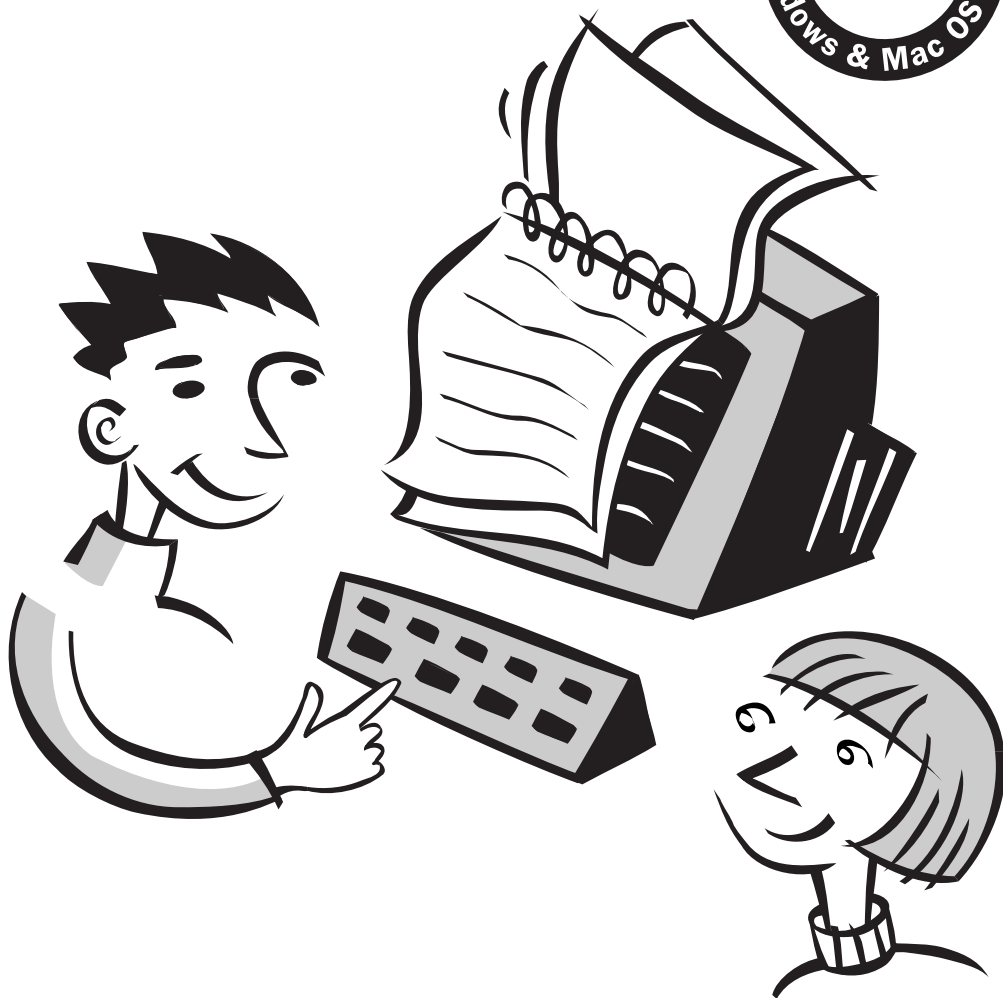


Kid Pix Deluxe 4

Training Guide

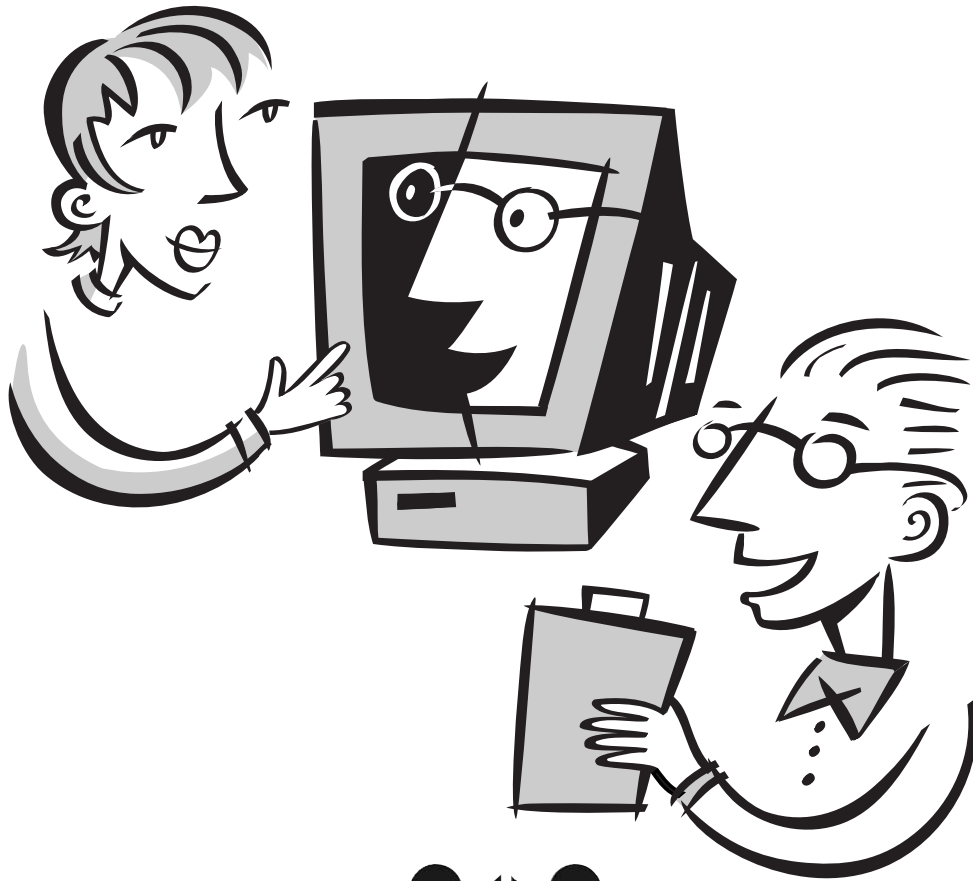
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Using This Guide

This guide is designed to help you train teachers to use Kid Pix Deluxe 4 as a learning tool in the classroom. Using a project-based learning approach, each workshop is designed to facilitate the learning of the features and skills by modeling a classroom activity. Once the learning model is completed, participants apply their learning by creating their own unique classroom activity to integrate the technology.

Workshop Delivery

Each workshop is designed to last from one to one-and-a-half hours. The workshops can be combined and used in half-day and full-day sessions. Each workshop includes the following components:

Learning Outcomes

The Kid Pix Deluxe 4 features taught in the workshop

Preview

An overview of what the participants will do during the workshop

Before the Workshop

Information to help you prepare for the workshop

Opening Activity

Each opening activity poses a question to engage the participants in a brief discussion of how the skills presented in the workshop can be integrated in the classroom with a focus on student learning.

Modeling Activity

The learning outcomes of the workshop are introduced to the participants during this activity. As the instructor, you briefly model the workshop activity as you present the new skills. The participants work at their computers to practice the skills as you demonstrate.

Applying the Learning

After watching you model the skills, the participants practice what they have learned by constructing their own document, presentation, or project. This process allows you to walk around and coach participants as needed. The handouts are available for additional assistance at www.teacher2teacher.com.

Assessing

At the end of the workshop, you distribute a Workshop Assessment form to assess what participants have learned. The participants identify their needs for future workshops and learning opportunities.

Reflecting

