



SMART Table® 2.6 software and SMART Table Toolkit

User's guide

SMART®

Product registration

If you register your SMART product, we'll notify you of new features and software upgrades.

Register online at smarttech.com/registration.

Keep the following information available in case you need to contact SMART Support.

Serial number:

Date of purchase:

Trademark notice

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This product and/or use thereof covered by one or more of the following U.S. patents. www.smarttech.com/patents

04/2013

Important information



WARNING

- Failure to follow the installation instructions shipped with your SMART Table® collaborative learning center could result in personal injury and product damage.
- Ensure that any cables extending across the floor to your SMART product are properly bundled and marked to prevent a trip hazard.
- Make sure an electrical socket is near your SMART product and remains easily accessible during use.
- If your table has casters, lock them before allowing children to use the table.
- Do not climb (or allow children to climb) on your table. Climbing on your table could result in personal injury and product damage.
- To reduce the risk of fire or electric shock, do not expose your SMART product to rain or moisture.



CAUTION

- Do not place cables, boxes or other items on the surface of your table. Doing so can scratch the surface.
- If your SMART product becomes wet, dry it completely before turning it on.



IMPORTANT

- Do not operate your SMART Table 442i interactive learning center's projector in environments that are higher than 10,000' (3,000 m) above sea level.
- Your table's surface does not respond to touch until the computer completes its startup process. Wait 30 to 60 seconds after you turn on your table before you touch the surface.
- Before you clean your table, turn it off so that you do not inadvertently start applications when you wipe the surface.
- Do not place keyboards, mouse devices or other objects on the touch surface. The camera may interpret these objects as touches if they are placed on the touch surface.

IMPORTANT INFORMATION

- This product contains lithium button cell batteries in the computer and in the remote control (perchlorate material—special handling may apply).



Contents

Important information	i
Chapter 1: Getting started	1
About this guide	2
About your table	2
How your SMART Table software works	3
Navigating SMART Table Activities	3
Initial setup using Teacher mode	5
About applications	11
Choosing an application or activity pack	18
Chapter 2: Working with SMART Table Toolkit	19
SMART Table Toolkit computer requirements	20
Installing SMART Table Toolkit software	21
Updating SMART Table Toolkit software	24
Using SMART Table Toolkit software	24
Creating activities	26
Customizing applications	30
Chapter 3: Downloading, saving and copying activities and applications	67
Updating SMART Table software	67
Downloading activity packs using SMART Table Toolkit	68
Synchronizing activity packs	69
Downloading activity packs directly onto your table from SMART Exchange	71
Downloading applications from the SMART Exchange website	73
Synchronizing applications	74
Chapter 4: SMART Sync software and your table	77
About SMART Sync classroom management software	77
Using SMART Sync software with your table	78
Before you use SMART Sync software with your table	78
Appendix A: SMART Table 230i orientation	83
Orienting the surface	83

Chapter 1

Getting started

About this guide	2
About your table	2
How your SMART Table software works	3
Navigating SMART Table Activities	3
Student mode	3
Teacher mode	3
Switching modes without inserting a USB drive	4
Initial setup using Teacher mode	5
Calibrating your SMART Table 442i collaborative learning center	5
Selecting how activity pack images are displayed	6
Selecting the language	9
Specifying the number of students	9
Adjusting the speaker volume	10
About applications	11
Starting and closing applications	11
Paint	12
Media	13
Capturing images from your SMART Document Camera	13
Multiple Choice	14
Hot Spots	14
Addition	14
Addition Plus	15
Hot Spaces	15
Puzzle	15
Narrow It Down	15
SMART Notebook	16
Image Reveal	17
Choosing an application or activity pack	18

This guide is intended for teachers and application developers. It introduces you to SMART Table software and explains how to use and customize the software after initial setup.

About this guide

The information in this guide is applicable to the SMART Table 442i and 230i collaborative learning centers.



NOTE

For information on setting up your SMART Table collaborative learning center or its accessories, refer to the appropriate installation instructions and hardware guide for your model of table.

Model	Installation guide	Hardware guide
442i	SMART Table 442i installation instructions (smarttech.com/kb/170315)	SMART Table 442i hardware user's guide (smarttech.com/kb/170308)
230i	SMART Table 230i installation instructions (smarttech.com/kb/141081)	SMART Table 230i hardware user's guide (smarttech.com/kb/141190)

About your table

Your table has a touch-sensitive surface. By touching the surface, students can create, select, move and resize digital objects. More than one student can touch the surface at a time. This encourages collaboration and cooperation as students learn and play together.

Using a Wi-Fi® network connection to a computer with SMART Sync™ classroom management software, teachers can observe students' tabletop activities from a distance, take control of the table, and capture and print the tabletop image.

SMART Table software includes interactive applications, learning activities and educational games. You can also download any of the SMART Table activity packs or applications available on the SMART Exchange™ website (exchange.smarttech.com) and customize the activities using SMART Table Toolkit. Install and run the toolkit on your computer and then transfer your activity packs using a USB drive or SMART Sync software.

You can also connect your table to the Internet and then download directly onto you table any of the SMART Table activity packs available on the SMART Exchange website.

You can use your table with other SMART products, including the SMART Document Camera™ and SMART Notebook™ collaborative learning software, as part of an overall learning solution. For example, you can introduce a new concept to students on a SMART Board® interactive whiteboard, and then ask the students to explore the idea in detail using the SMART Table collaborative learning center.

How your SMART Table software works

The computer runs SMART Table software, the computer's display appears on the table's surface, the speakers play the computer's audio and multiple cameras detect students' touch on the surface. Combined, these components enable students to interact with SMART Table software.



NOTE

See *Updating SMART Table software* on page 67 for information on how to check the software version installed on your table's computer and on how to download and install the latest version of SMART Table software.

Navigating SMART Table Activities

SMART Table Activities is the primary software for your SMART Table collaborative learning center. It starts automatically when you turn on your table. The SMART Table Activities menu has two modes: Student and Teacher.

Student mode

Student mode is the default mode. It enables students to start applications specifically designed for children in early primary grades.



Teacher mode

Teacher mode appears when you connect a USB drive to one of the USB receptacles on the outside of your table. This mode enables you to do the following:

- Set the number of students.
- Calibrate the surface.
- Access the Stretch or Scale properties menu and the languages menu.

CHAPTER 1

Getting started

- Synchronize and choose activity packs and applications.
- Access the SMART Exchange website to download activity packs directly onto your table.
- Complete other configuration tasks as documented in this guide.

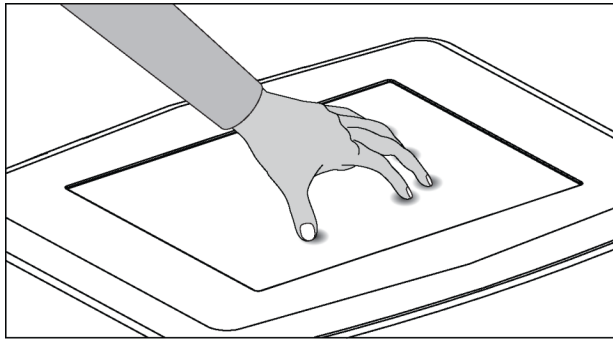



Switching modes without inserting a USB drive


You can also switch from Student mode to Teacher mode without inserting a USB drive.

To switch from Student mode to Teacher mode without a USB drive


1. Steadily hold five fingers down on the center of the table.



After approximately 10 seconds, the *cog wheel*  icon appears in one of the corners of the table.

2. While maintaining finger pressure on the center of the table, press the *cog wheel*  with your other hand.

The menu switches to Teacher mode.

3. Press the *cog wheel*  icon again to return to Student mode.

Initial setup using Teacher mode

In Teacher mode, you can do the following:

- Calibrate your table.
- Access the Stretch or Scale properties menu.
- Select the language that Teacher and Student mode menus appear in.
- Specify the number of students and adjust the speaker volume before students use the table.



NOTE

For information on orienting the surface of the SMART Table 230i collaborative learning center, see *Orienting the surface* on page 83.

Calibrating your SMART Table 442i collaborative learning center

Whenever you use SMART Table Activities and you or a student touches the table's surface, a white dot should appear directly below the touch point. If the dot doesn't align with the touch point, you might need to calibrate the table.



NOTE

The size and shape of the white dot depends on the type and size of the contact.

To calibrate the table

1. Turn on the table.

The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

CHAPTER 1

Getting started

3. Press **Calibrate**.



The first calibration screen appears.

4. Press your finger on the center of the first target until the red cross moves to the next target, and then repeat this step for each target.



The display changes to the second calibration screen and a grid appears.

An example appears briefly, demonstrating how to draw across the screen to calibrate the surface.

5. Use your finger to draw a spiral horizontally across the grid.

As you draw, the ink is blue. As you complete each square, the square turns green.

When all the squares are green, a progress bar appears.

When the progress bar is full, the table displays the message **Calibration successful. Please restart your table to complete the process.**

The table turns off.

6. Press the **Power** button to turn on the table.

Selecting how activity pack images are displayed

Images in an activity pack can be optimized for viewing on tables with an aspect ratio different from your current table. You can use the Stretch or Scale option in the table's Teacher mode to stretch or scale the image.

CHAPTER 1

Getting started

For information on how different versions of SMART Table Toolkit optimize images in an activity pack, see *How SMART Table Toolkit optimizes images* on page 30.

Use the following procedure to select how your table displays an activity pack's images.

To select how an activity pack's images are displayed

1. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

2. Press the **Settings** icon.





The settings page appears.



3. Ensure the **Display** tab is selected.

The following image display options appear depending on the model of your table.

SMART Table 442i collaborative learning center

Display option	Description
	Images optimized for the SMART Table 230i collaborative learning center are stretched to fit the dimensions of your SMART Table 442i collaborative learning center.
	The original aspect ratio of images optimized for the SMART Table 230i collaborative learning center is maintained by displaying black bars.

