the following learning activities:

- Paint
- Addition
- Media
- Addition Plus
- Multiple Choice
- SMART Notebook
- Hot Spots
- Puzzle
- Hot Spaces

**NOTE:** You can customize 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 an activity button 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

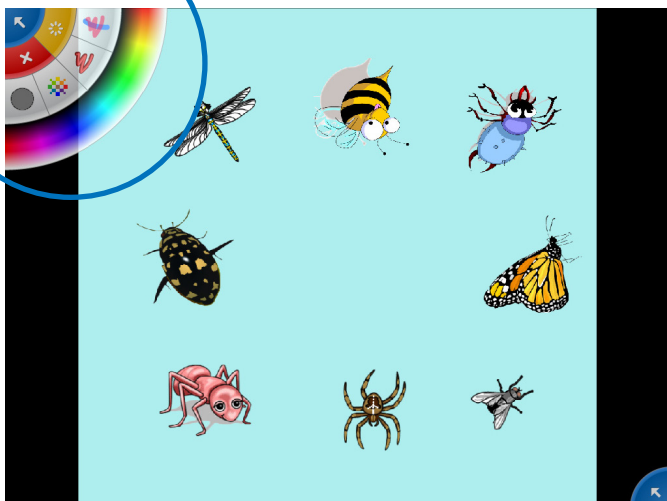
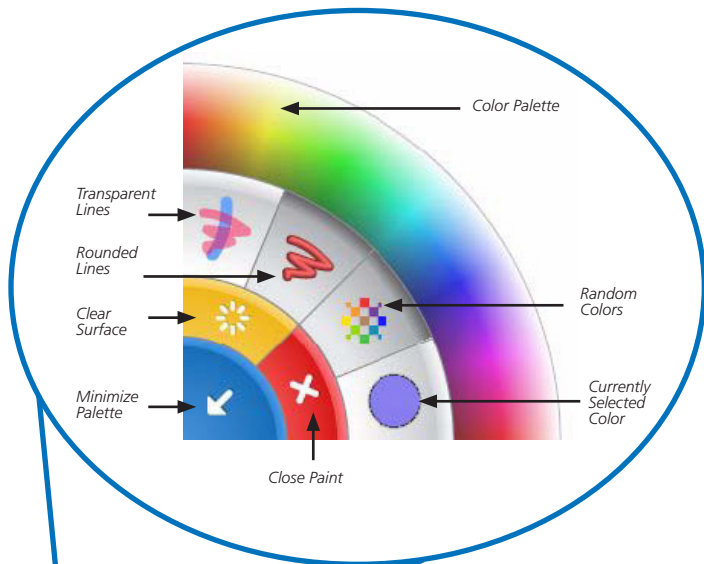
**NOTE:** Repeat this process for each student you specified for your table. For example, if you specified four students, you must press the **X** button four times. For more information on specifying the number of students for your SMART Table, refer to the [SMART Table 230i User's Guide](#).

# An overview of the SMART Table activities software

## Paint

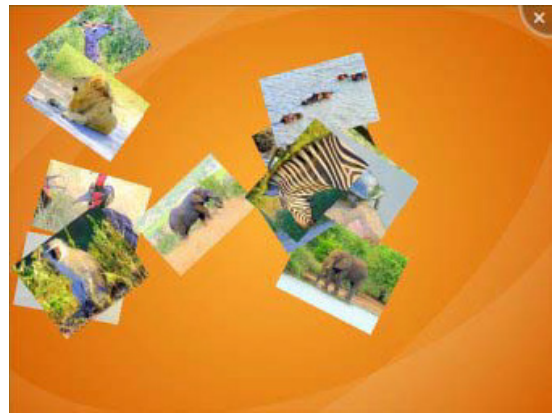
In Paint, students paint with their fingers by selecting colors and effects from the palette. There are up to four palettes, with one palette in each corner of the SMART Table surface. Students use the palette to select colors and line effects, clear the screen and close Paint. To erase, students press, 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.



## Media

In Media, students discuss and learn by dragging and resizing photos 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 or a SMART Document Camera.



## Multiple Choice

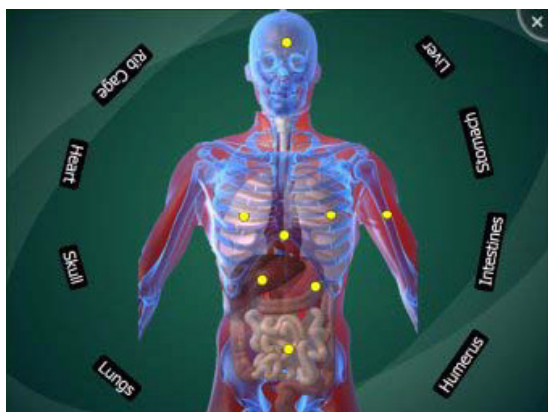
In Multiple Choice, students work as a team to answer questions by dragging the answer to the middle. Each question appears in the center of the screen and the possible answers are arranged in a circle around it. Each student can select an answer by pressing and dragging it to the question. Depending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



# An overview of the SMART Table activities software

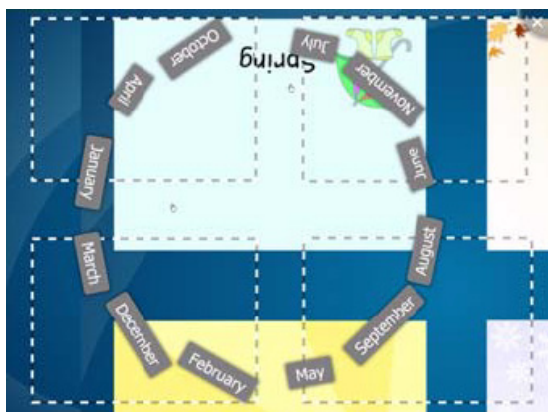
## Hot Spots

In Hot Spots, students match words and images by moving them to the correct spot. 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.



