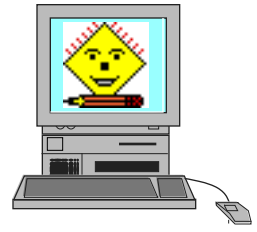


KID PIX LESSON IDEAS



Story Illustrations: (1) Read a familiar story or one that lends itself to visualizing before going to the lab. Discuss the setting(s), characters, and events of the story with the class, asking which they might like to draw. Have them illustrate (they can add captions too) with Kid Pix. (2) Write a story as a whole class. Students can then illustrate it. (3) Students can also write their own stories (they may want more than one page) all in pictures or pictures combined with text.

Design-A-Critter: (1) As part of a unit on animal traits, students could combine their favorite features of animals into their own creation. (2) Young students could also design creatures that would perform specific purposes (like protection) for the kids.

Advertisements: (1) After studying advertisements from magazines, newspapers, and junk mail students can make their own advertisements for the same products or other favorites. (2) Students could also rewrite the advertisements to be truthful.

Math Patterns: (1) Design partial patterns with the stamp tool and ask the students to finish it OR have them design and explain their own patterns. (2) A specific pattern to try is analogies.

Floor Plans or Maps: Students can draw floor plans of their room, home, apartment building, classroom, school, etc. They can also make maps for book settings, their neighborhood, the playground, etc. Make sure to include legends/keys to go with the plans or map.

Coat Of Arms: After discussing what a coat of arms is and how people decided what to include on them, students can create their own for themselves, their family, the class, or the school.

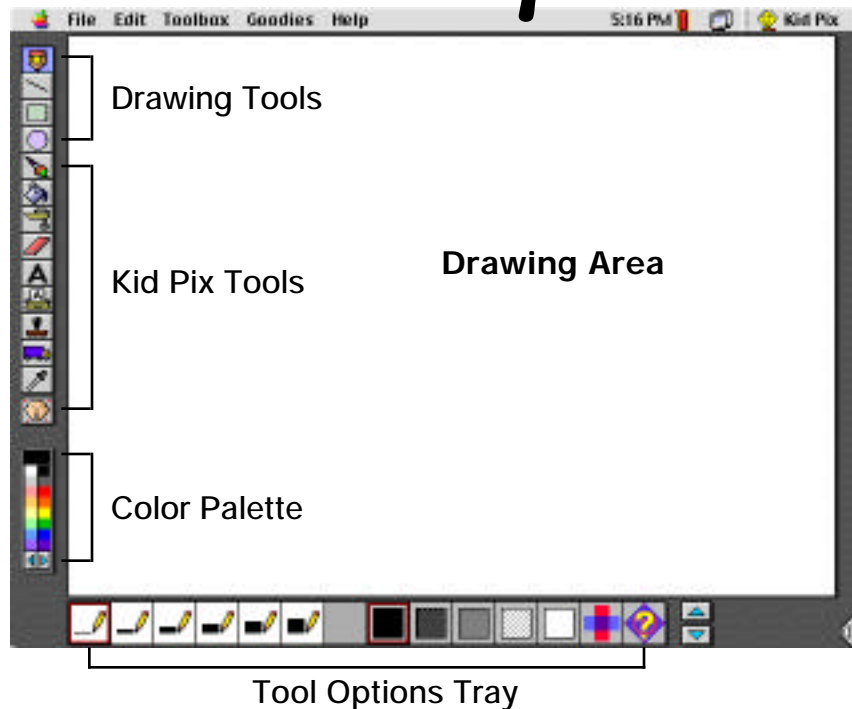
Stamp Stories: Students can use the stamp tool (and words) to create a rebus.







Great Masters: As part of a unit on different styles or after a field trip to an art museum, students can use tools and options like the wacky pencil, leaky pen, or fuzzer to become realists, impressionists, surrealists, etc.


Writing In Code: Create an alphabet code which pairs letter or words with stamps. Print the code and the have students send messages to each other. They may decide they want their own code.


Tic Tac Toe: Students can play tic tac toe with stamps in place of Xs and Os. No paper is wasted this way!


Kid Pix Help Sheet 2





-  **Pencil** - Draws any type of line you'd like
 - Choose a tip, width, and pattern from the Options Tray
 - Choose colors from the Color Palette
-  **Line** - Draws straight lines
 - Choose width and pattern from Options Tray
 - Choose colors from the Color Palette
 - Hold the shift key to draw angles
-  **Rectangle** - Draws rectangles of any size or color
 - Choose a fill color or pattern from the Options Tray or Color Palette
 - Hold down the shift key to draw a square
-  **Oval** - Same as the rectangle but for ovals
 - Hold down the shift key to draw a circle
-  **Wacky Brush** - Draws lines with various paint techniques
 - Pick options from the Options Tray
-  **Paint Can** - Fill in areas with colors or patterns
 - Choose colors from the Color Palette
 - Choose patterns from the Options Tray


-  **Electric Mixer - Be careful of the crazy effects of this tool**
 - Choose effects from the Options Tray - Click on your picture to see effect
 - Use the Undo Man if you don't like the effect


-  **Eraser - Erase parts or all of your picture**
 - The first four erasers are like pencil erasers and erase what you rub them on
 - Hold the shift key down to erase in a straight line
 - The rest of the erasers will erase your whole picture


-  **Talking Alphabet Stamps - Stamp one letter at a time**
 - You will hear the letter or number's name when you click on it

-  **Typewriter - Add text to your picture like a word processor**
 - Older versions will not let you edit the text after you have clicked elsewhere on your picture

-  **Rubber Stamps - Stamp pictures**
 - Pick stamps from the Options Tray - Click once on the screen to place a stamp - You can place as many as you want
 - To pick additional stamps, go to the Goodies menu and select Pick a Stamp Set
 - Use the shift, option, or shift and option to get bigger versions of the stamps

-  **Moving Van - Move, delete or copy portions of your picture**
 - The first shapes are presized
 - The lasso lets you encircle any size or shape
 - The magnets let you select any size oval or rectangle
 - Once selected by one of the 3 methods above: Move the selected area by clicking and dragging on the selected area; Delete the area by hitting the delete key; or Copy the area by selecting Copy from the Edit menu

-  **Eye Dropper - Selects colors from the picture - Great for matching existing colors in your picture**

-  **Undo Man - Deletes or reverses your last action**

Creating a SlideShow in Kid Pix

by Wally Kraubner

Part A - Make the slides first. It helps to have student use a storyboard sheet.

1. Open the Kid Pix software
2. Use the tools to draw your title page.
3. Save the file into a separate folder.
4. Name the file "Page1" or "P1"
5. Select **Open** from the **File** menu
6. Create your second slide and save it as "Page2" or "P2"
7. Create the rest of your slides in the same way.

Part B - Creating the Slide Show

1. Open the SlideShow software. It should open a new file showing 12 numbered trucks. Each of these trucks will hold one of the Kid Pix files that you have created. If you have more than 12 slides you can scroll down for more.
2. Click on the icon shown below to insert a slide.



3. This will bring up a navigation box to allow you to find the folder where you slides are kept.
4. Navigate to the correct folder and select "Page 1"
5. Place the remainder of the slides into the trucks using the same procedure.
6. Save your Slide Show.
7. Play your slide show to make sure it works and that it is in the correct order.
Press the forward triangle at the bottom to make it play.

Part C - Adding Sound

1. Open your slide show.
2. Click on the icon shown below to insert a sound. You may use the prerecorded sounds or you may record your own.



3. To record your own, click on the microphone. To select a prerecorded sound click on the sound to preview them and then select the sound that you wish to use.
4. When using the microphone, use the tape recorder controls. Try to keep the recording as slow as possible. After the sound is recorded you must click **Save** and then **Select** to enter the sound for that particular slide.

Part D - Adding a Transition

1. A transition is an effect as the computer moves from one slide to the next. They can be used to make the presentation more effective or they can also be used to irritate the viewer.
2. Open your slide show.
3. Click on the icon shown below to insert a transition.



4. Preview is similar to the sound menu in that it allows you to see what the transition will do. Click on the **Select** button to insert a transition or **Cancel** to leave the transition blank.