

## SIGNIFICANCE OF SMART NOTEBOOK SOFTWARE IN LEARNING SCIENCE

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### *Abstract*

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*Education supports us to prepare our daily life activities in best possible ways. Education makes us dutiful. As a human being, we need education to survive and adjust in our society. Education assistances us to acquire innovative skills and knowledge will impact our development in life. Modern age is the age of science and technology. The world of today is very dynamic and we are the witnesses of series of technological innovations in our day to day life. Interactive Whiteboard is an influential device in the classroom adding interactivity and association, allowing the integration of media content into the lecture and supporting collaborative learning. From Interactive Whiteboard we have one more useful tool as Smart Notebook. Hence researcher would like to study on Smart Notebook from Interactive Whiteboard teaching in learning Science in Krishna District, Andhra Pradesh, India.*

**Key Words:** *Technology, Learning, Interactive Whiteboard, Smart Notebook.*

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## INTRODUCTION

Smart classrooms are technology improved classrooms that foster opportunities for teaching and learning by combining technology, such as computers, specialized software, assistive listening tools, networking, and audio/visual capabilities. Interactive Whiteboard classrooms are technology improved classrooms that foster chances for teaching and learning through combining technology for example computers, specified software, assistive hearing tools, networking and audio or visual competences.

We get the Smart Notebook feature within the Interactive whiteboard. Smart Notebook is the most widely used education solution of its kind, having been downloaded by almost six million users over the past three years. It is constantly evolving, becoming a various platform that substitute interactive and collaborative learning experiences on interactive displays and student plans. And it supports changes in teaching practice and technology

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adoption. Use Smart Notebook software to prepare lessons or presentations. Every notebook file comprises a sequence of pages and every page has its own objects, properties and settings. Teachers may attach free hand objects, straight lines, geometric shapes, pictures, text, Adobe Flash Player companionable content and tables to a page. Teachers may operate and correct these substances at any time. Teachers may save files in the notebook presentation, which we may release in any Windows, Mac or Linux computer running Smart Notebook software. We may also export our files to a variety of formats. The Page Sorter displays thumbnails of all of the pages in the current file. The software mechanically modernizes these thumbnails when we change the contents of the pages. Copy clip art, backgrounds, multimedia content and notebook files and pages to our page from the Gallery. The Gallery also provides entrée to the following resources:

**Gallery Essentials** – A collection of thousands of subject-specific images and multimedia content.

**Lesson Activity Toolkit** – A compilation of customizable tools and templates that we may use to create professional-looking and interactive lessons.

**Online Resources** – Online content for teachers who use Smart products, including lesson activities, educational software and guidance for using our product. We may attach a copy of a file, a shortcut to a file or a link to a web page. This facilitates us to quickly find and open files and web pages when we present our file.

When we start Smart Notebook software the first time, a tutorial file opens automatically. We can read the contents of this file to learn more about the software and the new features in the latest release. When we start the software succeeding times, a new, blank file opens automatically. We may create another file or open a file at any time.

The Smart Notebook software window comprises of the following sections.




















Menu, Toolbar, Tabs (Page Sorter, Gallery, Attachments and Properties) and Page area.

**The menu** contains all the commands we may use to manipulate files and objects in Smart Notebook software. **The toolbar** enables us to select and use a variety of commands and tools within Smart Notebook software.

**Smart Notebook Software Toolbar:**

The Smart Notebook software toolbar provides access to a number of tools to help us work with our Notebook file.

### Smart Notebook Tools and Names

	Back one page		Windowshade		Creative Pen
	Forward one page		Fullscreen mode		Eraser
	Add a new page		2 pages of the notebook should be displayed		Line Tool
	Open a notebook file		Capture		Shape Tool
	Save the notebook file		Capture an image from an attached document camera		Recognize Shape Tool
	Paste from the clipboard		Insert a table		Fill shape bucket
	Undo		Selection tool		Text color
	Redo		Standard Pen		Flip tools to top or bottom
	Delete		Magic Pen		

By default, the toolbar appears at the peak of the Smart Notebook software window. On the other hand, we can change it to the bottom of the window by pressing Move Toolbar. This is beneficial in situations where our students can't reach the toolbar when it's at the top of the window.