SMART Table 230i collaborative learning center

Display option	Description
	Images optimized for the SMART Table 442i collaborative learning center are stretched to fit the dimensions of your SMART Table 230i collaborative learning center.
	The original aspect ratio of images optimized for the SMART Table 442i collaborative learning center is maintained by displaying black bars.

4. Select a display option, and then press **OK**.

Selecting the language

You select the language that both Teacher and Student mode menus appear in when you install SMART Table software. You can use Teacher mode to change the language after you complete the software installation.

To select the language

1. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

2. Press the **Settings** icon.



The settings page appears.

3. Press the **Language** tab.
4. Select a language from the list, and then press **OK**.

Specifying the number of students

Your table can respond to input from up to eight students at a time. Before students use your table, specify the number of students that will use the table. Doing so changes several options in SMART Table Activities. For example, if you specify three students, a Multiple Choice question will require three responses.

To specify the number of students

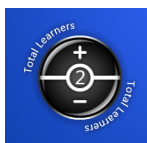
1. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

2. In the *Total Learners* control, press **+** to increase or press **-** to decrease the number of students.




CHAPTER 1

Getting started

3. Disconnect your USB drive.

OR

Press the *cog wheel*  icon.

The menu changes from Teacher mode to Student mode.

Adjusting the speaker volume

You can adjust the volume of the table's speakers to provide a comfortable listening level for a variety of environments.

TIP

The SMART Table 442i collaborative learning center has four USB receptacles that can be used to connect headsets to the table. The SMART Table 230i collaborative learning center has two USB receptacles that can be used to connect headsets to the table.

To adjust the speaker volume

1. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

2. Rotate the **Volume Control** icon clockwise to increase the volume or counterclockwise to decrease the volume.




NOTE

Press the small speaker symbol at the edge of the icon to mute or unmute the audio.

3. Disconnect the USB drive.

OR

Press the *cog wheel*  icon.

The menu changes from Teacher mode to Student mode.

About applications

SMART Table Toolkit includes the following applications:

- Paint
- Media
- Multiple Choice
- Hot Spots
- Narrow It Down
- Image Reveal
- Addition
- Addition Plus
- Hot Spaces
- Puzzle
- SMART Notebook

SMART Table software also includes most of these applications.

You can customize these applications and add other applications to your activity pack using SMART Table Toolkit.



NOTE

As SMART and third-party developers periodically introduce new applications for the table, SMART will provide instructions for customizing their content.

Starting and closing applications

To start an application

While in Student mode, press an application icon.

The application starts.

To close an application and return to the menu

1. Press
- The button moves to another corner.
2. Repeat the previous step for each button that appears.



NOTE

The maximum number of buttons is four.

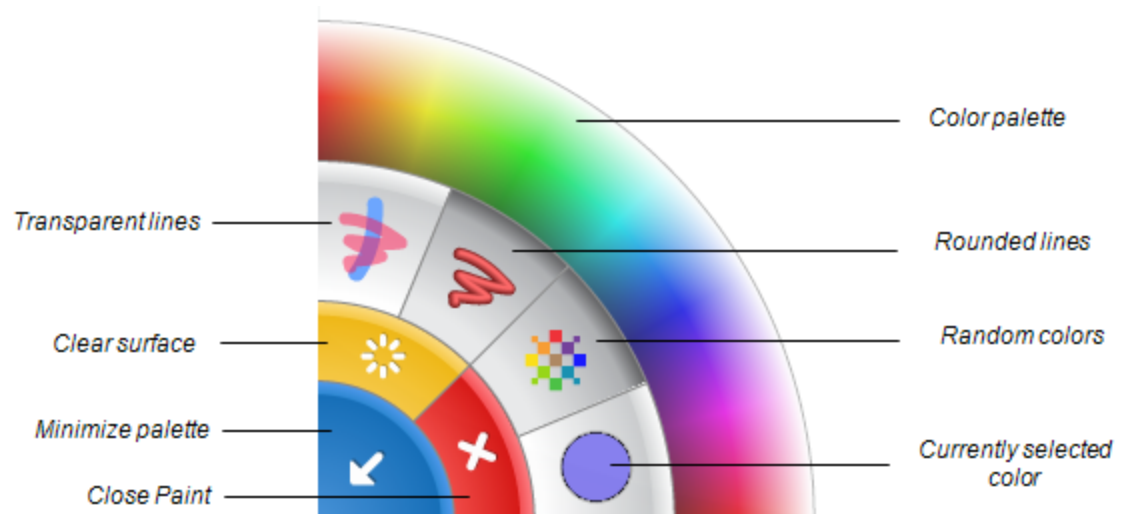
CHAPTER 1

Getting started



Paint

In this virtual finger-painting application, students select colors and effects from the palette.

Students can use up to four palettes simultaneously. Each palette is located in a different corner of the table's surface. To open a palette, press it. The controls in the palette enable students to select colors and line effects, clear the screen and close Paint.



TIPS

- Each student must press **Clear Surface**  to clear the entire surface and display the next background image.
- Each student must press **Close Paint**  to close Paint.
- When one student selects a color or other option in a palette, that selection applies to all students.
- To erase, students can hold a finger or fist on the table's surface until a circle appears around it, indicating it is an eraser, and then drag the circle over the areas that they want to erase.

CHAPTER 1

Getting started

Media

In Media, students interact with sets of images and videos. Students discuss and learn by dragging and resizing photos and videos. Students can resize the image or video by placing their fingers in opposite corners and dragging out to increase the size or dragging in to reduce the size. Teachers can use SMART Table Toolkit to add their own images and videos or import images from the Gallery to the Media application.



Capturing images from your SMART Document Camera

Students can use a SMART Document Camera to capture images directly into this application where they can rotate and scale them like any other image. Refer to the *SMART Table 230i hardware user's guide* (smarttech.com/kb/141190) for information on connecting a SMART Document Camera to your table.

To capture images from your SMART Document Camera

1. Press the document camera icon .

An image with a row of control options on each side appears on the table's surface.



2. Adjust the image magnification using the zoom controls.
3. Press the check mark.

The camera image appears on the table's surface.

4. Press the **X** to close the image.

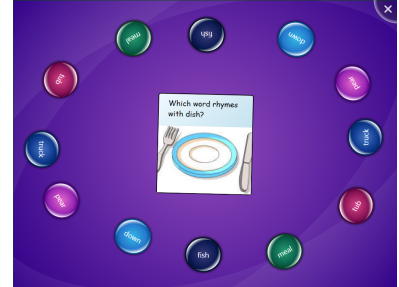
CHAPTER 1

Getting started

Multiple Choice

In Multiple Choice, students work as a team to answer questions by dragging the answers to the middle of the table's surface. You can create your own questions to complement your class curriculum.

Each question appears in the center of the table's surface with its possible answers arranged in a circle around it. Students can rotate the question image so they can all read it, and then select an answer by dragging it to the question.



Depending on the settings you choose, the application requires different ways of completing questions. You can choose whether students must answer questions correctly to proceed to the next question, and then choose either of the following options:

- All students must agree on an answer to proceed to the next question
- OR
- A majority of students must agree on an answer to proceed to the next question.

Hot Spots

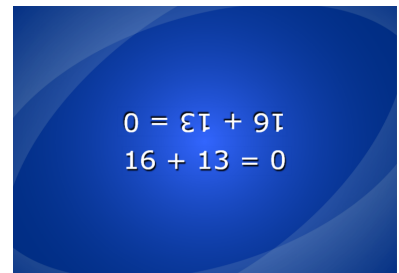
In Hot Spots, students match labels and images by moving labels to the correct spot identified by yellow dots on the diagram. When a student places a label over the correct spot, the label changes color.

When students correctly identify all the parts of a diagram, Hot Spots displays its next activity.



Addition

In Addition, students work together to solve a random math problem (for example, $25 + 3$) by moving visual objects, such as blocks or coins, into the center of the surface or by pressing the surface with their fingers for a few seconds. Students can move a block or coin by dragging it across the surface, or they can rotate it by placing two fingers on opposite sides and rotating their fingers.



When students solve a problem correctly, Addition displays the next math problem.

CHAPTER 1

Getting started

Addition Plus

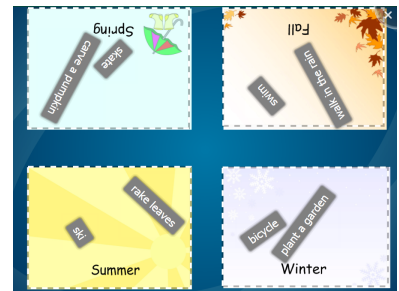
In Addition Plus, students answer defined sets of math questions using visual objects, such as blocks or coins. Students can move a block or coin by dragging it across the surface.

When students solve a math problem correctly, Addition Plus displays the next math problem.



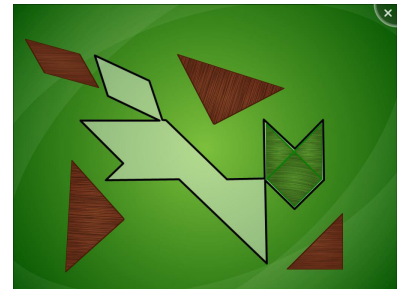
Hot Spaces

In Hot Spaces, students sort labels and images by moving them to their correct space. Students must identify the correct space, and then drag the label to that space. You can enable or disable visual feedback that indicates if a label or image is in the correct space. After the students place all the labels and images on the correct spaces, Hot Spaces displays the next activity.



