

Reflection on SMART board learning

Smartboard is an interactive board used in many classrooms with the aim of providing interactive learning experiences that energize and motivate students. The project given by Dr. Sadiyah binti Baharom enable us to be familiar with Smartboard's interface and explore how Smartboards can be used effectively in the classroom. This project includes three components: (1) A practical activity, (2) A presentation and (3) A written reflection.

'Smartboard' clicked into my mind during the first semester of my Master Degree in UPSI. Associated Prof. Dr Ong Eng Teck had briefly introduced the feature of smartboard during the class of 'Research methods in Education.' Since there is no smartboard in that lecture room, we can only imagine how 'things' move here and there initiated by a finger's touch. At that time, I think that the Smartboard is like the technology used in science fictions and a movies. During lecture of 'Data Analysis and Interpreting' conducted by Prof. Mohamad bin Ibrahim, a notice writtended: "I am a smartboard and not a whiteboard. Please don't use marker pen." was pasted on a whiteboard-like board. Once again, I started to ask myself: "What is smartboard? How to use it?" Fortunately, I have the opportunity to learn and use the smartboard in the class that conducted by Dr. Sadiyah this semester. I really appreciate of having the chance to experience the use of smartboard.

Like other computer software, we need to spend a lot of time to explore and learn to use until we are familiar to it. I hope Dr. Sadiyah satisfies with the smartboard project that I have done in a few weeks time. I start to use the SMART notebook first after I install the software. After some clicks on the buttons to create 'wasted' pages, I found that the SMART notebook is similar to Powerpoint presentation. Anyhow, I think that the Powerpoint presentation contains more friendly presentation tools than the SMART notebook.

The built-in activities, games, interactive activities and etc. make the SMART notebook program different from the Powerpoint presentation. This allow users to create their own activities or games easily. However, in my opinion, the interactive activities in SMART notebook are not suitable for the upper secondary students. These activities are more useful in the teaching and learning for lower form students(primary to lower secondary). For upper secondary, it can be the set induction of lesson.

Although the use of ICT in classroom can enhance the learning process of student, but it is only as supplement to the teaching and learning process. As educators, we should not be too dependent on technology in teaching and learning. Otherwise, the computer will teach and not the teacher.