**The Page Sorter** shows all the pages in the open file as thumbnails and spontaneously updates. These thumbnails as we modify the contents of the pages. Using the Page Sorter, we may do Display pages, Create pages, Clone pages, Clear pages, Delete pages, Rename pages, Rearrange pages, Move objects from one page to another and Group pages. To keep our Smart Notebook files healthy planned, we may sort pages into groups. This is particularly beneficial when there are a huge number of pages within a file. Page grouping facilitates us to vision our pages in a prepared way. We may choose to show or hide specific groups, reducing the number of pages visible at a time. We may also reorganize the order of groups, rapidly navigate to a specific group within the Page Sorter and apply a theme to all the pages within a group.

**The Gallery tab** comprises clip art, backgrounds, multimedia content, files and pages that we may use in our lessons and shows preview images of this content. The Gallery tab also delivers access to other online resources. We may also include our own content and content from other teachers in our school in the Gallery tab.

**The Attachments tab** shows the files and web pages attached to the current file.

**The Properties tab** facilitates us to format substances on a page, with digital ink, shapes, lines, text and tables. Depending on the object we select, we can modify the following:

- The color, thickness and style of lines
- The transparency and fill effects of objects
- The font type, style and size of text
- The animation of objects

The Possessions tab also includes a **Page Record** tool.

### **Page Recorder**

By means of the Page Recorder, we may record any movements accomplished on the current Smart Notebook pages, including writing with digital ink, adding up and altering objects and generating shapes. This recording is saved as a portion of the neat Notebook file and may be repeated at any time from that Smart Notebook page. The Page Recorder facilitates us to record a sample of an activity or problem to replay when using the lesson activity in classroom. If students are working alone at the Interactive Whiteboard, they can view and re-view instructions and examples without looking for the help of the teacher. A page recording toolbar seems at the bottom of the Smart Notebook page, which facilitates us to play and pause the recording from this Smart Notebook page at any time.

### **Smart Recorder**

Using Smart Recorder, we can create a video recording of our lesson, no matter which applications we are using on the interactive white board. If we have attached a microphone, we may also record our voice. For example, this feature enables us to record example mathematics problems, integrating the usage of the on- screen calculator or spreadsheet, then replay the file as an appraisal for our students or for those who are absent for the lesson. Recordings may be played with Smart Video Player or Windows Media Player. We may also use the Smart Recorder to record student exercise on the interactive whiteboard as a procedure of assessment. Smart Recorder has a simple three-button interface that authorizes us to control the recording process.

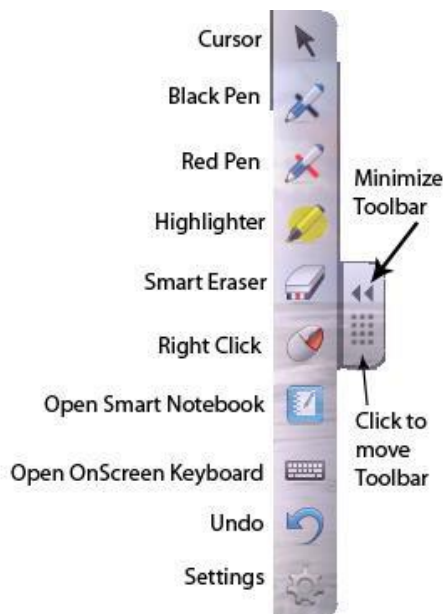
### Smart Video Player

Using Smart Video Player, we may play video files situated on our computer or an exterior device, such as a camera, VCR, CD-ROM, DVD Player or document reader. Even though other video players work on Interactive Whiteboard, while we are using Smart Video Player, we may write over the video, whether it is moving or still. The transparency layer does not show over Smart Video Player when we pick up a pen tool from the pen tray. With other video players, the transparency layer appears, and the video looks to be stopped when we are writing. Though, it essentially continues to play in the background and we miss portions of the video. If we are writing notes we would like to save for later use, we may write over a frame of video and capture our notes to Smart Notebook software.

### Clicking, Writing, Erasing and More with the Floating Tools Toolbar

While working on the IWB, the Floating Tools Toolbar floats over our desktop and any open application. Using a pen, select a tool from this customizable toolbar to click, write, erase and open Smart Notebook on our IWB. To open the default Floating Tools Toolbar, press the Interactive Whiteboard icon in the windows notification area, and then press Show Floating Tools. We may move the Floating Tools toolbar lower down on our screen for ease in accessing.

#### Floating Tools Bar and Names



### **Clicking (Mouse Mode)**

When we first install Smart product drivers, Smart Notebook defaults to left-click (or mouse) mode, which is represented by the Left-Click button upon the Floating Tools toolbar. When we press the button with a pen, Smart Notebook interprets our pen presses on our interactive whiteboard screen as left mouse clicks and movements. Click or double-click application icons on interactive whiteboard's screen to choose and open files. Press the right click button on the toolbar to make our next pen press on interactive whiteboard screen a right-click.

