

# TeachSmart<sup>®</sup>

## LEARNING SYSTEM

Exclusively from **hatch**<sup>®</sup>

Helping Teachers Meet the Goal of Preparing  
Children for Kindergarten



**Hatch<sup>®</sup>**, the leader in early childhood technology, introduces the **TeachSmart<sup>®</sup> Learning System** — the first comprehensive SMART Board<sup>™</sup> package developed specifically for early childhood.

# Introducing the TeachSmart™ Learning System

TeachSmart™  
Navigational Tool

## The TeachSmart® Learning System

will greatly assist early childhood educators by helping them "teach smarter not harder!"™ In essence, the system will engage children in fun, motivating, and developmentally appropriate activities.

• **Create** - Teachers can electronically save their observations and create portfolios.

• **Narrate** - Children can speak into a microphone to record a narration of their own work.

• **Save to Digital Portfolio** - Electronically supports teacher observation and portfolio creation. Assessments are easy to document and organize for each child. Great for parent conferences!

**TeachSmart™ LEARNING SYSTEM**

Frequently Asked Questions

Teach Smarter Not Harder!™

Please choose a category

- Skill Development go
- Daily Routines go
- Stories go
- Living Books go
- Charts go
- Puzzles & Games go
- Compare & Contrast go
- Assessment go
- Free Play go

**What is the Teach Smart™ Learning System?**

The Teach Smart™ Learning System is an interactive white board, hands-on technology tool which enables early childhood teachers to plan for playful and purposeful activities for children. This tool offers strategies and activities that reflect the latest scientific research for pre-literacy and mathematics concept acquisition in young children. Children will have learning opportunities that are fun, game-like, and engaging. This format encourages flexible grouping of children during the day. At the touch of a fingertip, teachers have a cadre of over 1000 activities and opportunities to build individual portfolios for parent conferences and planning for instruction.

Research Basis

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## EASY and FUN

As with all Hatch® products, the **TeachSmart™ Learning System** is easy to use for both teachers and children. Through the use of Hatch's **exclusive TeachSmart™ Learning System** Navigational Tool, children can independently access the Learning System activities with a simple touch-- essentially turning the system into an interactive learning center, large enough for everyone to use.

Make it your own Beyond the Board Standards

### I Can Tell A Story

Level of Activity: Emerging to Developed  
Group Size: Individual or Small Group (No more than 3 children)  
Child Outcomes: Language Development - Story Telling, Vocabulary, Writing, Fine Motor Development

What to Do:

- **Teacher models the activity.**
  - Teacher encourages language development skills by engaging the children in conversations about the story theme.
  - Teacher touches the characters and props to show children how they can be moved while creating an oral story. Encourage the children to help develop the story by creating a beginning, middle, and the end of the story.
- Teacher encourages children to engage in conversations with a partner or small group to create their own themed dramatic play. Props from the dramatic play center could be included to enhance the creative thinking.
- Children record their oral stories in their digital portfolios for on going assessment.
- Consider allowing the children to label the digital characters and objects in the story theme with the SMART pen.

\*\* Over time this activity should be child directed and should require minimal teacher support. \*\*

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**A**

## Make It Your Own

Step-by-step instructions on how to modify a particular activity to make it more useful for your own class. This feature allows you to meet the needs and interests of your children.

**B**

## Beyond the Board

A feature that expands the TeachSmart™ Learning System's strategies and activities to other centers in the classroom.

**C**

## Standards

Activities and strategies tied to national standards.

**D**

## Teacher Talk

Short reviews of the most current research available in early childhood to support you in implementing the TeachSmart Learning System in your classroom.

**E**

## Activity Instructions

Easy-to-follow basic instructions for selecting the correct group size, child outcomes, and directions for implementation of the chosen activity.

**F**

## Look Button

An instructional audio/video demonstration of the chosen activity.

## Listen Button

An audio direction for implementing the activity.

**G**

## Turn-Down

Returns you to the Home Page of the application.

