A-Z of ideas for IWB use in whole class, small group or individualised teaching

- Accessing world maps and locating areas
- Adding sound effects
- Art analysis
- Brainstorming and snowballing
- Class competitions
- Class goal setting and self-assessment
- Cloze exercises
- Combining video, images, text and creating interaction
- Complete games
- Comprehension exercises
- Concept mapping and making connections
- Connecting concepts
- Creating and entering data on graphs
- Creating and publishing digital stories
- Deconstructing text and dividing into segments and reorganising
- Demonstrate concepts
- Demonstrations of movement, colour, music, and concepts that cannot be presented easily in static form
- Developing and present animations (such as Kahootz)
- Developing research skills
- Digilearn digital objects and resources. (https://www.eduweb.vic.gov.au/dlr)
- Dragging and dropping images of an historical event(s) into a timeline or continuum
- Enable students to show, and receive feedback on, their work
- Enter data from experiments into a database as part of a shared activity
- Equations
- Examining the features of texts
- Explore and analyse poetry using the visual, sound and text components
- Explore cause and effect
- Explore the healthy diet pyramid
- Exploring numbers
- Facilitate explanation of concepts, models, ideas, etc. by both teachers and students
- Film
- Finding treasure
- For groups developing and presenting their own advertisements
- Game-playing: matching games, quizzes, mazes, crosswords, patterns, Bulls Eye, True/False, timed and untimed, dice/no dice, Family Fortunes or guessing a character
- Give software demonstrations

- Graphic organisers such as Venn Diagrams, KWL and KWHL to drag and drop text and images
- Internet research
- Internet-based interactive activities
- Learning languages (colours, words, tenses etc)
- Link with peripherals such as data-loggers, digital video and still cameras and scanners
- Listen to music
- Making history and geography come alive
- Modelling scientific concepts that are difficult to draw or explain (like capacitors, hydraulics, kinetic theory, the atom, cell structure etc)
- Modelling
- Offer opportunities for social interaction, turn-taking, respect for each others opinions, talking in groups
- Participate in fitness and dance activities
- Periodic table games
- Phonics, silent letters, parts of speech
- Picture matching
- Podcasting
- Present and discuss information and learning resources in a variety of formats
- Presentations of student/teacher work
- Projecting images taken from the class digital camera
- Projecting whole images whited out, with a section erased each time a student gets and answer right
- Publishing and celebrating digital portfolios
- Reading, reviewing, deconstructing and hearing text (e.g. a poem read aloud as the text is viewed) with sound effects and imagery
- Reflect on images as writing stimuli
- Reorganising planets in the solar systems
- Review each other's work
- Reviewing high frequency words
- Reviewing old pieces of text and comparing them to real events through imagery and video
- Reviewing student sample writing
- Reviewing websites
- Revision quizzes
- Revision
- See patterns and recreate patterns
- Solve number problems
- Sorting exercises
- Speed and reaction testing through simulations
- Split videos into clips for closer study
- Summarise and take notes
- Text recognition
- Thinking skills review triangles

- Times tables games
- Timing
- To explore concepts like the world and geography
- To explore digital learning objects
- To reinforce second language learning
- Use digital camera and microscopes
- Use images as writing and reflection stimuli
- Use worksheet or instructions displayed as a reference point
- Watch DVDs
- Webquests
- WordSearch
- Zooming in on landmarks