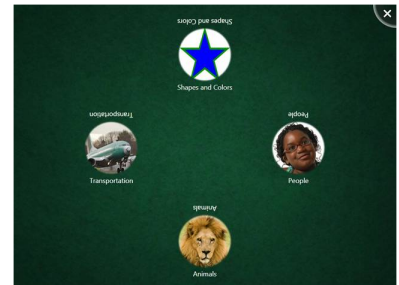
Puzzle

In Puzzle, students solve tangram puzzles by dragging and rotating the puzzle pieces to their correct locations. The pieces change color when students place them in the correct position. After the students have correctly placed all the pieces, Puzzle displays another tangram puzzle.



Narrow It Down

In Narrow It Down, students work together to form and ask questions about a secret card in order to identify it. The objective is to discard all of the cards except the secret one in order to reveal the identity of the secret card.



CHAPTER 1

Getting started

SMART Notebook

In this application, students view and interact with SMART Notebook files that are displayed as lessons on the table's surface. Students choose from a maximum of eight SMART Notebook lessons that you select when you create an activity pack. Hundreds of different SMART Notebook lessons are available from the SMART Exchange website for you to include in your activity packs.



You can easily add a SMART Notebook lesson to an activity pack by browsing to and selecting a lesson. SMART Table Toolkit automatically uses the first page and file name of the SMART Notebook lesson to create its icon in the SMART Table Activities menu.

Students open a SMART Notebook lesson from the SMART Table Activities menu. They can then navigate through a lesson by using the arrow buttons located in opposite corners of the table's surface. Students can also rotate the SMART Notebook lesson through 180 degrees by pressing a button in the corner menus.



TIP

The table's SMART Notebook application supports numerous touches, which enables multiple students to interact with the content simultaneously.

Students can expand the corner menus to access a set of tools. Simply press a corner menu to expand it. The tools in the menu enable students to use a pointer, a pen with color chooser, an eraser and a SMART Document Camera if one is connected.

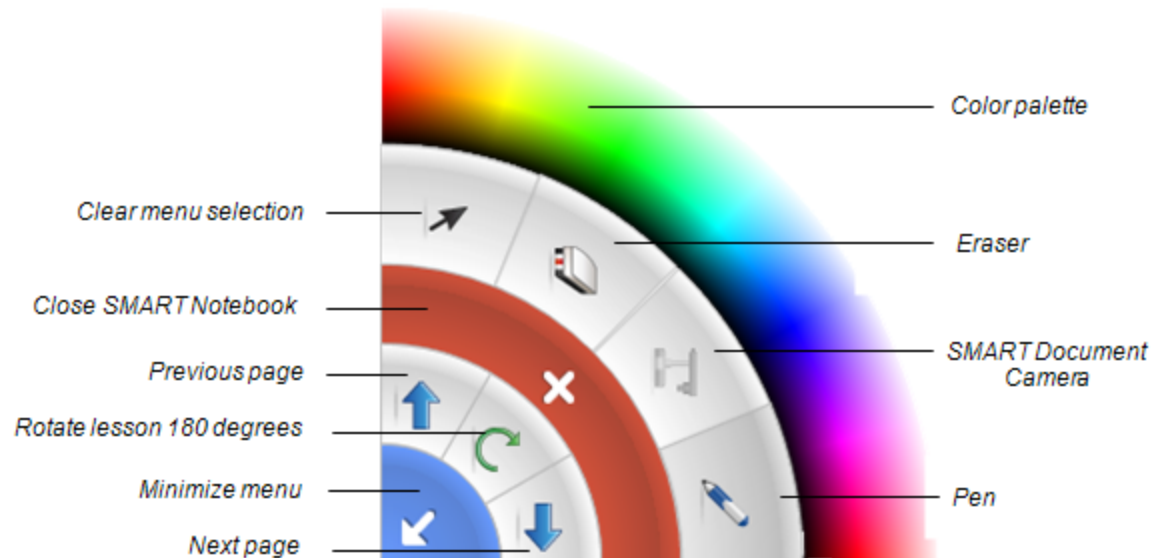


TIP

Students can capture and import images into SMART Notebook files in real time using a SMART Document Camera (see *Capturing images from your SMART Document Camera* on page 13).

CHAPTER 1

Getting started



NOTES


- Each student must press  to close the SMART Notebook lesson.
- When one student selects a color or other option in a menu, that selection applies to both open menus.

Image Reveal

In Image Reveal, students answer questions to reveal a hidden image one tile at a time. Image Reveal incorporates both multitouch and knowledge sharing.

Image Reveal enables students to collaborate and answer a series of multiple choice questions in a chosen subject area. Each correct answer uncovers part of a hidden image until it is fully visible. Alternatively, students can guess what the hidden image is at any time to win the game.

Students have the option of selecting a long game, featuring a maximum of 12 questions, or a short game, featuring a maximum of six questions.

You can customize content, including subject area, hidden image, questions and answers, and use images to tailor questions and answers for pre-literate learners.



Choosing an application or activity pack

When you connect a USB drive to your table, the table switches to Teacher mode. In this mode, you can choose which applications or activity packs you want to copy to your table from the USB drive. You can also see which applications and activity packs are stored on your table and delete the ones you don't need anymore. After you choose an application or activity pack, remove the USB drive to return to Student mode.

You can choose applications, activity packs and other content from SMART Exchange in Teacher mode.

For information on downloading activity packs and content from SMART Exchange, see *Downloading activity packs directly onto your table from SMART Exchange* on page 71.

Chapter 2

Working with SMART Table Toolkit

SMART Table Toolkit computer requirements	20
Windows® computers	20
Minimum hardware	20
Supported operating systems	20
Other requirements	21
Mac computers	21
Minimum hardware	21
Supported operating system software	21
Other requirements	21
Installing SMART Table Toolkit software	21
Uploading the SMART Table Toolkit installer on a USB drive	21
Installing SMART Table Toolkit	23
Updating SMART Table Toolkit software	24
Using SMART Table Toolkit software	24
Starting the toolkit	24
Creating and opening .tableContent files	25
Saving activity packs	25
Creating activities	26
Tips for customizing activities	26
Customizing the Student menu	27
Adding applications to an activity pack	29
Customizing applications	30
How SMART Table Toolkit optimizes images	30
Previewing applications	30
Customizing Paint	33
Customizing Media	35
Customizing Multiple Choice	39
Customizing Hot Spots	43
Customizing Addition	47
Customizing Addition Plus	51
Customizing Hot Spaces	56

CHAPTER 2

Working with SMART Table Toolkit

Customizing Narrow It Down	60
Customizing the SMART Notebook application	63
Customizing Image Reveal	64

SMART Table Toolkit enables you to create SMART Table activity packs as well as to import SMART Table activity packs and applications from the SMART Exchange website. See *Downloading applications from the SMART Exchange website* on page 73. Use these files to create your own SMART Table Activities for your class.



NOTE

SMART Table activity packs have the extension `.tableContent`, and SMART Table applications have the extension `.tableApplication`.



IMPORTANT

Before you download SMART Table Toolkit, make sure your computer meets the minimum requirements shown in *SMART Table Toolkit computer requirements* below.

SMART Table Toolkit computer requirements

Windows® computers

Minimum hardware

- Intel® Pentium® III 1 GHz or better processor
- 512 MB of RAM
- USB 2.0 receptacle
- Video card and monitor with XGA (1024 × 768) resolution support

Supported operating systems

- Windows XP SP3 x86
- Windows Vista® SP2 x86
- Windows 7 SP1 x86
- Windows 7 SP1 x64
- Windows 8 x64

CHAPTER 2

Working with SMART Table Toolkit

Other requirements

- Administrator privileges
- Internet access
- Up-to-date antivirus utility

Mac computers

Minimum hardware

- Intel Core™ Duo 1.83 GHz or better processor
- PowerPC® G4 1 GHz or faster processor
- 512 MB of RAM
- USB 2.0 receptacle
- Video card and monitor with XGA (1024 × 768) resolution support

Supported operating system software

- Mac OS X 10.6
- Mac OS X 10.7 (Lion)
- Mac OS X 10.8 (Mountain Lion)

Other requirements

- Administrator privileges
- Internet access
- Up-to-date antivirus utility

Installing SMART Table Toolkit software

Uploading the SMART Table Toolkit installer on a USB drive

The USB drive provided with your table includes the SMART Table Toolkit installer. If you can't locate the USB drive or need additional copies of the toolkit, download the toolkit installer from smarttech.com/downloads.

CHAPTER 2

Working with SMART Table Toolkit



NOTE

You must have an Internet connection to access and download SMART Table Toolkit from the SMART website, to import images from the Gallery and to download activity packs from the SMART Exchange website.



To download SMART Table Toolkit

1. Go to smarttech.com/downloads.
2. Browse to **SMART Table software, toolkit and applications > SMART Table Toolkit**, and then follow the on-screen instructions to complete the download.

Installing SMART Table Toolkit

Before you install SMART Table Toolkit, ensure that your computer meets the minimum requirements listed on the previous pages.



TIP

You can install SMART Table Toolkit on an unlimited number of computers.



IMPORTANT

SMART Sync Teacher software is no longer provided as part of the SMART Table Toolkit installer and must be installed separately. See *Using SMART Sync software with your table* on page 78 for more information on downloading, installing and using SMART Sync software with your table.

To install the toolkit on a Windows computer

1. Connect your USB drive to the computer.
2. Locate and double-click **SMART Table Toolkit.exe** on the USB drive.



NOTE

You can download the current version of **SMART Table Toolkit.exe** from smarttech.com/downloads.

The *InstallShield Wizard* appears, and then the SMART Table Toolkit installation wizard appears.

3. Follow the on-screen instructions to install the toolkit.

To install the toolkit on a Mac computer

1. Connect your USB drive to the computer.
2. Locate and double-click **SMART Table Toolkit.dmg** on the USB drive.



NOTE

You can download the current version of **SMART Table Toolkit.dmg** from smarttech.com/downloads.

The SMART Table Toolkit installation wizard appears.

3. Follow the on-screen instructions to install the toolkit.

Updating SMART Table Toolkit software

SMART Table Toolkit includes SMART Product Update (SPU). SPU checks for updates to all the SMART software installed on your teacher computer, including SMART Table Toolkit.



IMPORTANT

You must have an Internet connection to use SPU to check for updates.

To check for SMART Table Toolkit updates

1. Start SMART Table Toolkit (see page 24 below).

The *SMART Table Toolkit* window appears.

2. Click **About** in the top-right corner of the window.

The *About* dialog box appears.

3. Click the **Technical Support** tab, and then click **Check for Software Update**.

The *SMART Product Update* window appears listing all the SMART software installed on your computer.



IMPORTANT

SPU always displays a message telling you that updates are available for your SMART Table software. However, you must manually update the software on your table (see *Updating SMART Table software* on page 67).

4. If updates are available for one or more software products, select **Update** for all that apply, and then follow the on-screen instructions.

Using SMART Table Toolkit software

Starting the toolkit

After you install SMART Table Toolkit, use the following procedures to start it. You can then create a .tableContent file or open an existing one.



IMPORTANT

- You can have only one instance of SMART Table Toolkit running at a time, and only one file open within the toolkit.

CHAPTER 2

Working with SMART Table Toolkit

- You must have an Internet connection to access and download Gallery images, or online activity packs from the SMART Exchange website.

To start the toolkit on a Windows computer

Double-click the **SMART Table Toolkit** icon on your desktop.

OR

Select **Start > All Programs > SMART Technologies > SMART Table > SMART Table Toolkit**.

The *SMART Table Toolkit* window appears.

To start the toolkit on a Mac computer

Click the **SMART Table Toolkit** icon in the Dock.

OR

Select **Applications > SMART Technologies > Table Toolkit**

The *SMART Table Toolkit* window appears.

Creating and opening .tableContent files

To create or open a .tableContent file

Click **New** to create a .tableContent file.

OR

Click **Open**, locate and select the .tableContent file, and then click **Open**.

Saving activity packs

When you add an application to an activity pack, a tab for the application appears at the top of the window.

- If the tab's label is preceded by an asterisk (*), the tab contains unsaved changes.
- If the tab exists, the application is included in the .tableContent file.

To save a file for the first time

1. Click **Save As**.

The Save dialog box appears.

CHAPTER 2

Working with SMART Table Toolkit

2. Browse to an appropriate location on the computer.
3. Type a name for the .tableContent file in the *File name* box, and then click **Save**.

To save a file subsequent times

Click **Save All**.

To transfer your saved activity pack to the table

To transfer your saved activity pack to your table, see *Synchronizing activity packs* on page 69.

To remove an application tab from a file

NOTE

The following procedure uses the removal of the *Addition* tab as an example of removing an application tab. Use the same procedure for all applications.

1. Clear the Addition application's check box on the left side of the *Home* screen.
A dialog box appears with the message "All of your work in Addition will be removed permanently".
2. Click **Yes**.
The *Addition* tab disappears.

Creating activities

This section provides tips and information on customizing the student menu and adding applications to an activity pack.

Tips for customizing activities

- SMART Table software supports only non-animated GIF files.

NOTE

You can import animated GIF files as part of an activity pack, but the images will not be animated on the table's surface.

- PNG files work well if you're importing colorful images, but SMART recommends that you use JPG files to import realistic photo images.
- You can import questions and answers as images or text.

CHAPTER 2

Working with SMART Table Toolkit

- Use SMART Table Toolkit's touch and hear feature to add audio to instructions, questions, text and image labels. Your students can then touch objects on the table and hear text read or spelled out.



TIP

If you include multiple underscores (__) preceded by a space in a question or statement, this is read as the word "blank." For example, the text "An apple is ____?" will be read as "An apple is blank?"



NOTE

Currently, you can convert only English text to audio.

- You can add audio to any SMART Table application either by recording directly into SMART Table Toolkit or by importing sound files. Consider the following when you record audio:
 - If your computer has a built-in microphone, an external microphone might not be necessary.
 - See your computer's user manual to find out how to optimize your microphone and voice settings.
 - Ensure that the recording volume level meter registers when you speak.
 - Don't place your mouth too close to the microphone.
 - Always face the microphone.
 - Speak clearly, keeping the volume of your voice at about mid-range (medium volume).



TIP

You can adjust the volume on the table as required.

Customizing the Student menu

When you turn on your table, the *SMART Table Activities* menu for the open activity pack appears. Students can then select an application from this menu.

Using SMART Table Toolkit, you can customize the menu's background image and add text and audio instructions for students.




To customize the background

1. Click **Home**.
2. Add a background image using any of the following methods:
 - Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.




NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.


- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.







TIP

Click **Use Default**  to delete the graphics file.

To add instructions for students

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box. <div data-bbox="748 1314 792 1354" data-label="Image"></div> <div data-bbox="800 1316 862 1348" data-label="Section-Header">TIP</div> <div data-bbox="743 1365 1442 1465" data-label="Text"> <p>If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box.</p> </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

Type of instructions	How to add it
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div>  TIP Click Remove  to delete a recording. </div>

Adding applications to an activity pack

You can choose up to eight applications for an activity pack (.tableContent file).

To add applications to an activity pack

From the *Applications* list on the left side of the screen, select the applications you want in your activity pack.

An icon for each application appears in the *Background image* window, and a tab appears that you can select to customize each application.



NOTE

You're unable to customize some applications, but you can still add them to your activity pack.

To remove an activity from an activity pack

1. Clear the activity's check box in the *Applications* list.
A confirmation dialog box appears.
2. Click **Yes**.

Customizing applications

This section provides information on using SMART Table Toolkit to customize applications.

How SMART Table Toolkit optimizes images

The version of SMART Table Toolkit software you use to customize an activity pack's images determines which model of table an image is optimized for viewing on.

This table identifies how different versions of SMART Table Toolkit software optimize an activity pack's images.

Software version	Model that images are optimized for
2.6 (or later)	SMART Table 442i collaborative learning center
2.0 (or earlier)	SMART Table 230i collaborative learning center

Previewing applications

While customizing your applications in SMART Table Toolkit, use the Preview Options menu to preview how they'll appear when students use them on the table. This menu is located in the bottom right corner of the Applications tabs. You can also use the Preview Options menu to select the table configurations your applications are previewed for use on.







NOTES

- Your version of SMART Table Toolkit optimizes only the images you customize in an activity pack. For more information on how SMART Table Toolkit optimizes images, see *How SMART Table Toolkit optimizes images* above.
- For information on SMART Table software's Stretch or Scale options, see *Selecting how activity pack images are displayed* on page 6.
- The option to preview the SMART Notebook, Puzzle and Image Reveal (only on third party site) applications isn't currently available.

CHAPTER 2

Working with SMART Table Toolkit

The Preview Options menu contains the following table configuration preview options:

Preview option	What it previews
	SMART Table 442i collaborative learning center when the Stretch option is selected
	SMART Table 442i collaborative learning center when the Scale option is selected
	SMART Table 230i collaborative learning center when the Stretch option is selected
	SMART Table 230i collaborative learning center when the Scale option is selected

To preview an application

1. Click **Preview Options**.

The *Preview Options* menu appears.

CHAPTER 2

Working with SMART Table Toolkit

2. Select the options you want to preview, and then click **OK**.



TIP

If you don't select a new preview option before you click **Preview**, the previously selected preview option is used.

3. Click **Preview**.

A web browser shows how images in your application will appear based on which display option you selected. If you selected multiple options, each option appears in its own browser.

4. Experiment with your application to test its operation and layout.



NOTES

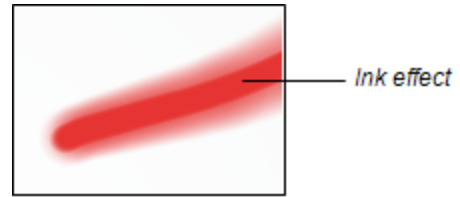
- If you're unable to preview your application, check whether a firewall is blocking access to your browser.
- You're unable to preview touch-and-hear audio in Preview mode.
- SMART Table Toolkit software doesn't support previewing applications with Google™ Chrome™.

5. Close the browser window.

You can now return to SMART Table Toolkit.

Customizing Paint

You can create custom images in Paint that complement your curriculum. For example, you can create images of letters of the alphabet that students can trace or pictures that students can write over.



Customize Paint by doing the following:

- Add background images (up to 35)
- Specify whether to show an ink effect when students draw on the surface
- Set the line thickness
- Add instructions for students




To add a background image

1. Click **Paint**.
2. Add a background image using any of the following methods:
 - Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.




NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.



TIP







To delete a background image, click it, and then click **Remove** .

3. Repeat steps 1 and 2 for each background image you want to add to Paint.

To set the line effect and ink thickness

1. Select **Use glowing ink effect** to show an ink effect when students draw on the screen.
2. Select from the *Ink thickness* drop-down menu to set the line thickness you want to use in Paint.

To add Paint instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	<p>Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box.</p> <div>  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	<p>Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open.</p>
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div>  TIP Click Remove  to delete a recording. </div>




Customizing Media

You can use Media to provide images, graphics and videos that complement your curriculum. Students can connect the SMART Document Camera (see *Capturing images from your SMART Document Camera* on page 13) to the table and use it to import their own images. For example, you can include pictures of shapes in Media and have your students use the SMART Document Camera to capture images of objects that have the same shape.

Customize Media by doing the following:

- Add images and videos
- Add touch-and-hear audio
- Create a background image
- Add instructions for students

To add images and videos

1. Click **Media**.
2. Add an image or video using any of the following methods:
 - Click **Import image**  to import a JPEG, GIF or PNG file.
 - Click **Paste image**  to paste a graphics file that you copied.
 - Click **Gallery**  to import a Gallery item.



