



ACTIVCLASSROOM ORIENTATION MANUAL

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Version 2

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WELCOME TO THE PROMETHEAN ACTIVCLASSROOM!



The Promethean **ActivClassroom** is truly in a class of its own. The technology is innovative. The products are award-winning. And, the community of resources is vast. Promethean's fully integrated solutions provide benefits that go beyond the classroom. Be prepared to create successful, 360-degree educational environments by connecting technology to human ingenuity, transforming the way you teach and the way your students learn!

ActivInspire, Promethean's award-winning educational software, is the spark that lights the flame of learning. Designed to make lesson planning and delivery easy for teachers, ActivInspire is a fun, friendly, relentlessly versatile time-saver. Educators choose how they interface with the software – choosing primary or secondary based on grade or comfort level. Lessons are brought alive with full color video, sound and graphics – a bounty of flipcharts, images and activities are included and ready for use. But it is more than just a pretty interface. Fully functional, integrated tools create a stimulating real world experience for students.

Get Inspired Today...

PROMETHEAN

LIGHTING THE FLAME OF LEARNING

Promethean ActivClassroom Hardware Components



ActivBoard 300 PRO
(87" board with integrated
speakers)



Sanyo PRM-35 Projector
w/ Remote



ActivPens



VGA Cable



USB Cable

**Actual board models, sizes and projector types will vary*

GETTING STARTED WITH THE ACTIVCLASSROOM

SETTING UP YOUR ACTIVBOARD



1. Connect the VGA cable from the ActivBoard to the VGA input on your PC.
2. Connect the USB cable from the ActivBoard to the USB input on your PC.
3. Turn the ActivBoard on by pressing the On/Standby switch found on the left side of the board.
4. Power on your projector using your remote control.
5. If your computer's image does not automatically display on the board, press:
 - a. Windows – Fn + *mirror displays button* (see guide below)

Acer	F5	Hewlett Packard	F4
Compaq	F4	Lenovo ThinkPad	F7
Dell	F8	Sony	F7
Gateway	F4	Toshiba	F5

- b. Mac - System Preferences > Displays > Arrangement > Mirror Displays

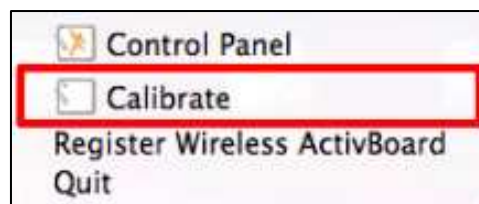
6. Check the ActivManager icon (Windows – bottom right; Mac – top right) to see if your board is connected properly. If it is not connected, check to see that the USB cable is plugged in properly at both ends.



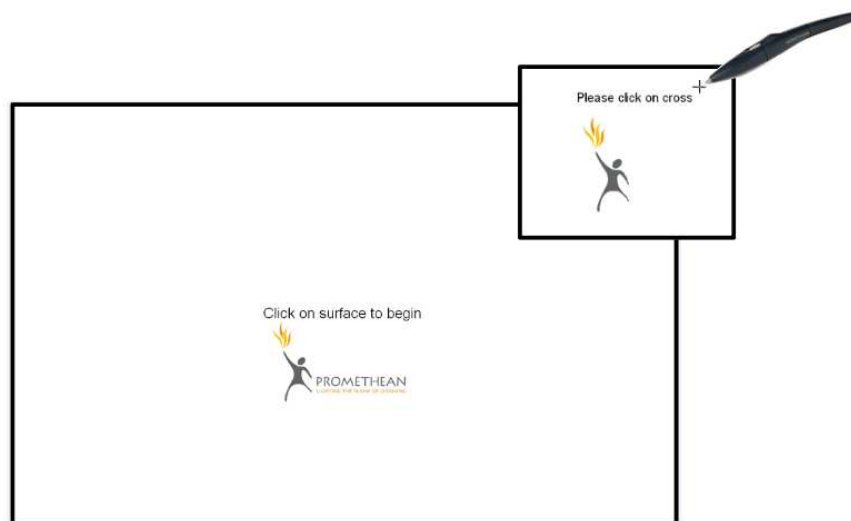
CALIBRATING YOUR ACTIVBOARD

It is important to align your ActivPen with your ActivBoard each time your projection is moved or adjusted, or a new computer is connected to the board. Calibration aligns the tip of the ActivPen to the cursor on the screen. There are 2 ways to calibrate your ActivBoard:

1. Click on the ActivManager icon and select Calibrate.



2. The white calibration screen will appear. Click anywhere on the board to begin calibration.
3. Click in the center of the 5 crosshairs that appear, starting at the top left corner.



4. Once complete, hold your ActivPen to the ActivBoard and check to see that your ActivPen and cursor are on point with each other.

Or...you can hover your ActivPen to the white flame found on the top left of your board. After a couple of seconds, you will get the white calibration screen. Proceed with steps 2-4 from above.



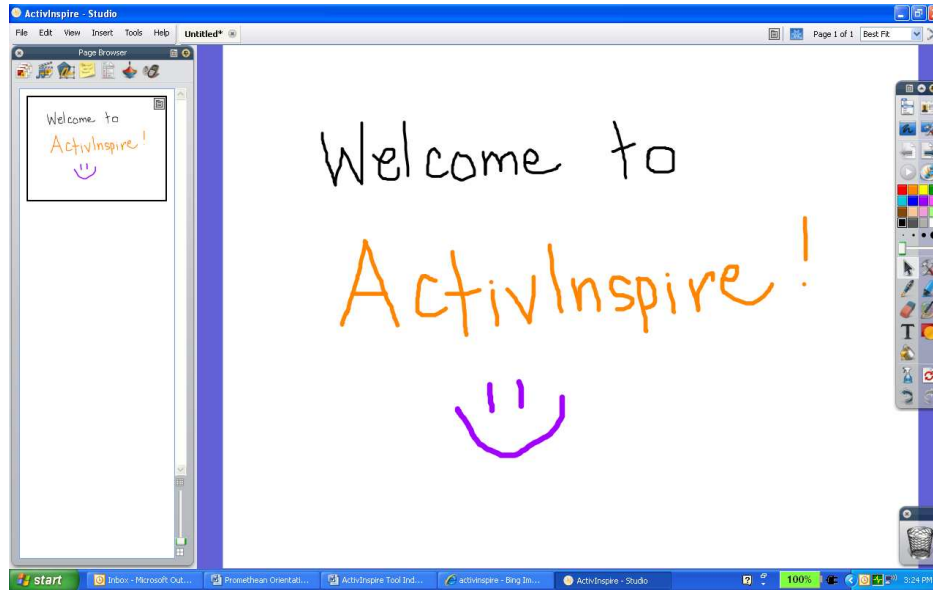
USING YOUR ACTIVPEN

The ActivPen acts as your computer mouse while you are at the ActivBoard. A single tap on the board is equivalent to a left mouse click. Two quick taps on the board is equivalent to double clicking. Press the pen firmly to the board to write or move objects.

The button found on the pen acts as a right clicker. To right click, hover the pen to the board and press the button. A set of menu options should appear.



GETTING TO KNOW ACTIVINSPIRE



ActivInspire is the software designed to help teachers create interactive and engaging lessons for use with the ActivBoard. If you have not installed ActivInspire on your computer, please refer to the *How to Download and Install ActivInspire* document or contact an IAAK Representative.

LAUNCHING ACTIVINSPIRE

Once ActivInspire has been installed successfully onto your computer, open the program by double clicking on the icon on your desktop, or going to your All Programs menu and selecting ActivInspire.

