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# SMART BOARD AS ONE OF THE MOST EFFICIENT WAYS OF INCREASING STUDENTS MOTIVATION

*The possibilities of information technologies (of the SMART Board in particular) in education in order to use them at English lessons for the formation of students' motivation are described in the given article.*

*Ключевые слова: интерактивная доска, мотивировать студентов, урок английского языка, методы преподавания английского языка.*

# ИНТЕРАКТИВНАЯ ДОСКА КАК ОДИН ИЗ САМЫХ ЭФФЕКТИВНЫХ СПОСОБОВ ПОВЫШЕНИЯ МОТИВАЦИИ СТУДЕНТОВ

*В данной статье описываются возможности информационных технологий (в частности Smart Board) в образовании, чтобы использовать их на занятиях английского языка для формирования мотивации студентов.*

*You can lead a horse to water, but you can't make him drink", the proverb.*

*Keywords: interactive whiteboard, motivate students, the lesson of the English language, methods of teaching English.*

If you want to succeed in your life you need to know the language, because English is the most important language. Almost 60% people in the world use English regularly. About 300 million people are actively studying the English language. But we come across another problem – students' motivation. English is the language of technologies and progress.[1]

The last decade has witnessed an explosion in the availability and use of interactive technology in the classroom with a growing focus on embedding IT in teaching and learning. Only ten years ago interactive whiteboards, now commonplace in classrooms across the country, were in their infancy while iPads and e-book readers were unheard of. In the ten years up to 2008, *£2 billion was invested in improving school IT facilities*, although Offset rightly cited the need for instructors to improve their own skills in order to keep up with the rapid change in available technologies.[2]

The **Goal** of the present research work is to cover the possibilities of information technologies (of the SMART Board in particular) in education in order to use them at English lessons for the formation of students' motivation.

The **object** of the research work is the ways of using SMART Board to increase students' motivation.

The **subject** of the present work is SMART Board Technologies.

## Interactive Whiteboards

Sometimes referred to as 'Smartboards', interactive whiteboards can transform learning. [3] Information can be presented in a variety of ways to suit the needs of all learners such as through interactive games, PowerPoint presentations, video clips and images, often combining a variety of media within one lesson. Because of their flexibility and ease of use, teaching can be more accurately matched to the specific learning needs of the students who will absorb information more easily. One of the **key benefits in high schools** with the introduction of interactive whiteboards was the transformation of lessons from a traditional 'chalk and talk' approach to a lively, focused environment in which students could be encouraged to interact with the software and explore a variety of learning activities, thus greatly improving their motivation and engagement.

**The possibilities of the SMART Board**

To learn about information technologies in education.
To analyze the development ofboards.
To make up a questionnaire to interrogate the poll concerning the SMART Board.
To make up a presentation.
To consider the effect of information technologies on the process of education.
To create a program to use on the SMART Board and to describe the way it can be used at the lessons.
To offer the tasks for our program.
To analyze how interactive Technologies influence students motivation to learning.
Students work - a simple touch of a finger.
Below the pen tray there are two buttons.
Before starting work on the interactive whiteboard we must standardize it with our fingers.
We can use it to write a text or to draw in different colors on the SMART Board. Most models of SMART Board include a pen tray on the front of the interactive whiteboard that holds four plastic pen tools and an eraser.
During the dictations or questions we use the so-called shadow screen.
Presentation is the practice of showing and explaining the contents of a topic to an audience or learner.
Nowadays computer dictionaries can help a lot.
We often work with the internet at our lessons.
YouTube is a video-sharing website.
We sometimes send our homework through e-mail to each other.
We use the Google-map to travel through the world.
The tablet is a device for entering drawings by hand directly into the computer.
We have also little remote- controls. They work with the program «Turning point».
We also offer another program which is very similar to the program twelve squares. It's called guess a melody. [4]

**Free Interactive Whiteboard Resources**

Interactive whiteboard resources are a great way for instructors and teachers to engage classrooms in learning. While many instructors and teachers are spending hours a day creating their own activities for their interactive whiteboards, there are tons of free sources to help teachers learn about and use IWBs with students to further their use of **technology in the classroom**.[5]
Here is a list of some great **interactive whiteboard resources** and activities guaranteed to stimulate learning:

**General Interactive Whiteboard Resources for Teachers**

TeacherLED – TeacherLED is a site dedicated to making the use of Interactive Whiteboards (IWB) easier and more productive. This comprehensive site features resources to use with IWBs in math, English, and geometry.
SMART Exchange – This SMART Board interactive whiteboard site provides several lesson plans and activities for teachers to use in the classroom. SMART lessons are available for a variety of ages and subjects.
Topmarks – With some of the best free educational materials for IWBs, Topmarks is a great resource for finding IWB lesson plans and activities. This educational site also features teacher resources, educational sites for classroom, and homework help.
Eduscapes – This guide to interactive whiteboards explains different activities and resources that can be used with IWBs. Eduscapes is a good starting place for teachers who are just beginning to use this technology in the classroom.
Promethean Planet Teaching Resources – Promethean also invites members of their community to share their lessons and activities for their whiteboards.

Mimio Connect Lesson Plans – If your classroom has a Mimio system, find lessons by searching keywords, sorting by grade or choosing your preferred subject.

**Interactive Whiteboard** Games & Activities

PBS – PBS provides a collection of fun, interactive SMART Board games. All of the games featured on this site are age appropriate and screened by educators.

MathFrame.co.uk – This site, created by a school teacher, houses several interactive math games specifically designed for IWBs. All activities are aimed at reinforcing mathematical concepts and skills.

BBC History Game – BBC offers several interactive activities that can be used with interactive whiteboards. This Famous People history game is a great way to teach elementary children about historical figures.