CAUTION

Do not drag an image or a page that contains an image from SMART Notebook software into Media.








TIP

To delete an image or video, click it, and then click **Remove** .

3. Repeat step 2 for each image or video file you want to add to Media.

To add touch-and-hear audio to an image or video

1. Select an image or video.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div>  TIP Click Remove  to delete a recording. </div>

To adjust image and video settings

Select **Enable zoom** to set the maximum scale and minimum scale that students resize image and video files.



TIP

If you don't want the students to change the size of the image, select **Original size** from both the *Maximum scale* and *Minimum scale* drop-down lists.

Select **Display images and videos in Full Screen mode when zoomed over the maximum scale** to automatically maximize and orient an image or video file to the bottom of the table when students resize it to the maximum allowed value.



TIP

This feature is useful if you want to show images or videos in a slide show style presentation.

To create a background image




Create a background image using any of the following methods:

- Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.



NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.



- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.



TIP





Click **Use Default**  to clear the image file.

To add Media instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box. <div>  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

CHAPTER 2

Working with SMART Table Toolkit

Type of instructions	How to add it
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none">Select Import audio from the drop-down list, and then click Record .Select your recording device, and then click Start Recording to start recording your instructions.Click Stop Recording to stop the recording. <div> TIP Click Play Recording to preview your recording.</div> <ol style="list-style-type: none">Click Attach Recording to add your audio instructions to the application. <div> TIP Click Remove  to delete a recording.</div>

Customizing Multiple Choice

You can create questions that complement your curriculum using text, images or a combination of the two. For example, for pre-literate students, you can use a picture of a tree as a question and then use pictures of a bird, a fish and a snake as answers. You can also use the audio feature to read and then spell out questions and answers with a single tap on question and answer images.

Customize Multiple Choice by doing the following:

- Create question text and images
- Add touch-and-hear audio
- Specify how students complete questions
- Create answer text and images
- Add instructions for students

To create a Multiple Choice question

1. Click **Multiple Choice**.
2. Type the question in the *Question text* box.



NOTE

The first 22 characters of the question text identify the question in the *Question list*.

To add a question image




Add a question image using any of the following methods:

- Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.



NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.




- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.

**TIP**

Click **Use Default**  to delete the image file.

To add touch-and-hear audio to an image

1. Select an image.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div data-bbox="727 1171 773 1213" data-label="Image"></div> <div data-bbox="779 1173 841 1203" data-label="Section-Header">TIP</div> <div data-bbox="722 1218 1289 1253" data-label="Text"> <p>Click Play Recording to preview your recording.</p> </div> d. Click Attach Recording to add your recording to the application. <div data-bbox="727 1339 773 1381" data-label="Image"></div> <div data-bbox="779 1341 841 1371" data-label="Section-Header">TIP</div> <div data-bbox="722 1386 1180 1421" data-label="Text"> <p>Click Remove  to delete a recording.</p> </div>

To specify how students answer questions

1. Select **Correct answer required** to require students to select the correct answer to proceed to the next question.

**TIP**

Correct answer required is the default setting. If an opinion rather than a correct answer is

required, clear the selection of **Correct answer required**.

2. Select one of the following options:

Description	Option
All students select the same answer before they can proceed to the next question.	All must agree
The majority of students select the same answer before they can proceed to the next question.	Majority rules



NOTE


To use this option, you must set the number of students to three or more (see *Specifying the number of students* on page 9).

To create an answer

1. Type the answer in the *Answer text* box.
2. Add an image for the answer by selecting the answer and then following the procedure for adding an image to a question (see *To add a question image on page 39* *To add a question image* on page 39).
3. Add touch-and-hear audio to an answer image (see *To add touch-and-hear audio to an image on previous page* on page 40).
4. Click **Add New**, and then repeat steps 1 to 3 for each answer you want to include.



TIP

To delete an answer, click it, and then click **Remove** .




To add another question

Click  to add a question to the question list.







To edit a question

Select the question in the question list.

To edit the question list

- Click **Remove**  to delete a question from the question list.
- Select a question and then click  to move the question up the question list.
- Select a question and then click  to move the question down the question list.

To add Multiple Choice instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	<p>Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box.</p> <div>  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div>  TIP Click Remove  to delete a recording. </div>

Customizing Hot Spots

You can create custom activities in Hot Spots to complement your curriculum. For example, if your class is studying the parts of speech, you can create a background with a set of sentences and have students label the nouns, verbs and adjectives in each sentence. You can also use images as labels for pre-literate students or use a combination of text and images.

Customize Hot Spots by doing the following:

- Add background images
- Add text labels and images
- Add audio to a text label or image
- Start and end positions of text labels and images
- Add instructions for students

To create an activity

1. Click **Hot Spots**.
2. Type the name of the activity in the *Activity title* box.



To add a background image

Add a background image by using any of the following methods:


- Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.

NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.

TIP

Click **Use Default**  to delete the graphics file.

To add text labels






1. Click **Label**.
A new label appears on the background image.
2. Double-click the label, type its text, and then click outside of the label.
3. Repeat steps 1 and 2 for each text label you want to add.
4. Click **End positions** if it isn't already selected, and then drag the label to its end position.

To add an image

1. Add an image by following the procedure for adding a background image (see *To add a background image* on page 40).
2. Click **End positions** if it isn't already selected, and then drag the image to its end position.

To add touch-and-hear audio to labels and images


1. Select the label or image.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div>  TIP Click Remove  to delete a recording. </div>

To set the starting positions of labels and images

1. Click **Start Positions**.
2. Drag the labels and images to their starting positions.

To delete a label or an image

Select the label or image, and then click **Remove** .




To add an activity

Click  to add an activity to the activities list.



To edit an activity

Select the activity from the activities list.

To edit the activities list





- Click **Remove**  to delete an activity from the activities list.
- Select an activity and then click  to move the activity up the activities list.
- Select a question and then click  to move the activity down the activities list.

To add Hot Spots instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box. <div data-bbox="743 1381 1461 1558">  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

CHAPTER 2

Working with SMART Table Toolkit

Type of instructions	How to add it
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none">Select Import audio from the drop-down list, and then click Record .Select your recording device, and then click Start Recording to start recording your instructions.Click Stop Recording to stop the recording. <div> TIP Click Play Recording to preview your recording.</div> <ol style="list-style-type: none">Click Attach Recording to add your audio instructions to the application. <div> TIP Click Remove  to delete a recording.</div>

Customizing Addition

The Addition application creates questions automatically based on the counting type you select and the total number of students you specify for the table (See *Specifying the number of students* on page 9).

You can customize Addition by doing the following:

- Select counting options, such as whether to use coins, blocks or fingers to count
- Enable touch-and-hear audio
- Add background images
- Enable speech options for all questions
- Add instructions for students

To select a counting type

1. Click **Addition**.
2. Select the counting type.

What to count	What to select
Canadian coins	Canadian dollar
American coins	United States dollar
European coins	Euro
British coins	British pound
Brazilian coins	Brazilian real
Russian coins	Russian ruble
Australian coins	Australian dollar
Mexican coins	Mexican peso
Chinese coins	Chinese yuan
Blocks	Blocks
Fingers	Fingers






3. If you selected **Canadian dollar**, **United States dollar**, **Euro**, **British pound**, **Brazilian real**, **Russian ruble**, **Australian dollar**, **Mexican peso**, **Chinese yuan** or **Blocks** in step 1, select the number of coins or blocks you want to include for each coin or block type.

**NOTE**

The available coin denominations depend on the currency you select.

To add touch-and-hear audio to a counting object

1. Select the counting object.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div>  TIP Click Remove  to delete a recording. </div>

To add a background image

Add a background image using any of the following methods:




- Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.

CHAPTER 2

Working with SMART Table Toolkit

NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.

TIP



Click **Use Default**  to clear the image file.

To enable speech options for questions

Select **Read all questions** to enable your students to hear questions and the sum total of counting items as students add them together.





If you enable speech options for all questions, your students hear questions as they appear.

To add Addition instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box. <div> TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box.</div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

CHAPTER 2

Working with SMART Table Toolkit

Type of instructions	How to add it
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none">Select Import audio from the drop-down list, and then click Record .Select your recording device, and then click Start Recording to start recording your instructions.Click Stop Recording to stop the recording. <div> TIP Click Play Recording to preview your recording.</div> <ol style="list-style-type: none">Click Attach Recording to add your audio instructions to the application. <div> TIP Click Remove  to delete a recording.</div>

Customizing Addition Plus

The Addition Plus application creates questions automatically based on the counting items you select and the total number of students you specify for the table (see *Specifying the number of students* on page 9).


You can customize Addition Plus by doing the following:





- Add questions that your students must answer and the correct answers
- Select counting options, such as whether to use coins or blocks to count
- Enable token distribution of counting objects
- Add background images
- Add instructions for students

To add an Addition Plus question

1. Click **Addition Plus**.
2. Type your question in the *Question text* box.

To add a speech option to a question

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

Type of audio	How to add it
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your audio. Click Stop Recording to stop the recording. <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;">  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your recording to the application. <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;">  TIP Click Remove  to delete a recording. </div>

To add an answer

Type the correct answer in the *Answer* box.

To select a counting type

- Select the counting type.

What to count	What to select
Canadian coins	Canadian dollar
American coins	United States dollar
European coins	Euro
British coins	British pound
Brazilian coins	Brazilian real
Russian coins	Russian ruble
Australian coins	Australian dollar
Mexican coins	Mexican peso
Chinese coins	Chinese yuan
Blocks	Blocks

- Select the number of coins or blocks you want to include for each coin or block type.








NOTE

The available coin denominations depend on the currency you select.

To add touch-and-hear audio to a counting object

1. Select the counting object.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div>  TIP Click Remove  to delete a recording. </div>

To select a Token option

Select a *Token distribution* option to determine how counting items are distributed to your students.