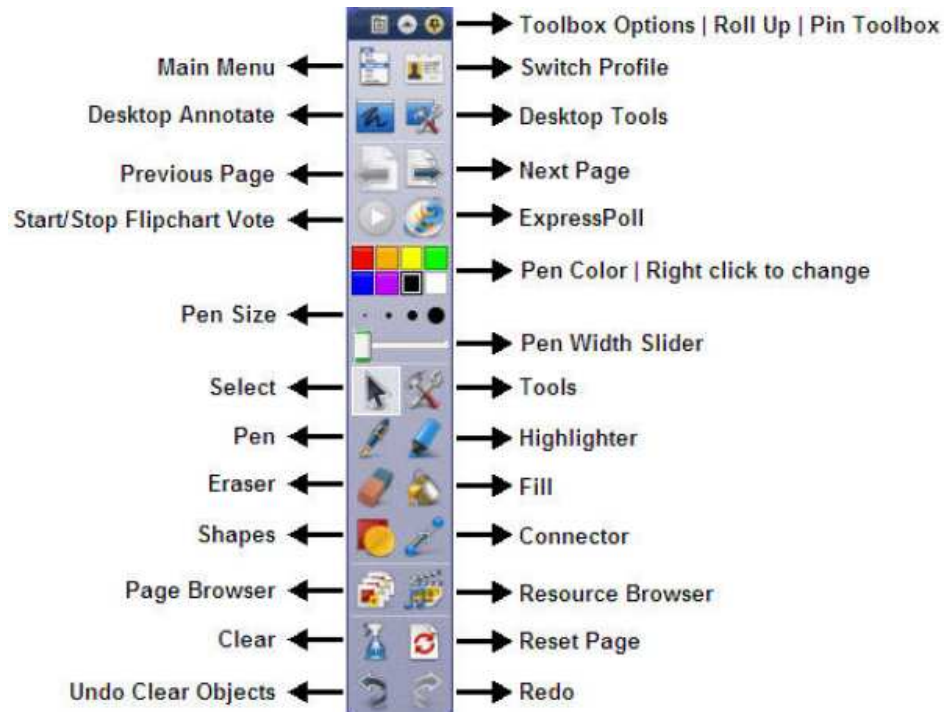
DASHBOARD

The Dashboard appears when you open ActivInspire. It is your launch pad to create new flipcharts or open existing ones, as well as to access various features to get you started with using the program.



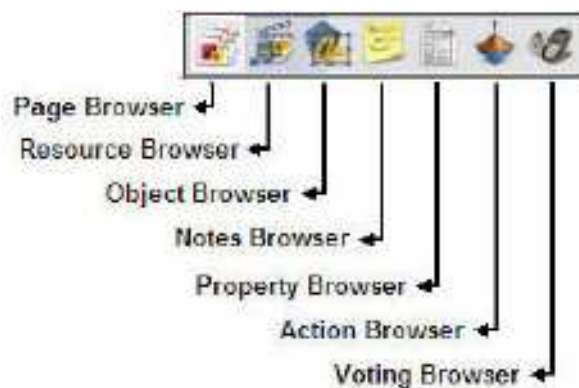
MAIN TOOLBOX












The Main Toolbox provides you access to the ActivInspire tools. Click on any of the tools to begin creating your flipchart!















BROWSERS







ActivInspire provides browsers that allow you to quickly build, refine, and enhance your flipchart. To access the browsers, go to View > Browsers.














Basic Tools		
	Marquee Select	Allows you to select and interact with objects on the flipchart page.
	Pen	Allows you to write or draw on your flipchart.
	Pen Modifier	Allows you to draw shapes that behave as annotations.
	Highlighter	Allows you to emphasize areas of your flipchart with translucent color.
	Eraser	Allows you to permanently erase Pen, Highlight and Magic Ink annotations from your flipchart.
	Magic Ink	Allows you to make any 'top layer' object (or part of an object) invisible, so that you can see the objects on the layers beneath.
	Text	Allows you to add text as you type at your computer keyboard or use the on-screen keyboard.
	Shape	Allows you to draw pre-defined shapes and lines.
	Fill	Allows you to fill a selected object or page with color.
	Clear	Allows you to specify what you want cleared / deleted from your page (annotations, objects, grid, background, page)
	Undo	Allows you to undo the last action performed
	Redo	Allows you to reverse what was previously undone
	Page Reset	Allows you to reset the current page to the state it was in when it was last saved.





Advanced Tools		
	Dual User	Allows for collaborative learning with two ActivPens on the ActivBoard
	Handwriting Recognition	Allows you to write on the board, turning your freehand annotations into text
	Shape Recognition	Allows you to write on the board, turning your freehand drawings into shapes
	Connector	Allows you to draw connections between objects while creating concept maps
	Page Zoom	Allows you to magnify or miniaturize your flipchart page
	Clock	Use the clock to show the time, or use the timer feature for timed activities or competitions
	Camera	Allows you to capture images on your desktop or flipchart
	Tickertapes	Allows you to create and show text messages that scroll across your display
	Sound Recorder	Allows you to capture an audio recording to a file using your computer's audio capture capabilities
	Screen Recorder	Allows you to capture all your movement on screen to a video file (.avi, .mov)

Presentation Tools		
	Revealer	Allows you to selectively reveal parts of your flipchart page. You can reveal hidden object(s) by clicking and dragging the blind from the top, bottom, right or left.
	Spotlight	Provides a masking layer over the flipchart, containing a movable, sizable area known as the Spotlight, through which you can see the underlying material.

Math Tools		
	Ruler	Use the ruler as a 'virtual' chalkboard ruler, allowing you to measure objects by mm, cm, or inch, as well as giving you the ability to easily draw straight lines
	Protractor	Use to measure angles, as well as drawing arcs, segments, and circles
	Compass	Use the compass to draw circles and arcs of any size, color, or line thickness
	XY Origin	Defines a page's rotation point, allowing you to rotate objects around the origin point
	Dice Roller	Use the dice as a random number generator, for probability lessons, or for classroom games
	Calculator	Perform mathematical calculations at the board

Browsers		
	Page Browser	Allows you to view and organize pages of your flipchart
	Resource Browser	Allows you to access your personal and shared resource library to add backgrounds, images, sounds, etc. to your flipchart pages
	Object Browser	Allows you to view the layers in which objects and images have been placed on your flipchart page
	Notes Browser	Allows you to add your own notes and comments to a flipchart page, helping to make it easier to share and reuse
	Property Browser	Allows you see all of the properties of an object at a glance
	Action Browser	Allows you to quickly associate an action with an object
	Voting Browser	Allows you to manage all aspects of registering your learner response devices, running your voting sessions, as well as recording, storing and browsing the results of such sessions

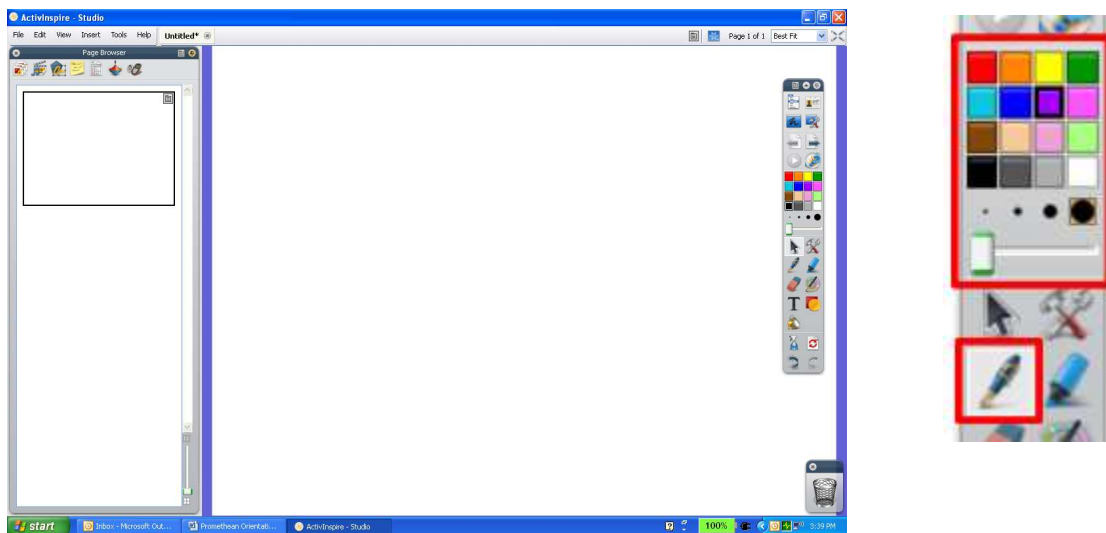
Working With Multimedia		
	Insert Media	Allows you to add sound and video files easily into your flipchart page
	Insert Link to File	Allows you to link to files, documents, and other applications outside of the ActivInspire program
	Insert Link to Website	Allows you to link to websites on the Internet
	Insert From Scanner / Camera	Allows you to load an image from a scanner or from a camera SD card

Using ActivInspire With Other Applications		
	Desktop Annotate	Allows you to write annotations over your computer's desktop or other application, by creating a transparency flipchart.
	Desktop Tools	A collection of commonly used tools which you may find useful when working in other applications, on occasions where you might not necessarily require the full facilities offered by Desktop Annotate.
	Import from PowerPoint	Allows you to import MS Office PowerPoint presentations by converting them into ActivInspire flipcharts (This feature is not available on Macs.)
	ActivMarker	Allows for pen and highlighter annotations to be written over MS Word and Excel documents. The annotations become part of the document and can be saved. (This feature is not available on Macs.)