As a final step, guidelines are provided to assist you in leading a participant sharing time.

Workshop Agenda

The value of these learning experiences is directly connected to the amount of time participants have for hands-on learning. The following time segments are suggested as guidelines for organizing your workshops:

Opening Activity	5 – 8 minutes
Modeling Activity	15 – 20 minutes
Applying the Learning	30 – 45 minutes
Assessing	5 – 8 minutes
Reflecting	5 – 8 minutes

Workshop Materials

Each workshop is supported by a series of handouts that can be copied and distributed during the training. Electronic copies of the handouts can be downloaded at www.teacher2teacher.com.

Modeling Activity handout(s)

Designed to support the modeling activity

Skill Step handout(s)

Designed for use during the **Applying the Learning** session

Workshop Assessment form

Designed as a workshop evaluation tool

Ongoing Support

The following resources can help you prepare for the delivery of the workshops described in this guide. They can also serve as valuable resources for your workshop participants.

Teacher2Teacher Flip Charts

Flip Charts are designed to sit beside the computer for easy access to common Kid Pix Deluxe 4 instructions. Tabs separate the chart topics, making it easy to find the necessary information and allowing participants to work at their own pace. These Flip Charts are a great complement to the handouts found in this guide. For more information, visit www.teacher2teacher.com or call 1-800-765-0333.

Kid Pix Deluxe 4 Help

This resource is part of the Kid Pix Deluxe 4 application. You can access Kid Pix Deluxe 4 Help from the Help menu when Kid Pix Deluxe 4 is the active application.

3 *Contemplate the Possibilities*

PREVIEW

Creating a template for a worksheet or project is an effective way for teachers to combine teaching computer skills with academic content. This workshop teaches participants to develop and save as templates a variety of engaging and interactive learning materials that can be customized to meet the needs of students.

