CREATING NEW MATHEMATICAL APPLICATIONS
UTILIZING SMART TABLE

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ABSTRACT

SMART Technologies is leading the way for interactive learning, through their many different tools. The SMART Table is a multi-user, multi-touch interactive interface that not only teaches children different concepts in fun ways (Steurer P., 2003), but it also inspires cooperative competition. In Alabama, the state curriculum for kindergarten through second grade in mathematics education instructs students in the rudimentary manipulation of the base numbers zero through ten (Education 2003). Teachers will greatly benefit from a fun mathematical interactive educational system that involves base numbers. During this project, the authors implemented an educational tool utilizing the SMART Table SDK and Visual Studios 2008 to teach K-2 inequalities and the number line through educational software.

Keywords: SMART Table, SMART Technologies.

INTRODUCTION

A strong education is the key to success and the earlier that students begin building and reinforcing concepts, the greater the chances for students to thrive and excel within the educational system. Elementary schools and early childhood educators are always looking for fun and interactive tools to teach young minds. Mathematics and sciences have a common feature in that they are the least memorable and sometimes hard to understand especially as a young child (Williams, 2009). Teachers will benefit from a fun and easy way to communicate math and science concepts to their students, in vivid ways to help students retain the information for the rest of their lives. SMART Technologies is leading the way in high-performance technologies enhancing the world’s way of communication. The SMART Table provides users with increased flexibility, both in terms of content and teaching style. Thanks to the SMART Table Toolkit, a resource that comes with the SMART Table, users can create an almost limitless supply of activities for their interactive learning center. The toolkit helps users customize ready-made activities and create new ones. As students learn, teachers refine and redesign activities to keep the children challenged and engaged (Figure 1).

Today’s tech-savvy students naturally gravitate to the SMART Table, and its horizontal, 360 degree surface makes it easy and fun for them to collaborate on activities. While working together...