

Instructional Guide



Prowise Table Tools

1 888 506 7575

PD@elbglobal.com

www.prowise.com/us

Accessing the Table Tools

Downloading the Table Tools

In order to access the range of interactive games for Prowise panels in table format, you first need to create an account for Prowise Presenter. If you haven't yet done so please see the ELB academy Prowise Presenter Quick Guide for more information on creating your account.

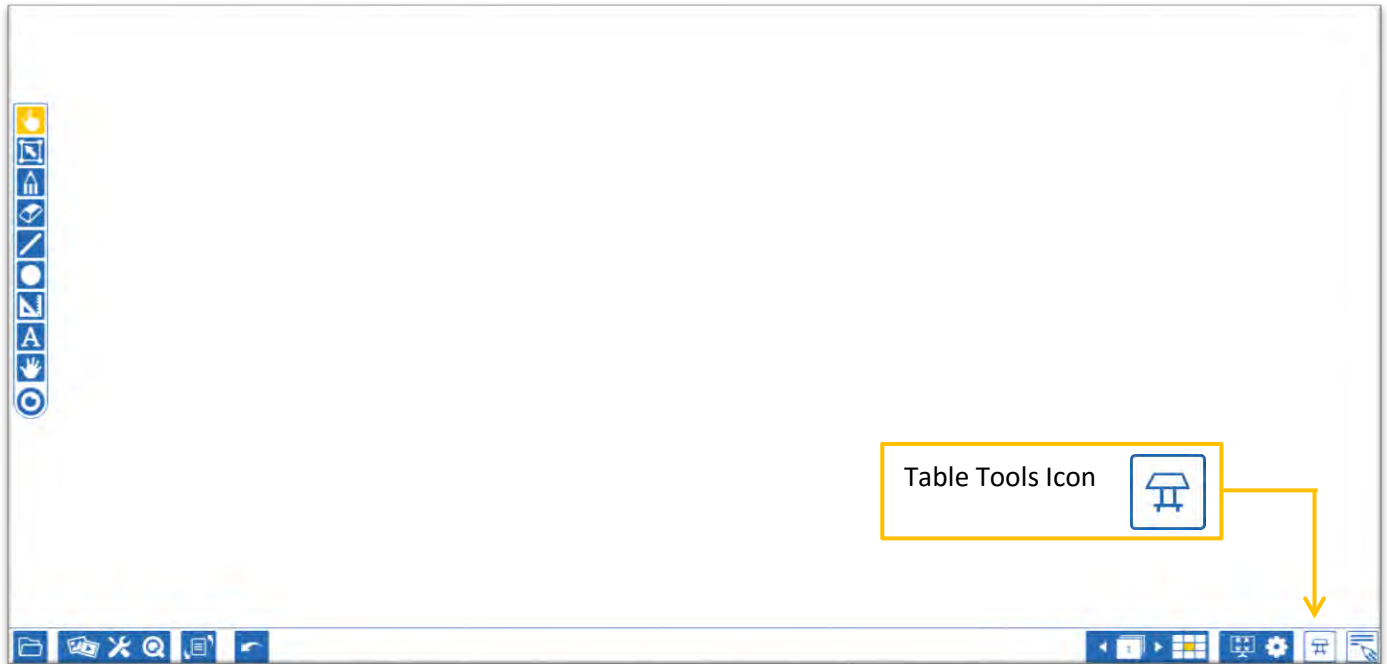
Go to the Prowise website www.prowise.com/us and click on **Support** and then **Presenter Software**.

The screenshot shows the Prowise website interface. At the top, there is a header with contact information (+1 888 506 72 75, sales@elbglobal.com, United States) and buttons for 'Start Presenter', 'Start ProConnect', 'Register', and 'Login'. Below this is a navigation bar with the Prowise logo and links for 'Presenter', 'Touchscreens', 'Personal Devices', 'Discover & Learn', 'Support', and 'Contact'. The 'Support' link is highlighted with a yellow box. Below the navigation bar is a sub-menu with links for 'Presenter software', 'Touchscreens', 'Lifts', 'Tablets', 'All-in-One PC', 'Chromebook EntryLine', and 'Chromebook ProLine'. The 'Presenter software' link is highlighted with a yellow box, and a yellow arrow points from it to the download page shown below. The download page has a Windows logo and lists four items for download: 'Presenter Including Touch Table Tools (704 MB)', 'Presenter Excluding Touch Table Tools (32 MB)', 'ProConnect', and 'Adobe Flash Player'. Each item has a 'DOWNLOAD' button with a download icon. The 'Adobe Flash Player' item includes a description: 'Adobe Flash Player is a lightweight browser plug-in for use on all the major operating systems to improve the performance of your browser.'

