CREATING SMART BOARD ACTIVITIES TO ENGAGE STUDENTS’ LEARNING IN CHINESE IMMERSION KINDERGARTEN.

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Summary of My Capstone Project

My research question is “How to create SMART Board games to engage students’ learning in Chinese immersion kindergarten”. The project for this research is a website of SMART Board activities. The audience for the website are teachers who teach Chinese immersion programs, especially kindergarten Chinese immersion teachers. In addition to that, students who are in Chinese immersion programs and their parents are also targeted audience of this website. The website is hoped to be used and shared among Chinese immersion teachers, as well as students and parents who want to engage online learning after school.

The website improves parent engagement in their child’s learning in school. Parents can see videos of class activities. This are kind of interaction can help parents become more involved in their child’s learning. The website will be applied to use in the 2018-2019 school year. I also intent to share it with other Chinese immersion teachers in my school district.

The reason for making this website with SMART Board activities is because SMART Board helps to increases participation and engagement. It is visual and interactive if educators know how to use this tool to make activities and games for lessons. Fun SMART Board activities can makes lesson more engaging, it can also get the reserved students out of their shells. It has transformed a typical classroom into a stimulating and encouraging learning environment.

The website contains three subjects, they are Chinese language arts, math and health. Each subject includes some activities that I created and designed to fit into the kindergarten curriculum in my school district. The purpose for creating this website is to engage students learning, sharing with colleagues to enhance collaboration and to encourage parents involvement as well. All the activities on this website were created by myself.
The website consists of three parts with activities that I created all by myself (See APPENDIX B). All activities designed for this research were integrated with the curriculum. The math activities are aligned with Minnesota Academic Standards for Kindergarten: Standard 1: Recognize and sort basic two- and three-dimensional shapes; use them to model real-world objects. The Language arts (Chinese) is focused on identifying 15 high frequency words, which is one of the requirements in my school district for the Chinese immersion program. The health activity is focused on healthy and unhealthy food, which is also one of the units in kindergarten health curriculum in my school district. The goal is to teach students the skill of developing awareness of physical and emotional well being.

**Part 1: learning about shapes.** Shapes are one of the important units that students need to learn in kindergarten. I created three different games for this unit. The first one is to choose the correct answer according to the shape. The second is matching pairs with the right shapes. The last one is to categorize shapes with real life objects on the SMART Board, such as what objects are circles and what objects are triangles.

**Part 2: learning 15 high frequency Chinese words.** I designed a racing game that students can pair up and play together, or the students as a whole class can play with me. The dice will roll to a certain name when you click on it, and you move according to the number and land on the character. The players are required to say the character they land on. The first to reach the last character wins. I also created another game which uses the “magic pen” and “eraser” function of the SMART Board. When students play this game, they use the eraser and gradually erase the color that covers the “secret character”. The students gradually use the eraser to “reveal” what the character is. To increase fun in this activity, we can see who can guess the character first.
Part 3: healthy and unhealthy food. The SMART Board game that I created for this has varieties of food. Students need to choose the food and put it in the correct category (healthy food or unhealthy food). The fun part of the game is that if the students drag the unhealthy food and put it in the healthy food section, the food will be rejected. If the students choose correctly, the food will be dissolved. It’s a very visual interaction design to help the students understand the differences between healthy and unhealthy food.

For my further research, I will continue to collect more information about Chinese immersion students’ learning in different content areas. I plan to put other subject areas such as science, music or art on the website as well. I hope this website project will extend learning from a regular classroom to any place and any time.

Website link

https://wqiang01.wixsite.com/wenting-qiang
APPENDIX A

Screen shots of my website:
Healthy and Unhealthy Food

Full Video

Smart Board

More Activities Coming up Soon....
APPENDIX B

Activities on the website:

Shape Unit SMART Board Activities

Matching pair activity

Pair categorizing activity
Choosing the correct shape

15 High Frequency Words SMART Board Activities

Racing game
The secret character

Healthy and Unhealthy Food SMART Board Activities