What to distribute	What to select
All selected counting options to each student	Allow each user to access all of the checked items
A subset of the selected counting options to each student	Allow each user to access a subset of the items

CHAPTER 2

Working with SMART Table Toolkit



TIP

Encourage collaboration by enabling each student to use a subset of the selected counting items.




To add a background image

1. Add a background image using any of the following methods:
 - Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.



NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.



TIP

Click **Use Default**  to clear the image file.




To add another question

Click  to add a question to the question list.







To edit a question

Select the question in the question list.

To edit the question list

- Click **Remove**  to delete a question from the question list.
- Select a question and then click  to move the question up the question list.
- Select a question and then click  to move the question down the question list.

To add Addition Plus instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	<p>Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box.</p> <div>  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div>  TIP Click Remove  to delete a recording. </div>

Customizing Hot Spaces

You can create custom activities in Hot Spaces to complement your curriculum. For example, if your class is studying the four seasons, you can create areas or spaces on the table to represent each season and have students identify labels or images that are associated with each season.

Add touch-to-hear audio to labels or images so that students can press objects on the table and hear text read or spelled or sound files played. For example, when they press an image or text label of a cat, students hear “cat,” “C-A-T” or the sound “meow.”

You can customize Hot Spaces by doing the following:

- Add a background image
- Define the Hot Spaces
- Add text labels and images
- Add touch-and-hear audio
- Set the start and end positions of text labels and images
- Add instructions for students

To create an activity

1. Click **Hot Spaces**.
2. Type a name for the activity in the *Activity title* box.




To add a background image

1. Add a background image using any of the following methods:
 - Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.




NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.



TIPS

- Click **Use Default**  to clear the image file.
- Select **Enable visual feedback** to display visual feedback each time students place an object is placed in the correct area on the table. Clear this option to disable visual feedback.

To define the Hot Spaces

1. Select one of the shape icons below *Define Hot Spaces*.
2. Drag a shape around the area of the background image you want to use as a Hot Space.
3. Repeat steps 1 and 2 for each Hot Space.

To add text labels

1. Click **Label**.
A new label appears on the background image.
2. Double-click the label, type its text, and then click outside of the label.
3. Repeat steps 1 and 2 for each text label you want to add.
4. Select **End Region** if it isn't already selected, and then drag each label to its correct Hot Space position.

The Hot Space outline changes color to indicate that the label is part of the space.






To add images

1. Select **End Region** if it isn't already selected.
2. Add an image by using any of the methods used to add a background image.
3. Drag the image to its start position.
4. Repeat steps 1 to 3 for each image you want to add.
5. Drag each image to its correct Hot Space position.

The Hot Space outline changes color.

To add touch-and-hear audio to labels and images

1. Select the label or image.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div>  TIP Click Remove  to delete a recording. </div>

To set the starting positions of labels and images

1. Select **Start Positions**.
2. Drag the labels and images to their starting positions.




To add an activity

Click  to add an activity to the activities list.







To edit an activity

Select the activity from the activities list.

To edit the activities list

- Click **Remove**  to delete an activity from the activities list.
- Select an activity and then click  to move the activity up the activities list.
- Select a question and then click  to move the activity down the activities list.

To add Hot Spaces instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	<p>Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box.</p> <div>  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div>  TIP Click Play Recording to preview your recording. </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div>  TIP Click Remove  to delete a recording. </div>

Customizing Narrow It Down

You can customize Narrow It Down to complement your class curriculum by importing images from your computer or from the Gallery. You can also use the audio feature to enable pre-literate students to read the text on a game card and then hear the text spelled out when they press the card. Narrow It Down comes with some basic audio instructions, such as “Choose a card” and “Ask a question.”

Customize Hot Spots by doing the following:

- Add a background image
- Create card images and text
- Add touch-and-hear audio

To create a Narrow It Down activity

1. Click **Narrow It Down**.
2. Type a name for the activity in the *Activity title* box.




To add a background image

Add a background image using any of the following methods:

- Drag an image or a page that contains an image from SMART Notebook software into SMART Table Toolkit. The image adjusts to the optimal size.

NOTE

When you drag an image into SMART Table Toolkit, two windows appear. The first window enables you to crop the image and the second window shows you a preview of the results.

- Click **Import image**  to import a JPEG, GIF or PNG file.
- Click **Paste image**  to paste a graphics file that you copied.
- Click **Gallery**  to import a Gallery item.

TIP

Click **Use Default**  to clear the image file.

To create a card

1. Select a blank card from the center workspace.
2. Optionally, in the *Card image* area, add an image to the card by using any of the methods to add a background image.
3. Type the text to appear with the image on the card in the *Card text* box.






NOTE

There is a 12-character limit for the text on each card.

To add touch-and-hear audio to a card

1. Select the card.
2. Add one of the following types of audio:

Type of audio	How to add it
Audio read from text that you write	Select Read Text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
Audio spelled out from text that you write	Select Spell out text from the drop-down list, and then type the text you want read in the <i>Type text</i> box.
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .
Audio recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> a. Select Import audio from the drop-down list, and then click Record . b. Select your recording device, and then click Start Recording to start recording your audio. c. Click Stop Recording to stop the recording. <div data-bbox="727 1428 771 1465" data-label="Image"> </div> <div data-bbox="779 1432 841 1461" data-label="Section-Header"> <h4>TIP</h4> </div> <div data-bbox="724 1478 1289 1514" data-label="Text"> <p>Click Play Recording to preview your recording.</p> </div> <ol style="list-style-type: none"> d. Click Attach Recording to add your recording to the application. <div data-bbox="727 1591 771 1629" data-label="Image"> </div> <div data-bbox="779 1593 841 1623" data-label="Section-Header"> <h4>TIP</h4> </div> <div data-bbox="724 1640 1180 1680" data-label="Text"> <p>Click Remove  to delete a recording.</p> </div>

To add an activity

Click  to add an activity to the activities list.




CHAPTER 2

Working with SMART Table Toolkit

To edit an activity

Select the activity from the activities list.

To edit the activities list



- Click **Remove**  to delete an activity from the activities list.
- Select an activity and then click  to move the activity up the activities list.
- Select a question and then click  to move the activity down the activities list.

Customizing the SMART Notebook application

You can include up to eight SMART Notebook lessons in a SMART Table activity pack, including SMART Notebook files with 3D content. Customize the SMART Notebook application by doing the following:

- Add, arrange or remove lessons
- Add instructions for students


To add a SMART Notebook lesson

1. Click **SMART Notebook**.
2. Add the lesson using any of the following methods:
 - Drag the .notebook file from another location on your computer.
 - Click **Add SMART Notebook file**  to import the .notebook file.
 - Click **Paste SMART Notebook file**  to paste the .notebook file that you copied.



To arrange the order of a SMART Notebook lesson





Drag the lessons into the order you want.

To remove a SMART Notebook lesson

Select the lesson, and then click **Remove** .

To add SMART Notebook instructions

Type of instructions	How to add it
Written instructions.	Type your instructions in the <i>Show instructions</i> box.
Audio instructions read out from text that you write	Select Read instructions from the drop-down list, and then type your instructions in the <i>Show instructions</i> box. <div data-bbox="743 1470 1461 1648">  TIP If you want the text that is read out to be different from your written instructions, type your audio instructions in the <i>Type text</i> box. </div>
An audio file	Select Import audio from the drop-down list, click Import from File  to browse to and select the WAV or MP3 file that contains your instructions, and then click Open .

Type of instructions	How to add it
Audio instructions recorded directly into SMART Table Toolkit	<ol style="list-style-type: none"> Select Import audio from the drop-down list, and then click Record . Select your recording device, and then click Start Recording to start recording your instructions. Click Stop Recording to stop the recording. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p> TIP</p> <p>Click Play Recording to preview your recording.</p> </div> <ol style="list-style-type: none"> Click Attach Recording to add your audio instructions to the application. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p> TIP</p> <p>Click Remove  to delete a recording.</p> </div>

Customizing Image Reveal

You can customize Image Reveal to complement your class curriculum. For example, add an image that represents a subject your class is currently studying, and then create multiple choice questions based on the subject area.

Customize Image Reveal by doing the following:

- Add hidden images and associated answers
- Add subjects and multiple choice questions and answers associated with each subject
- Customize game options



NOTES

- Clicking **Customize Image Reveal** launches a separate program on your computer that enables you to customize this application. After you save your work, you can switch back to the SMART Table Toolkit and add other customized applications to your activity pack.
- You must preview activities on the table because the *Question Preview* option isn't fully configured for Image Reveal.

To create an Image Reveal activity

1. Click **Image Reveal**.

The Image Reveal information tab appears

CHAPTER 2

Working with SMART Table Toolkit

2. Click **Customize Image Reveal**.

Image Reveal Content Manager opens in your browser.

To add a hidden image and associated answers

1. Ensure the **Hidden Images** tab is selected.

The *Hidden Images* window appears.

2. Click **Add Hidden Image**.

The *Hidden Image* dialog box appears.

3. Click **Click here to select an image** to import a JPEG or PNG file.



NOTE

You can change an existing image by clicking the image, and then selecting another image.

4. Type an answer associated with the hidden image in each of the three text boxes below the image.
5. Select **Correct Answer** below the correct answer you want associated with the image.
6. Click **Save**.



NOTE

You can edit an existing hidden image by double clicking the image. You can also delete an existing hidden image by selecting the image, and then clicking **Remove Hidden Image**.

To add subjects and multiple choice questions and answers associated with each subject

1. Click the **Questions** tab.

The *Creating Questions for Long and Short Games* window appears

2. Click **Add Subject**.

3. In the *Subjects* list, type a subject title in the selected *Subject* text box.

4. Click **Add Question**.

The *Question* dialog box appears.

5. Type a question in the *Image Question* box.



TIP

Select **Image Question** to add an image based question.

