

Interactive Whiteboards or Projectors for Teaching

DT Workshop Equipment Reference — D&T / STEM resource for school workshops | Design & Documentation



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Interactive whiteboards and projectors turn a wall or board into a large display that teachers annotate, switch sources and save notes from, supporting whole-class instruction in design, CAD and workshop technique. They are the front of the classroom for D&T teaching.

Key Features

- Interactive touch or pen whiteboards
- Short-throw and ultra-short-throw projectors
- Wireless screen casting options
- Annotation and save-back software
- Wall mounts with projector arms

Typical Uses in the Workshop

- Present CAD, 3D models and design theory
- Annotate drawings and mark schemes live
- Share student work for critique
- Display camera and microscope feeds

Safe Operation

1. Calibrate the interactive surface regularly
2. Connect the classroom computer and sound
3. Switch sources between PC, camera and devices
4. Save annotated pages to the server
5. Shut down the projector to cool before storing

SAFETY NOTES

- Check projector mounts and brackets are secure
- Keep the light path away from eyes
- Route cables clear of walkways
- Do not block projector vents
- Use a ceiling mount to keep the unit safe

Maintenance & Consumables

- Clean the projector filter and lens
- Check bulbs or laser lamp status
- Update the whiteboard software
- Check the pens and calibrate the touch
- Back up saved whiteboard files

Specification & Buying Notes

An interactive flat panel avoids lamp and alignment issues, but an ultra-short-throw projector with an interactive surface costs less for large rooms. Check brightness for the classroom light level and wireless casting support.