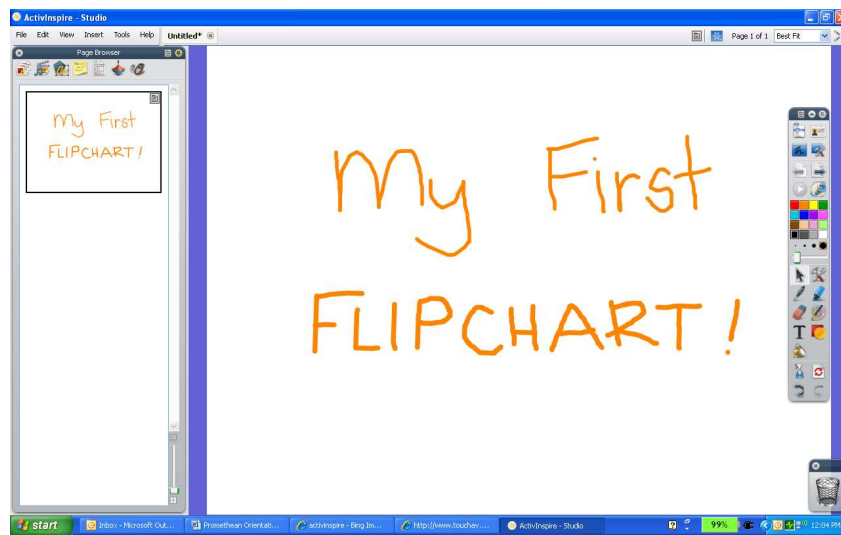
WORKING WITH ACTIVINSPIRE

TUTORIAL #1: WORKING WITH ANNOTATIONS

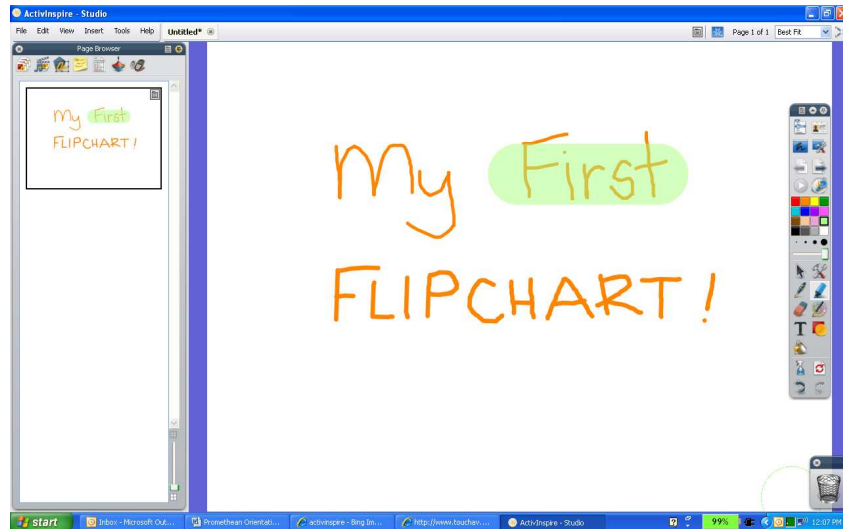
1. Open up ActivInspire and click on Create a New Flipchart. The Main Toolbox appears on your display, along with a blank flipchart page. On the left is the browser section.
2. Using your ActivPen, select the Pen tool by clicking on it. You'll see that it changes to a light grey background, showing that the tool is active. Select a color from the color palette and select a pen thickness by clicking on the dot sizes or moving the slider.



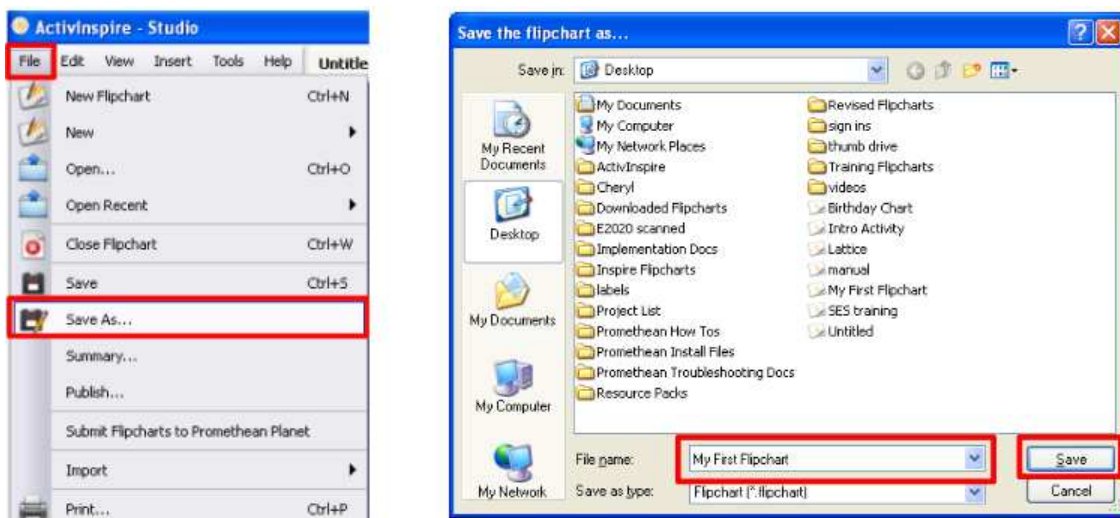
3. Write "***My First Flipchart***" on your page. Remember to press firmly as you write so that your markings appear on your flipchart page.



4. If you make a mistake as you are writing, use the Eraser tool or the Undo / Redo tool to correct your work.
5. Click on the highlighter tool. Select a color and pen thickness.
6. Using the highlighter, highlight the word “First.”



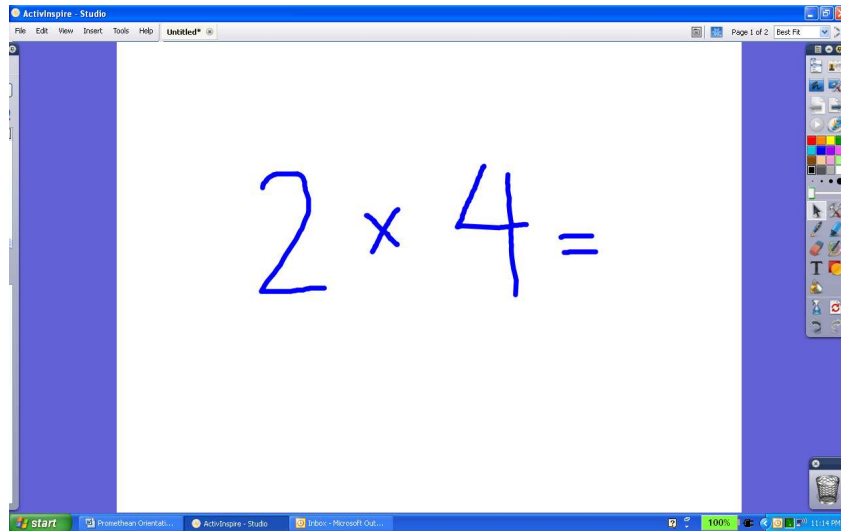
7. Save your work by going to File > Save As on your main menu. Name your flipchart “**My First Flipchart**”, and save it on your desktop.



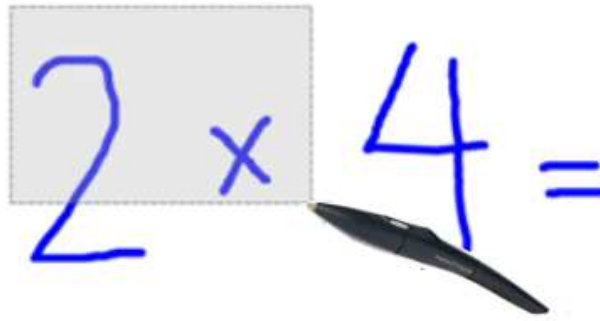
8. Congratulations, you have just created your very first flipchart page using ActivInspire!

TUTORIAL #2: WORKING WITH OBJECTS

1. Create another page on "My First Flipchart" by clicking on the Next Page arrow or Insert > Page > Blank Page After Current.
2. Write the math equation, " $2 \times 4 =$ " on the center of your page

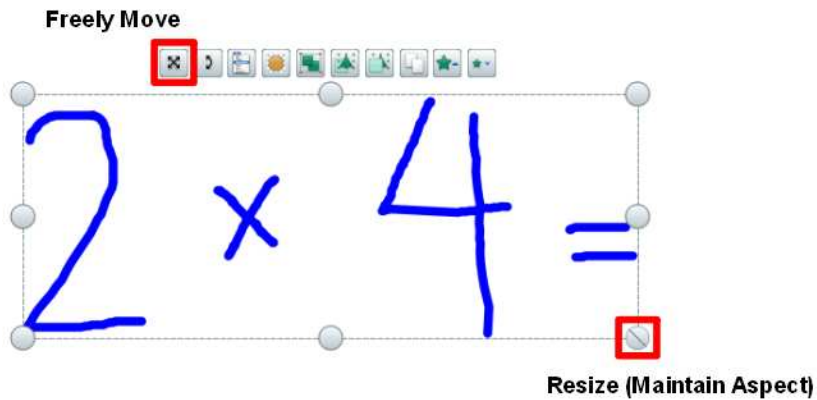


3. Click on the Marquee Select tool. Select the entire math problem by clicking on a blank area to the left of the problem and dragging across towards the bottom right of the problem. The problem should be surrounded by a dotted box and pick up handles. In addition, the Marquee Handles toolbar should appear above the selected object.

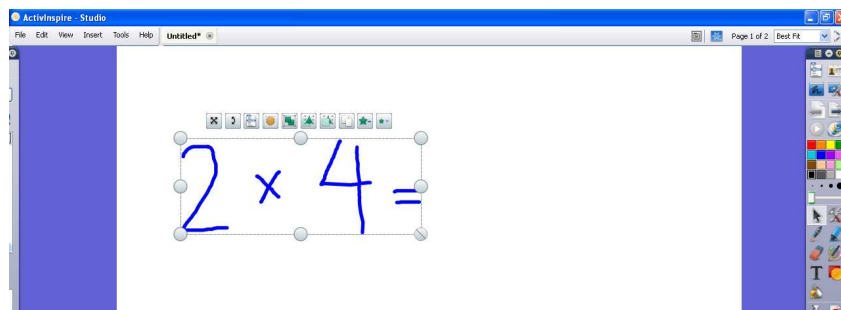


If you need to start over, just click on a blank area of the page and then start again.

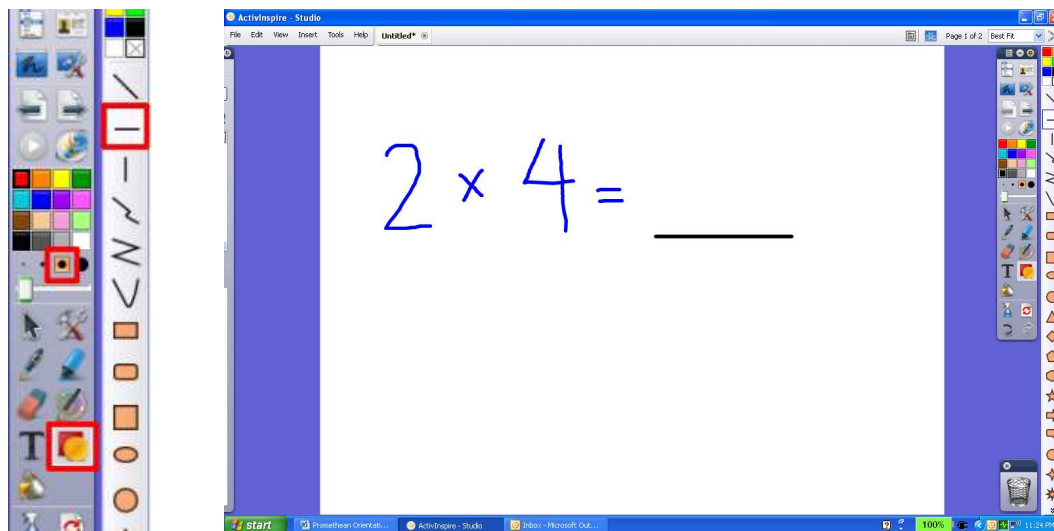
4. Resize your math problem by clicking on pick up handle located on the bottom right corner of your object. This will resize your object while maintaining the aspect ratio.



- After you have resized your object, click on the Freely Move button found on the top menu bar, and drag your object towards the left side of your page.



- Click on the shape tool. A toolbar will appear on the right side of your page consisting of pre-defined lines and shapes. Select the horizontal line.
- Click on the third dot size to set the thickness of your line. Draw a horizontal line to denote where the student will write the answer.



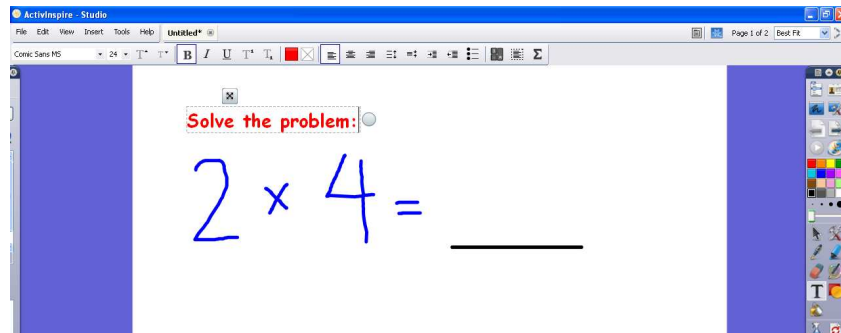
- Save your work.

TUTORIAL #3: WORKING WITH TEXT

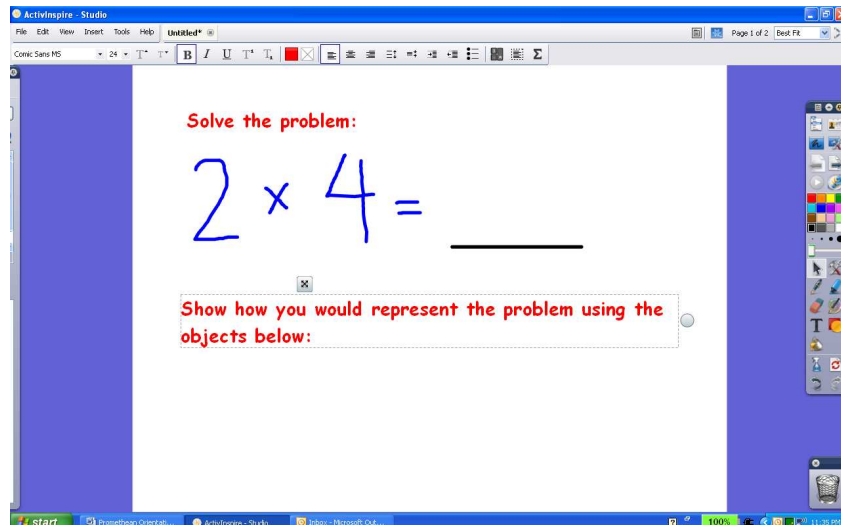
1. With the page that you just created, click on the Text tool. The formatting toolbar will appear at the top of your page.
2. Click on the white space above your equation. A “Type Here” text box will appear. Set the following formatting options:
 - a. Font – Comic Sans
 - b. Size – 24
 - c. Style – Bold
 - d. Color – Red