Scholastic – Scholastic provides interactive whiteboard lessons for phonics, math, science, and history. This site also features a search engine for finding more lessons across North America.

Crickweb.co.uk – Crickweb.co.uk provides 15 free resources for use with interactive whiteboards to demonstrate **technology in the classroom**. These math activities are designed to teach elementary students the basics of math.

Math Playground – The Math Playground offers interactive math activities for middle schoolers. These games and activities work well for teachers who want to engage the entire class.

Classbrain – This game site features several interactive math games that work with IWBs. A fun game worth trying with students is regrouping.

Funbrain – Funbrain offers several interactive educational games for use with IWBs. These fun games cover a range of subjects and grades.

Kerpoof – Kerpoof is an educational interactive website from the Walt Disney Company that can be used with IWBs. This site is a great way for children to create, discover and learn.

Xpeditions – Xpeditions from National Geographic provides an atlas that can be used on interactive whiteboards. This atlas explores every region of the world.

Archiving Early America – Archiving Early America features a range of short videos on American history that are perfect for use on IWBs.

Memorial Hall Museum – This free online museum features a complete interactive website for teachers. IWB teachers can view collections, online exhibits, and games.

Place the State – Place the State is an interactive geography game from Bensguide.gpo.gov. This resource can be used with IWBs to teach students about U.S. states.

**More Unique, Cool Whiteboard Resources Students Love**

Engaging students in some classroom topics can be difficult. But with the help of your interactive whiteboard you can get and keep your students interested in what you are trying to teach them. These activities are all especially cool.

Stellarium – This free planetarium software is perfect for astronomy lessons. Stellarium displays a realistic 3D sky, complete with planets, major moons, more than 600,000 stars, and constellations from 10 cultures.

Illuminations – Created by the National Council of Teachers of Mathematics, Illumination provides more than 100 interactive math games and activities for students in grades pre-K through 12.

FreeRice – FreeRice is an amazing trivia game from the United Nations World Food Program. Rice is donated to hungry people every time visitors answer trivia questions correctly. Trivia categories include art, chemistry, math, English vocabulary and grammar, geography, and language learning.

Signed Stories – Signed Stories features videos of stories being told with sign language and subtitles. Although the site is designed primarily for deaf children it would be useful to any classroom interested in learning more about sign language.

Sheppard Software – Sheppard Software provides a wide range of free educational web games for students. Covered topics include animals, science, chemistry, health, history, math, and vocabulary.

Fit Brains – Designed by a clinical neuropsychologist and brain health expert, Fit Brains is an online gaming platform with puzzles and other “brain games.” Players can track their progress and win trophies and achievements when they do well.

Spelling City – Spelling City is a free online learning platform with 10 learning games and more than 40,000 spelling words. The site also offers how-to videos to help teachers integrate Spelling City into the curriculum.
The Eco Zoo – The Eco Zoo is a 3D environment that can be used to teach students about environment, ecology, and eco-friendly living. Content can be viewed in Japanese or English.
NASA Space Place – This award-winning NASA website is a good place to find videos, animations, and games that teach kids about space science and technology. Nearly all of the materials on this site would work well with an interactive whiteboard.

**Science Websites for Your Interactive Whiteboard**

Google Body Browser – This is Google Maps for the human body! Google Body is a detailed 3D model of the body. You can peel back anatomical layers, zoom in, click to identify anatomy, or search for muscles, organs, bones and more. At the moment this won't work in most web browsers, you will need to get the beta of the new Firefox or Chrome, but keep an eye out later this year for an update.
The Children's University of Manchester – This excellent resource is aimed at KS2 and covers subjects such as electricity, health and space. There are a number of interactive Flash games that you can use, and even better they come with a "full screen" option which makes then much easier to display and use on your board. There is also information about real scientists working at the university and what research they do.
Succeeding with Science – Created by Sellafield Nuclear Power Station, this website contains many different interactive activities and downloadable resources. There are resources here for both primary and secondary teachers on a number of different topics. There's also information about the power station itself.
National STEM Centre – This site contains a wealth of resources to support the teaching of Science, Technology, Engineering and Maths in Key stages 1 – 5. There are interactive resources, which demonstrate **technology in the classroom,** but also downloadable PowerPoint presentations. There are some excellent resources produced by the Association for Science Education (ASE) as part of Science year which are now archived on the site. You need to register to download all the resources, but it is free to do so.
O2 Learn – O2 is building a video library of great revision lessons, from teachers across the country. Teachers can submit videos of themselves delivering short guides to different topics. Students can also request help on difficult areas. Would be good for revision.

**Basic Reading & Modern Foreign Language IWB Resources**

Pic-Lits– Drag words onto photographs to describe the scene or mood. The default language is English, but could be used in other languages in freestyle mode.
WatchKnow – videos – Simple videos to introduce languages at Primary level. Includes pronunciation guides. Like this one:
BBC Learning Zone clips – The BBC is always a good place to look for video resources for classroom teaching. They have videos on all subjects, including French, German and Spanish at both Primary and Seconday level.
World of Teaching – Lots of PowerPoint to adapt and adopt for language teaching (and other subjects) and demonstrate **technology in the classroom.**

**Conclusion**

Thanks to SMART Board technologies our lessons have become brighter. Using SMART Boards options help us to concentrate, be involved and look forward to our next lessons. Thus, the aim of the research work has been achieved and we have proved our hypothesis that it is possible to increase students' motivation by means of interactive technologies. With technology advancing all the time it is clear that the nature of teaching and learning is evolving constantly and, while the use of new technologies poses some challenges to schools, the future of education reinforced by high-quality IT looks secure.

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