CHAPTER 2

Working with SMART Table Toolkit

6. Type an answer in each of the *Image Answer* boxes.



TIP

Select an **Image Answer** check box to add an image based answer.

7. Select **Correct Answer** below the correct answer you want associated with the image.
8. Click **Save**.
9. Repeat steps 4 to 8 to add more questions to a subject.



NOTES

- Students can choose a long or a short Image Reveal game. SMART recommends adding six questions for a short game and 12 questions for a long game.
- You can delete a question by selecting the question, and then clicking **Remove Question**.

10. Click **Save**.

To customize game options

1. Click the **Game Options** tab.

The game options window appears.

2. Add one of the following game options:

Game option	How to add it
Introduction text that appears when the activity opens	Type the text you want displayed in the <i>Introduction text</i> box.
Audio that plays when the activity opens	Click Browse to browse to and select an MP3 file, click Open .
Customized answer buttons that appear on the table	Select a button display option from the <i>Answer options</i> drop-down list.

3. Click **Save**.

Chapter 3

Downloading, saving and copying activities and applications

Updating SMART Table software	67
Downloading activity packs using SMART Table Toolkit	68
Synchronizing activity packs	69
Downloading activity packs directly onto your table from SMART Exchange	71
Downloading applications from the SMART Exchange website	73
Synchronizing applications	74

Updating SMART Table software



IMPORTANT

SPU does not check for updates for the table computer's software. Follow the procedure below to manually check the software version installed on your table computer and compare it to the latest version available on the downloads page of the SMART website.

To check for SMART Table software updates

1. Turn on your table.

The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press the **About SMART Table** icon.

The *SMART Table software* page appears.

CHAPTER 3

Downloading, saving and copying activities and applications

4. Press the **Technical Support** tab.

Version information appears under the *SMART Table Software* heading.

5. Record the version number of the software currently installed on your table.
6. Go to smarttech.com/downloads.
7. Browse to *SMART Table software, toolkit and applications*, and then click **Choose a version**.

The latest version of SMART Table software available for download appears.

8. Compare the version number of SMART Table software available for download to the version installed on your table.

If a newer version of table software is available for download, click that version and follow the on-screen instructions to download the software and install it on your table.

Downloading activity packs using SMART Table Toolkit

You can download activity packs (.tableContent files) for your table using the *Online Activity Packs* tab of your SMART Table Toolkit.



NOTE

You could be prompted to enter a SMART Exchange user name password before you download an online activity pack.

To download an activity pack

1. Start SMART Table Toolkit.

The *SMART Table Toolkit* window appears.

2. Click **Online Activity Packs**.

The SMART Exchange website appears.

3. Click **SMART Table activity packs** in the *Narrow Results* menu.
4. Browse to the activity pack you want to download, click **Download**, and then follow the on-screen instructions to download the activity pack to your desktop.
5. Copy the .tableContent file to your USB drive.

If you want to modify the contents of the activity pack, you can save it to your computer and then copy it to your USB drive after you save your changes.

Synchronizing activity packs

Once you save a .tableContent file using SMART Table toolkit, you can open the file on your table. Your table saves all previously opened activity packs in an archive folder. You can open any of these archived activity packs.



NOTE

If you open a new activity pack that contains an application that isn't installed on the table, the icon for that application doesn't appear in the Activities menu. To open the application, see *Synchronizing applications* on page 74.

To open a new activity pack

1. Turn on your table.
The *SMART Table Activities* menu appears.
2. Connect your USB drive to the table.
The menu changes from Student mode to Teacher mode.
3. Press **Activity Packs**.
A list of all .tableContent files on your USB drive appears.
4. Select the appropriate .tableContent file, and then press **Open**.



NOTE

You can open a .tableContent file even if another one has the same name. A suffix is appended to the file name to differentiate them. For example, **myFile.tableContent** would become **myFile(2).tableContent**.

Your table opens the .tableContent file, and a confirmation message appears.

5. Press **OK**.
6. Disconnect your USB drive.
The menu changes from Teacher mode to Student mode.

To open a previous activity pack

1. Turn on your table.
The *SMART Table Activities* menu appears.

CHAPTER 3


Downloading, saving and copying activities and applications

2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press **Activity Packs**, and then press the table  icon.

A list of previous activity packs appears.


4. Select the activity pack you want to open, and then press **Open**.

Your table opens the selected activity pack, and a confirmation message appears.

5. Press **OK**.

6. Disconnect your USB drive.

OR

Press the cog wheel  icon.

The menu changes from Teacher mode to Student mode.

To delete a previous activity pack

1. Turn on your table.


The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press **Activity Packs**, and then press the table  icon.

A list of previous activity packs appears.

4. Select the activity pack you want to delete, and then press **Delete**.

A confirmation message appears.



IMPORTANT

If the Delete button is not present, ensure that you have SMART Table software 2.0 or later installed on your table computer and that an activity pack is selected.


5. Press **Yes**.

CHAPTER 3

Downloading, saving and copying activities and applications

6. Disconnect your USB drive.

OR

Press the cog wheel  icon.

The menu changes from Teacher mode to Student mode.

Downloading activity packs directly onto your table from SMART Exchange

You can download activity packs (.tableContent files) directly onto your table from the SMART Exchange website. The activity packs you download are saved on your table, and you can open them immediately after downloading them, or at any time after by accessing the activity pack tab in the Activity Packs window.

For information on downloading applications (.tableApplication files) for your table, see *Downloading applications from the SMART Exchange website* on page 73.



IMPORTANT

Your table must have access to the Internet to enable you to download activity packs directly from the SMART Exchange website. For information on connecting your table to the Internet, refer to the appropriate installation instructions or hardware guide for your model of table. See *Getting started* on page 1.



NOTE

If you download an activity pack that was already downloaded to your table before you exited SMART Table software, a copy of the activity pack is saved on your table.

To download an activity pack directly onto your table from SMART Exchange

1. Turn on your table.

The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.



OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

CHAPTER 3

Downloading, saving and copying activities and applications

3. Press **Activity Packs**, and then press the SMART Exchange  icon.
The SMART Exchange search results window appears.
4. Type a search term in the search box, and then press .



TIPS

- Select an item from the *Filter* drop-down menu to filter your search results by country/region, subject or grade. You can apply and save default search filters that will be applied each time you search SMART Exchange.
- Enter search terms by pressing the search box and using the table keyboard, or attach a keyboard to any of the table's USB connectors.

Activity packs containing your search terms appear in the search results window.

5. Browse to the activity pack you want to download, and then press **Download**.



NOTE

Activity packs that you previously downloaded to your table are identified as *Open*.



TIP

You can browse through the pages of your search results by doing one of the following:



- Pressing the page number box, and then using the number pad to select a specific page
- Using the next and previous page arrows
- Using a swipe gesture to display a new page of search results

The activity pack you selected is downloaded to your table. You can open your activity pack immediately, or you can access and open it later from the list in the Archives tab.

CHAPTER 3

Downloading, saving and copying activities and applications

6. Complete one of the following objectives:

Objective	Action
Open the downloaded activity pack	<p>a. Select the appropriate .tableContent file, and then press Open. Your table opens the application defined in the .tableContent file and a confirmation message appears.</p> <p>b. Press OK.</p> <p>c. Disconnect your USB drive.</p> <p>OR</p> <p>Press the cog wheel  icon. The menu changes from Teacher mode to Student mode.</p>
Download another activity pack from SMART Exchange	Repeat steps 4-6
Exit without opening a downloaded activity pack	<p>Disconnect your USB drive.</p> <p>OR</p> <p>Press the cog wheel  icon. The menu changes from Teacher mode to Student mode.</p>

Downloading applications from the SMART Exchange website

Using SMART Table Toolkit's *Online Activity Packs* tab, you can download applications (.tableApplication files) for your table.

Check the SMART Exchange website (exchange.smarttech.com) for new SMART Table applications.

To download applications

1. Click **Online Activity Packs**.
The SMART Exchange website appears.
2. Click **SMART Table applications** in the *Free resources* tab.
3. Browse to the application you want, and then click **Download**.

CHAPTER 3

Downloading, saving and copying activities and applications

4. Copy the .exe file to your computer or USB drive.
5. Double-click the file, and then follow the on-screen instructions to install the application.

To open a downloaded application in SMART Table Toolkit

1. Close SMART Table Toolkit if it's open.
2. Browse to and double-click the .tableApplication file you downloaded.

SMART Table Toolkit starts, and a tab for the application appears in the left menu so you can click the check box and customize the application.

3. Copy the file to your USB drive so that you can open it on your table (See *Synchronizing applications* below).

Synchronizing applications

To open .tableApplication files on your table, copy them to your USB drive and then complete the following procedure.

To open an application

1. Turn on your table.

The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press **Activity Packs**.

A list of all .tableApplication files on your USB drive appears below *Activities*.

4. Select the appropriate .tableApplication file, and then press **Open**.



NOTE

The name of each .tableApplication file must be unique. If you open a .tableApplication file that has the same name as an existing one, the file you open replaces the file that's on the table.

Your table opens the application defined in the .tableApplication file and a confirmation message appears.


5. Press **OK**.

CHAPTER 3

Downloading, saving and copying activities and applications

6. Disconnect your USB drive.

OR

Press the cog wheel  icon.

The menu changes from Teacher mode to Student mode.

Chapter 4

SMART Sync software and your table

About SMART Sync classroom management software	77
Using SMART Sync software with your table	78
Before you use SMART Sync software with your table	78
Setting up your wireless network	78
Installing SMART Sync Teacher software	79
Configuring SMART Sync Student software	80

About SMART Sync classroom management software

With SMART Sync software, you can manage your classroom and communicate with and assist your students without leaving your computer.

See the *SMART Sync 2011 user's guide* (smarttech.com/kb/158986) to learn how to do the following:

- Monitor and control the SMART Table collaborative learning center using the *Thumbnails* view, which displays real-time images of the table's screen
- Capture snapshots of the table's screen
- Take control of the table's desktop
- Disconnect the table from SMART Sync software
- Place a temporary lock on the table's computer
- Remotely shut down the table
- Send files to the table

Using SMART Sync software with your table



IMPORTANT

If you allow the table computer to access the Internet and the computer's software becomes damaged as a result, this invalidates your table's warranty.

Using a wireless networking hub, you can set up a network that enables your SMART Sync Teacher computer to access the table's SMART Sync Student software. You can monitor multiple tables from a single SMART Sync Teacher computer.



IMPORTANT

SMART Sync Teacher software is no longer included with SMART Table Toolkit. You must download and install it on your computer separately. To ensure that the SMART Sync software on your Teacher computer is compatible with the SMART Sync software on your table, install the latest version of SMART Sync Teacher software on the Teacher computer. See *Installing SMART Sync Teacher software* on next page for more information.



NOTES

- For more information on the SMART Sync software used with your table, see *About SMART Sync classroom management software* on previous page.
- You can install SMART Sync software on up to five Teacher computers.

Before you use SMART Sync software with your table

Before you can remotely monitor and control your table with SMART Sync software, you must do the following:

1. Set up and configure a wireless network.
2. Install and activate SMART Sync Teacher software on the Teacher computer.
3. Configure the table's SMART Sync Student software.

Setting up your wireless network

Refer to the documentation for your wireless network hub to set up and configure a network that enables your Teacher computer to access the table computer.



IMPORTANT

Before you can configure the table's wireless network connection, you must access the table computer's desktop menu by exiting the Student and Teacher modes.

To access the table computer's desktop menu

1. Turn on your table.


The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press , and then press **OK**.

The *SMART Table Activities* menu closes.

4. Connect a mouse to a USB receptacle on the side of your table.



IMPORTANT

Do not place the mouse on the touch surface, because the camera could interpret the mouse contact as a touch.

To connect the Teacher computer to a wireless network

Refer to the documentation for the Teacher computer's wireless network adapter for configuration and connection details.

To connect the table computer to a wireless network

Configure the table computer's wireless network settings in Windows Control Panel. Use the onscreen keyboard or connect a keyboard to enter network settings.

Installing SMART Sync Teacher software

To install and activate SMART Sync Teacher software

If you don't have SMART Sync Teacher software installed on your Teacher computer, download and install the latest version of SMART Sync software from smarttech.com/downloads, ensuring that you select the **Teacher Installation** option.

CHAPTER 4

SMART Sync software and your table

If SMART Table Toolkit is installed, SMART Sync Teacher software automatically creates the Teacher ID *SMART Table Class* and it appears in the class list.



NOTE

You use this ID when you configure the SMART Sync Student software on your table.

Configuring SMART Sync Student software

The SMART Sync Student software on your table automatically connects to the Teacher computer using the teacher ID *SMART Table Class*. However, if you need to connect using the teacher computer's host name or IP address or a different Teacher ID, you need to change your configuration.



IMPORTANT

Before you can configure SMART Sync Student software, you must access the table computer's desktop menu by exiting the Student and Teacher modes.

To access your table computer's desktop menu

1. Turn on your table.

The *SMART Table Activities* menu appears.

2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press , and then press **OK**.

The *SMART Table Activities* menu closes.

4. Connect a mouse to a USB receptacle on the side of your table.



IMPORTANT

Do not place the mouse on the touch surface, because the camera could interpret the mouse contact as a touch.



IMPORTANT

If your computer uses a wireless router and you want to connect using a teacher ID, you must configure your wireless router to accept multicast traffic.

CHAPTER 4

SMART Sync software and your table



TIP

Install SMART Sync Teacher software on the Teacher computer before you configure SMART Sync Student software so that the Teacher software installed on your network can be detected when you run the SMART Sync Student Configuration Tool.

To configure SMART Sync Student software

1. Select **Start > All Programs > SMART Technologies > SMART Tools > Sync Student Configuration Tool**.

The *SMART Sync Student Configuration Tool* dialog box appears.

2. Click **Next**, select **Hidden from students**, and then click **Next**.
3. Select one of the following options:
 - **Automatically connects with this Teacher ID.**
 - **Automatically connects with this host name or IP address.**
 - **Automatically connects with classes the student belongs to.**
4. Type the required information in the box below the option you chose, and then click **Next**.



NOTE

If the Teacher ID isn't visible on your network, a dialog box appears asking you to continue or troubleshoot the problem. Click **Continue Configuration**.

The *Automatic Startup is enabled* dialog box appears.

5. Click **Next**.
6. On the *Student ID* page, select **Anonymous**, and then click **Next**.
7. On the *Shared Files Folder* page, select the **My Documents** folder, and then click **Next**.
8. Select **No security**, and then click **Next**.
9. Click **Finish**, and then click **OK**.



NOTE

Restart your table after you set up the network so that SMART Sync software can detect the network.

To configure multiple tables in the same classroom

1. Select **Start > All Programs > SMART Technologies > SMART Sync > Sync Student Configuration Tool**.

The *SMART Sync Student Configuration Tool* dialog box appears.

2. Click **Next**, select **Hidden from students**, and then click **Next**.
3. Select one of the following options:
 - **Automatically connects with this Teacher ID.**
 - **Automatically connects with this host name or IP address.**
 - **Automatically connects with classes the student belongs to.**
4. Type the required information in the box below the option you chose, and then click **Next**.



NOTE

If the Teacher ID isn't visible on your network, a dialog box appears asking you to continue or troubleshoot the problem. Click **Continue Configuration**.

The *Automatic Startup is enabled* dialog box appears.

5. Click **Next**.
6. Type a student's name or ID in the *The following* box, and then click **Next**.
7. On the *Shared Files Folder* page, select the **My Documents** folder, and then click **Next**.
8. Select **No security**, and then click **Next**.
9. Repeat steps 1–8 for each table in the classroom, assigning a unique name to each table.

Appendix A

SMART Table 230i orientation

Orienting the surface

This section contains information on orienting the surface of the SMART Table 230i collaborative learning center.

Whenever you or a student touches the table's surface, a small × or • should appear directly below the touch point. If the × or • doesn't align with your touch point, you might need to orient the image.

To orient the image

1. Turn on the SMART Table collaborative learning center.

The *SMART Table Activities* menu appears.

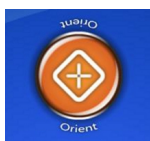
2. Connect your USB drive to your table.

OR

Follow the procedure in *Switching modes without inserting a USB drive* on page 4.

The menu changes from Student mode to Teacher mode.

3. Press **Orient**.

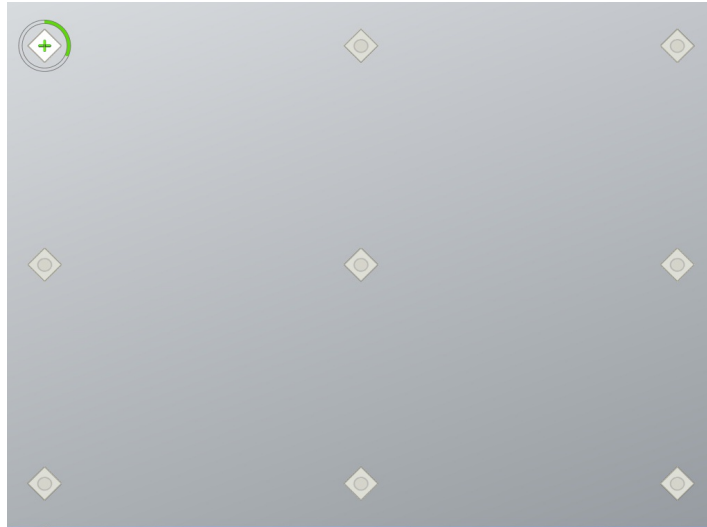


The orientation screen appears.

APPENDIX A

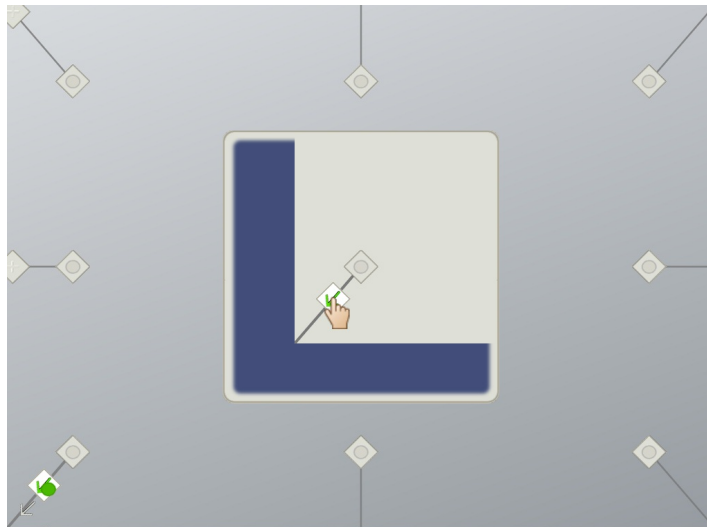
SMART Table 230i orientation

4. Press your finger on the center of the first target until the red cross moves to the next target, and then repeat this step for each target.



The display changes to the edge orientation mode and eight arrows appear around the edge of the screen.

5. Use your finger to drag the highlighted arrow to the edge of the screen.



The arrow changes to a + symbol and the next arrow is highlighted.

6. Repeat step 5 for all remaining arrows.


When you complete the orientation procedure, the Teacher mode *SMART Table Activities* menu appears.

APPENDIX A

SMART Table 230i orientation

7. Disconnect your USB drive.

OR

Press the cog wheel  icon.

The menu changes from Teacher mode to Student mode.

SMART Technologies

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