JOURNEYS

Journeys IWB User Guide

Journeys is a core reading program designed to meet the diverse needs of all students with easy organization, proven instruction, and unique differentiation. Interactive Whiteboard lessons will enhance the program offerings by providing teachers with activities for phonics, vocabulary strategies, grammar, text analysis and writing skills through a highly engaging, interactive medium that motivates students and encourages active class participation.

The IWB lessons encourage active learning practices that engage and motivate students. IWB content is designed for a teacher-moderated whole-class or group learning context. The lessons have been carefully planned and designed to take full advantage of native IWB interactive features, such as drag and drop, reveal, erase, highlight and write, with less reliance on Flash apart from an end of lesson game and some minor Flash functionality on a minimum number of screens.

Each lesson will include three distinct sections —
- Warm-Up
- Learn About
- Practice

Lessons are designed to be teacher-led in a whole class or small group and also that the teachers can teach the concept in its entirety, jump into and out of one of the sections, or else pick and choose from among the variety of practice activities and games.

The information below is to walk the user through the various features in a typical Journeys IWB file so that maximum efficiency and usage can be leveraged while using in a classroom environment

All IWB files for Journeys follow a similar screen structure:

- Splash screen

  - This is the default opening screen and is present on all IWB files. It presents the user with the program logo and relevant copyright information.

- Menu screen

  - The menu screen allows the user an overall view of all sections within the IWB files and the core ideas being focused on within. It also presents the user with the navigation bar which displays the tools & navigation options available to them.

- Warm-Up

  - The purpose of the Warm-Up screen(s) is to either recap on prior (related) learning or to introduce the lesson concept to the students in a fun and engaging way.

- Learn About

  - The Learn About screen(s) use a teach/guided practice model to introduce the core concept /skill, promoting active learning whereby students participate in the whiteboard interactivities.

- Practice

  - The end of lesson Practice screen contains a full Flash interactivity which is designed as a consolidation exercise or quiz, encouraging collaboration and participation, while testing the learning level.

- Credits screen

  - Any necessary photo credits are provided on this closing screen in addition to relevant HMH copyright text.

	Home	Return to the Main Menu
	Teacher Tips	Access the teacher-facing Teacher Tips for that particular screen
	Teacher Resource PDF	Open the **Teacher Resource PDF** which contains all teacher tips info, learning objectives and Common Core State Standards.
	Select Tool	Use the **Select Tool** to point to content on the page, to drag items, and to reset button settings.
	Pen Tool	Use the **Pen Tool** to write on the whiteboard.
	Highlighter Tool	Use the **Highlighter Tool** to shade a key word or sentence.
	Eraser	Tap and drag the **Eraser Tool** over written content or drawing to erase it.
	Refresh	Return the page to its last saved state.
	Teacher Notes	Open the ActivInspire Notes pane, where the teacher/student can write and save notes.
	Next	Go to the Next page
	Previous	Go to the Previous page
	Pull Tab	Pull across to access additional student-facing information relating to the activity on screen