3. Type “***Solve the problem:***” Use the Freely Move button to adjust your text position.



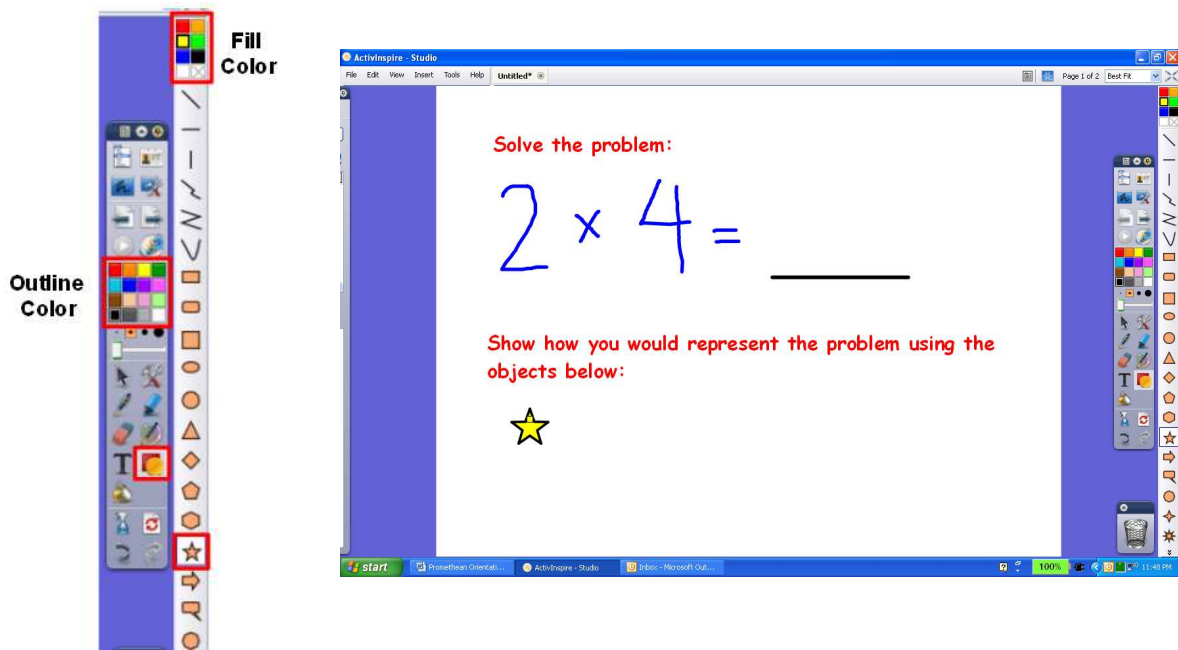
4. In the space below your equation, type “***Show how you would represent the problem using the objects below:***”



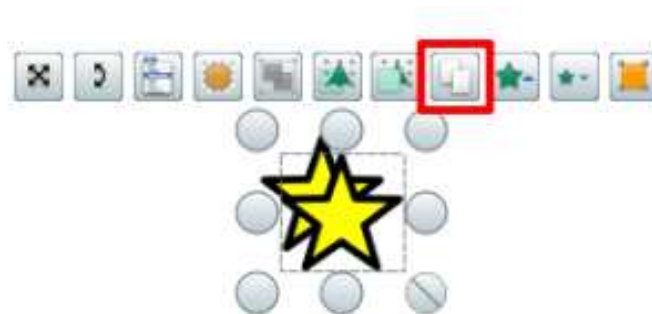
5. Save your work.

TUTORIAL #4: WORKING WITH SHAPES

1. Continue building on our math problem page by clicking on the Shape tool.
2. The shape toolbar will appear on the right side of your page. Select the star.
3. Select the fill color of your star by clicking on the color palette found on the Shape toolbar. Select the outline color for your star by clicking on the color palette found on the Main toolbar.
4. Press your ActivPen firmly on the ActivBoard and drag your star out to its desired size.



5. Click on the Marquee Select tool. Select the star, then click on the Duplicate button found on the menu bar above. This will duplicate your object onto your page.



6. Continue duplicating your object until you have 10 stars on your page. Arrange your objects so that there are 2 rows of 5 stars each.

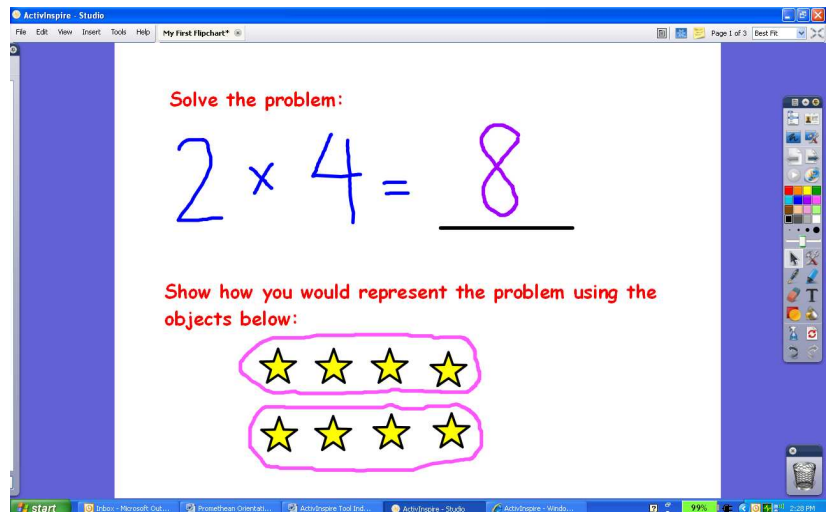
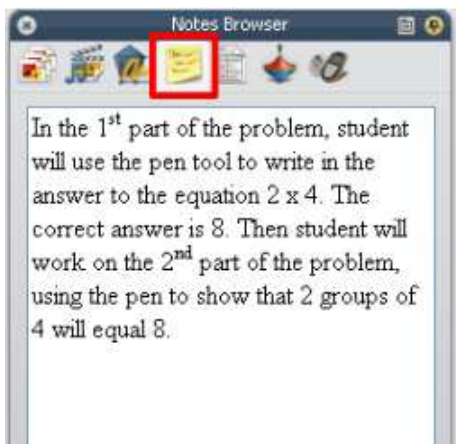
Show how you would represent the problem using the objects below:



7. Uh oh! We've made a mistake. There should only be 8 stars since $2 \times 4 = 8$, not 10. Delete a star by simply dragging it to the trash can. Delete the other star by selecting it, then simply clicking on the trash can (you don't need to drag it).



8. Open up your browser and select the Notes browser. In the Notes browser type the following directions on how to use this flipchart page: ***"In the 1st part of the problem, student will use the pen tool to write in the answer to the equation 2×4 . The correct answer is 8. Then student will work on the 2nd part of the problem, using the pen to show that 2 groups of 4 will equal 8."***

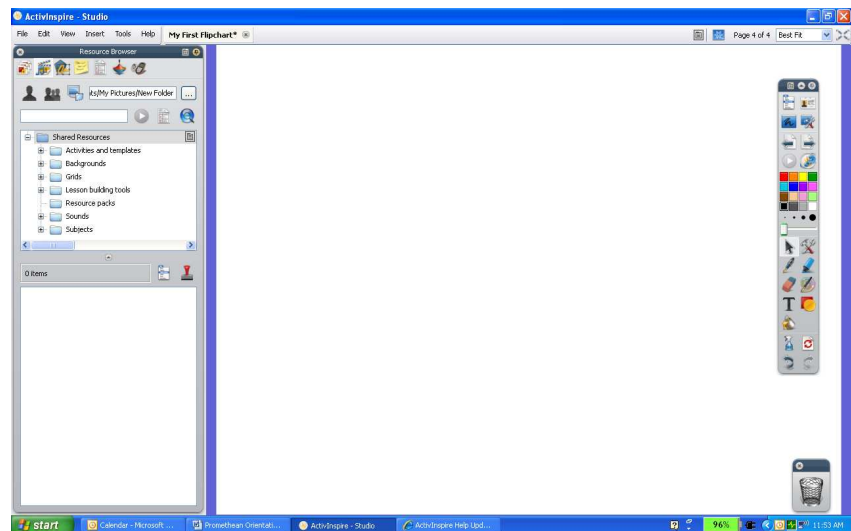
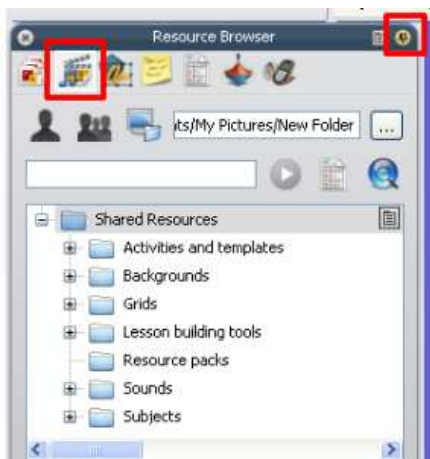


9. Save your work. Congratulations, you have successfully created an interactive flipchart page!

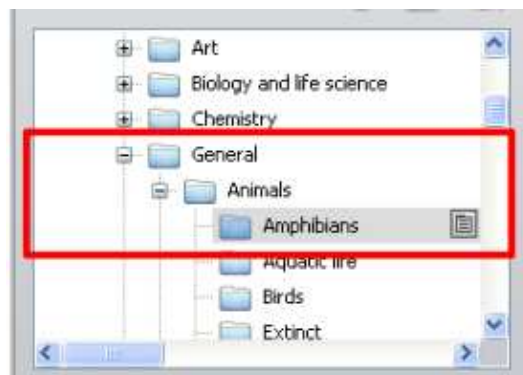
TUTORIAL #5: WORKING WITH RESOURCES

ActivInspire gives you access to a wealth of ready-made resources to help you build your flipcharts. Search through the Resource browser for images, sounds, backgrounds and other items that you can instantly use on your flipchart page.