LEARNING OUTCOMES

In this workshop, participants will learn how to perform the following tasks in Kid Pix Deluxe 4:

- Create, use, and save a template
- Using Idea Machine and adding a Kid Note
- Use the the Paint Tool
- Use the Mixer Tool
- Create a secret code
- Editing Rubber Stamp
- Print a picture

BEFORE THE WORKSHOP

- Review **Using This Guide** on page viii to become familiar with the training process used in this workshop.
- Set up a large-screen projection device that is connected to your computer.

- Have chart paper or a white board available.
- Show teachers a pre-made template found in Kid Pix Deluxe 4's Idea Machine.
- Make copies of the following handouts for each participant:
 - Sample Picture
 - Using Idea Machine
 - Adding a Kid Note
 - The Paint Tool
 - The Mixer Tool
 - Editing Rubber Stamps
 - Printing
 - Workshop Assessment
- Become Familiar with the skills presented in this workshop by practicing the modeling activities.
- Create examples of templates. Save one and use it to demonstrate how to open and rename a template.

OPENING ACTIVITY

In the opening activity, you want to engage participants and get them excited about the possibilities for developing templates to be used by students to learn and reinforce skills. Point out that some of the new tools they will be learning about in this workshop will allow them to create interactive materials.

- To help participants understand the concept of a template, display several letters, each written on the same stationery. The stationery is the same; the content changes. The stationery is an example of a template.
- Then, display a pad of paper with a logo printed on it. Tear a sheet of paper from the pad and hand one to each participant. Explain that when a template is created it is like a pad of paper on the computer that allows each student to take a sheet and work on it. Just as students write their name on a sheet of paper, students personalize a file by saving it with their own name.
- Point out that templates are teacher-created files that can be accessed, opened, and worked on in the classroom or computer lab by students. Show an example of a template intended to be used by the whole group.

- Ask participants to brainstorm types of materials that can be created with Kid Pix Deluxe 4 tools and saved as a template. Write these ideas on the white board or chart paper.
- Ask participants to brainstorm ways in which they can create useful materials using the ability to personalize instructions. Write these ideas on the white board or chart paper.
- Distribute the workshop handouts.

MODELING ACTIVITY

In the modeling activity, the participants will work at the computer as you demonstrate the learning outcomes. Create a sample classroom learning activity; then, save it to be used as a template. Reopen it, rename it, and add to it. Participants will explore new tools, review ones they have already worked with, and use all of them to develop template ideas.

Creating an activity template

In this activity you will introduce some new tools and skills to participants.

1. Select **Turn Small Kids Mode On** from the **Controls** menu and click the **Text Tool**.
2. To create a simple arithmetic template, use the numbers found in the **Text** tray to enter the characters of a simple example, such as $3 + 4 = 7$. Click the number from the tray and then click where you would like it on the page. Leave space between each character. Select **Turn Small Kids Mode Off** from the **Controls** menu when you are finished.
3. Tell participants that students will select and add groups of **Rubber Stamps** under the numbers to demonstrate number understanding. To use **Rubber Stamps**, select the **Rubber Stamps Tool** from the **Toolbar**, click your stamp selections from the **Rubber Stamp** tray, and then click again under the appropriate number.
4. Verbal and written instructions or messages can be added to the page, such as, "Use the Rubber Stamps on this screen to find pictures of birds (or hats or ways of getting from place to place). Then, place the correct number of Ruber Stamps under each number to complete the problem." To do this, open the file to which you would like a note added (this file can be an **Idea Machine** template or one that you have created).
5. From the Teacher menu (accessed by simultaneously clicking **Ctrl+T**), choose **Add Kid Note**. Type your message in the window provided and click **OK** when you are finished.

6. To save this document to be used as a template, you can publish it to the Idea Machine. From the **File** menu, select **Save As**, name it, and then save it to the desired location. Then from the **File** menu, select **Publish to the Idea Machine**. Select the appropriate Idea Machine folder to which to save or make your own folder. Then click **Save**.
7. To open a template from the Idea Machine, choose **Idea Machine** from the **Toolbox** menu and navigate to the appropriate folder. Select the file and click **OK**.

Tip: Encourage participants to create an icon to prompt students to choose **Read Text Aloud** from the **Speech** menu to hear a message. This can be added to any relevant pages.

Exploring the Paint Tool

In this activity, you will demonstrate some of the **Paint Tool** options. As you show different features, ask participants to note ways that these fun and interesting options can be used in lessons and activities.