**H**

## Activity Set

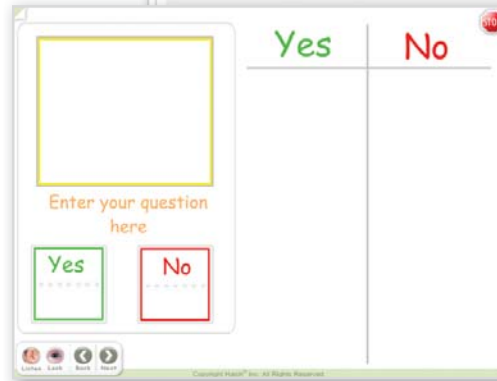
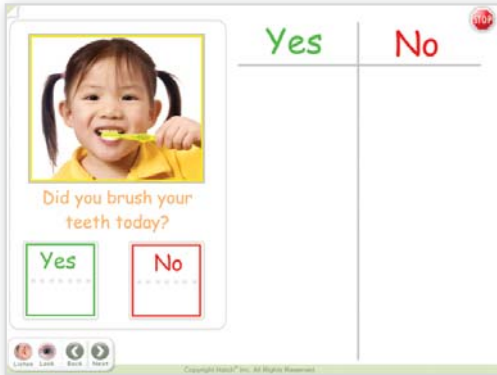
Multiple activities within the set address the same outcomes. This adds variety and keeps the lessons fun.



## Exclusive Easy-to Use Features for the Teacher

### Make it your own

"Make it Your Own" helps you customize the activities that your children have grown to love! Your personalized activities will support instructional opportunities that enhance and strengthen early childhood developmental skills. The **TeachSmart™ Learning System** comes with a wide range of ideas for you to use as models. The following is an example where your class can design their own questions based on a format that they have learned how to use.



**Beyond the Board** **Standards**

**What is "Make it your own"?**  
 "Make it your own" is an opportunity for you to customize the activities that your children have grown to love! Your personalized activities will support individualized instructional opportunities which enhance and strengthen early childhood development skills.

**How to use this template**  
 This template is designed to provide individualized instruction focused on daily questions.

- Choose a yes/no question related to current classroom events, activities, or themes.
- Using the text tool, write your question in place of the text that says "Enter your question here".
- Locate digital images to illustrate your question. Insert your image into the slide and place in over the yellow box. Adjust the order of the image so that it is behind the yellow box. You can adjust the order of an object by touching the object, then selecting the arrow at the top right to reveal the object menu. From that menu choose "Send Backwards" from the "Order" submenu until the image is in the right order.
- Using the voice recorder on your computer, record your question.
- Link the audio clip of the question to the question text and the image of your question.

[Click here to go to the Daily Questions template](#)

Teacher Talk

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### Beyond the Board

"Beyond the Board" gives you dozens of ideas about how to integrate the **TeachSmart™** Activities into your other classroom activities so that your children have a full opportunity to experience and learn concepts. Here for example as you work with the children on living versus nonliving things, you will be guided in how to have rich discussions, create a non-living and living class book, and learn how the science center can become a laboratory where children can sort concrete objects into living and nonliving groups.



**Make it your own** **Standards**

**Living / Nonliving**

**CENTERS**  
 Add a large variety of plastic animals and other small manipulatives that are 'non-living' (such as a block, rock, pencil, paper clip, etc.) to the sensory table, along with sand (or other medium). Invite the children to dig in the sand in order to find and sort the living and non-living items that they find there. Once they've searched and sorted, invite the children to re-hide the items.

**GROUP TIME**  
 Young children often have difficulty characterizing things as living or nonliving. For example, they tend to describe anything that moves as alive. They also do not yet understand the cycle of life (birth, growth, death), and therefore classify as nonliving anything that has died. In science, living is used to describe anything that is or has ever been alive (dog, flower, seed, a log); nonliving is used to describe anything that is not now nor has ever been alive (rock, mountain, glass, wristwatch). Over time, the children will begin to understand that all living things grow, breathe, respond to stimuli, and have similar basic needs like nourishment. Ask each student to name one living thing and one nonliving thing. Write all of their contributions on essay paper or on the chalkboard, under the column headings "Living" and "Nonliving". As the children learn more about the concept of 'living' and 'nonliving', invite them to add and/or edit to the list.

**Beyond the Board**

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Living Nonliving

Teacher Talk

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## TeachSmart™ Learning System What's Includes:

### TeachSmart™ Learning System Hardware Specifications

Hatch® builds each computer to meet unique sight, sound, control, and durability needs of early childhood classrooms.

- Intel® Core™2 Duo 2.53 GHz Processor
- 1066/800 MHz front side bus
- 2 GB DDR Memory
- 1.44 MB Floppy Disk Drive
- 320 GB Serial ATA Hard Drive
- 52X Internal CD/RW DVD-ROM Drive
- Wireless-G54Mbps 802.11g Network Card
- e-GeForce 6200 LE 256 MB Graphic Card
- Realtek RTL8111B-GR 10/100/1000 Integrated Network Controller
- 2 PCI Bus Slots
- 4 Hi-Speed USB 2.0 Ports - back
- 2 Hi-Speed USB 2.0 Ports - front
- Front Audio Port
- Intel High Definition Audio Realtek ALC860 Audio Codec
- 104-key USB Windows Enhanced keyboard
- Optical USB Scrolling Mouse
- Amplified Stereo Speakers – 24 watts
- Microsoft Windows Vista® Business
- Notebook™ Software
- Headset/Microphone (noise-reducing)
- Computer Furniture



680i3 SMARTBoard

### SMART Board™ 680i3 Interactive Whiteboard

Size: 65 1/4" W × 49 1/2" H × 5 1/8" D. (165.7 cm × 125.7 cm × 13 cm)

### Unifi 55 Projector System

Size: 18 1/2" W × 15 1/2" H × 47 1/4" D. (47 cm × 39.4 cm × 120 cm)

TDP-SB20 projector, boom mount with controlled-collapse feature, extended connection panel (ECP), remote control, and all necessary input cables from the ECP to the projector.

### CPU Cabinet

This sturdy Baltic birch cabinet was designed with the early childhood classroom in mind. The nickel turn lock front door secures the computer from children. The top shelf is designed to hold your mouse and keyboard for convenient use. The middle shelf is perfect for your speakers and headset.



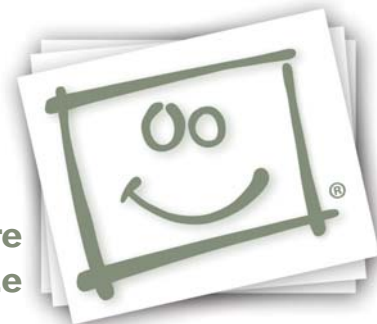
Sturdy Baltic Birch Construction

Convenient Storage Shelves

Nickel Turn Locking CPU Cabinet

The assembled product is 28.25"W x 12"D x 32.5"H.

### Exclusive Activity Bundle



Activities included are designed to strengthen concepts such as:

- Phonological Awareness
- Number Recognition
- Social Emotional Development
- Counting
- Prewriting

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### Installation and Training Services

Hatch® recognizes that children will thrive most if given the opportunity to **independently** navigate the applications included with the **TeachSmart™ Learning System**, allowing them to discover the wonders of technology as they play and learn. This is why we have created our all-inclusive **TeachSmart™ Learning System** to serve as an exciting, interactive play area. Furthermore, Hatch® will partner directly with you, via our Second Level Professional Development, to customize applications and trainings to fit your current curriculum and to integrate this exclusive technology into your classroom.

#### Installation

Each component of the **TeachSmart™ Learning System** will be **safely and securely** installed in the designated classroom by a Hatch® *certified* Classroom Integration Consultant. You can feel secure knowing that services and support will always be provided by a Hatch® team member. We rely solely on our national team of employees, giving our customers peace of mind that from sale to installation to training and after sale, no stone has been left unturned. Hatch® understands how careful early education settings must be, so we guarantee that all employees pass a drug screening, criminal background check, and driving record check. Rather than use a multitude of subcontractors, Hatch® prefers for everyone involved in our onsite services and product installation to be united under the Hatch® name.

#### Initial (First Level) Training

Immediately following successful installation (which takes about an hour), initial training lasts about 1.5 hours and will occur in every classroom where a **TeachSmart™ Learning System** is installed. The initial training covers everything the teacher needs to know to successfully and appropriately integrate the **TeachSmart™ Learning System** into the classroom. Training includes, but is not limited to:

- Using the exclusive **TeachSmart™ Learning System** Navigation tool
- Implementing the teacher guided **research-based** strategies and activities designed to ensure the **TeachSmart™ Learning System** is integrated into the classroom curriculum for whole group, small group, and one-to-one instruction
- Creating Digital Portfolios for each child
- Introduction to child guided activities designed to ensure children can have successful independent access and that the product is used as a Learning Center
- Troubleshooting Tips
- Frequently Asked Questions
- Available as long as **TeachSmart™ Learning System** is in their classroom

*Each teacher receives a detailed, user-friendly support manual and a quick reference guide.*

#### Professional Development (Second Level) Training

In addition to initial training, you have the option of purchasing the fully customizable Professional Development Second Level Training sessions for the **TeachSmart™ Learning System**. These sessions are meant to be personal and tailored to your specific needs. Please contact your sales representative to customize this training specific to your organization.

#### One Call Does It All Support

In addition to our on-site training options, Hatch® provides a “**one call does it all**” approach to supporting your staff via lifetime, toll-free telephone support. Hatch® also offers the option for email support that is always answered promptly. You simply contact Hatch® and receive complete and friendly support for all aspects of your product.

#### Warranty

Hatch® further provides lifetime, toll-free technical support, a two year warranty on parts and labor for the CPU, a 5-year warranty on registered SMART boards, a 3-year warranty on the projector and projector mount, and a 500 hour/90 day warranty on the bulb.

**The TeachSmart™ Activity Bundle Training includes a one-time training and toll free technical support.**



## Hatch's Dedication to You!

For more than 20 years Hatch® has been committed to supporting the needs of the early childhood education community. Our purpose as an organization is to enrich early childhood education by providing exceptional products and service that enhance the lives of children, families, and communities.

Hatch's commitment is to provide exceptional and innovative products, unparalleled service, and an easy, enjoyable customer experience. We are an organization who values developing personal customer relationships and we honor these relationships by setting high expectations in the way we provide products and services to you and your classroom. You can depend on our genuine, knowledgeable, and trustworthy team to help you consistently achieve success. With decades of experience and expertise, you can count on Hatch to provide the personal attention necessary to support you and the high quality of education you provide to young children.

### TeachSmart™ Advisory Group



**Joyce Anderson**

Vice President of Education and Training  
Children's Choice Learning Centers

"TeachSmart™ Learning System is the new frontier in early childhood education! At their fingertips educators and children can open their classroom to the world! This fun and user friendly technology will allow an educator to create the learning tools and enrichments needed to enhance the learning environment in just minutes. Project learning, so crucial to children's creative thinking process, can more easily become a reality."



**Julie Beyer**

KUSD#20 Preschool Coordinator  
Manzanita Preschool

"The TeachSmart™ Learning System will be a valuable technological tool in the preschool classroom. It will expose preschool age children to cutting edge technology. It will give teachers many options for instruction as well as assessment."



**Jenne Parks**

Senior Education Specialist  
Learning Care Group

"The TeachSmart™ tool is going to bring a multitude of enriching experiences to early childhood classrooms. The integration of this easy-to-use technology provides kinesthetic learning that will also lead to children's collaboration and cooperation while building on children's different interests and skill levels. I anticipate that as this tool is integrated into early childhood classrooms, it will transform both the teaching and the learning that occurs."



301 N Main Street, Ste 101  
Winston-Salem, NC 27101

800.624.7968  
hatchearlychildhood.com  
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