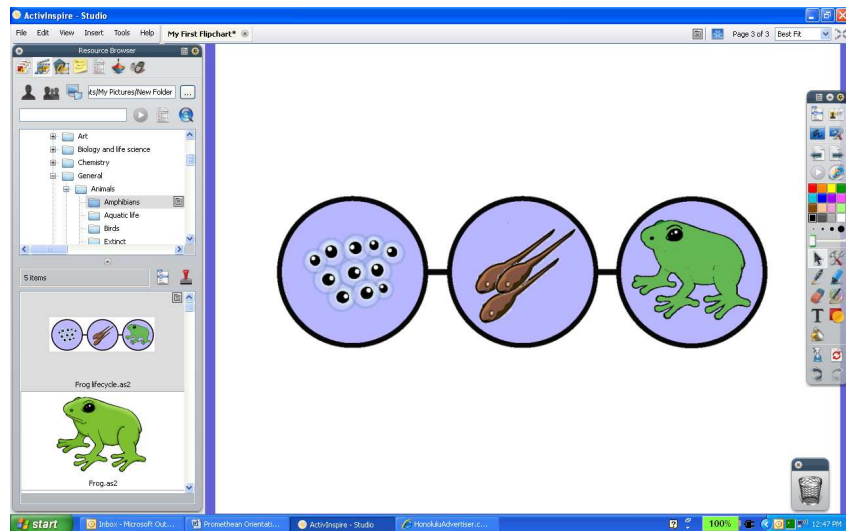
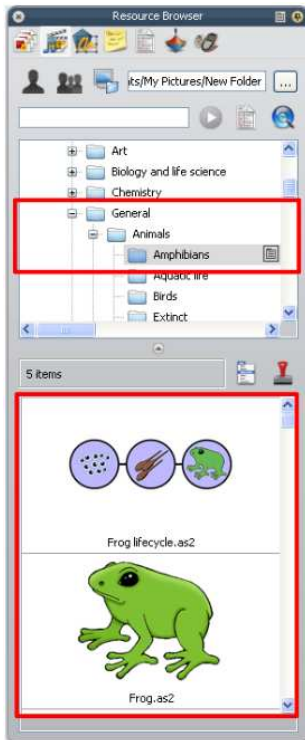
1. Open your “My First Flipchart” file. Click on the Next page arrow until you come to page 3. Check to see the page number that you are on by looking at the menu bar at the top right of your screen.
2. Open up your Resource browser by going to View > Browsers and clicking on the Resource browser icon. The browser window should appear on the left side of your screen. Click on the push pin found at the top right corner of your browser window so that you browser stays tacked onto your page.



3. Under Shared Resources, look for the Subjects folder and click on the ‘+’ sign to expand. A list of Subject areas will appear. Select General > Animals > Amphibians.

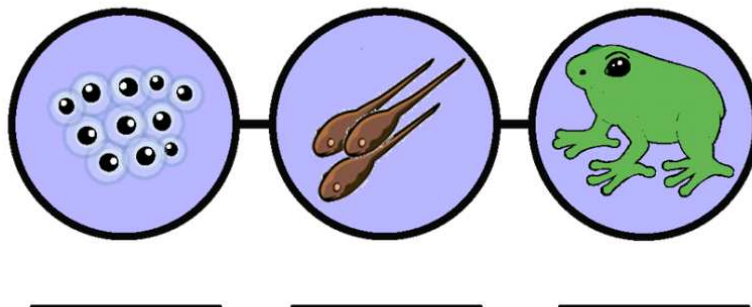


- Under the Amphibians folder, a library of images will appear. Select and drag the Frog Lifecycle image onto the center of your page.



- Click on the Text tool and type in the following directions for your page: “***Label the life cycle of a frog.***”
- Use the Shape tool to draw horizontal lines under the images so that students can write in their answers.

Label the life cycle of a frog.

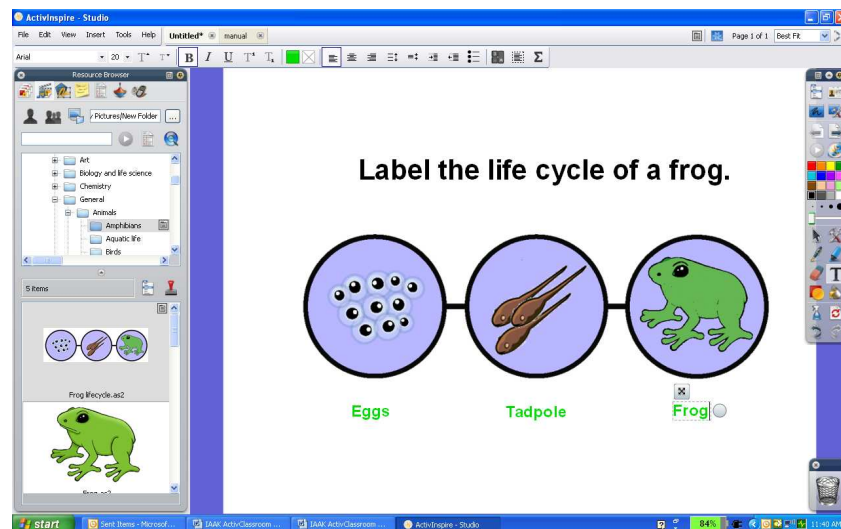


- Save your work.

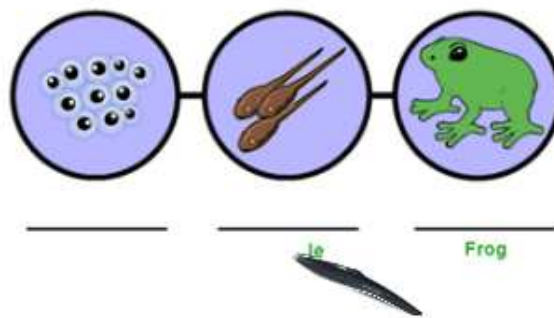
TUTORIAL #6: WORKING WITH TECHNIQUES

There are many different techniques that can use with your lessons. Here, you will use the rub and reveal technique to add interactivity and engagement to the flipchart that you just created!

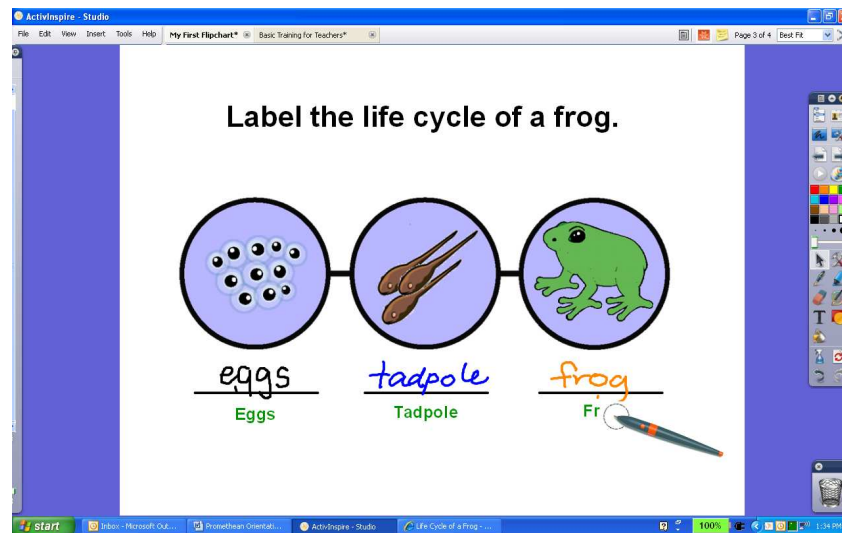
1. Open your “Life Cycle” flipchart page. Click on the Text tool. Set the following formatting options:
 - a. Font – Arial
 - b. Size – 20
 - c. Style – Bold
 - d. Color – Green
2. Under the horizontal lines, type in the following answers, each in separate text boxes: **“Eggs, Tadpole, Frog”**



3. Select the Pen tool. Set the color to white and drag the pen thickness slider to the middle.
4. Write over the answers with your pen tool, as if you are “whiting” the answers out.