### **Writing**

Click on the Pen tool on the Floating Tools Toolbar and then write on the screen with a pen to begin writing in digital ink. When we click the Pen button or any other writing or drawing tool, a border appears about our desktop and a menu becomes available in the upper right-hand corner. This border indicates that the Ink Layer is in place and that we may now write on a desktop in the same way that you would write on transparent sheet. To close the Ink Layer and remove any notes or drawings, click the red X in the Ink Layer menu. To restore our notes or drawings, click the Click here to restore ink icon in the lower right corner of the screen.

### **Erasing**

To erase the pen strokes, click on the Eraser button and then move the pen over the marks that we want to remove from Interactive whiteboard's display. If we draw a circle around notes with the Eraser tool, select and then click the screen once in the center of the circle, our notes inside the circle disappear. To select an eraser area size, click the Eraser tool on Floating Tools Toolbar and then click preferred size.

### **Customizing the Floating Tools Toolbar**

To choose from a variety of toolbar tools, click the Customize tool on the Floating Tools Toolbar. Add or remove items by dragging them to or from the toolbar. Add or remove as many buttons as we like to completely customize Floating Tools with the buttons we need. To recreate one of the default tool sets, click on Restore Defaults. The Customizing Floating Tools given below.

### Customize Floating Tools Bar and Names



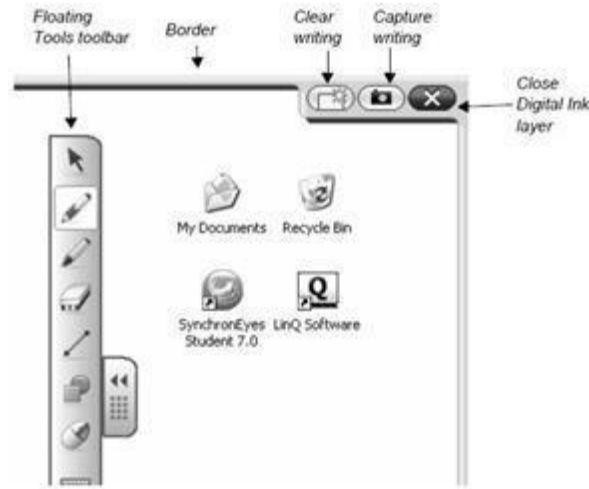
### Capturing Notes and Creating Presentations with Smart Notebook

Generate engaging and interactive lesson activities and presentations with colorful clip art, Adobe Flash Objects, Graphics or text using Smart Notebook.

### Capturing Notes and Drawings

The boarder specifies the Digital Ink Layer is in place and we may write on the desktop just as we would write on a transparent sheet. The Digital Ink Layer and its visible border endure in place until all pen tools and the eraser have been returned to the pen tray and we touch the board. When we finished writing, capture our notes to a Smart Notebook page by selecting the camera icon in the Ink Layer menu. The new Smart Notebook page opens automatically. To view our captured image, select the unsaved Smart Notebook file from the taskbar. Select File > Save to save our notes for future reference. If you accidently clear ink, we can restore our notes and drawings by click on the Click here to restore ink icon, located in the lower right of the screen.

**FIGURE - 1.6**  
**Captured Image**



### **Creating, Managing and Presenting Smart Notebook Files**

If a Smart Notebook page isn't already open, click the Smart Notebook button on the Floating Tools Toolbar to open it, or press the Smart Board icon in the windows notification area, and then select Notebook. Smart Notebook software enables you to write notes and draw and to import graphics, text, clip art and entire files from any other application into a Smart Notebook file.

### **Recording and Playing Videos, Sharing Applications and Enhancing Presentations**

To access tools to record and play videos, share voice, video and data over the Internet, and enhance our interactive whiteboard presentations, click the Smart Board icon in the windows notification area, and then select one of the options outlined below.

#### **Recorder**

Recorder enables us to create a video file of everything that we do on our interactive whiteboard. Connect a microphone to record a narration of our actions, and then play the recording on any computer with Smart Notebook video player or Windows Media Player installed.

#### **Video Player**

Video Player enables us to write or draw over a frame of video and capture our notes to a Smart Notebook file. Use this application to play video files stored on computer or to



view content from a camera, VCR, CD or DVD. Smart Video player is compatible with most video and document cameras.

### **Other Smart Tools**

#### **Screen Shade**

Progressively reveal information to audience or class with the Screen Shade tool.

