



Barry Warner's Corner

Senteo Interactive Science Tech at South Orangetown Middle School

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The Senteo interactive response system is designed to enhance teaching and learning and to provide a direct wireless connection between teachers and students. Questions can be posted and students can key in their answers with the personal Senteo remote device. Responses and results are then tallied and displayed on the SMART Interactive Whiteboard instantly. With the 'click' of a button, a teacher can instantly assess student comprehension and immediately adapt a lesson based on assessment results.

The Senteo remote device uses radio frequency technology which involves a wireless connection between the students' remotes and the receiver. The large LCD screen displays three lines of text and students can see if their responses have been sent. The ergonomic design makes the Senteo device easy to use and comfortable to hold. With a push on the buttons of their 'clicker', students can tell instantly how much they know.

Science teacher Steve Cohn stated, "I can gain accurate and immediate insight into student learning. The wireless remotes, the receiver and software enable me to create planned or spontaneous sci-

ence quizzes and instantly tally the responses. The class quiz results are displayed in easy-to-read pie charts and bar graphs. They provide for quick analysis and I can pinpoint weaknesses based on the students' answers of the multiple choice questions."

The feedback can help shape the rest of the lesson. The creativity of the science lesson can be amplified by combining the text with images that make the presentation more dynamic. The response system increases one-to-one interaction by allowing the teacher to survey the collected responses and plan lessons to personalize the learning environment.

The teacher will see precisely how well each student is keeping up with the lesson material and that insight will encourage more review of introduction of new concepts. The SMART notebook software management tool automatically tallies, summarizes and files the results of quizzes and questions; creates class lists and produces student performance reports. The teacher can ask spontaneous questions to gauge comprehension at any point during the lesson and may include true or false, yes or no, multiple choice or numeric responses.

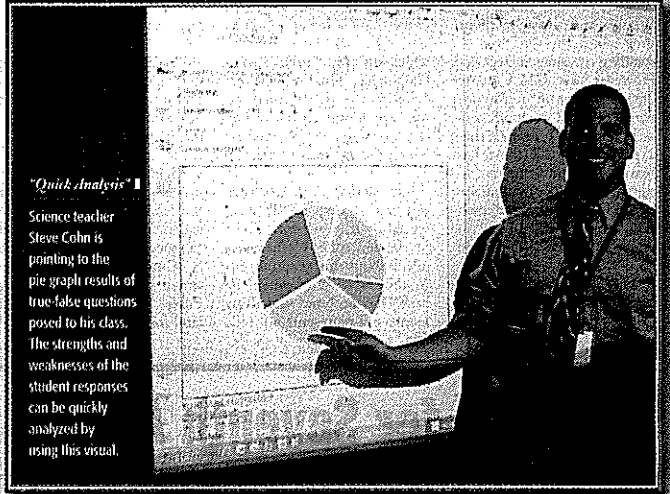
The features of the Senteo clicker include:

- ▶ Power Button.
- ▶ Descriptive icons indicating battery power and network status.
- ▶ Student question button.
- ▶ Question scroll buttons.
- ▶ Yes/no or true/false answer buttons.
- ▶ Multiple choice response button.
- ▶ Control buttons for fractions, decimals and positive and negative numbers.

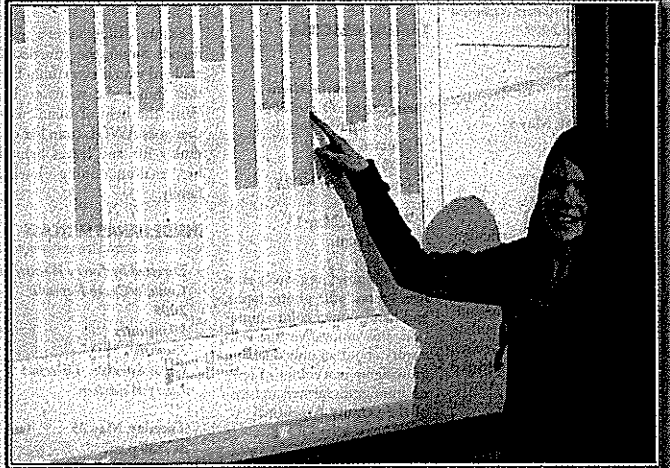
The SMART Interactive Whiteboard is designed to provide teachers with reliable technology that compliments the learning environment. The students' attention is in front of the class, discipline problems are reduced and the teacher can deliver whole group instruction. The interactive whiteboard is a touch-sensitive screen connected to a computer. A digital projector on the ceiling displays the computer image on a large area in front of the classroom. A finger is used as the mouse and the teacher or a student can draw lines or fill-in information requested on the whiteboard. Unlimited colors such as red, blue and green are visual and can keep students focused for an extended period of time.



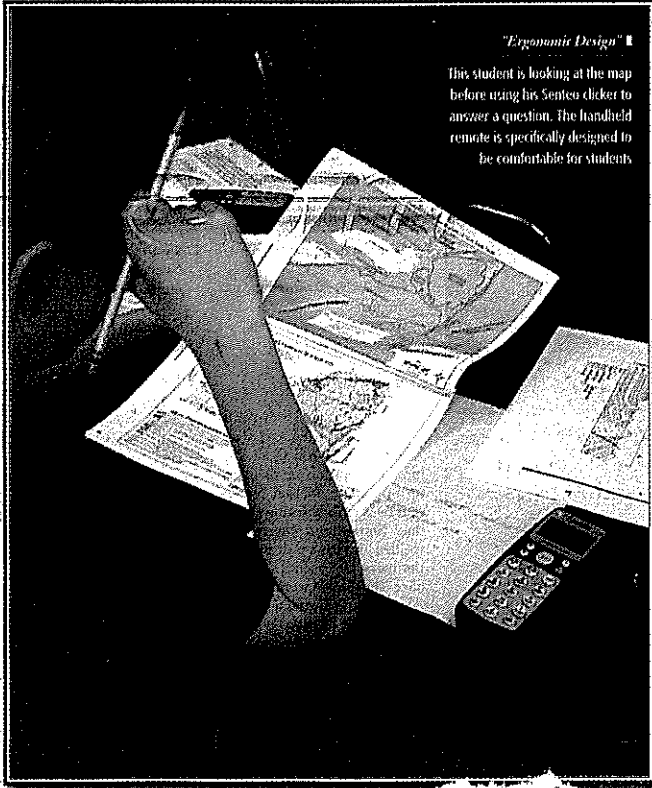
"Using the Clicker" ■ The student is using her Senteo clicker to answer a multiple-choice question. With the push of buttons on their wireless remotes, students can indicate how much they comprehend.



"Quick Analysis" ■ Science teacher Steve Cohn is pointing to the pie graph results of true/false questions posed to his class. The strengths and weaknesses of the student responses can be quickly analyzed by using this visual.



"Bar Graph" ■ Science student Erin is pointing to the bar graph results related to the questions about the lesson. The feedback can help the teacher shape the direction of the rest of presentation for that period.



"Ergonomic Design" ■

This student is looking at the map before using his Senteo clicker to answer a question. The handheld remote is specifically designed to be comfortable for students.