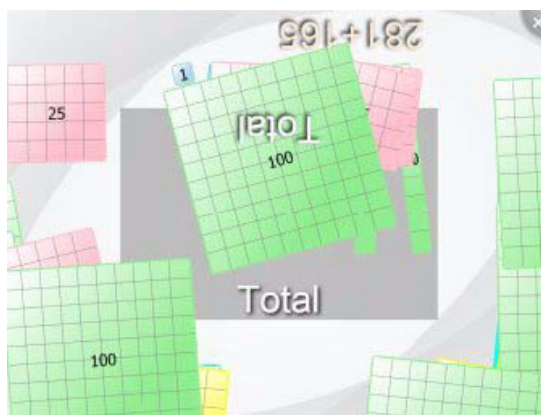
## Hot Spaces

In Hot Spaces, students sort words and images by moving them to the correct area. Students must identify a location on the diagram and press and drag the labels to the correct area. If the label matches, the area illuminates green. If the label is placed incorrectly, the area does not illuminate. After the students correctly identify all the parts of the diagram, Hot Spaces presents the next diagram to solve.



## Addition

In Addition, students work together to solve random math problems using their fingers and visual objects. 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.



## Addition Plus

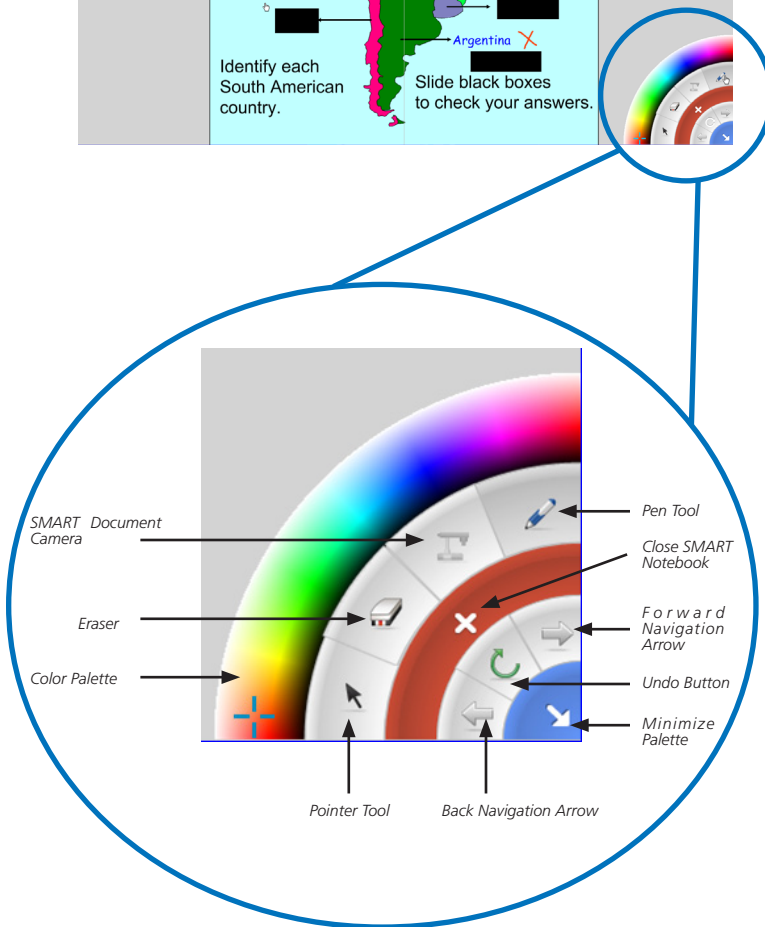
In Addition Plus, students answer defined sets of math questions using visual objects. Students can move a block or coin by pressing and dragging it across the surface, or rotate it by placing two fingers on opposite sides and rotating. When students solve the math problem correctly, Addition Plus moves to the next math problem.



# An overview of the SMART Table activities software

## SMART Notebook

The SMART Notebook™ application for the SMART Table enables students to view and interact with up to eight SMART Notebook lessons on the SMART Table. Students can navigate SMART Notebook lessons using the back and forward navigation arrows, rearrange objects and flip a Notebook file 180 degrees by selecting a button located in the corner of the table's screen. Students also draw on the pages using one of many interaction tools from the Tools palette such as a pointer, a pen with color chooser or an eraser. Students can also capture and bring images into Notebook in real time using the SMART Document Camera™.



## Puzzle

In Puzzle, students move pieces to the correct location to solve tangrams. 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 to solve.

