Module 4: HARDWARE

Main objective: The module 4 will provide primary school teachers with basic information about hardware, problem fixing and use of interactive whiteboard as a tool for encouraging and supporting classroom dialogue, while incorporating it in the classroom and daily curriculum.

General Description: Interactive Whiteboard is an innovative tool, which can enrich the educational process and support teaching performances of the primary school teachers by engaging students in the interactive activities and assignments, thus enhancing the quality of primary school education. The Module 4: HARDWARE - aims to provide primary school teachers with competencies needed to design educational resources while using IWB and to integrate them into everyday teaching activities, and at the same time supporting their confidence while working with computer, by providing information about hardware and how to tackle hardware issues.

Topic 1: Hardware

At the beginning, a short introduction to hardware will be provided. The teachers will get to know what is hardware, its components and function. They will learn how to deal with the most common technical issues related to hardware, e.g. how to connect an external hard drive, how to fix internet connection problems, how to display computer screen to projector, etc.

Topic 2: Interactive Whiteboard

Short description: The second topic will present general overview of Interactive Whiteboard. The learners will get acquainted with information what is IWB, its history, softwares, main settings and actions. By the end of this chapter, teachers should be able to reflect on their personal teaching environment and determine why an IWB is essential for their everyday practice.

Topic 3: Interaction with the Interactive Whiteboard

Short description: This topic will introduce general operations and use of Interactive Whiteboard. Through this topic learners will understand how to interact with the board by providing information about its potentialities and tools like viewing and interacting with the internet

web pages, taking notes, dragging objects, page recording capabilities, screen-shade, blind, curtain or reveal tools, pens and highlighters, using stylus, etc.

Topic 4: Creating lessons using Interactive Whiteboard

Short description: The fourth topic focuses on practical use of different tools offered by Interactive Whiteboard, which can be applied on a lesson. Through this topic teachers will learn how to create an interactive lesson by utilizing variety of tools of Interactive Whiteboard. Different types of instructional strategies/techniques will be introduced to teachers in order to support and facilitate the learning process of students with different styles of learning. The last topic will also include practical examples of activities, which can be integrated into their everyday teaching practice.

Module 4: Hardware	
Main Objective: The module 4 will provide primary school teachers with basic information about hardware, problem fixing and use of interactive whiteboard as a tool for encouraging and supporting classroom dialogue, while incorporating it in the classroom and daily curriculum.	
General knowledge	Learners will gain general knowledge of computer hardware and use of Interactive Whiteboard in the classroom.
General skills	Ability to apply knowledge and use know-how to complete tasks, prepare lessons and solve problems connected to computer hardware and Interactive Whiteboard.
General competences	Ability to use Interactive Whiteboard autonomously and responsibly in educational environment. Ability to solve hardware problems in the classroom.
Topics:	**Learning Outcomes:**
4.1 Hardware	4.1.1 Understand what is computer hardware 4.1.2 Understand what is internal and external hardware 4.1.3 Hardware problem fixing 4.1.4 Know how to use and plug/unplug external devices 4.1.5 Know how to solve internet connection problems 4.1.6 Be able to use projector
4.2 Interactive Whiteboard	4.2.1 Know introduction to IWB and its history 4.2.2 Understand general use of IWB and setting up, 4.2.3 Know how to choose a suitable software, 4.2.4 Understand how to use Stylus,

	4.2.5 Being able to orient IWB
4.3 Interactive Whiteboard tools and potentialities	4.3.1 Understand the potential of IWB tools 4.3.2 Understand how to use Stylus
4.4 Use of Interactive Whiteboard for creating lessons	4.4.1 Creating interactive lessons 4.4.2 Facilitate different learning styles 4.4.3 Know examples of exercises you can do on IWB 4.4.4 Know different resources