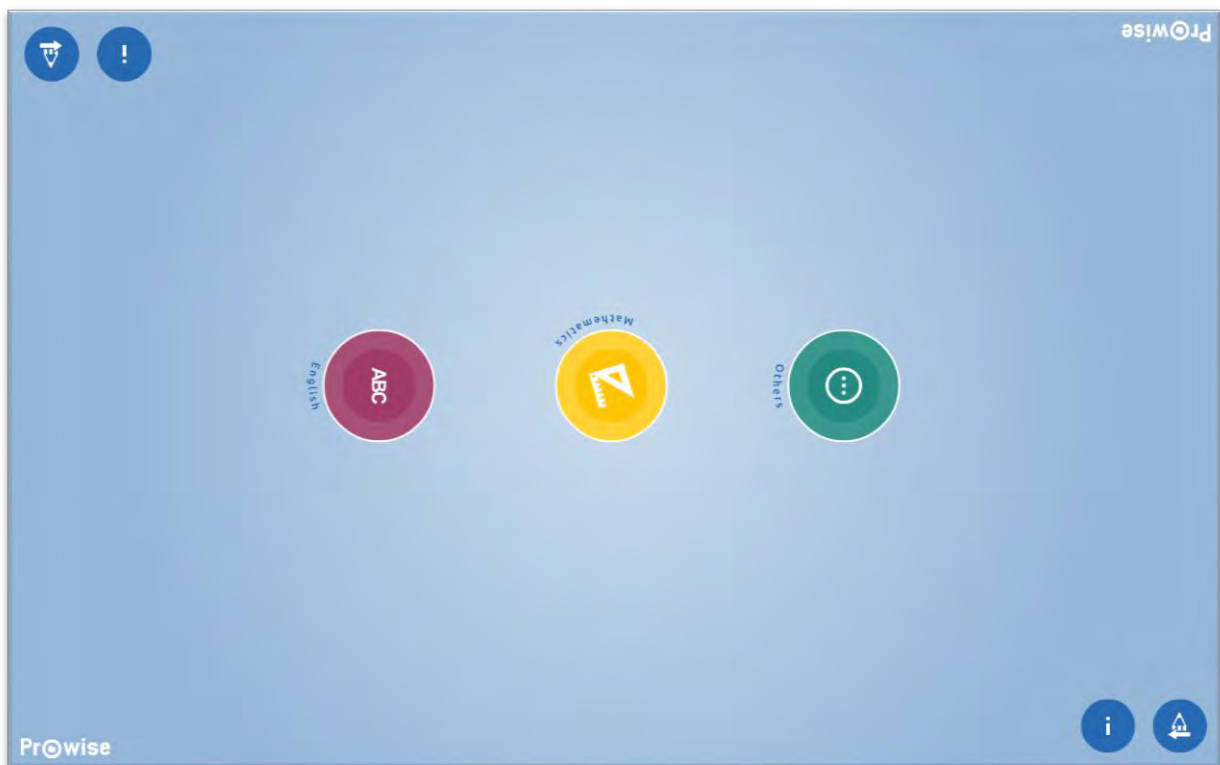
Choose the **Presenter Including Touch Table Tools** to download. If you have a wall-mounted panel, these tools can still be downloaded and used, but please accept most of the action could be upside down or at the sides of the panel.

Accessing the Table Tools

To access the table tools, you first need to launch Prowise Presenter and then click on the Table Tools icon.



You will then be navigated to the Table Tools Main Menu:



To return to Presenter click on the return button:



For more information on using the tools, select the 'i' button:



Click on the KLA you would like to learn and the following games and tools are currently available:

English:



Mathematics:



Other:

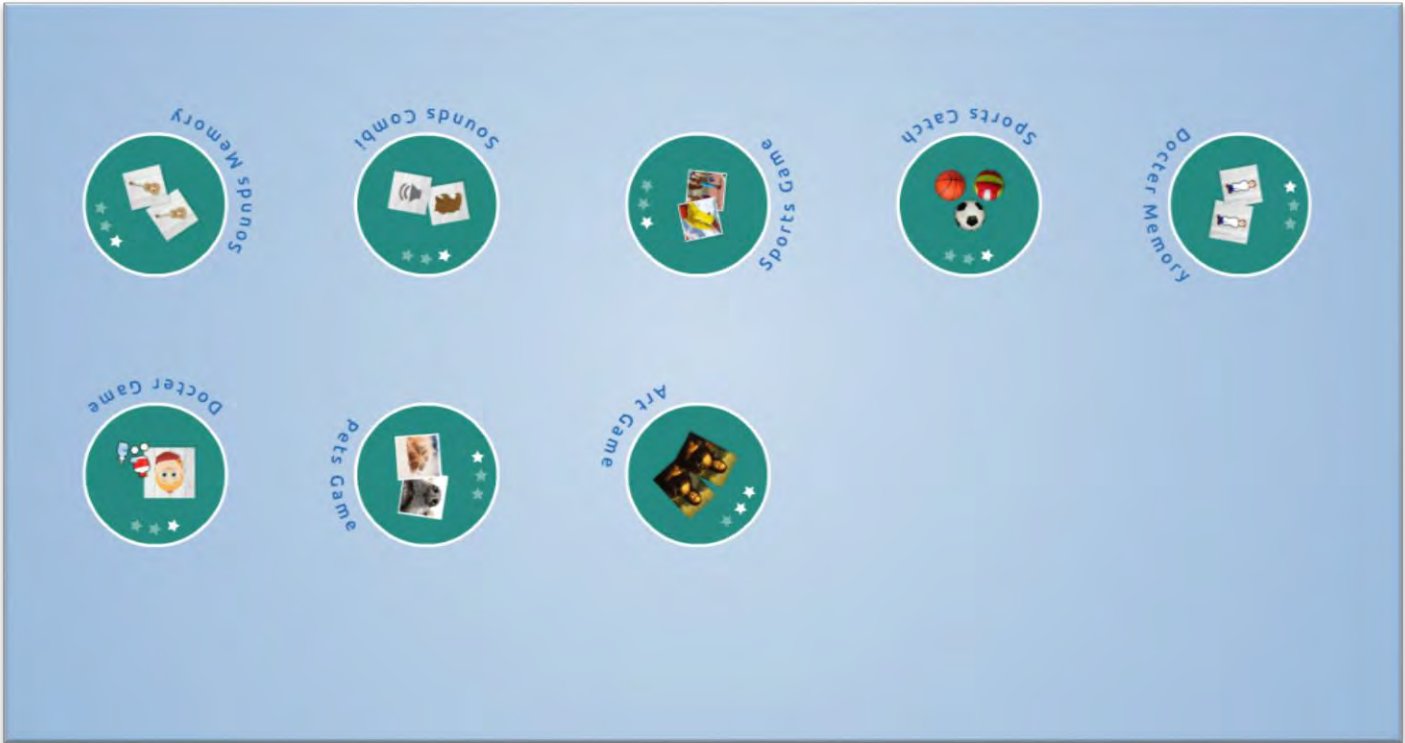












Table Tools Overview


English			
Activity	Icon	Information	General Curriculum Link
Color TipTile		Tip tiles showing different colors and objects to discuss a variety of topics - i.e. spelling, colors, etc.	Children are connected with and contribute to their world - children use play to investigate, project and explore new ideas.
Pets TipTile		Tip tiles showing pets and their environment - allows class discussion.	Children are connected with and contribute to their world - children explore, infer, predict and hypothesise in order to develop an increased understanding of the interdependence between land, people, plants and animals.
Letters Search		Find the letters/sounds and fill the wheel with them - practice the sound.	Segment sentences into individual words and orally blend and segment onset and rime in single syllable spoken words, and isolate, blend and manipulate phonemes in single syllable words.
Word Wheel		Spelling words using letter tiles and pictures - vowel tiles are shown in a different colour.	Write consonant-vowel-consonant (CVC) words by representing some sounds with the appropriate letters, and blend sounds associated with letters when reading CVC words.

Word Race		Race to spell the words on the train carriages using the letter tiles. The harder levels are challenging and would require students to work together.	<u>Productive modes:</u> Students accurately spell high-frequency words and words with regular spelling patterns.
Activity	Icon	Information	General Curriculum Link
Verbs		Review English verb conjugations, including regular and irregular verbs, as well as present simple, past simple and past participle. Good for students with English as an additional language.	Students systematically and concurrently apply phonic, contextual, semantic and grammatical knowledge within their growing literacy capability.

Mathematics

Activity	Icon	Information	General Curriculum Link
Numbers TipTile		Tip tiles featuring numbers or icons showing different numbers of objects. Multiple representations of numbers including dots, images and Arabic numerals.	Children are effective communicators - children demonstrate an increasing understanding of measurement and number using vocabulary to describe size, length, volume, capacity and names of numbers.
Numbers Wheel		Find the number and place it on the wheel. Numbers represented visually and as Arabic numerals.	Children are effective communicators - children demonstrate an increasing understanding of measurement and number using vocabulary to describe size, length, volume, capacity and names of numbers.
Numbers Combi		Begin by matching images, then progress to matching images and numbers.	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.