5. Open your Notes browser and type in the following directions for this page:
“Student will use the Pen tool to label the 1st stage of the life cycle of the frog. Student will write the answers above the horizontal line. Student will pass the ActivPen on to another student who will write in the 2nd stage, and will repeat this process for the 3^d stage. Select a student who has not had a chance on the ActivBoard to come up and check the work. This student will use the eraser tool and erase under the horizontal line to reveal the answer. Select another student and repeat this process of rubbing and revealing answers.”
6. Save your work. Congratulations you have created an interactive flipchart page using the rub and reveal technique!



PROMETHEAN PLANET
www.prometheanplanet.com

Created by teachers, for teachers, Promethean Planet is a unique teaching, sharing and support community - your place to connect, create, and change the classroom! Join this free, online community and explore the vast amount of resources available and begin collaborating with thousands of teachers from around the world!

The screenshot shows the Promethean Planet website homepage. At the top, there's a navigation bar with links for Home, Community, Resources, Professional Development, Store, and Support. A search bar is also present. The main content area features a 'Welcome!' message, a 'Make Planning Easier!' section with a link to 'Publisher Created Resources and LRS Bundles', and a 'Login' section with fields for Username or Email and Password. There are also links to 'Download Resource' for various topics like Elementary Economics, Summer Backgrounds Resource Pack, and Independence Day. A sidebar on the right shows statistics: Resources (34,469), Downloads (15,227,427), and Members (996,313).

COMMUNITY

Browse the Planet Community and read up on blogs, news, events, and more! Use the Forum as your guide to troubleshooting and learning more about the Promethean ActivClassroom.

RESOURCES

Promethean Planet gives you access to thousands of free resources (flipcharts, resource packs, Keynotes, PowerPoints, spreadsheets, pdfs, multimedia files, etc.) submitted by educators around the world. Search by keyword, subject area, grade level, or even state standards. Download resources and borrow tips, ideas, and concepts to help you with lessons in your classroom!

The screenshot shows the search results page on Promethean Planet. At the top, there's a 'Sort By' dropdown set to 'Relevance', a 'Results' count of 12, and a 'Displaying results 1 - 12 of 11325' indicator. Below this, there are four resource cards displayed in a grid. Each card has a thumbnail image, a title, a description, and 'Preview' and 'Download' buttons. The resources shown are: 'Whole class assessment for Algebra 1 - Equations, Expressions, Functions', 'Dr. Jean's song Good-Bye Friends with pictures and words', 'Beginning with hemispheres and covering the 5 themes of geography', and 'Examples of deductive and inductive reasoning with questions for assessment'.

PROFESSIONAL DEVELOPMENT

On the Planet, you'll find multiple opportunities for improving your ActivClassroom skills. Learn more about training options in the ActivLearning section. Discover the latest research and implementation ideas in Best Practice. Pick up some helpful hints from ActivTips, and visit the Teacher Feature section to watch outstanding ActivClassroom teachers in action.



STORE

Visit the Planet Store to buy ready-made Publisher-created lessons and resources, training courses, and of course, Promethean gear!

SUPPORT

Check out the Support site for help with any ActivClassroom difficulties you may be experiencing. Download the latest ActivInspire software and hardware drivers, and access the knowledgebase to learn more about your ActivClassroom products.

Find Answers to your Questions Online

How to?	Knowledgebase Articles
<ul style="list-style-type: none">How can I get the image from my computer to display on my board?My pen has stopped working on the board?My Board is spiking what do I do?How do I register my board wirelessly?My board image is upside down. How can I fix it?How do I get sound from my Pro board Speakers?My Activboard keeps disconnecting from my computer how do I troubleshoot?	<ul style="list-style-type: none">10453 My ActivPen is too 'Sensitive' when writing10419 Troubleshooting USB Connection Problems10124 How do I calibrate my ActivPen to line up with my mouse pointer?KBM112 Extension Cable StatementKBM113 ActivBoard Safety and Operational Guide10436 How do I change my computer audio settings to Promethean USB Audio?10360 ActivManager Board Firmware Update Instructions10615 How do I clean my ActivBoard?

More Articles

ADDITIONAL RESOURCES

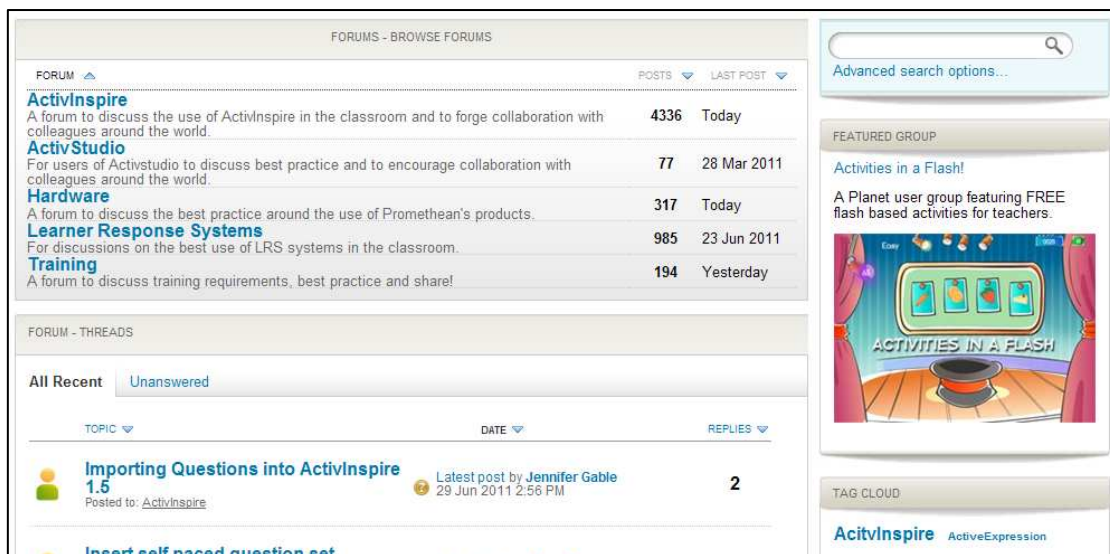
HELP DATABASE

Promethean's built-in help database allows you to search for information on various tools, functions, and features. Access the database by going to Help > Contents from your ActivInspire program.



FORUM ON PROMETHEAN PLANET (www.prometheanplanet.com)

Check out the Forum on Promethean Planet to read up on ActivInspire questions, answers, or even join in on the discussions with Promethean users from all around the world!



IT'S ALL ABOUT KIDS PROFESSIONAL DEVELOPMENT OPPORTUNITIES

It's All About Kids believes that proper training encourages effective use which leads to positive learning outcomes. In addition to the free Basic Orientation provided upon installation of your ActivBoard, IAAK offers a series of Promethean ActivInspire professional development solutions tailored to meet the needs of your school. Please contact an IAAK representative if you are interested in purchasing a professional development session.

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### ➤ **Basic Training for Elementary / Secondary Teachers**

This training was designed to give teachers an overview of the Promethean ActivClassroom. Participants will learn the basics of getting started, as well as the basic tools and functions within the ActivInspire program. Participants will also get a chance to explore the vast resources available on Promethean Planet.

### ➤ **Core Essentials Workshop**

This workshop focuses in on specific techniques using the basic tools found in ActivInspire. Through hands-on demonstrations, participants will gain a deeper understanding of the tools and functionality as they learn a variety of ways in which they can bring interactivity into their flipchart lessons.

### ➤ **ActivClassroom Assessment Workshop**

This workshop focuses on the Promethean Learner Response Systems (ActiVotes, ActivExpressions, ActivEngage). Participants will learn the basics of registering, naming, and using the LRS, in addition to tips on creating effective assessment questions based on higher order thinking skills and questioning strategies.