#### **Spotlight**

Help focus our audience consideration on a precise part of the screen with the spot light.

#### **Magnifier**

Use the Magnifier tool to select and magnify an area of Interactive Whiteboard screen, for example a spreadsheet cell or an Internet address, so that even people at the back of the room can see what we are doing.

### **Organization and Planning for a sophisticated delivery**

The finest manner to make ourselves for delivering our lessons on an Interactive Whiteboard is to create efficient, elegant Smart Notebook software's lessons.

A prearranged, well designed lesson will enable the following:

- Smooth and actual navigation from page to page
- Clear and brief presentation of lesson content
- Augmented flexibility to address student requirements
- Clear expectations of what students or substitute teachers are to do during a lesson activity
- Lesson activities that achieve as intended
- Nominal transition time between documents or activities, resulting in more effective classroom management.

### **Design Lesson to be transported interactively**

An Interactive Whiteboard is different from a digital projector and screen in that it is intended to be an interactive medium. A presentation graphics program such as Microsoft PowerPoint software may positively be used on an Interactive Whiteboard, but displaying pre-prepared slides in a linear format is not the only or finest option for lesson distribution on an interactive whiteboard. The interactive whiteboards armed with cooperative learning software permit and inspire teachers to be supple, nonlinear and spontaneous in their lesson

delivery. If lecture-style delivery is preferred in teaching method, there are static several compensations to use an interactive whiteboard. Though, to make maximum use of this tool, consider experimenting with integrating some interactivity into lessons. Informal places to start are question-and-answer type interactivity, diagram marking and the use of interactive learning generated in Flash software.

**SMART Notebook offers:**

- **All-new lesson activity builder**, which allows anyone to quickly and easily create amusing, captivating learning games and activities in less than five minutes. Teacher can create sophisticated and visually interesting educationally appropriate activities in a few simple steps, create multiple interactive activities from the same content to reinforce particular topics and involve students in the lesson creation process. Lesson activity builder introduces elements of gamification to any Smart Notebook lesson, including buzzers, randomizers and timers.
- **Concept mapping**, a feature extremely requested by educators and one of the most extensively used activities in science and social science. It inspires innovation and permits visual association of theories to encourage a deeper level of understanding.
- **Drag and Drop:** Drag and Drop actions are in an outstanding technique to determine if our class has accomplished gratitude about particular learning intentions. To create a drag and drop labeling activity, add the object we want labeled to the work area. The object can move toward from the smart Notebook software Gallery, the My Content area or it might be a graphic us introduced using the insert menu. Usage the object drop-down menu to lock in place the object that will be labeled. This act makes sure the objective may not be accidentally moved during the lesson activity. Afterward, create the labels for diagram and line them up at the bottom of the Smart Notebook page. At that time we may inquire members of the class to drag the labels to the suitable area of the graphic.

Interactive whiteboards are an effective way to interact with digital content and multimedia in multi-person learning surroundings. Learning actions with an interactive whiteboard may comprise the following:

- Day to day support and monitoring of usage
- Manipulating text and images
- Making notes in digital ink
- Saving notes for later review by using e-mail, the Web or print
- Watching websites as an assemblage
- Representing or using software at the front of a room without being tied to a computer
- Making digital lesson accomplishments with templates, images and multimedia
- Writing notes over educational video clips
- Showcasing student performances
- Creates learning an pleasant understanding for students
- Progresses academic performance of students
- Empowers immediate formative assessment of learning consequences in class.
- Representing an activity before students initiate self-determining work
- Introducing and producing enthusiasm about a new topic
- Writing notes that will be saved and printed or posted to a class website
- Idea generation and concept-mapping
- Students can be involved in active full-class activities
- Images and multimedia can be easily assimilated
- Past work will be easily pulled up and revisited
- Lessons and notes can be saved and printed
- It is simple for all students to see
- Teachers can do more with their full-class lessons using less preparation time

## **CONCLUSION**

This piece of research helped the researcher to know more about the significance of Smart Notebook and also some awareness about Interactive Whiteboard classroom teaching. Above all these researches helped the researcher to gain a sense of achievement and self-satisfaction and this report may be helpful to the teachers, students and research scholars in their teaching learning situations. This may also be helpful to the policy makers and educationists to solve

the problems of education. One of the best significant features of today's world is the developing momentum of scientific, technological, social developments etc. The revolution and unpredictability, human societies and organizations are inevitable to create dynamic and productive developments because of access to latest trends in the future. According to Toffler, "only using innovative of change is for its direction, which can be spared the shock of the injury and to achieve a better future and more human".

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