1. To add a wide variety of painting techniques and interesting objects to a picture, select the **Paint Tool** on the **Toolbar**. Click to select an option from the **Tool Options Tray**. Choices include the **Paintbrush**, **Sound Art** (uses your voice or music to direct the painting), or **Spray Can**.
2. Choose a color from the **Color Splotch**.
3. Choose the size, paint mode (**Realistic** or **Wacky Paint Mode**), and other paint options from the **Paint** tray.
4. Click the page and simultaneously drag to create the paint effects.
5. When using **Mouse Mode** in **Sound Art**, be sure to simultaneously speak into your computer's microphone, click the mouse, and drag the mouse across the page to create different effects. In **Microphone Mode**, there is no need to use the mouse since your voice activates the painting.
6. Experiment with the various tools in **Wacky Paint Mode** and challenge participants to discover how to create some of the following effects: spray paint, zig-zag lines, drippy paint, and spirals. Next have them try to draw: a forest of fractal trees, a rainbow, and a brick wall.
7. To create a surprise message, in **Wacky Paint Mode**, use the arrows to choose the **Alphabet Text** option. Then select **Edit ABC Text** from the **Toolbox** menu. Type a message into the dialog box that appears (this will replace existing message). Click **OK**. Click the mouse one time to see a single letter; drag the cursor to see a message appear.

Exploring the Mixer Tool

In this activity, you will demonstrate ways to create interesting changes to a picture. Be sure that participants understand that the **Mixer Tool** works on images already on the screen.

1. To experiment with the **Mixer Tool** effects, create a picture on the screen with any of the tools. Select the **Mixer Tool** on the **Toolbar**, and then choose an effect from the **Tool Options Tray**. Click on the screen to see the effect.
2. To combine effects, select another effect and then click the picture on the screen.
3. You can use the **Mini-Mixer** tool to add an effect only to where you drag the mouse on the page. You can change the size of your mixing with the sizing buttons.
4. To remove an effect, click the **Undo Guy** immediately. The **Undo Guy** removes only the last effect.

Tip: Encourage participants to look at the icons for the **Mixer Tool** options and have them predict the effects that will appear when the option is applied.

Tip: To encourage participants to explore all the **Mixer Tool** options, create a scavenger hunt or ask a series of questions that will help them to find answers and discover possibilities.

Secret code

In this activity, you will demonstrate how to create, save, and print a key for a secret code that students can use to send and receive messages.

1. To create a code key template, select **Turn Small Kids Mode On** from the **Controls** menu and place all the letters of the alphabet in two or three vertical columns on one half of the screen. Be sure to leave space between the columns. Save this picture as **Code Key**.
2. To create a secret code, open the **Code Key** file, select the **Rubber Stamp Tool**, and then select one stamp to stand for each letter of the alphabet.
3. To edit a **Rubber Stamp**, click the **Rubber Stamp** you wish to edit and then click the **Stamp Editor** (pencil) in the **Rubber Stamp** tray. The **Stamp Editor** window appears. Make changes to your **Rubber Stamp** using the editing tools.
4. When the code is complete, save the file as **Secret Code**.
5. To use the secret code, choose **Print** from the **File** menu and print two copies. Have the participants keep one copy and give the other to a partner so that each person can write and decode a coded message.

APPLYING THE LEARNING

In this activity, participants will create a template of their own design.

- As they begin their projects, encourage participants to practice the skills presented in the modeling activities. Remind them that they can duplicate the samples provided, and/or create their own designs.
- After the participants begin their project, circulate to provide individual and small group assistance as needed.
- Remind participants to save as they work and to refer to the handouts for additional help.

ASSESSING

Distribute the Workshop Assessment form and ask participants to check the skills they have learned and complete the comments section.

REFLECTING

Ask several participants to share the work they have completed and comment on how they can have students use this idea in the classroom.



Using Templates from the Idea Machine

Idea Machine: Use this tool to find templates to use, which are all categorized by topic. **Idea Machine** can also be accessed from the **Toolbox** menu.

Publishing to the Idea Machine - You can create your own template specific to your curriculum and then publish it to the Idea Machine.

- Create a file in the Paint Zone
- From the **File** menu, select **Save As** , name it, and then save it to the desired location.
- From the **File** menu, select **Publish to the idea Machine**.
- Select the appropriate Idea Machine folder to which to save or make your own folder.
- Click **Save**.

