

Table of Contents

Introduction

What Research Says About Technology Use in the Classroom	4
<i>Kidspiration</i> Skills	5
How to Use This Book	6
Correlation to Standards	11

Technology Skill Lessons

Using a Learning Activity	14
Is It Real or Make Believe?	15
Holiday Celebration	19
Finding Symbol Libraries	23
Making Patterns	24
Ordering the Planets	28
Adding a Symbol to a Diagram	32
Letter Sounds	33
Grouping Rectangles and Triangles	37
Formatting Symbols	41
Representing the Seasons	42
Fraction Sentences	46
Adding Text to Symbols	50
Needs and Wants	51
Where Animals Live	55
Copying, Pasting, and Deleting Symbols	59
Adding It Up	60
Odd and Even	64
Formatting Text	68
Writing Numbers	69
New Vocabulary Word	73
Copying and Pasting Text	77
A Week of Fruits	78
Adding Endings	82
Adding Text in Writing View	86
Making Word Families	87
Transportation Now and Then	91
Formatting Text in Writing View	95
Color Words	96
Synonyms and Antonyms	100
Linking Symbols	104
Counting Coins	105
Life Cycle of a Butterfly	109

Formatting Lines and Arrows	113
A Sequence of Events	114
About Me Time Line	118
Adding Text to a Link	122
How Many Sides?	123
Sea Animals	127
Using the Listen Tool	131
Sense of Sound	132
Estimating Length	136
Using a SuperGrouper Category	140
Jobs Now and Then	141
Sink or Float	145
Adding Symbols to a SuperGrouper Category	149
Living and Nonliving	150
Categorizing Animals	154
Importing a Graphic	158
Famous Inventor	159
Making a Difference	163
Recording Sound	167
Clapping the Syllables	168
Class Rules	172

Project-Based Learning Activities




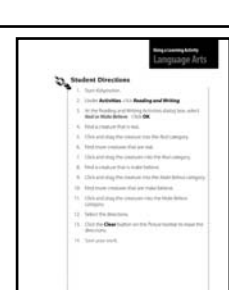

What Is Project-Based Learning?	176
PBL Activities	181
Magnetic Attraction (K–1)	181
Seasonal Senses (K–1)	187
Character Commonalities (2–3)	193
Family Life Today and Long Ago (2–3)	199

Appendices

Appendix A: Works Cited and Other References	205
Appendix B: Content-Area Index	206
Appendix C: Teacher Resource CD Index	207



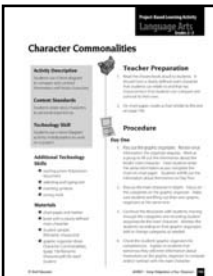


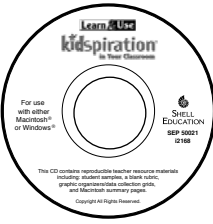
How to Use This Book *(cont.)*

Components of the Program

	<p>Introduction</p> <ul style="list-style-type: none"> • Concise overview of effective use of technology in the classroom • Brief introduction to software and the 18 featured skills • Description of how to best utilize this product in the classroom • Correlation to standards
	<p>Summary Pages</p> <ul style="list-style-type: none"> • Brief description of new skill(s) being introduced • Detailed step-by-step instructions of new skill(s) • Multiple Windows screenshots to help guide instruction and offer support (Macintosh screenshots provided on Teacher Resource CD) • Quick Tip provides shortcut or alternate way of using application
	<p>Procedure Sections</p> <ul style="list-style-type: none"> • Brief description of content-based lesson including content standard and technology skills • Materials list • Suggestions for teacher preparation • Detailed step-by-step sequential instructions for teaching the lesson • Extension ideas for differentiation
	<p>Student Directions</p> <ul style="list-style-type: none"> • List of steps for students to use while at the computers • Help students complete the activity with little or no guidance
	<p>Rubrics</p> <ul style="list-style-type: none"> • Allow for standardized assessment of student work using specific criteria and a point grading scale • Include space for both teacher and student to assess completed work • Blank rubric on the Teacher Resource CD

How to Use This Book *(cont.)*

Components of the Program *(cont.)*

	<p>Student Samples</p> <ul style="list-style-type: none"> • Provide examples of what each project will look like when completed • To be distributed or projected during the lesson to provide students with further instruction and guidance
	<p>Project-Based Learning Introduction</p> <ul style="list-style-type: none"> • Brief introduction to the project-based learning approach • Explanation of how project-based learning fits with technology and integrates different subject areas and standards • Description of how assessment is a critical piece of this learning process
	<p>Project-Based Learning Activities</p> <ul style="list-style-type: none"> • Allow students to apply everything they have learned throughout the book to real-life project-based activities • Lessons include activity description, content standard, technology skills, materials list, suggested teacher preparation, detailed procedure steps, and extension ideas for differentiation
	<p>Graphic Organizers</p> <ul style="list-style-type: none"> • Included with each project-based learning activity • Allow students to organize text and data before entering it into <i>Kidspiration</i> worksheets
	<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>Appendices</p> <ul style="list-style-type: none"> • Works Cited and Other References • Content-Area Index • Teacher Resource CD Index </div> <div style="width: 10%; text-align: center;">  </div> <div style="width: 45%;"> <p>Teacher Resource CD</p> <ul style="list-style-type: none"> • Student Samples • Graphic Organizers • Data Collection Grids • Mac Screenshots • Blank Rubric </div> </div>

Summary

Kidspiration offers many ready-to-use mathematics, language arts, and science learning activities. Instructions are included with each activity to make them even more simple and quick to use.