Activity	Icon	Information	General Curriculum Link
Seasons Puzzle		Mix and match puzzle pieces to complete the images showing different seasons. Problem solving and requires collaboration.	Recognise and explore digital systems (hardware and software components) for a purpose.
Shapes Puzzle		Chalkboard style. Fit shapes together appropriately. Designed to look like sketches of shapes, not mathematically accurate ones.	Describe and draw two-dimensional shapes, with and without digital technologies.
Sequence Train		Place the numbers or shapes in sequence on the moving train carriages. Great for problem solving, visual and special awareness and collaboration.	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
Sum Animals		Fill in the blanks in the sum – uses a picnic theme for added fun. Values are represented visually and numerically, includes pre-algebra missing values.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.

Shapes and Colors		<p>Fill the wheel with the correct shape from the pile.</p> <p>This activity takes a number of rounds before the level of challenge is increased.</p>	<p>Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.</p>
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Activity	Icon	Information	General Curriculum Link
Table Racer		<p>Place the race car number next to the corresponding sum.</p> <p>Choice of multiplication tables to choose from.</p> <p>Competitive and fun!</p>	<p>Recall multiplication facts up to 10×10 and related division facts.</p>
Table Train		<p>Add numbers to the train according to the prompts on the carriages (collaborative).</p> <p>For Pre-algebra and problem solving encourage students to complete the sequences out of order.</p>	<p>Find unknown quantities in number sentences involving addition and subtraction and identify equivalent number sentences involving addition and subtraction.</p>
Clocks Combi		<p>Match analogue and digital clocks with common time-telling phrases.</p> <p>Matching the full sentences to the clock face diagrams.</p>	<p>Tell time to the quarter-hour, using the language of 'past' and 'to'.</p>


Table Combi		Match the multiplication sums with the answers. Level 1 = 2 times table, Level 5 = 11 and 12 times tables.	Recall multiplication facts of two, three, five and ten and related division facts.
Sums Game		Match the answer with the sum. Completed sums 'flash' when correct. Suitable for Pre-Algebra with missing values within equations.	Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation.


Activity	Icon	Information	General Curriculum Link
Value Couples		Match a range of visual and numerical representations of FDP. Variety of visual and numerical representations.	Connect fractions, decimals and percentages and carry out simple conversions.
Fraction Sums		Match the answer with the equation to practice addition and subtraction of fractions. Includes whole numbers and Pre-algebra opportunities with missing terms.	Solve problems involving addition and subtraction of fractions with the same or related denominators.

Others

Activity	Icon	Information	General Curriculum Link
Sounds Memory		Find the pairs under the tiles - uses an "instruments" theme. Problem solving and could be used with support for students who are visually impaired.	Children are effective communicators - children draw on memory of a sequence to complete a task.
Sounds Combi		Match the sound with the object or animal. Problem solving and could be used with support for students who are visually impaired. Some sounds are challenging.	Children are effective communicators - children listen and respond to sounds and patterns in speech, stories and rhyme.

Activity	Icon	Information	General Curriculum Link
Sports Game		Match the colour photograph with the black and white photograph. Suitable for younger students and takes a number of rounds before challenge is increased.	Children are connected with and contribute to their world - children participate with others to solve problems and contribute to group outcomes.
Sports Catch		Catch the balls with your finger touch and drag them in your goal. Competitive and excellent for developing fine and gross motor skills.	Children have a strong sense of wellbeing - children engage in increasingly complex sensory-motor skills and movement patterns.
Doctor Memory		Find the pairs under the tiles - uses a "doctor" theme. Good for starting discussions around health, but highly specific images.	Children are effective communicators - children draw on memory of a sequence to complete a task.

Doctor Game		Match the cure with the ailment. Different options allow students to play doctors or to match shadows of equipment with images. Good problem solving activity.	Children have a strong sense of wellbeing - children show an increasing awareness of healthy lifestyles and good nutrition.
Pets Game		Match the images, creating a theme for each animal. Good for starting discussions around animals and animal care.	Children are connected with and contribute to their world - children demonstrate an increasing knowledge of, and respect for natural and constructed environments.

Activity	Icon	Information	General Curriculum Link
Art Game		Spot the difference - includes facts about the artworks. Excellent for fine examination of art works, wide variety of artworks and good quality images. Great for starting discussions in art or history or art.	Analyse how artists use visual conventions in artworks.

Leaving the Table Tools

To exit a game click on the blue arrow icon on either side of the panel and you will be navigated back to the previous game menu. Continue this until you reach the main Table Tools menu and then click the **Close** icon. You will then be able to click on **Return to Presenter** to continue with your lesson or log out.



Close



Return to Presenter

For further information regarding support materials or our accredited training and professional development courses, please contact the ELB academy at PD@elbglobal.com or 1 888 506 7575.