### ➤ **Beyond the Essentials Workshop**

This workshop focuses on advanced tools within ActivInspire. Participants will learn how to incorporate higher levels of interactivity into their flipcharts through the use of multimedia tools and existing technologies.

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➤ **Basic Training for Resource Teachers and Administrators**

This training was designed for resource teachers and administrators looking to use the ActivClassroom in instructional settings outside of the regular classroom. Participants will learn how the ActivBoard can be integrated with other technologies and used successfully to run effective meetings, trainings, etc.

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➤ **The ActivClassroom as an Instructional Tool for ALL Students**

This training was designed to focus on enabling teachers with tools and strategies to address the various learning styles of students. Participants will get an in-depth understanding of the principles of Universal Design for Learning and will learn how the ActivClassroom can address the guidelines to meet the needs of all students in the classroom.

➤ **The ActivClassroom as an Assistive Technology**

In this teacher-led workgroup participants will discuss teaching and learning challenges, and gain insight into how the Promethean ActivClassroom can be used successfully as an assistive technology tool for the special education population.

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➤ **The ActivClassroom to Support Marzano's Instructional Strategies**

In this series of workshops, participants will learn how the ActivClassroom tools and features support teachers in implementing Marzano's 7 instructional strategies:

1. Previewing of content
2. Chunking of content
3. Scaffolding
4. Pacing
5. Monitoring student progress
6. Clarity of content
7. Response rates

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➤ **Migrating from SMART to Promethean**

This training was designed for teachers moving from a SMARTBoard to the Promethean ActivClassroom OR wishing to use the ActivInspire software on a SMARTBoard. Participants will understand the advantages of using the Promethean ActivClassroom and how this simple transition can positively impact teaching and learning in the classroom.

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➤ **Promethean ActivOffice for PowerPoint Users**

This training introduces the Promethean ActivOffice plug-in, designed to enhance PowerPoint presentations by embedding ActivInspire tools within the program. Participants will learn how to further engage the audience as they incorporate the ActivInspire tools, including Learner Response Systems, into their PowerPoint presentation.

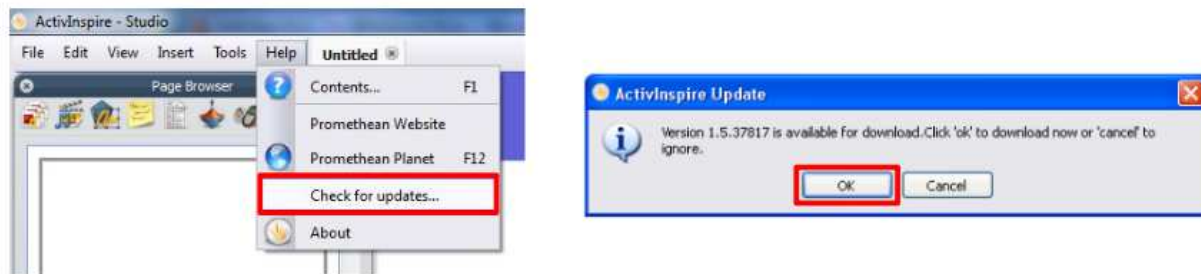
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## MAINTAINING YOUR ACTIVCLASSROOM

### UPDATING YOUR ACTIVINSPIRE SOFTWARE

Updating your software ensures that you are running the most recent version of ActivInspire. Check for software updates periodically by following these steps:

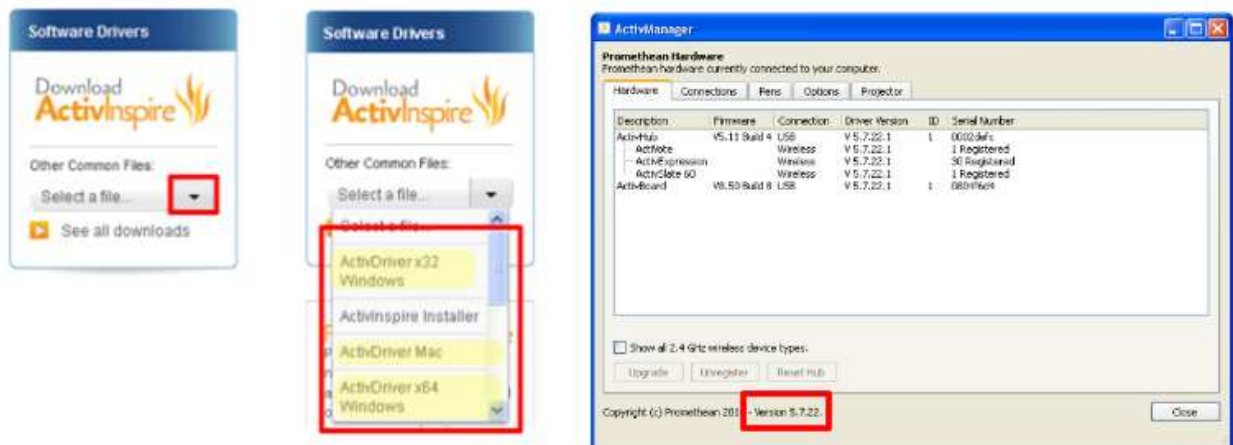
1. Open ActivInspire
2. Go to Help > Check for Updates (Please note, you must be connected to the Internet in order to update your software)
3. If you have the latest version of ActivInspire, the update box will display a message stating that your software is current. If you do not have the latest version of ActivInspire, a box will be displayed that will allow you to download the latest version of the software.



### UPDATING YOUR ACTIVMANAGER DRIVER

In addition to updating your software, you will want to update your ActivManager Driver. This will ensure that your ActivPen will work seamlessly with your ActivBoard. To update your ActivManager Driver:

1. Login to Promethean Planet and click on the Support link found on the homepage.
2. In the Software Drivers window found on the right, click on See All Downloads.
3. Download the correct ActivDriver corresponding to your operating system.
4. Once the download is complete, install the ActivDriver onto your computer.
5. You can check to see the version of your ActivDriver by clicking on the ActivManager and selecting Control Panel.



## **CLEANING YOUR ACTIVBOARD**

The surface of your ActivBoard can be wiped with a damp cloth or baby wipes. Do not use any type of abrasive cleaners on the ActivBoard surface. Remember that you're ActivBoard is not meant to be used as a white board. If marks are made with a dry erase marker, simply spray dry erase cleaner onto a rag, then wipe the board. If marks are made with a permanent marker, write over the permanent marking with a dry erase marker. Then use dry erase cleaner, spraying onto a rag first, then wiping the marks away. The surface of the Activboard is made to very high standards of durability. In normal use you can expect satisfactory results every time with proper maintenance.

## **MAINTAINING YOUR PROJECTOR**

Maintain your projector by ensuring that the vents are free from dirt and dust. Use a compressed air can and rag to simply remove any dust lying around the vents. Depending on the amount of dust entering the classroom, you may want to perform this cleanup at least twice a month. This will help minimize projector overheating and maximize the efficiency and life of your projector.

## **ADDITIONAL PRODUCTS**



**ActiVote**



**ActivExpression**



**ActivSlate**



**ActivWand**



**ActivEngage**



**ActiView**



**ActivSound**



**ActivPanel**

## IAAK SUPPORT

It's All About Kids is committed to supporting students, parents, and educators in fostering lifelong learning and achievement through strong partnerships, effective curricula, and performance-based recognition.

### IAAK SUPPORT:

(808) 487-5437 or 1-888-778-4225  
(M-F, 8:00 am - 4:30 pm)  
<http://iaak.zendesk.com>

### IAAK SALES, INSTALLATION, AND PD SCHEDULING:

**Missy Miranda** (*Educational Program Coordinator*)  
[mmiranda@iaak.net](mailto:mmiranda@iaak.net)  
(808) 237-5573

### IAAK PROFESSIONAL DEVELOPMENT

**Cheryl Estabillo** (*Professional Development Specialist*)  
[cestabillo@iaak.net](mailto:cestabillo@iaak.net)  
(808) 783-9999

### IAAK TECHNICAL SUPPORT

**Micah Gawin** (*IT Technician*)  
[mgawin@iaak.net](mailto:mgawin@iaak.net)  
(808) 628-0589

### PROMETHEAN TECH SUPPORT:

1-888-652-2848 option #3