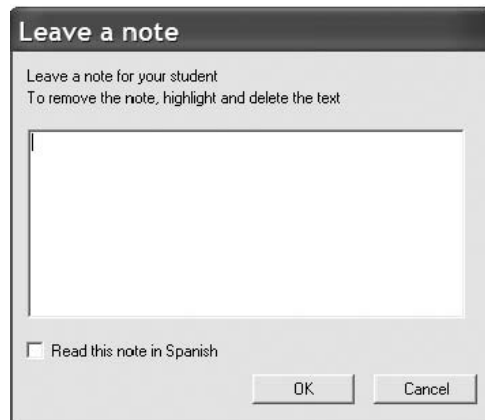
Sample Template

$$3 + 4 = 7$$

$$3 + 4 = 7$$



If you wish to add a **Kid Note** to a file so that when a student opens a particular Kid Pix Deluxe 4 file, a note that includes specific instructions for the student can appear and be read aloud, then open the file that you would like a note added (this file can be an **Idea Machine** template or one that you have created) and from the **Teacher** menu, choose **Add Kid Note**.



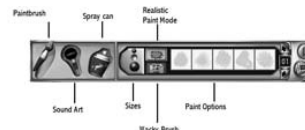
- Type your message in the window provided.
- Click **OK** when you are finished.



Paint Tool and Mixer Tool

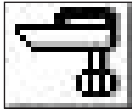
Paint: Click this tool to paint.

- Choose the **Paintbrush Sound Art** (uses your voice or music to direct the painting), or **Spray Can** tool from the Paint tray on the bottom of the screen.
- Choose a color from the color splotch, and then size, paint mode (**Realistic** or **Wacky Paint Mode**), and other paint options from the **Paint** tray.
- Click on the page and simultaneously drag to create the paint effects.



Tips and Timesavers

- When using **Mouse Mode** in **Sound Art**, be sure to simultaneously speak into your computer's microphone, click the mouse, and drag the mouse across the page to create different effects.
- On Microphone Mode, there is no need to use the mouse since your voice activates the painting.



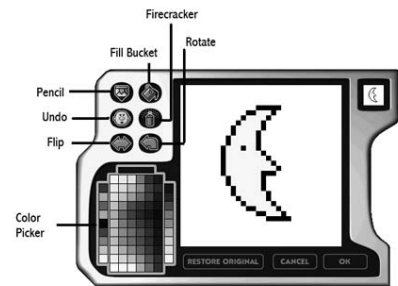
Mixer: Use this tool to create interesting changes on your picture.

- o When you click on the **Mixer** button, the mixer tray appears at the bottom of the screen. Choose an effect from these options and then click your picture to watch the effect take place.
- o You can use the **Mini-Mixer** tool to add an effect only to where you drag the mouse on the page. You can change the size of your mixing with the sizing buttons.
- o If you don't like the effect, click the **Undo Guy** immediately. Otherwise, your picture will be changed permanently.



Editing Rubber Stamps

- o To edit a **Rubber Stamp**, click the **Rubber Stamp** you wish to edit and then click the **Stamp Editor** (pencil) in the **Rubber Stamp** tray. The **Stamp Editor** window appears.
- o Make changes to your **Rubber Stamp** using the editing tools.
 - o - **Pencil** - allows you to draw on your stamp
 - o - **Undo** - allows you to undo your last change
 - o - **Flip** - allows you to turn your stamp left to right
 - o - **Color Picker** - allows you to choose a color
 - o - **Fill Bucket** - allows you to fill the stamp with the color chosen in the Color Picker
 - o - **Firecracker** - allows you to start over by erasing the whole picture
 - o - **Rotate** - allows you to turn your stamp 90 degrees
 - o - **Restore Original** - allows you to go back to the look of the original stamp



Printing

In order to print your picture, from the **File** menu, click **Print** (printing can only occur in Big Kids Mode).

Objects on the page such as, stickers, animations, and text will not show up when the picture is printed, unless they are first flattened. To do so, go to the **Toolbox** menu.

Workshop 3: Con*Tem*plate the Possibilities

Name: _____

Now that you have completed this workshop, how confident do you feel about performing the following tasks?

Skill	I know how to do this.	I need more practice.	I still don't get it.
Create, use, and save a template			
Use the Idea Machine for Templates			
Add a Kid Note			
Use the Paint Tool			
Use the Mixer Tool			
Edit Rubber Stamps			
Print a picture			

Comments:

Flip Charts are award winning, step-by-step guides that provide instruction on commonly used software applications. The perfect easy reference guide to place at each workstation, providing you with your own personal tutor whenever you need it.

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 Special Discount Code _____

Purchase Order enclosed Check Enclosed
(U.S. dollars drawn on a U.S. bank only, please)

Ordering Info: All orders must be accompanied by either a purchase order from a recognized institution or payment by check or credit card.

Charge my: American Express Master Card Visa

Account # _____ Exp. _____ Signature _____

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