Quick Tip

If you do not find the activity you want to use, you can create your own or modify an existing activity. When it is complete, click **Teacher** on the Menu bar, then click **Save with Activity Wizard...** and follow the prompts in the *Activity Wizard* to give your activity a name and description.

Step-by-Step Directions

Using a Learning Activity

1. Open *Kidspiration*.
2. If you are already working in *Kidspiration*, click **File** on the Menu bar, then click **New**.
3. At the *Kidspiration* Starter dialog box, click one of the categories under **Activities** (**Reading and Writing**, **Social Studies**, **Science**, or **More**).
4. At the Activity dialog box, select the activity you want.
5. Click **OK**.
6. Follow the instructions to complete the learning activity.

[Note: When in Picture View, the toolbar at the top of the screen is referred to as the *Picture* toolbar. When in Writing View, the toolbar at the top of the screen is referred to as the *Writing* toolbar.]

Is It Real or Make Believe?

Lesson Description

Students add symbols to diagrams in a *Kidspiration* learning activity. They distinguish between symbols that are real and make believe.

Content Standard

Students know the distinguishing features of a fairy tale.

Technology Skill

Students use a *Kidspiration* learning activity.

Additional Technology Skills

- moving symbols
- saving work

Materials

- fairy tales that include both make believe and real characters
- chart paper and markers
- student sample (filename: *real.kid*)



Teacher Preparation

1. Gather the fairy tales needed for this lesson. Review them before you begin to teach.
2. Review the student sample provided (filename: *real.kid*).
3. You may want students to work independently, in pairs, or in small groups. You may even want to do this activity as a whole group lesson. Review the procedure and consider various groupings before you begin to teach.



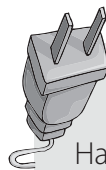
Procedure

1. Explain to students that they are going to be adding symbols of creatures that are real and make believe in a *Kidspiration* learning activity. Review with the class the features of a fairy tale. Talk about how to tell if a creature in a fairy tale is real or make believe.
2. Discuss different attributes of real and make believe creatures. Share fairy tales that include both kinds of characters. Display fairy tales that the class has read that have creatures in them. Discuss which creatures are real and which ones are make believe and why.
3. On chart paper, make two headings: *Real Creatures* and *Make Believe Creatures*. Ask the class for examples of each and write or draw them on the chart.
4. Model for students how they will open *Kidspiration*.

Procedure *(cont.)*

5. Explain to the class that *Kidspiration* has created activities for students to work in that are categorized by subjects. Tell the class that they will be working in one of the **Reading and Writing** activities. (See page 14.)
6. Show students how to open the *Kidspiration* learning activity titled **Real or Make Believe**. Read the activity instructions to the class.
7. Discuss with the class what the different creatures are and ask if they have ever read about any of them in a fairy tale or story.
8. Ask the class for an example of a creature that is real and have them explain why it is real. Show the class how to add the creature to the *Real* category.
9. Ask the class for an example of a creature that is make believe and have them explain why it is make believe. Show the class how to add the creature to the *Make Believe* category.
10. Explain to the class that when all the creatures are added to the categories they can erase the instructions. Show the class how to use the **Clear** button on the *Picture* toolbar. It is the button that looks like an eraser.
11. You may want to show students the sample (filename: *real.kid*) found on the Teacher Resource CD before they begin working.

12. Make sure that students know how and where to save their finished work.
13. Give students sufficient time to complete this lesson.
14. Use the rubric provided on page 18 to assess this lesson.



Extension Ideas

Have students use the **SuperGrouper** button on the *Picture* toolbar to make their own categories of real and make believe. This button is a box containing stars. Then have students use the Symbol Libraries to add objects that are real or make believe.

Have students work in a word processing document to write about real or make believe characters.



Student Directions

1. Start *Kidspiration*.
2. Under **Activities**, click **Reading and Writing**.
3. At the Reading and Writing Activities dialog box, select **Real or Make Believe**. Click **OK**.
4. Find a creature that is real.
5. Click and drag the creature into the *Real* category.
6. Find more creatures that are real.
7. Click and drag the creatures into the *Real* category.
8. Find a creature that is make believe.
9. Click and drag the creature into the *Make Believe* category.
10. Find more creatures that are make believe.
11. Click and drag the creatures into the *Make Believe* category.
12. Select the directions.
13. Click the **Clear** button on the *Picture* toolbar to erase the directions.
14. Save your work.

Assessment Rubric

Strong (3 Points)	The student accurately opened the learning activity.	The student placed all of the creatures in the correct categories.	The student erased all of the directions.	The student demonstrates a strong understanding of the lesson objectives.
Effective (2 Points)	The student required minimal assistance to open the learning activity.	The student placed most of the creatures in the correct categories.	The student erased most of the directions.	The student demonstrates an understanding of the lesson objectives.
Emerging (1 Point)	The student had difficulty opening the learning activity and required some assistance.	The student placed some of the creatures in the correct categories.	The student erased some of the directions.	The student demonstrates an emerging understanding of the lesson objectives.
Not Yet (0 Points)	The student did not open the learning activity.	The student did not place the creatures in the correct categories.	The student did not erase the directions.	The student demonstrates a weak understanding of the lesson objectives.
Self Score				
Teacher Score				
Total Score				

Comments: