

# LEARNING CRAYOLA ART START



The image shows the Art Start software interface. At the top left is the Crayola logo, which is a yellow oval containing the word "Crayola" in green. To the right of the logo, the title "Art Start" is written in large, white, stylized letters with a blue outline. Below "Art Start", the subtitle "DRAW & PAINT FOR BEGINNERS!" is displayed in a smaller, blue font. In the center-left, there is a purple circular badge with the text "Easy to use!". At the bottom left, there is a yellow rectangular box with the heading "GETTING STARTED" and the subtext "Try the Program Tour on the Resources menu to quickly learn about this program." On the right side of the interface, there is a large, bold text block that reads: "Create Computer Artwork with Crayola Crayons, Markers, & Paint!".

Crayola

Art Start

DRAW & PAINT FOR BEGINNERS!

Powered by Core Learning

Easy to use!

GETTING STARTED

Try the Program Tour on the Resources menu to quickly learn about this program.

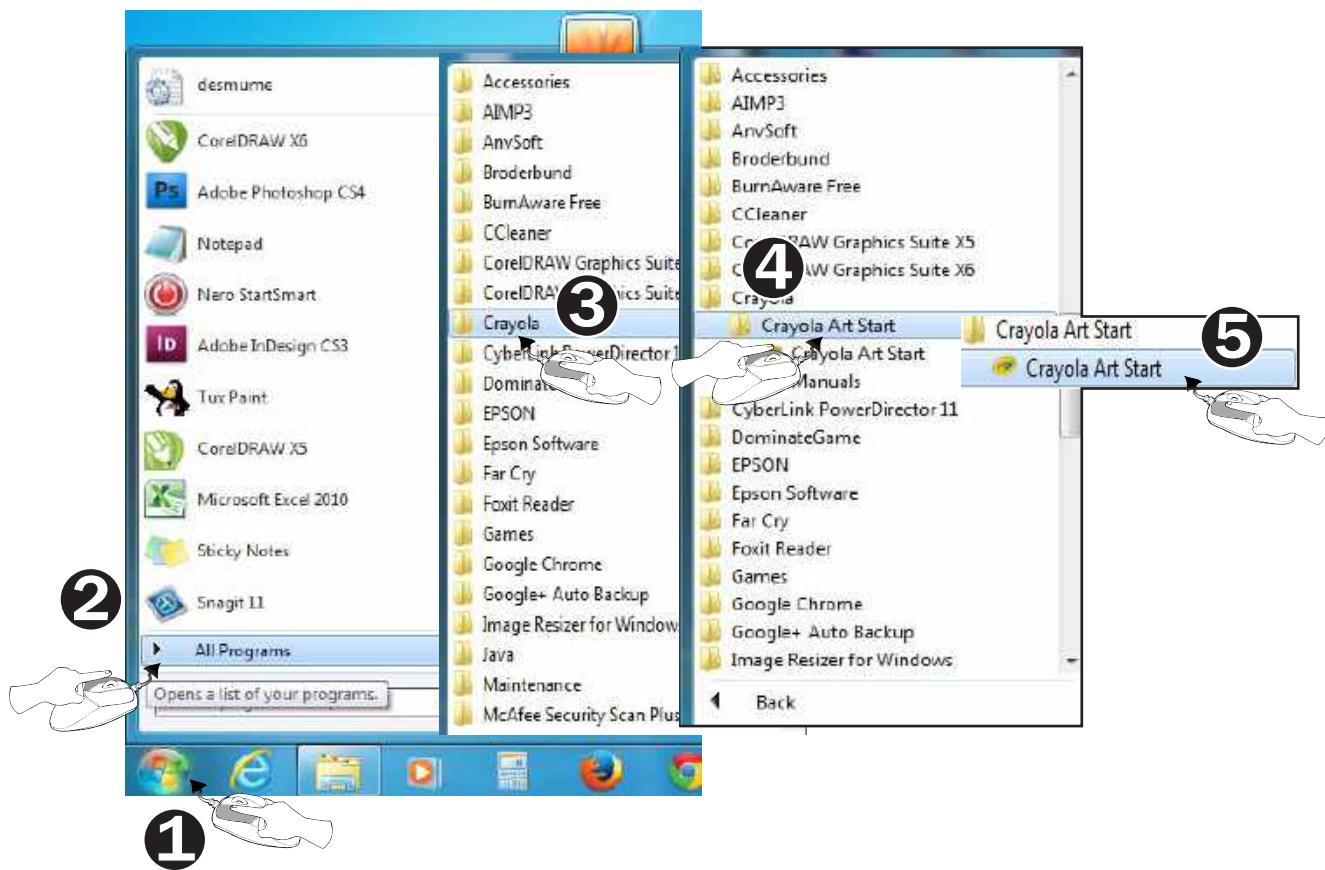
Create Computer Artwork with Crayola Crayons, Markers, & Paint!

# Starting Crayola Art Start

Are you ready to make artworks? Well, let's get started. There are two ways to open Crayola Art Start. Follow the following steps below to open the program.

## Start Crayola Art Start

1. Click the Start button
2. Select All Programs
3. Select Crayola
4. Select Crayola Art Start
5. Click Crayola Art Start Icon



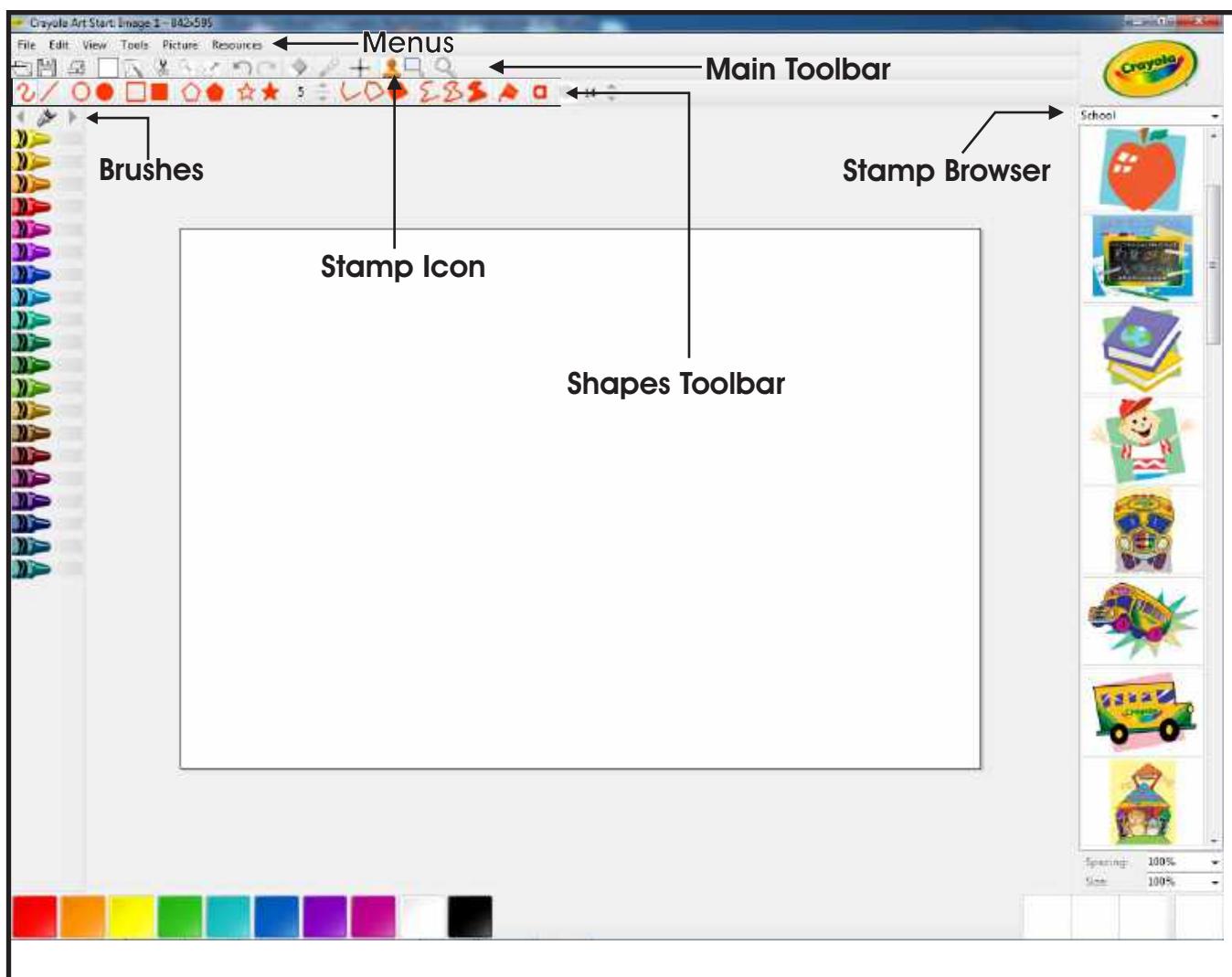
# The Crayola Art Start Interface

When the program is opened, you will see the Crayola Art Start interface.

There are:

- a set of menus at the top
- a two-row tool bar (Main Toolbar and Shapes Toolbar)
- a set of Brushes on the left
- the workspace is the inside area where you create artwork

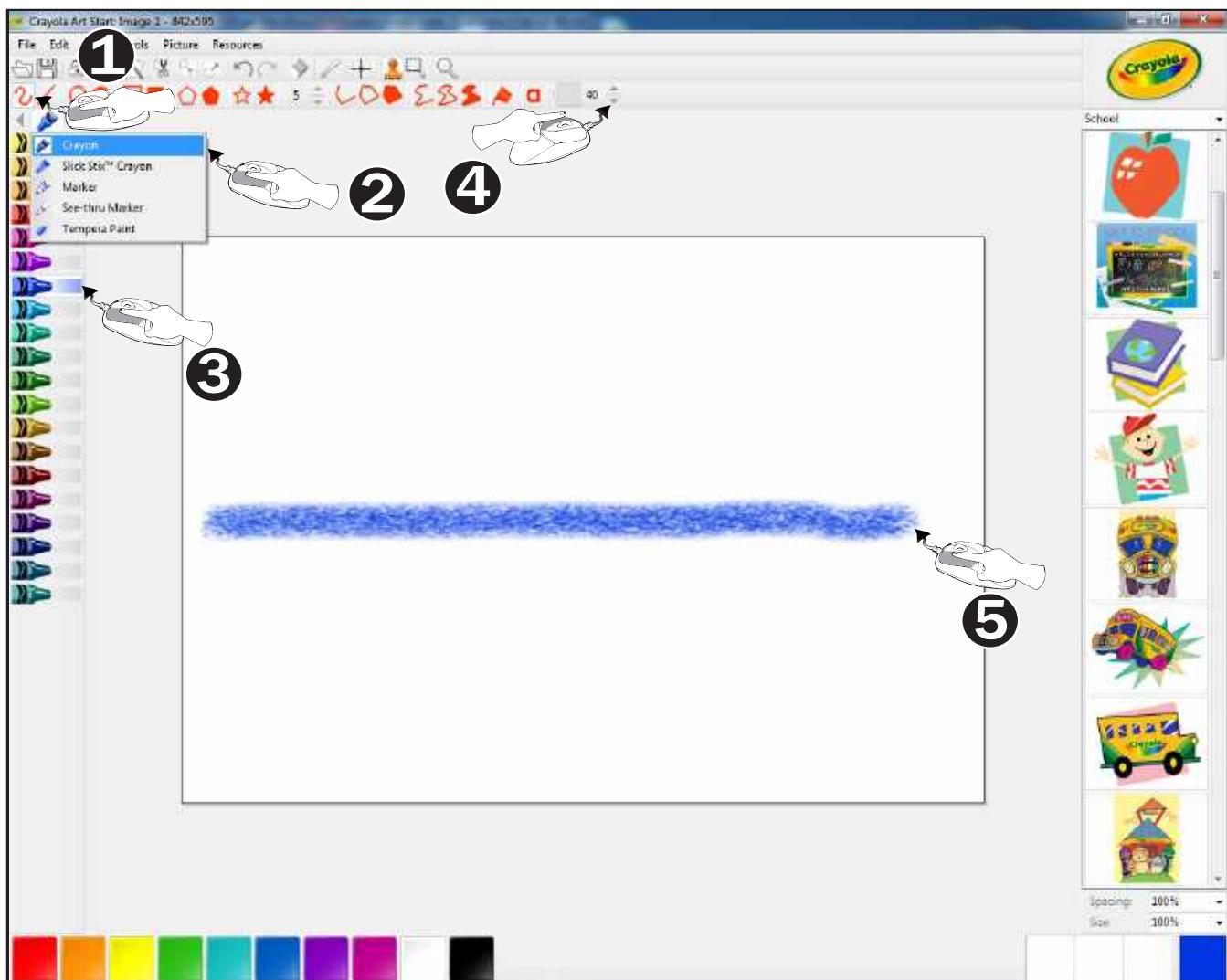
A Stamp Browser containing hundreds of images can be displayed on the right side of the interface by clicking the Stamp Icon. To hide the Stamp Browser, click the Stamp Icon again.



# Simple Drawing and Painting

To start drawing and painting, left-click the mouse to:

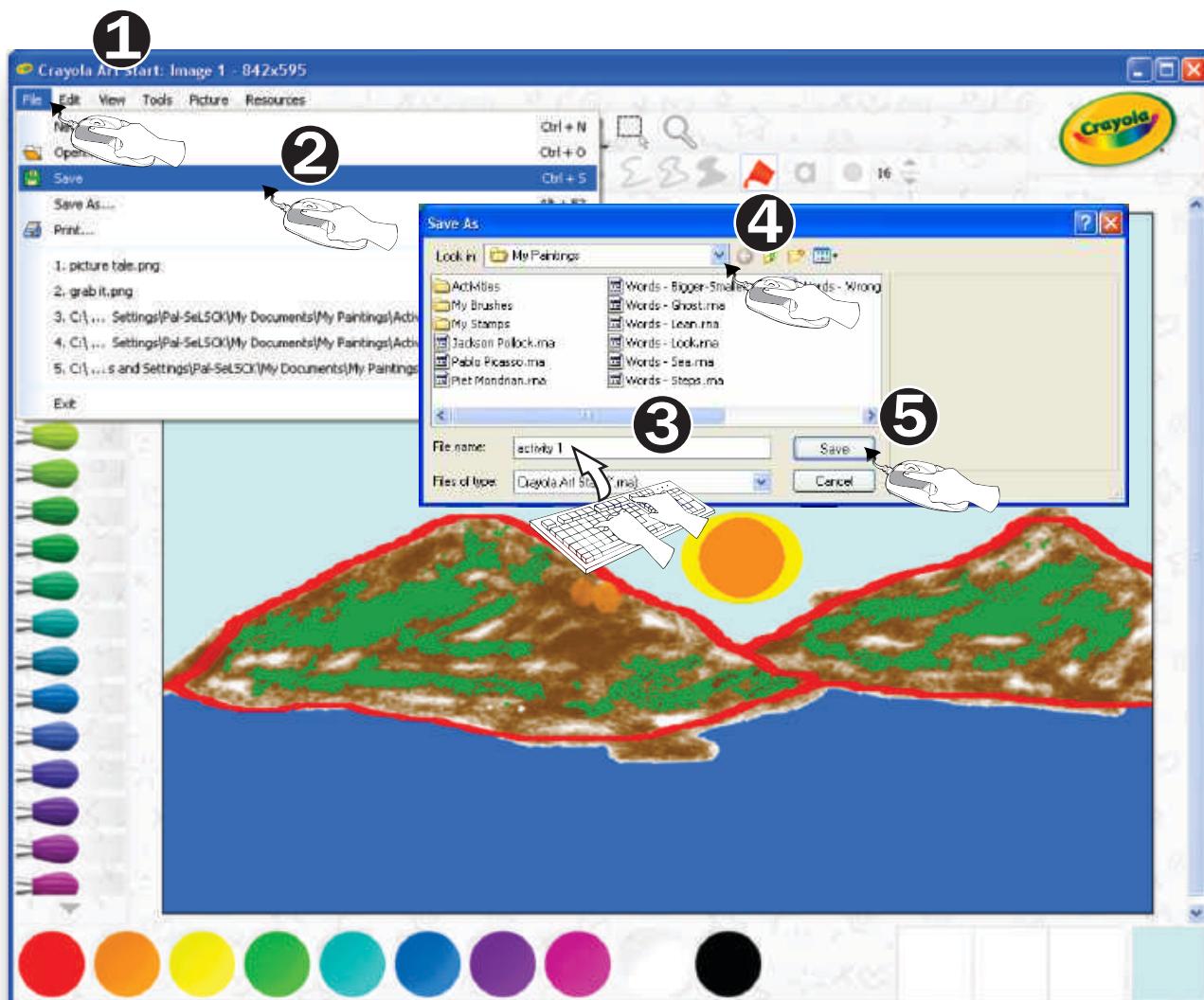
1. Select one of the drawing tools on the lower of the two toolbars.
2. Select one of the brushes.
3. Select a color for the brush.
4. Select a nib size to make the drawing wide or thin.
5. Place the cursor on the workspace, left-click and hold the mouse. Drag the cursor across the page and release the mouse to complete the drawing.



# Saving the drawing and painting

To save the drawing, follow the steps below.

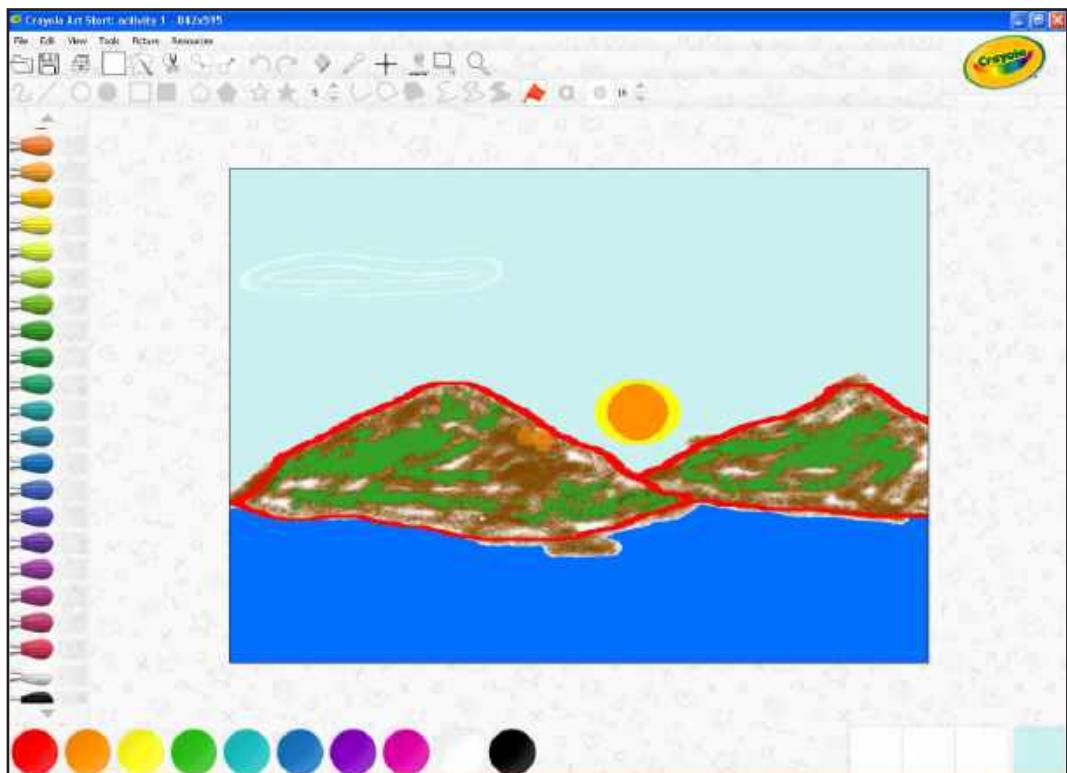
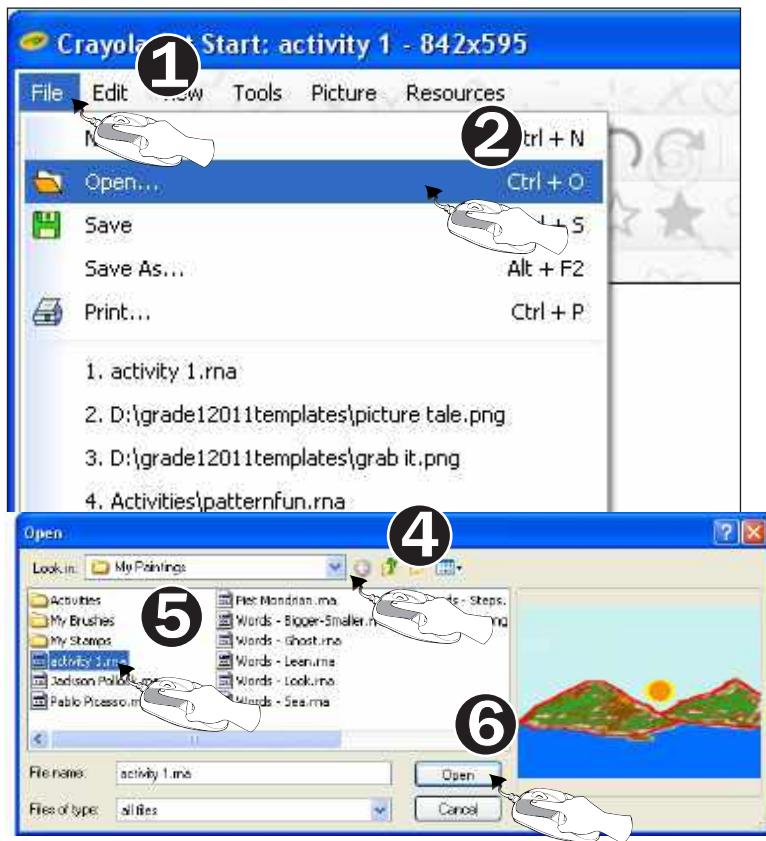
1. Click the File menu.
2. Select Save.
3. Type the filename.
4. If necessary move to the folder where you want to save your file.
5. Click the Save button.



# Opening a saved drawing

To open a saved drawing, follow the steps below.

1. Click the File menu.
2. Select **Open**.
3. Look for the filename that you want to open.
4. If necessary move to the folder where the file is located.
5. Select or click the file.
6. Click the **Open** button.



# Closing Crayola Art Start

Before closing or quitting the program, be sure to save your file.  
To quit from Crayola Art Start program, follow the steps below.

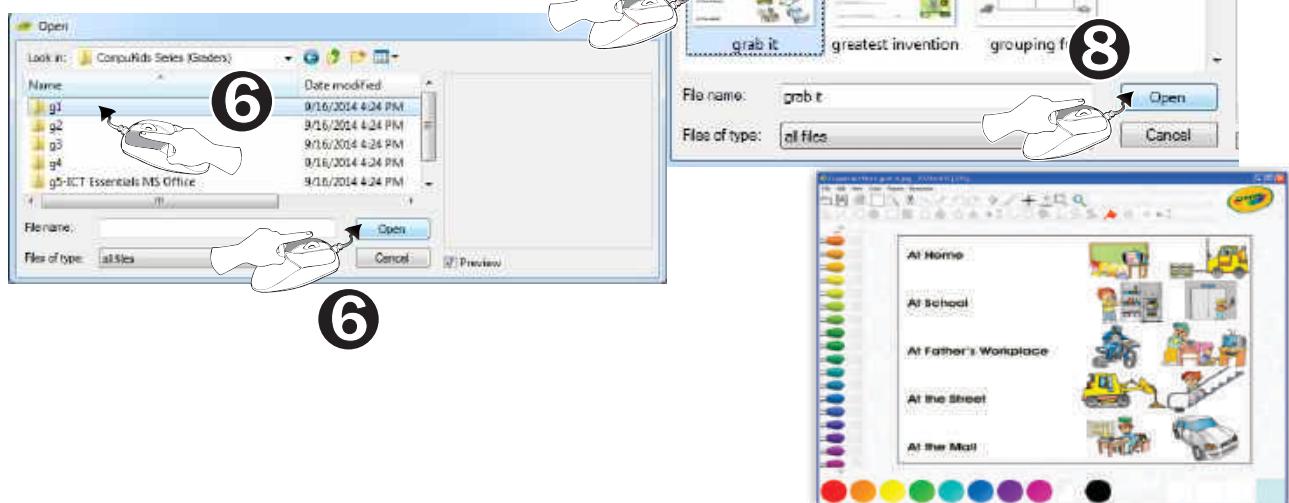
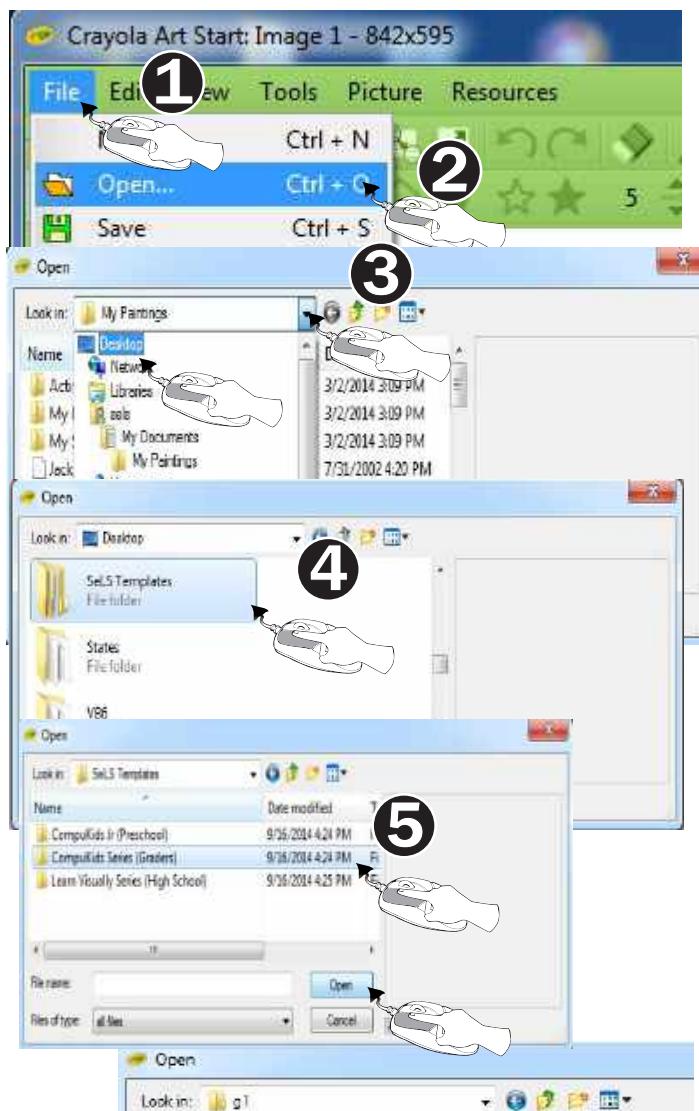
1. Click the **File** menu.
2. Select **Exit**.



# Opening SeLS Activities

To open a saved drawing, follow the steps below.

1. Click the **File** menu.
2. Select **Open**.
3. Click the drop-down arrow and select Desktop Icon.
4. Click and Open Sels Templates folder.
5. Click and Open CompuKids Series (Graders) folder.
6. Click and Open g1 folder.
7. Click and select the activity.
8. Click the Open button to load the activity.



# The Drawing Tools

(Shapes Toolbar: Second Row)

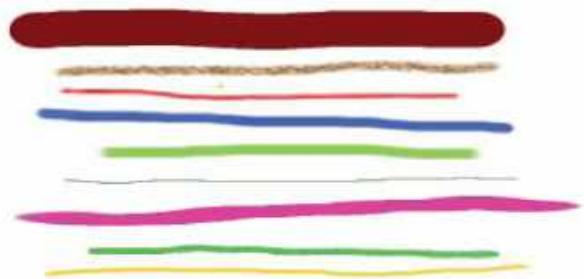
The Shapes Toolbar has many shapes for drawing tools as well as freehand drawing tools.



- 1. Draw Freehand:** There are two freehand drawing tools. A line appears as the cursor is moved across the workspace:

**a. Free-hand Drawing Tool:**

This is the most commonly used drawing tool. It creates a smooth free-hand line.



Use the Nib Size feature on the Shapes Toolbar to change the width of the line.

- 2. Draw Lines:** There are three ways to draw straight lines.

**a. Line Tool:** To draw a straight

line with the Line Tool, place the cursor on the workspace, left-click and hold the mouse, drag the cursor across the workspace and to complete the line and release the mouse.



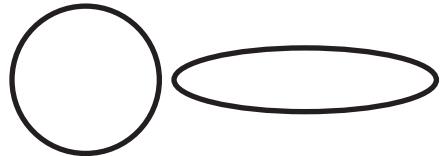
**b. Polygon Tool:** A figure

polygon is a closed shape figure with straight sides. The Polygon Tool can be used to create a series of connected lines.

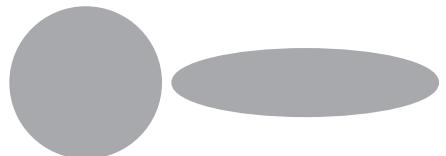
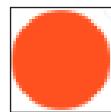


**3. Draw Circles, Ellipses, Squares and Rectangles:** There are four Drawing Tools to make circular or four-sided shapes:

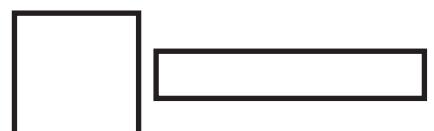
**a. Ellipse or Circle Tool:** Draws outlines of circles or ellipses. Left-click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.



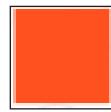
**b. Filled Ellipse or Circle Tool:** Draws filled images of circles or ellipses. Left click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.



**c. Rectangle or Square Tool:** Draws outlines of squares or rectangles. Left-click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.



**d. Filled Rectangle or Square Tool:**  
Draws filled images of squares or rectangles. Left-click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.

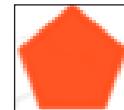


**4. Draw Regular Polygons and Stars:** A regular polygon is a closed shape where each side has the same length. There are two Drawing Tools for drawing regular polygons:

- a. **Regular Polygon Tool:** Draw outlines of regular polygons. Select the number of vertices with the Vertices Counter.



- b. **Filled Regular Polygon Tool:** Draws filled images of regular polygons. Select the number of vertices (or sides) with the Vertices Counter. Left-click and hold the mouse, drag the cursor to form the shape, and then release the mouse to complete the shape.



- c. **Star Tool:** Draws outlines of stars. Select the number of points on the star with the Vertices Counter. Left-click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.



- d. **Filled Star Tool:** Draws filled images of stars. Select the number of points on the star with the Vertices Counter. Left-click and hold the mouse, drag the cursor to form the shape, and release the mouse to complete the shape.



# Trace It

## Activity 1

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 1 **Trace It**.
3. Trace the picture using the tools that you have learned. Color the picture.

### Preview:



4. Save the file as **TRACEIT**.

# Outer Space Trace

## Activity 2

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 2 **Outer Space Trace**.
3. Trace the picture using the tools that you have learned. Color the picture.

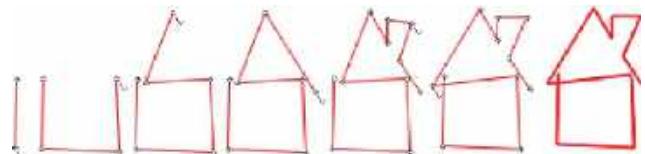
### Preview:



4. Save the file as **OUTERSPACETRACE**.

**5. Draw Irregular Polygons:** An irregular polygon is a straight-sided closed shape where the sides are not all equal in length. There are three Drawing Tools that can be used to draw irregular polygons:

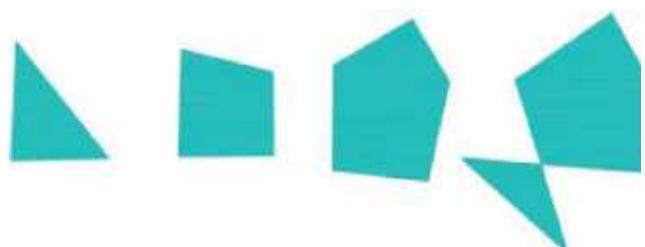
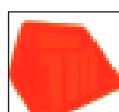
- a. Polygon Tool:** Draws a series of lines and connect the lines to form a polygon. Use left-clicks of the mouse to add line segments. To complete a drawing with any of the three Polygon Tools, right-click the mouse or select another Drawing Tool or Brush.



- b. Closed Polygon Tool:** Draws outlines of polygons with control over side length. Unlike drawing with the Polygon Tool where a polygon is created by making consecutive sides, the Closed Polygon Tool creates a triangle and each subsequent left-click of the mouse adds another side.

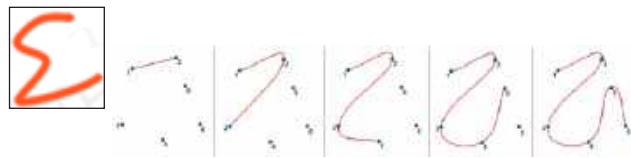


- c. Filled Closed Polygon Tool:** Draws filled images of polygons. The Filled Closed Polygon Tool draws a filled triangle and each subsequent left-click of the mouse adds another side and keeps the interior filled with color.

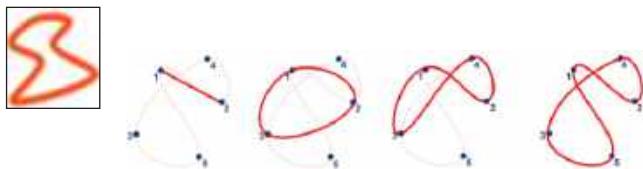


**6. Draw Curved Lines and Shapes:** There are three tools for drawing curved lines and curved shapes:

**a. Spline Tool:** Draws a curved line in segments. The Spline Tool creates a line that can be left-clicked on and dragged to form a curved line.



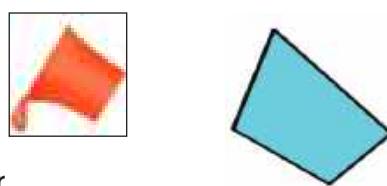
**b. Closed Spline Tool:** Draws outlines of closed curved shapes. The curvature can be adjusted by clicking on a line and dragging it.



**c. Filled Spline Tool:** Draws images of filled curved shapes. The curvature can be adjusted by clicking on a line and dragging it.



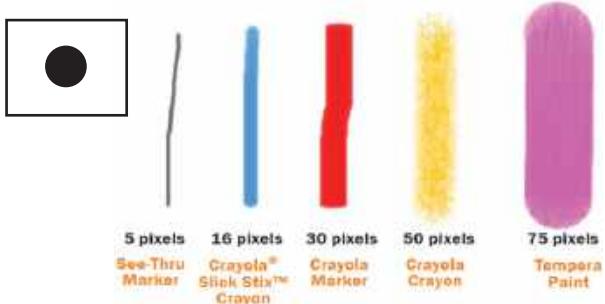
**7. Fill Tool:** Fills a space with color. If the space is closed, the fill will stay within the closed space. Select a color, then click on the area to fill it. If the space is not closed, the fill will leak out into other areas.



**8. Text Tool:** Adds labels, headings and full text to your work. You can select from a wide range of fonts and use standard text formatting features such as bold, italics and underlining. Text color will reflect your brush selection but can be changed to any color you wish.



**9. Nib Size:** The Nib Size setting ranges between 1 and 100 pixels. The appearance of Nib size will be affected by the type of Brush selected.



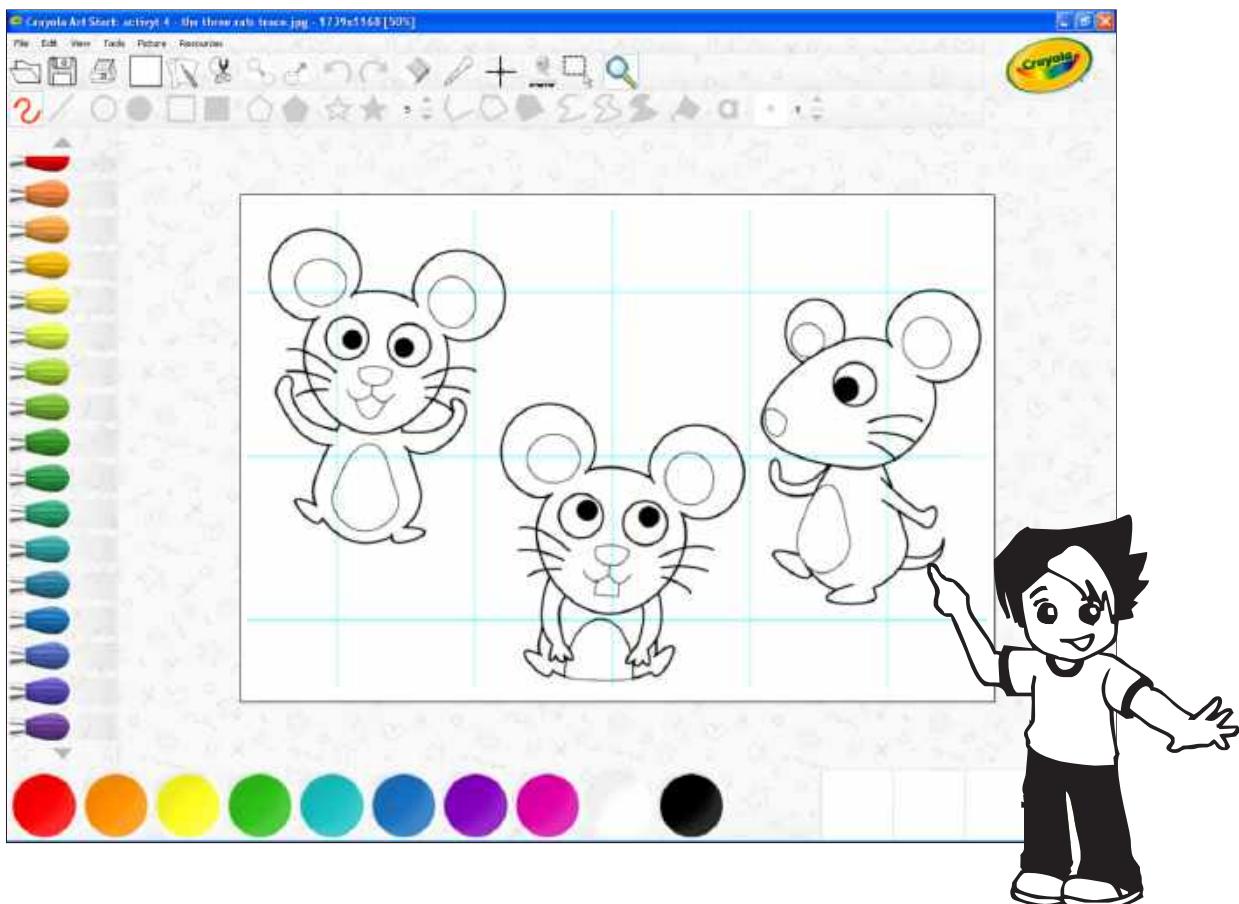
# The Three Mice

## Activity 3

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 3 **The Three Mice**.
3. Trace the picture using the tools that you just have learned. Color the picture. Use the text tool to describe the three mice. Give the story a title.

### Preview:



4. Save the file as **THETHREEMICE**.

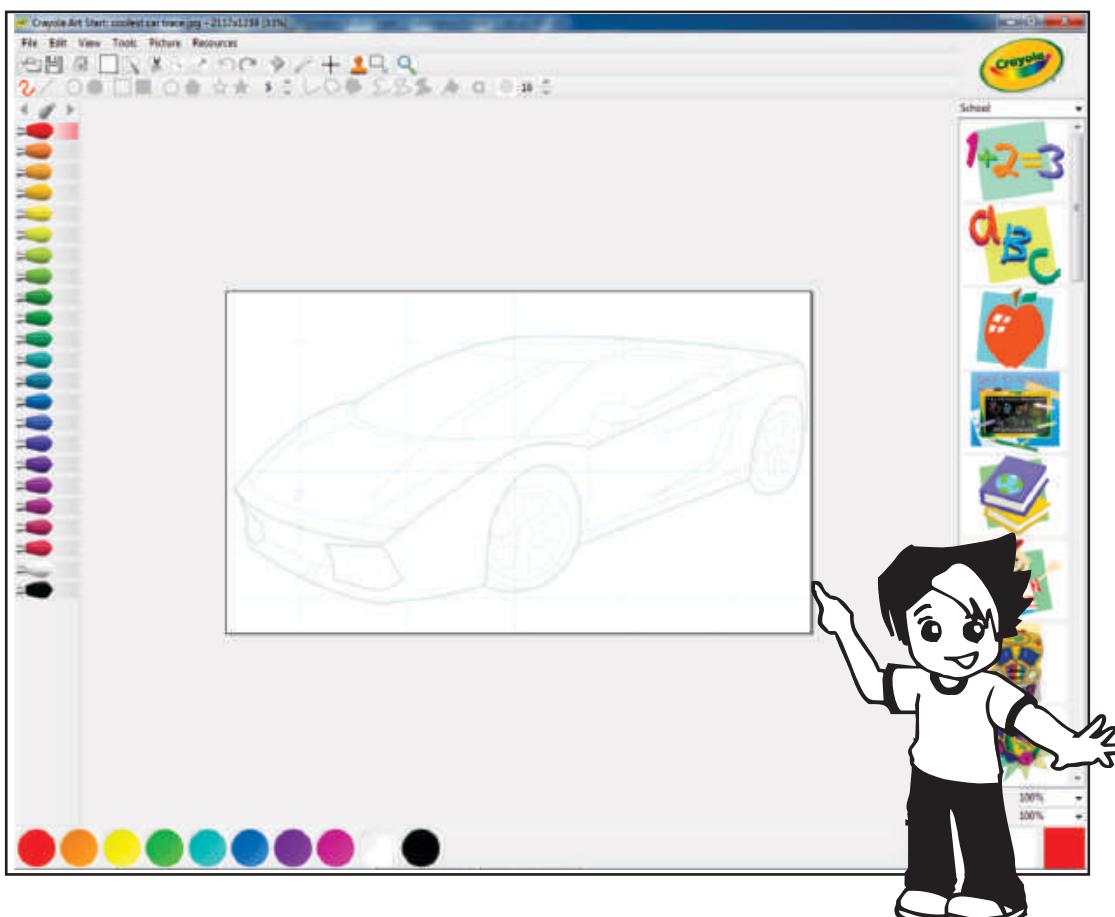
# Coolest Car

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 4 **Coolest Car**.
3. Trace and color the picture using the tools that you have learned. Use the text tool to describe the picture.
4. Use the zoom, fill and color picker tool to color the hard to fill areas.

### Preview:



5. Save the file as **COOLESTCAR**.

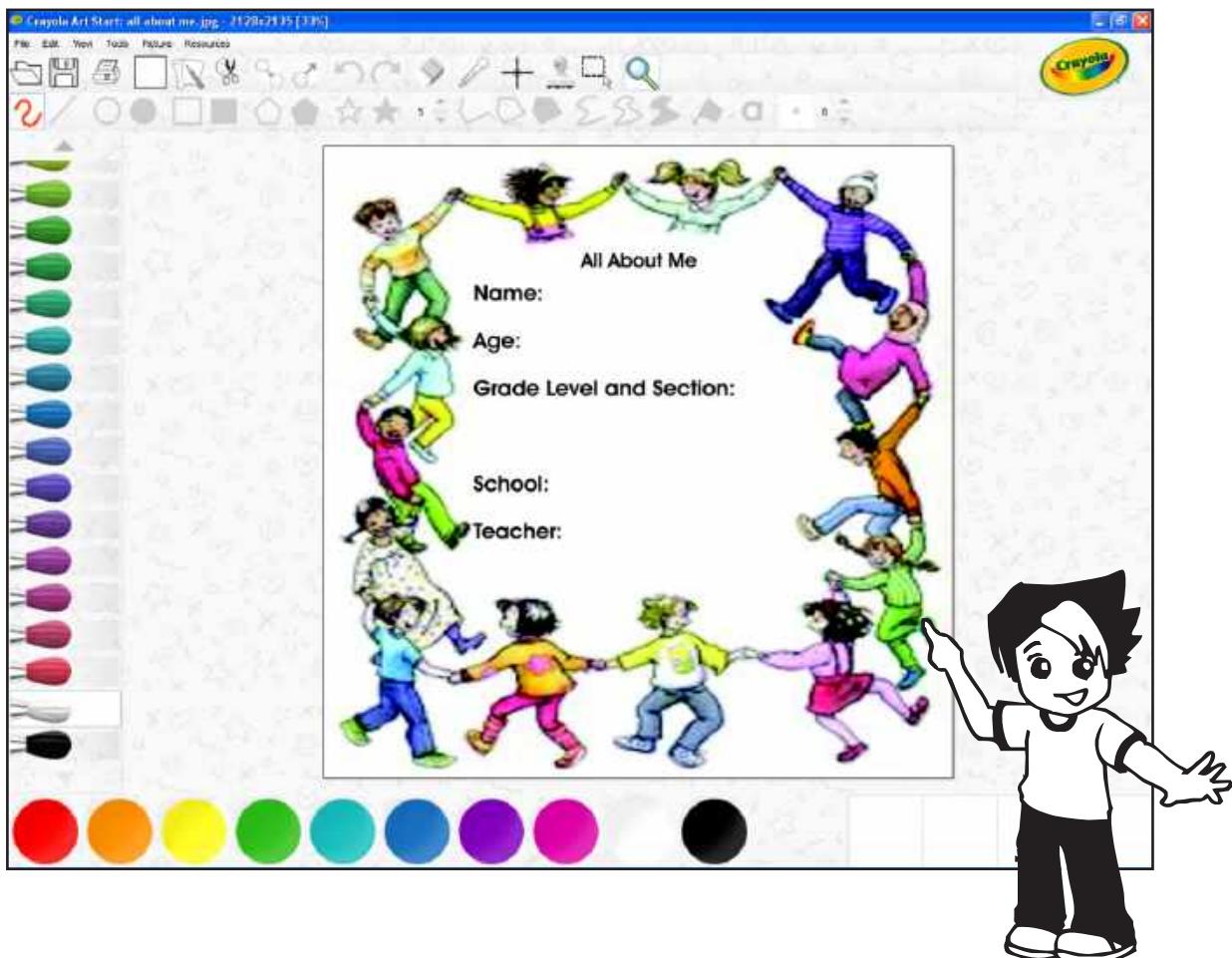
# All About Me

## Activity 5

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 5 **All About Me**.
3. Fill in the following information to tell about yourself. Use the text tool in Crayola Art Start to complete the activity.

### Preview:



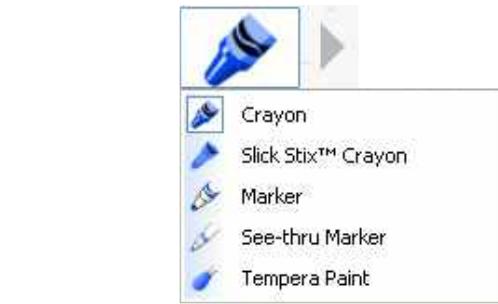
4. Save the file as **ALLABOUTME**.

# Choosing Brushes and Color

**Brushes:** There are 5 brushes located to the left of the workspace. They can be accessed from the drop-down menu or by using the left or right arrows to scroll to the next brush.

The 5 brushes are:

1. Crayola® Crayon



2. Crayola Slick Stix™ Crayon



3. Crayola Marker



4. See-Thru Marker

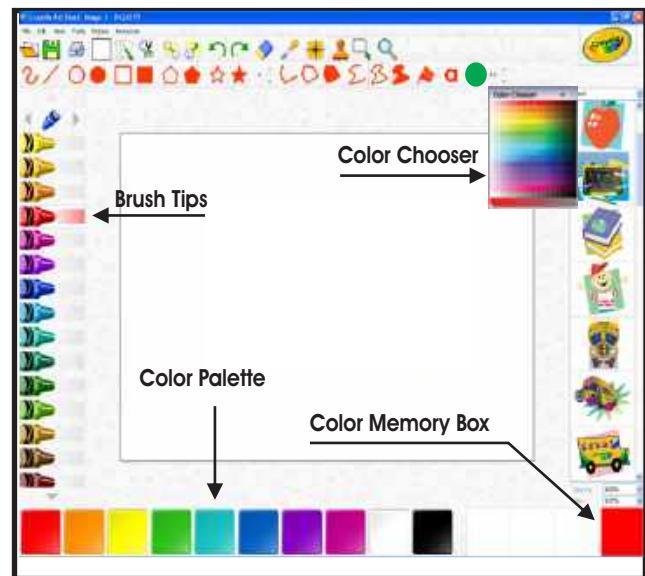


5. Crayola Tempera Paint



Each Brush has unique characteristics, behaving like the real tool. Brushes such as markers and crayons apply constant color when used. Brushes that use paint will color fade with continuous application. To refill the brush with paint, use a left-click.

**Color Chooser:** The Color Chooser can be found in the upper right corner of the toolbar. Left-click on the down arrow to open the Color Chooser. Left-click on a color to select it. You can also change the transparency or hue by using the slider at the bottom of the model.



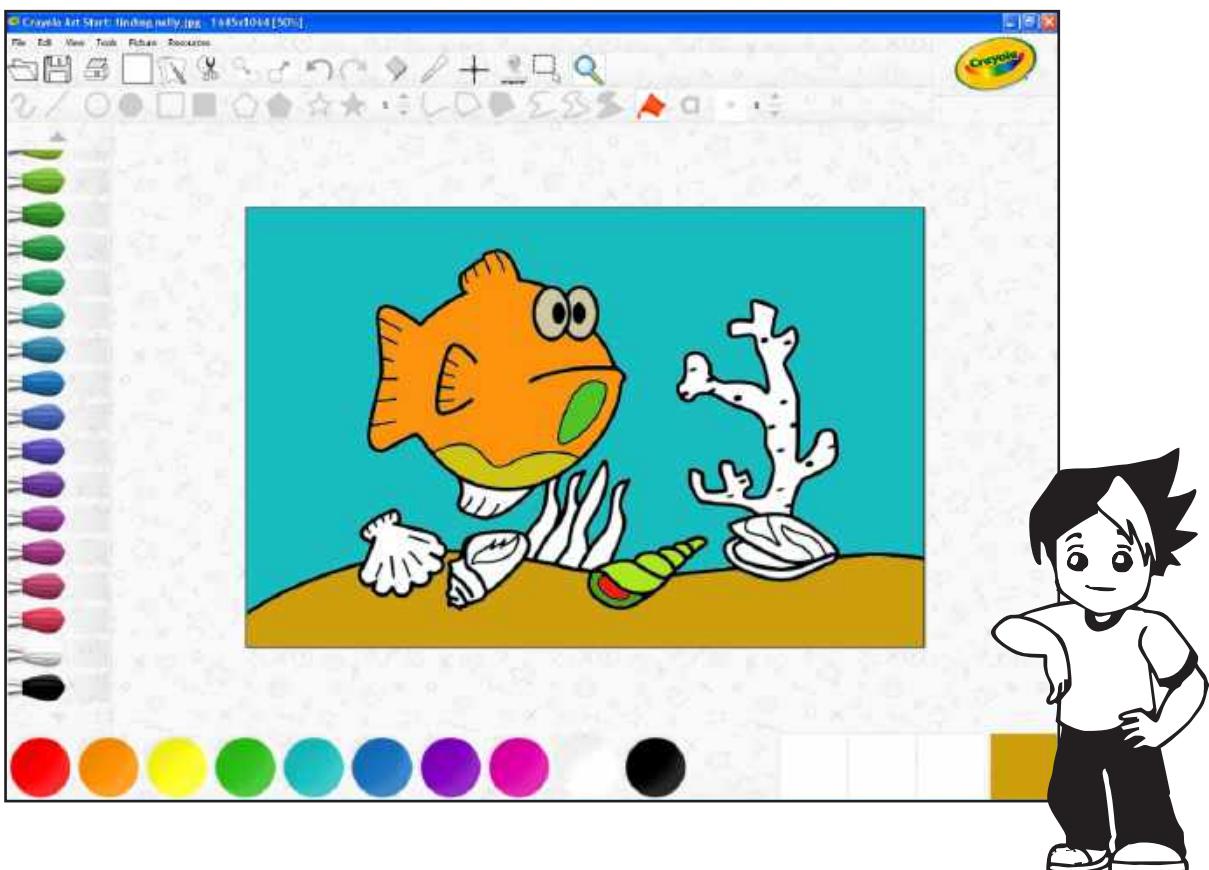
# Finding Nelly

## Activity 6

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 6 **Finding Nelly**.
3. Color the picture using the different brush tools that you have learned. Draw an appropriate background of the picture. Use the text tool to describe the picture.
4. Use the zoom, fill and color picker tool to color the hard to fill areas.

### Preview:



5. Save the file as **FINDINGNELLY**.

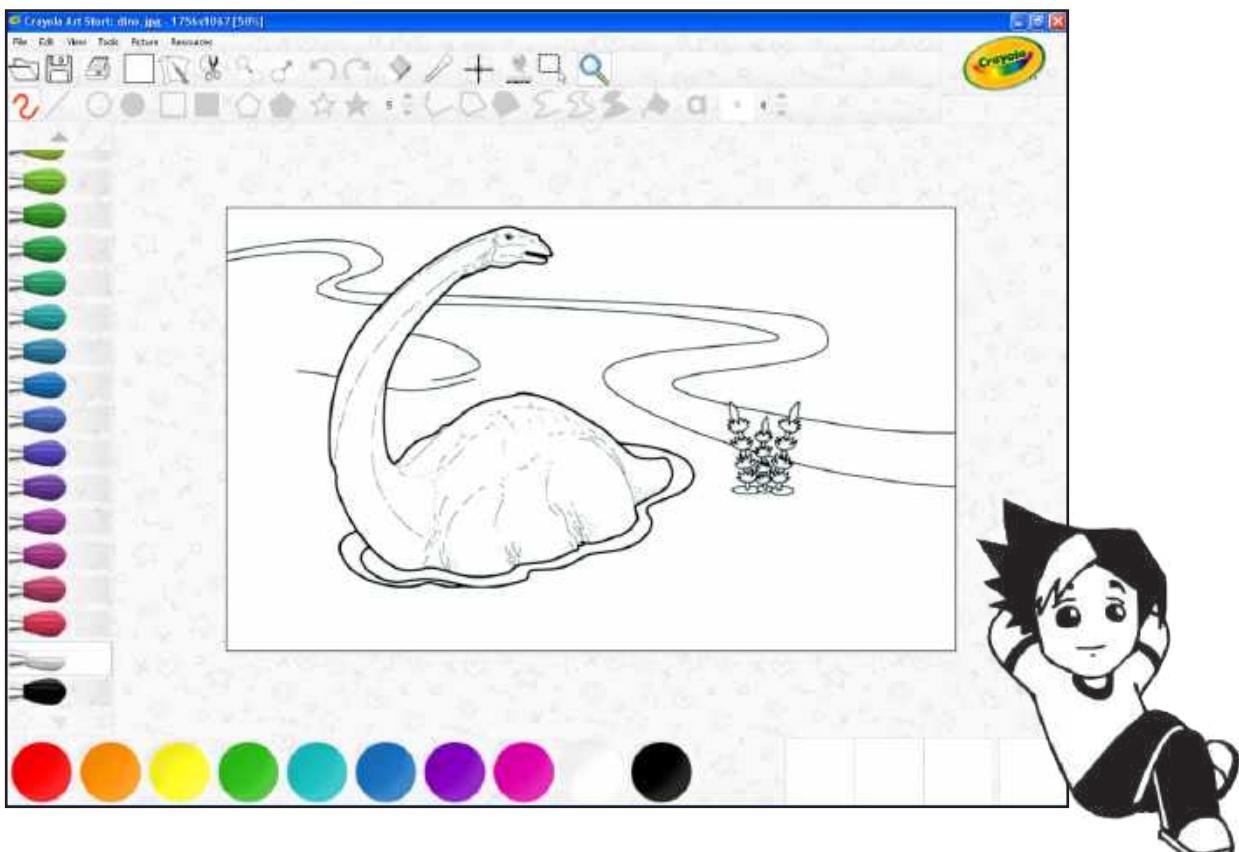
# Dino's World

## Activity 7

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 7 **Dino's World**.
3. Color the picture using the different brush tools that you have learned. Draw an appropriate background of the picture. Use the text tool to describe the picture.
4. Use the zoom, fill, free hand drawing and color picker tool to color the hard to fill areas.

### Preview:

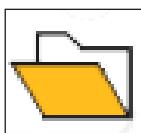


5. Save the file as **DINO'SWORLD**.

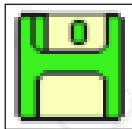
# Program Tools and More Draw Tools

(Main Toolbar: First Row)

The **Main Toolbar** has important tools for saving images, opening files and working with images.



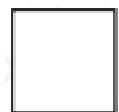
1. **Open:** Opens a saved file from your hard drive or another image that you want to open in the program.



2. **Save:** Saves a file that you have created. A dialog box will appear.



3. **Print:** Prints the image you have created.



4. **Clear Picture:** Clears all images on your workspace. Use this to have a blank workspace. Remember to use the Save feature before you use Clear Picture if you want to save what you have done.



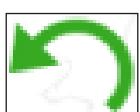
**5. Cut:** Removes a selected image for placement elsewhere. If an image has been selected with the Selection Tool or the image is a Stamp dragged to the workspace with a Selection Box around it, the Cut feature will remove the selected area. It can be pasted elsewhere using the Paste feature.



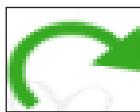
**6. Copy:** Places a copy of a selected image. If an image has been selected with the Selection Tool or the image is a Stamp dragged to the workspace with a Selection Box around it, the Copy feature will copy (the image is not cut or removed) the selected area. It can be pasted elsewhere.



**7. Paste:** Places an image that has been cut or copied.



**8. Undo:** Reverses or undoes a drawing action. Each left-click undoes each individual action in the order of most recent first. There is no limit on the number of Undo steps — you can go back until the workspace is blank. With the Undo feature you can experiment without fear!



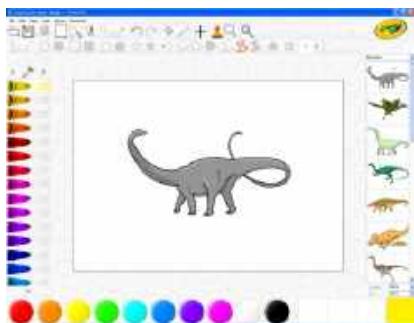
**9. Redo:** Reverses or puts back undone actions. You can reverse the Undo steps by using the Redo feature.



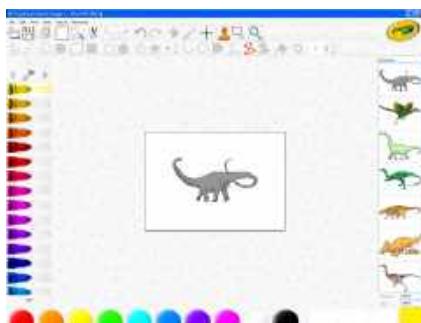
**10. Eraser:** Uses the eraser to remove (partly or completely) certain parts of your picture.



**11. Zoom Tool:** Expands images to enable editing. The Zoom Tool has preset magnification of the image. You can expand the image much further by using the scroll wheel on a standard mouse.



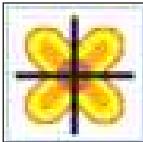
Normal View



50 % zoom

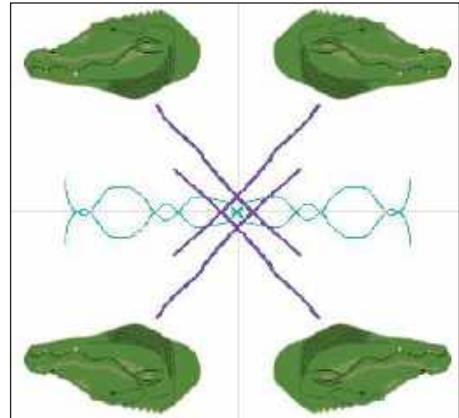


1000 % zoom



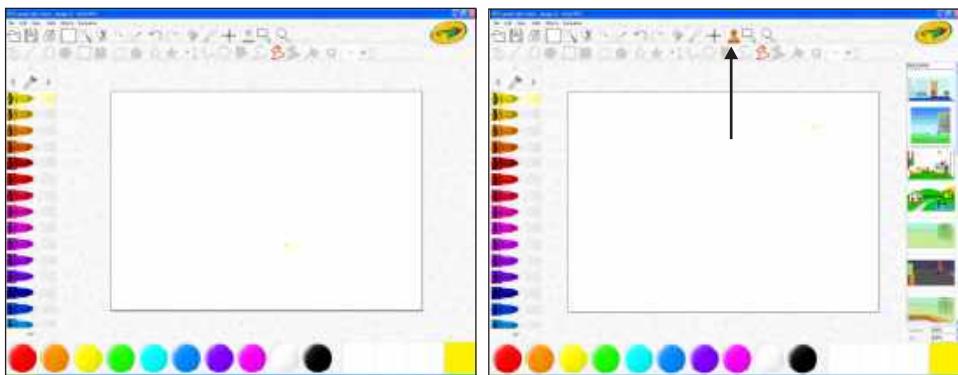
### 13. Horizontal and Vertical Symmetry:

Draws with complete symmetry. The Horizontal and Vertical Symmetry setting creates four-quadrant symmetry on the workspace. Drawing and Stamp placement will automatically be entered around both vertical and horizontal lines (or axes) of symmetry. To remove the Horizontal and Vertical Symmetry setting, click on the icon again.



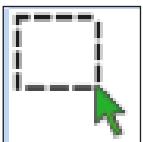
### 14. Stamp Browser:

Clicks on the Stamp Browser icon to display the Stamp Browser. If the Stamp Browser is displayed, click on the icon to hide the Stamp Browser.



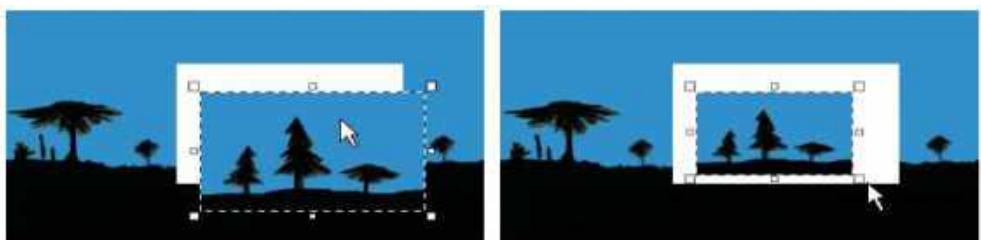
CLOSED STAMP BROWSER

OPEN STAMP BROWSER



### 15. Selection Tool:

Selects a part of an image for transformation, uses as background, and for cut, copy and paste actions. The Selection feature places a rectangular box around an image. Once selected, an image can be expanded or contracted proportionately if the cursor is placed and pulled from the corners. It can be expanded or contracted along one side if the cursor is placed and pulled from the midpoint of a side.



When a Stamp is dragged to the workspace, a Selection box automatically appears around the Stamp image.

# City Boy

## Activity 8

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 8 **City Boy**.
3. Draw the missing objects using the different shapes and tools that you have learned. Color the picture using the different brush tools as well. Give the picture a title.
4. Use the zoom, fill, free hand drawing and color picker tool to color the hard to fill areas.

### Preview:



5. Save the file as **CITYBOY**.

# How to Use Stamps

## What Are Stamps For?

Stamps are images in the Crayola Art Start program that can be used in many ways. The techniques for using stamps help you develop, edit and use digital images. Stamps can themselves be used to start or to add to creative works, and can be transformed into backgrounds.



Most standard digital images can be opened in the program and saved as stamp images. However, stamps are not intended to substitute for your own creativity and drawing skill when you create original artwork.

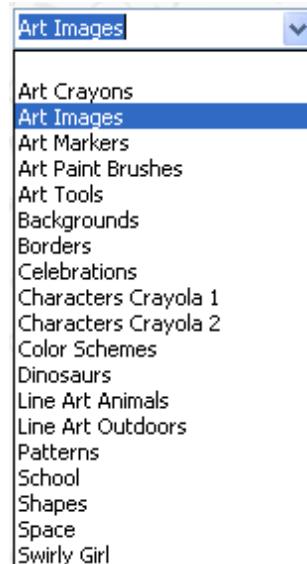


**The Stamp Browser.** The Stamp Browser is a window that appears on the right side of your screen and is used to locate, review and select stamps. You can use the Stamp icon on the Main Toolbar to open and close the Stamp Browser. Or, you can open and close the Stamp Browser from the View menu.

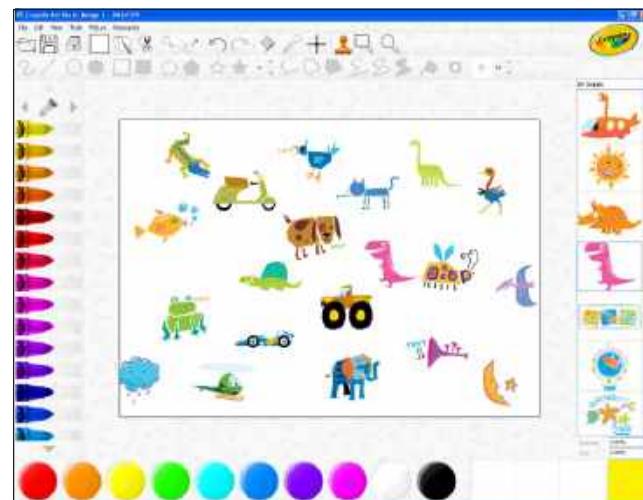
## Simple Use of Stamps

There are hundreds of stamp images loaded into the Stamp Browser. The stamps are organized in categories. Click the down arrow at the top of the Stamp Browser to view the categories.

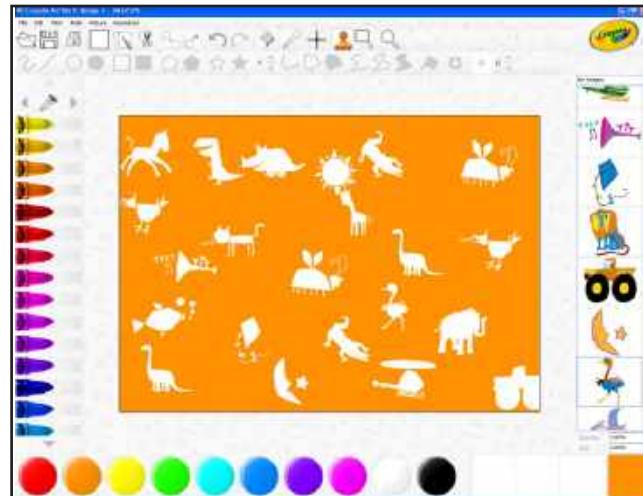
Click on a category to select it. Scroll through the images in the category. To select the stamp, place the cursor on it and left-click. A gray border will appear around the stamp to show it is selected. After a stamp has been selected, you can take three different actions:



- 1. Stamping action:** With a selected stamp, you can place the cursor on the workspace where you want the stamp to appear and left-click. Each time you left-click, the stamp will be placed on the workspace. To stop the stamping and do something else, click on the stamp to deselect it or simply click on another drawing tool.

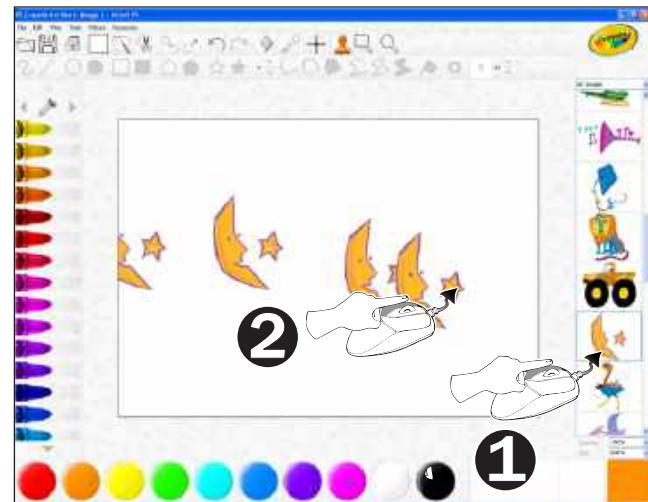


- 2. Cut Out action:** With a selected stamp, if you right-click on the workspace, the outline of the stamp image acts as a cookie cutter or eraser and removes color from the workspace.



### 3. Drawing action:

1. Select a stamp.
2. Point the cursor on the workspace where you want to start. Left-click and hold the mouse and drag the cursor—a series of stamp images will appear along the path of cursor movement.
3. Release the mouse to stop drawing with stamps.



### Spacing Between Drawn Stamps

Notice that the space between each drawn stamp is equal.

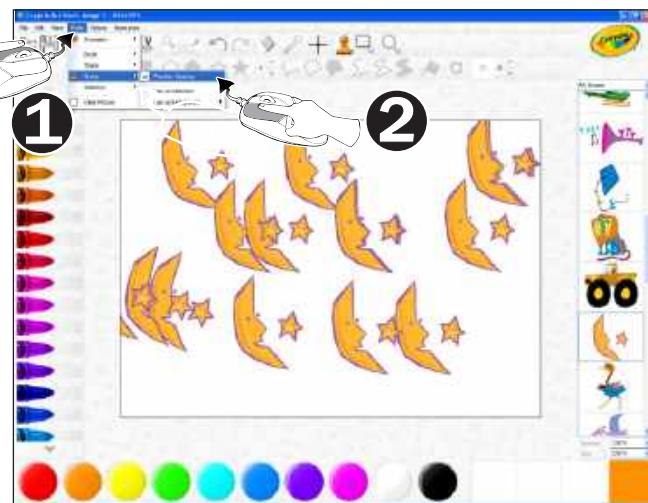
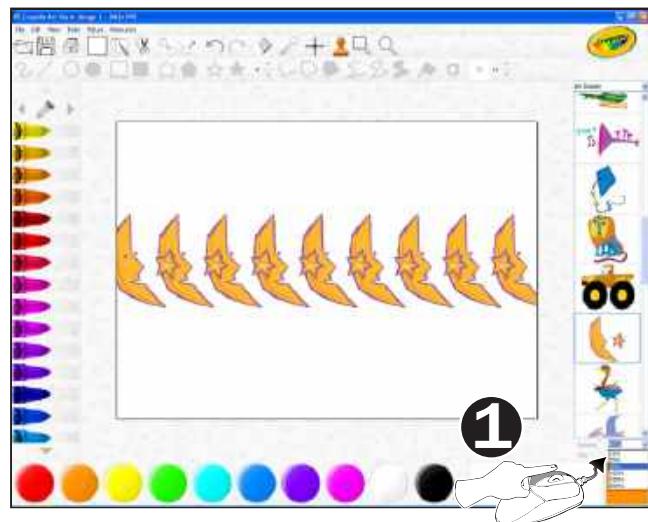
To change the amount of space between stamps:

1. Use the Spacing control at the bottom of the Stamp Browser to select a different space value. The Spacing control has a drop-down menu where you can select preset percentage values. However, you can type in any number value. Look at what happens to the dinosaur spacing when the Spacing value changes from 100% to 10%:



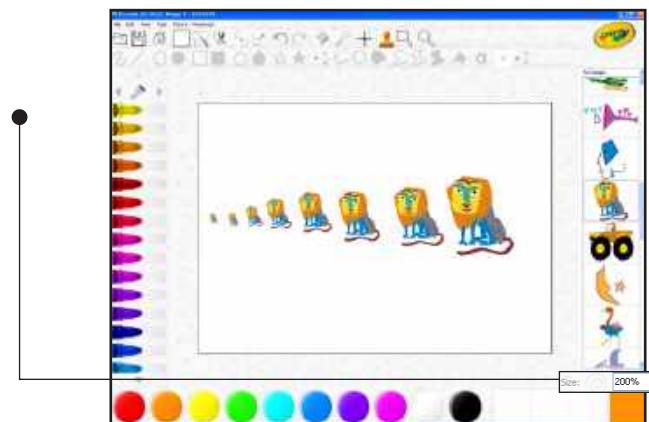
You can make the space between drawn stamps unequal.

1. Click on the Tools Menu, place your cursor on Stamps to reveal a sub-menu.
2. Select Random Spacing. Now, when drawing, the spacing will change in a random (no pattern) fashion.



## Resizing Stamps

At the bottom of the Stamps Browser is the Size control. Similar to the Spacing control, you can select from pre-set percentage values to change the stamp size or type in any desired number value.

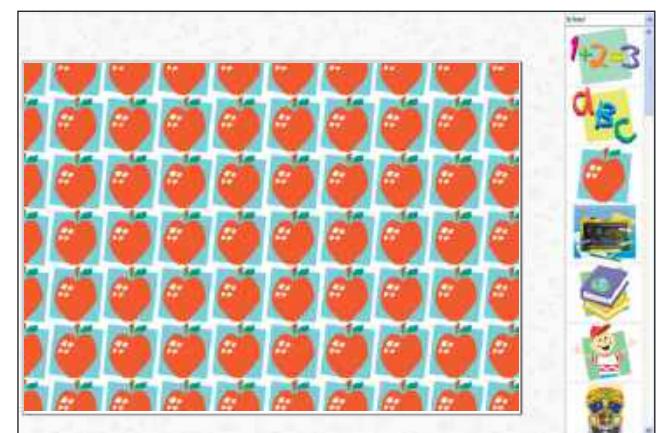
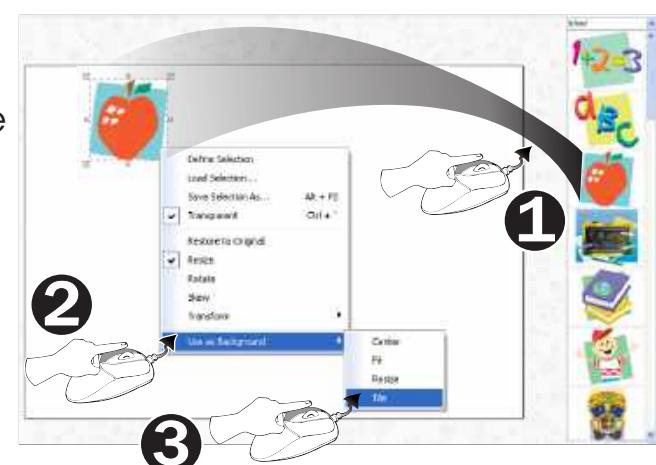


## Creating Backgrounds with Stamps

Although stamps are individual images, they can be used to create a background. A background can fill the workspace and images or drawings can be placed on top.

### To change a stamp to a background

1. Select a stamp, hold the left-click down and drag the cursor to the workspace. When the stamp image appears, it will be surrounded by a Selection box.
2. Right-click the mouse and a menu will appear. At the bottom of the menu will be the option Use as Background. Place the cursor over that and choices will appear on how to use the image as a background.
3. Select the option by left-clicking and the stamp image will appear on the workspace. Other drawings or stamps can now be placed on top of this background.

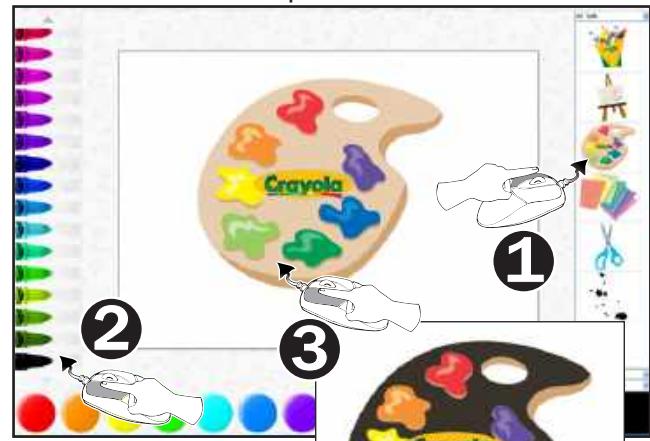


# Changing Stamp Images

You can change the color or the size or orientation of stamps.

## Change Stamp color

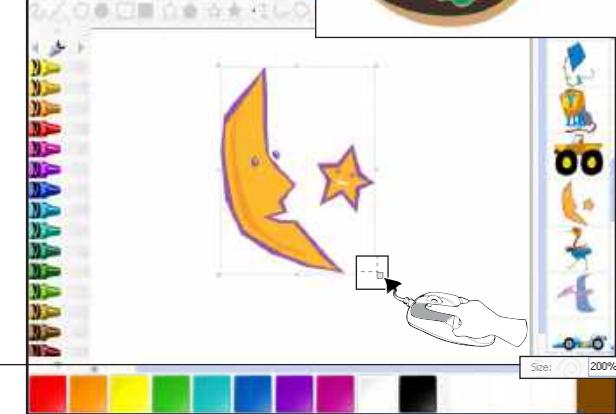
1. Drag a selected stamp to the workspace.
2. Select a Brush and color.
3. Left-click, hold, and place the cursor on the image for color change.



## Change Stamp size

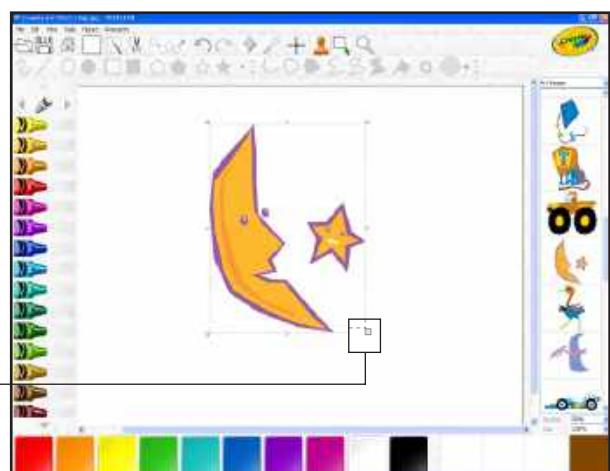
Use the Size control at the bottom of the Stamp Browser.

A stamp can be resized from the Tools>Stamps menu or by dragging the stamp to the workspace. When you drag as stamp, a Selection box appears.



**Change Stamp shape:** Two editing options are available:

**a. Double click to Resize, Rotate and Skew:** A stamp dragged to the workspace is surrounded by a Selection box. There are squares in the Selection box corners and midpoints. This is Resize mode. Click and drag on the squares at the corners to resize or at the midpoints to stretch the stamp in one direction.



To change editing options, place the cursor on the stamp and double click with the left mouse. The first double click changes the squares on the Selection box to circles. This is Rotate mode. Click and drag on a circle to rotate the stamp.

A second double click changes the circles on the Selection box to diamonds.

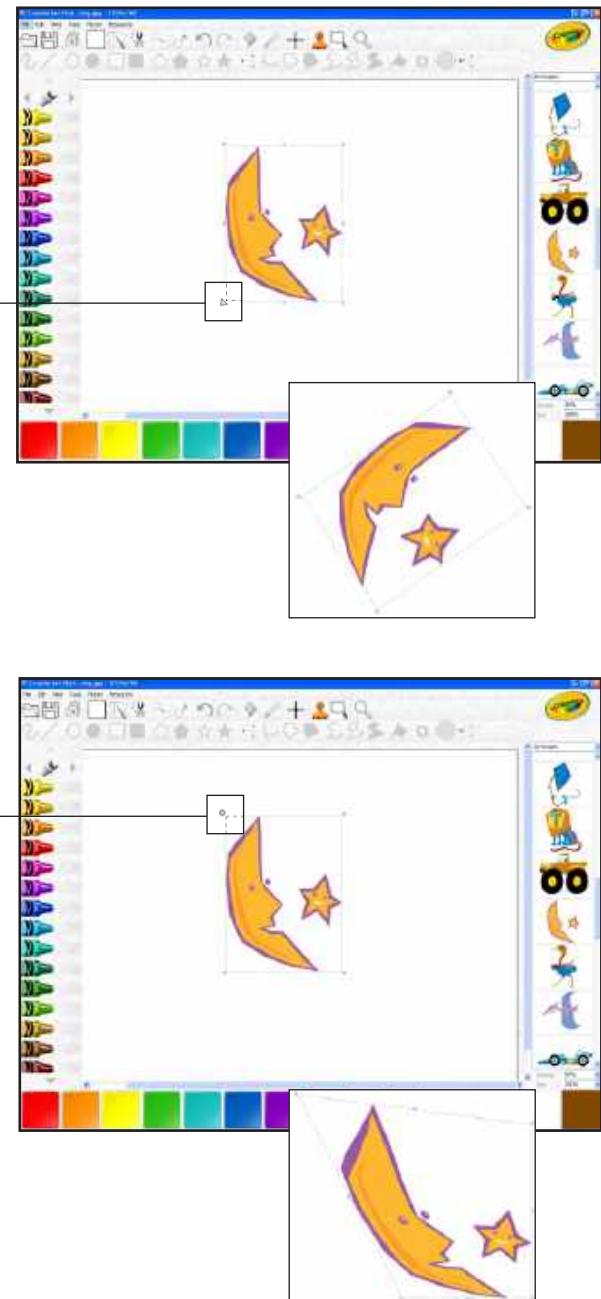
This is Skew mode. Click and drag on a diamond to turn the stamp. A third double click changes the diamonds back to squares. This is the first **Resize** mode. Repeated double clicks will cycle through the editing options.

### b. Right-click to Change the Image:

When a stamp is dragged to the workspace, a Selection box appears. Right-click and a menu will appear.

Several options for changing the image appear including:

- i. **Use as Background:** Select this option to change a stamp into a background image that can be drawn upon.
- ii. **Resize, Rotate and Skew:** Select an edit option. Click and drag on the Selection box to change the stamp.
- iii. **Transform:** There are a number of pre-set settings to expand, reduce, rotate, stretch or flip the image.
- iv. **Transparent:** A stamp image has a square, white background. The Transparent feature makes the white background transparent so only the image itself is visible.



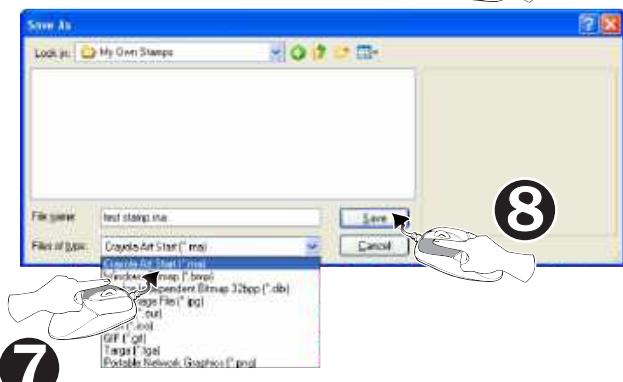
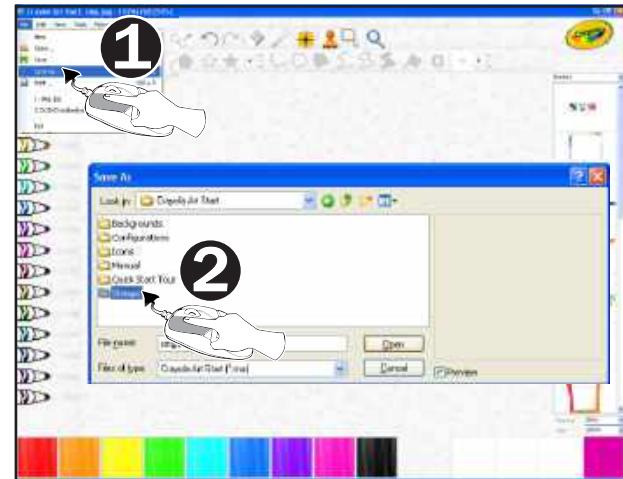
# Saving Stamp Images

After a picture is created or imported and edited in the Crayola® Art Start program, the image, can be saved as a common digital file type recognized by many other programs (e.g., .jpeg, .gif, .bmp, .png).

## Creating a New Stamps Folder

To create a folder to store all of your stamps or to create a new Category folder:

1. Choose **File>Save As**.
2. From the Look In drop-down menu, find the Stamps folder on your computer.
3. Click on the **Create New Folder** button.
4. Assign a name to the folder (i.e., **My Own Stamps** or use your name)
5. Click **Open**.
6. Under File name, give your stamp a name.
7. Under Files of Type, select a file type. The program default file type is .rna.
8. Choose **Save**. You can now save all of your own images in the Stamps Browser under the Category that you created.



# My Santa

## Activity 9

### Directions:

1. Launch Crayola.
2. Open and perform the Learning Crayola Activity 9 **My Santa**.
3. Stamp picture gifts on Santa's dapple bag. Color the picture.  
Type using the text tool at least three things that you like to have from Santa. Give the picture a title.
4. Use the zoom, fill free hand drawing and color picker tool to color the hard to fill areas.

### Preview:



5. Save the file as **MYSANTA**.

# Add It All

## Activity 10

Directions:

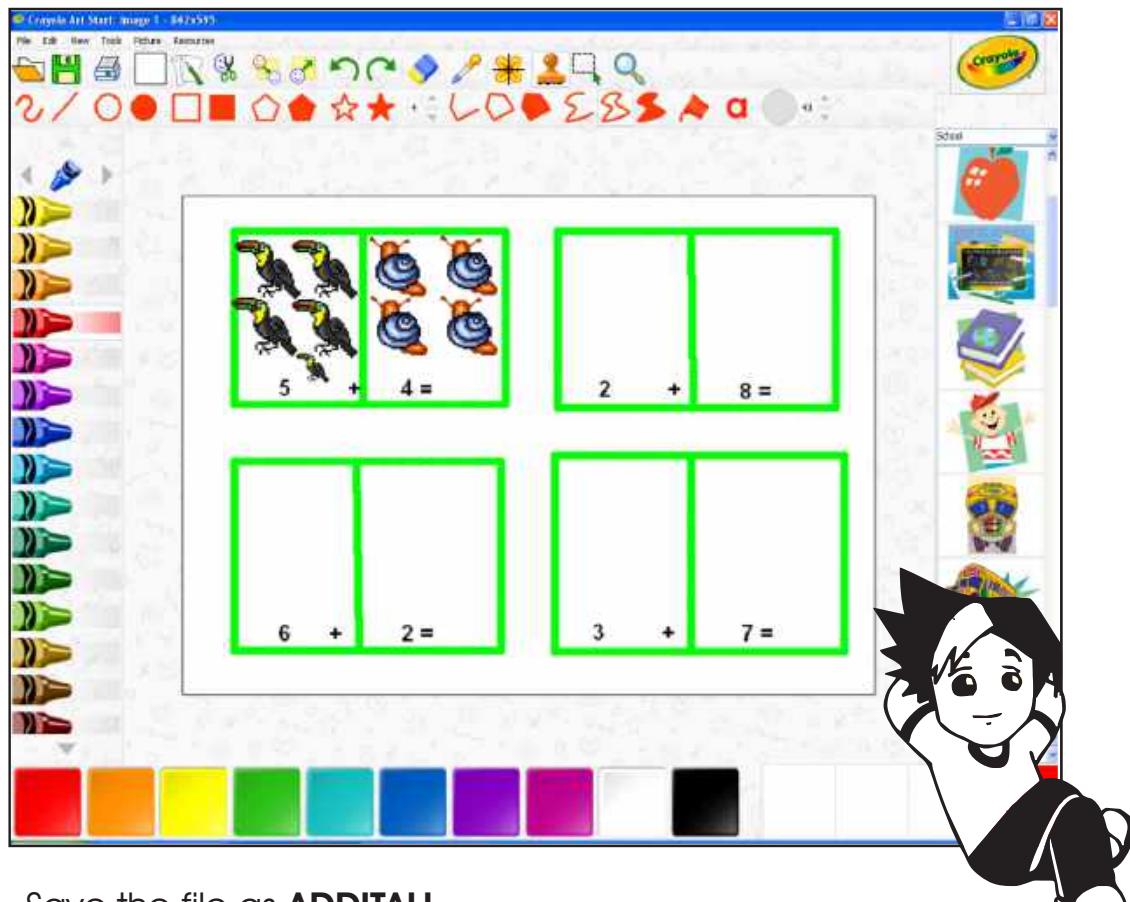
1. Launch **Crayola**.
2. Open and perform **Learning Crayola Activity 10 Add It All**.
3. Illustrate the following number sentences using stamps.

$$5 + 4 = \quad 3 + 7 =$$

$$6 + 2 = \quad 2 + 8 =$$

4. Find the sum of the number sentences. Use the Text tool to type your answers.

Preview:



5. Save the file as **ADDITALL**.

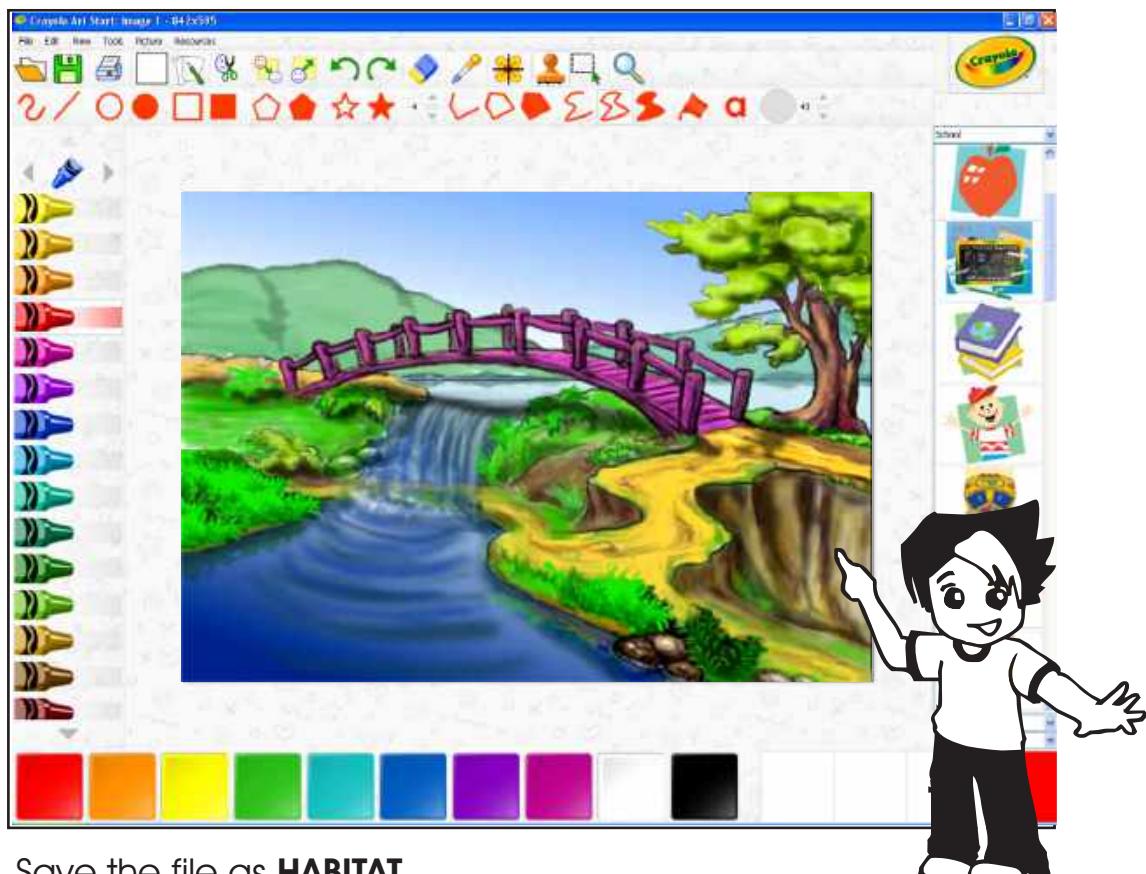
# Habitat

## Activity 11

Directions:

1. Launch **Crayola**.
2. Open and perform Learning Crayola Activity 11 **Habitat**.
3. Fill in the habitat with appropriate plants and animals that inhabit on it.
4. Use the Crayola Art Start stamps tool to complete the activity.

Preview:



6. Save the file as **HABITAT**.

# SideTripSideTripSideTrip



## I'm A Human Being

What makes a human being different from other living things? Look at yourself. Look at the plants and animals. Are there some differences that you can spot?

**Directions:** Open the activity in Crayola. Read very well the questions which are related to the pictures. Ring the correct answer. Color then all the pictures.

### Preview:

The screenshot shows a computer screen with the Crayola Art Start software open. The title bar reads "Crayola Art Start: Image 1 - 842e595". The menu bar includes File, Edit, View, Tools, Pictures, and Resources. The toolbar features various drawing tools like shapes, text, and colors. On the left, a vertical crayon palette shows several crayons. In the center, there is a worksheet with the following text and images:

a. Does a human being make his own food like the plant?  
Yes. No.

b. Do human beings and animals eat the same food?  
Yes. No.

c. Do human beings, plants, and animals have the same body parts?  
Yes. No.

d. Do plants and animals wear clothes like human beings?  
Yes. No.

Below the text are corresponding images: a hand holding a plant, a sun, a girl, a lion, a boy, a brain, a cat, a baby, a tree, and a dog.



Save the file as **HUMANBEING**.

# UNIT 1



## MACHINES AND DEVICES AROUND US

*Laboratory Hands-on  
Activities*

# Grab It

## Activity 1

### Directions:

1. Launch Crayola.
2. Open and perform the Lesson 1 Activity 1 **Grab It**.
3. Drag the machine or devices to the location where they are usually found.

### Preview:



4. Save the file as **GRABIT**.

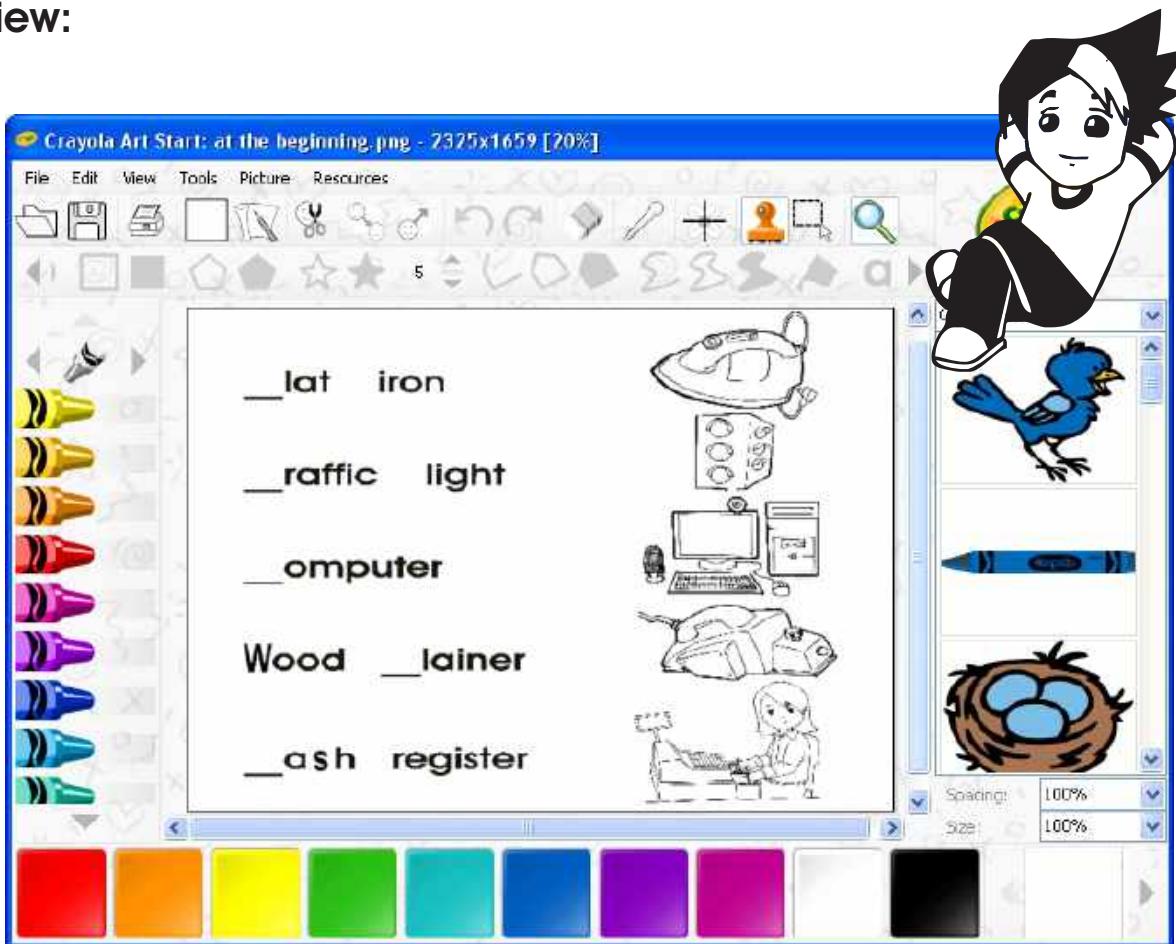
# At the Beginning

## Activity 2

### Directions:

1. Launch Crayola.
2. Open and answer the Lesson 1 Activity 2 **At the Beginning**.
3. Identify the names of the devices which can be found either at home, at school at mall, at workplace or at the street, write only the beginning consonants and then color all the devices.

### Preview:



4. Save the file as **ATTHEBEGINNING**.

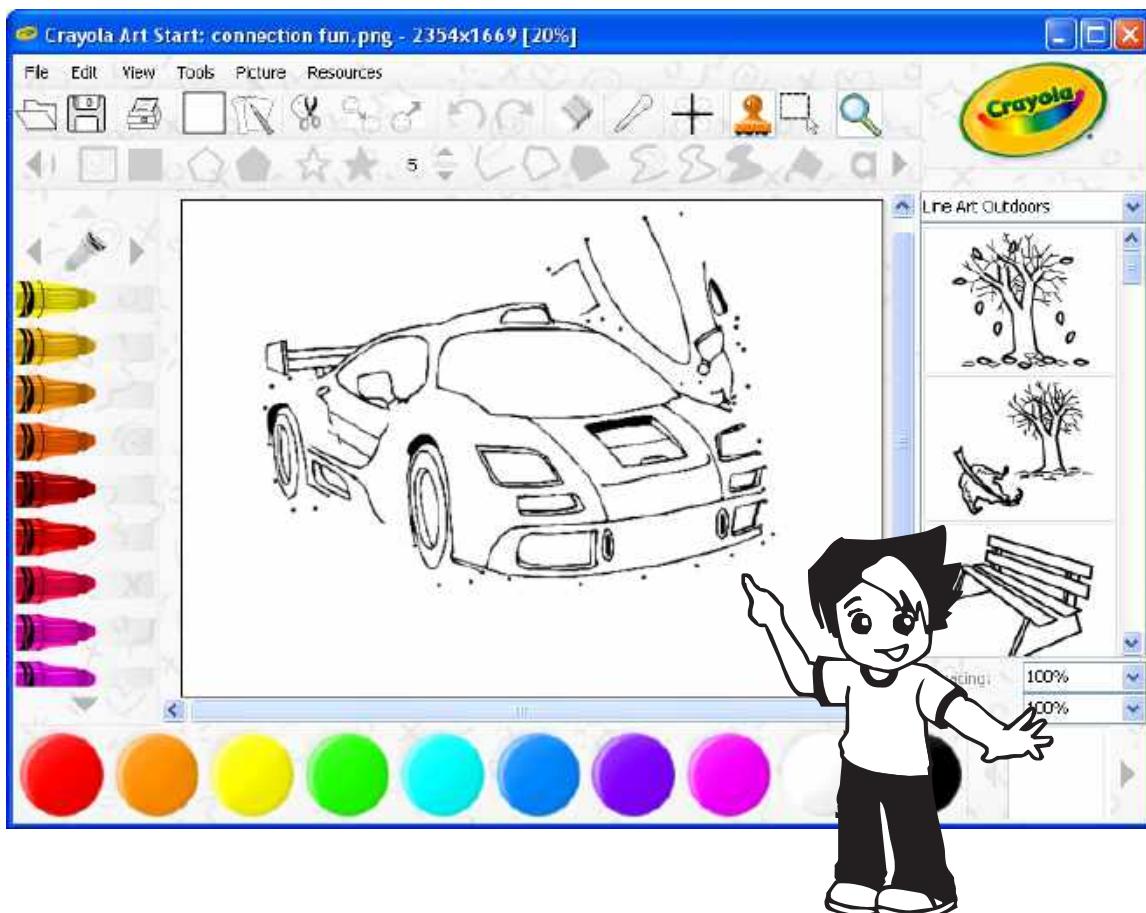
# Connection Fun

## Activity 3

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 1 Activity 3 **Connection Fun**.
3. Connect the dots to form the machine or device. Type the location below where you are likely to find the device. Color also the picture.

### Preview:



4. Save the file as **CONNECTIONFUN**.

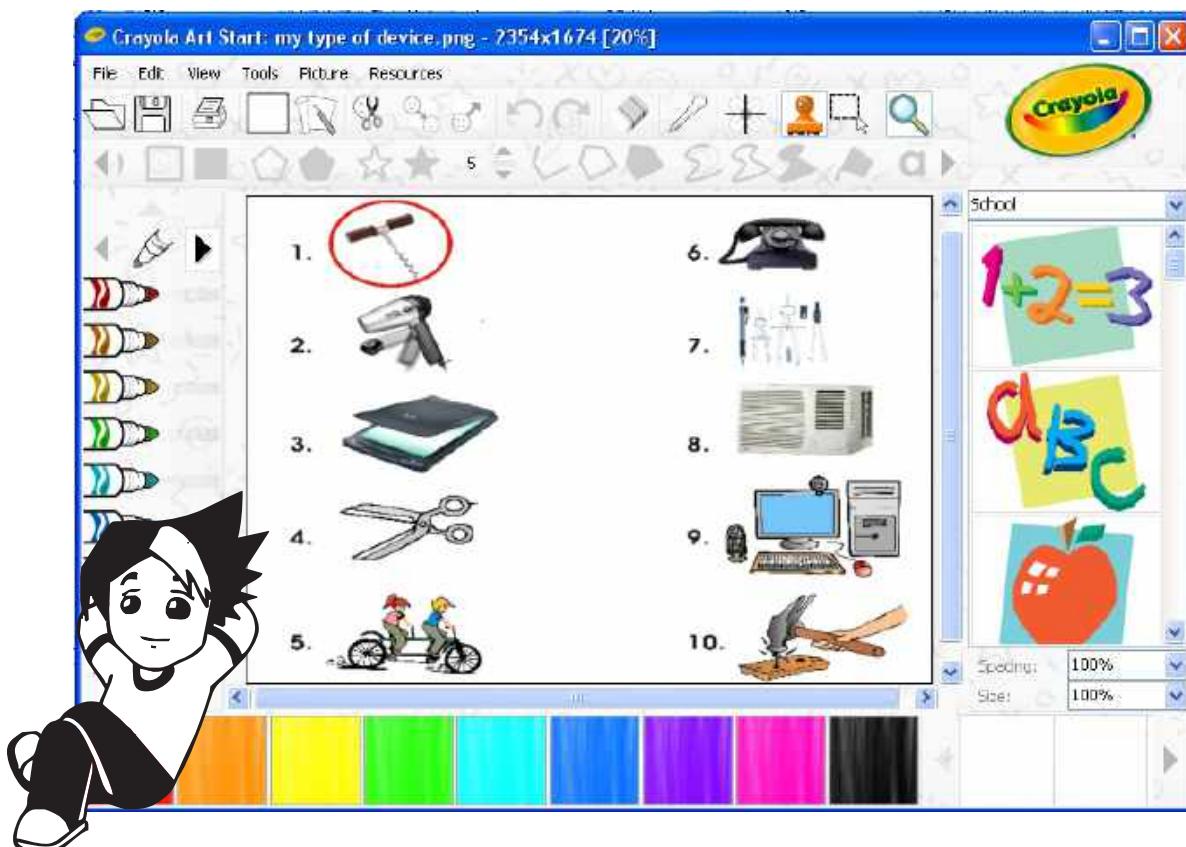
# My Type of Device

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 2 Activity 4 **My Type of Device**.
3. Identify the type of each device shown. **Encircle** the ones that fall under MANUAL DEVICE and **box** the ones that fall under ELECTRONIC DEVICE. One example is done for you.

### Preview:



4. Save the activity as **MYTYPEOFDEVICE**.

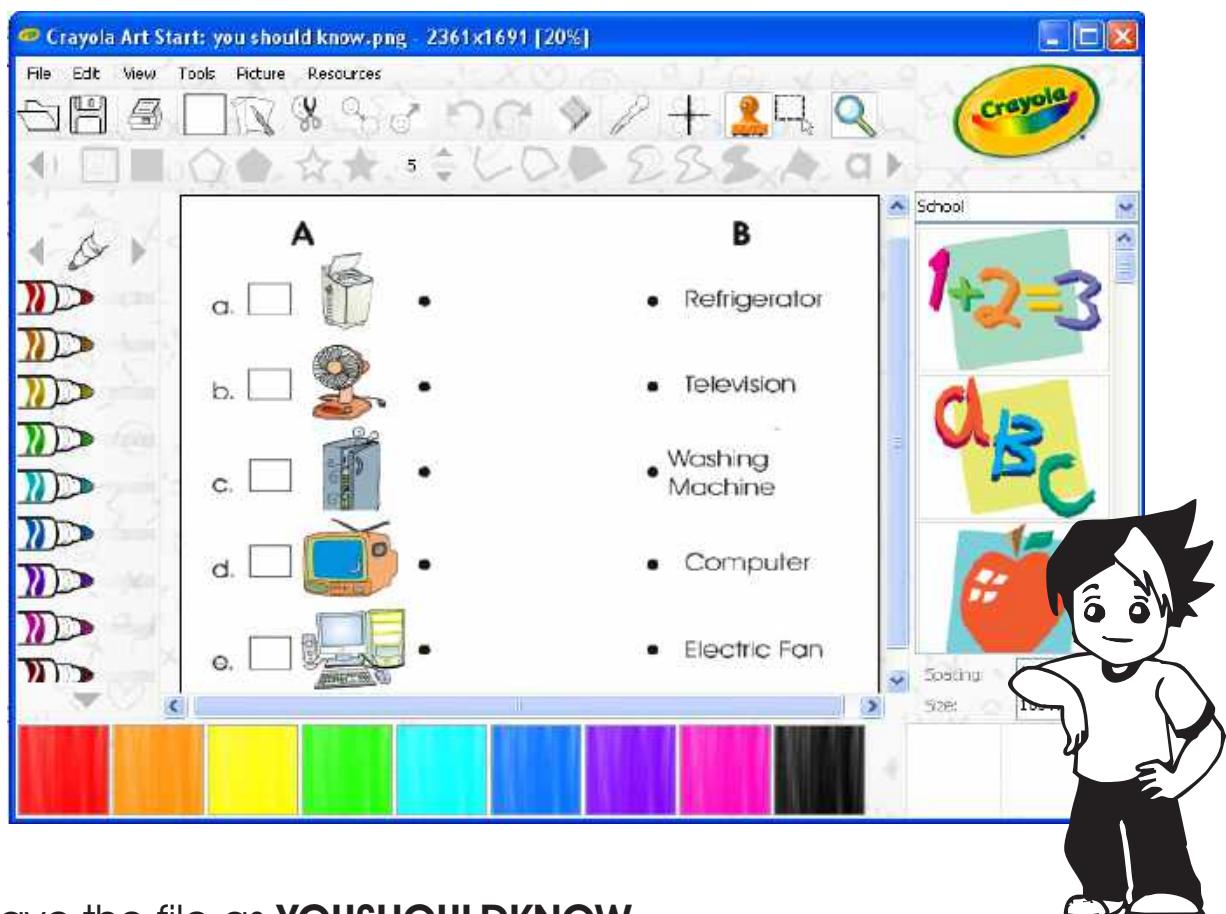
# You Should Know

## Activity 5

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 2 Activity 5 **You Should Know**.
3. Look at the electronic devices in **column A**. Match each one of them with its name in **column B**.
4. Count how many vowels are there for each name of device. Type the correct number inside the box found beside each picture.

### Preview:



5. Save the file as **YOUSHOULDKNOW**.

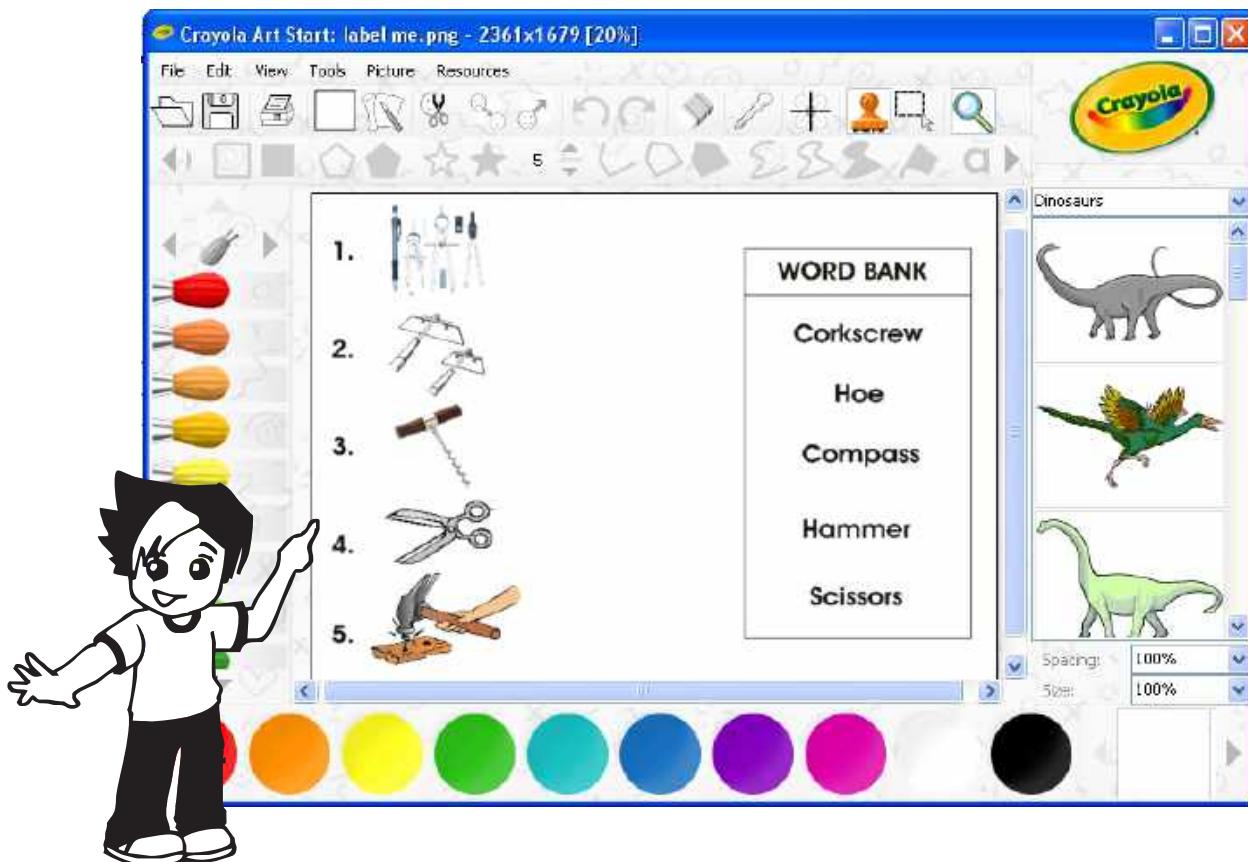
# Label Me

## Activity 6

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 2 Activity 6 **Label Me**.
3. Grab from the Word Bank the correct name of each manual device shown. Simply cut and drag to paste the label beside the picture.

### Preview:



4. Save the file as **LABELME**.

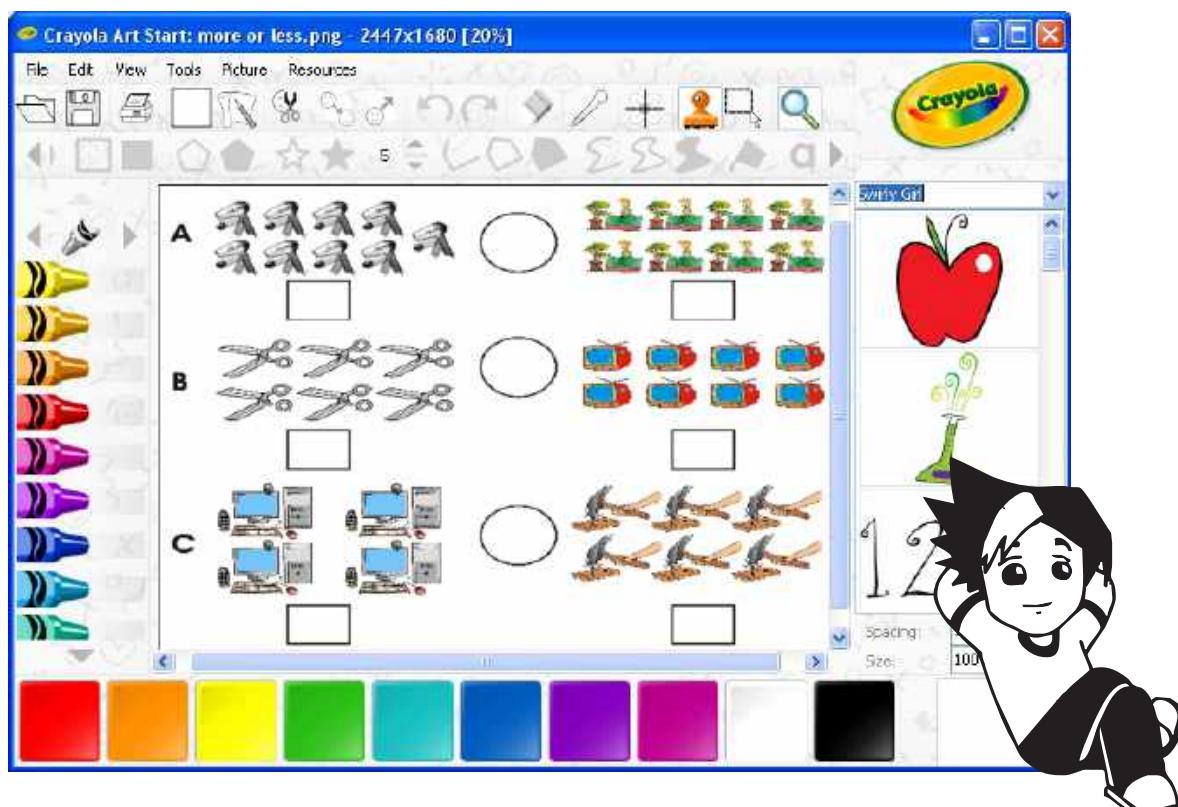
# More or Less

## Activity 7

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 2 Activity 7 **More or Less**.
3. Indicate the correct symbol for each group of electronic devices versus manual devices or vice versa. Draw the less than symbol (<) or greater than symbol (>) depending on the total number of devices in each group.
4. Key in the type of devices inside the box provided: ED for electronic devices and MD for manual devices.

### Preview:



5. Save the file as **MOREORLESS**.

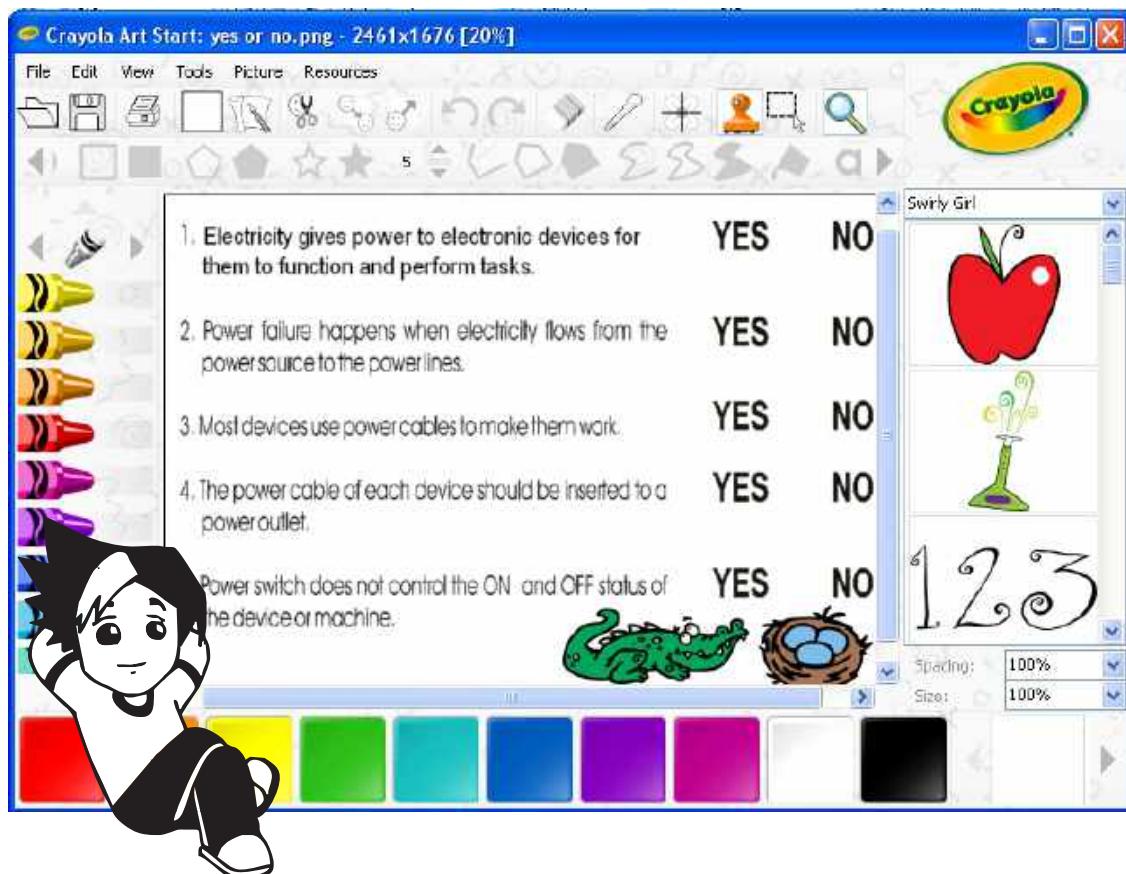
# Yes or No

## Activity 8

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 3 Activity 8 **Yes or No**.
3. Encircle **YES** if the statement is correct and encircle **NO** if otherwise or incorrect.

### Preview:



4. Save the file as **YESORNO**.

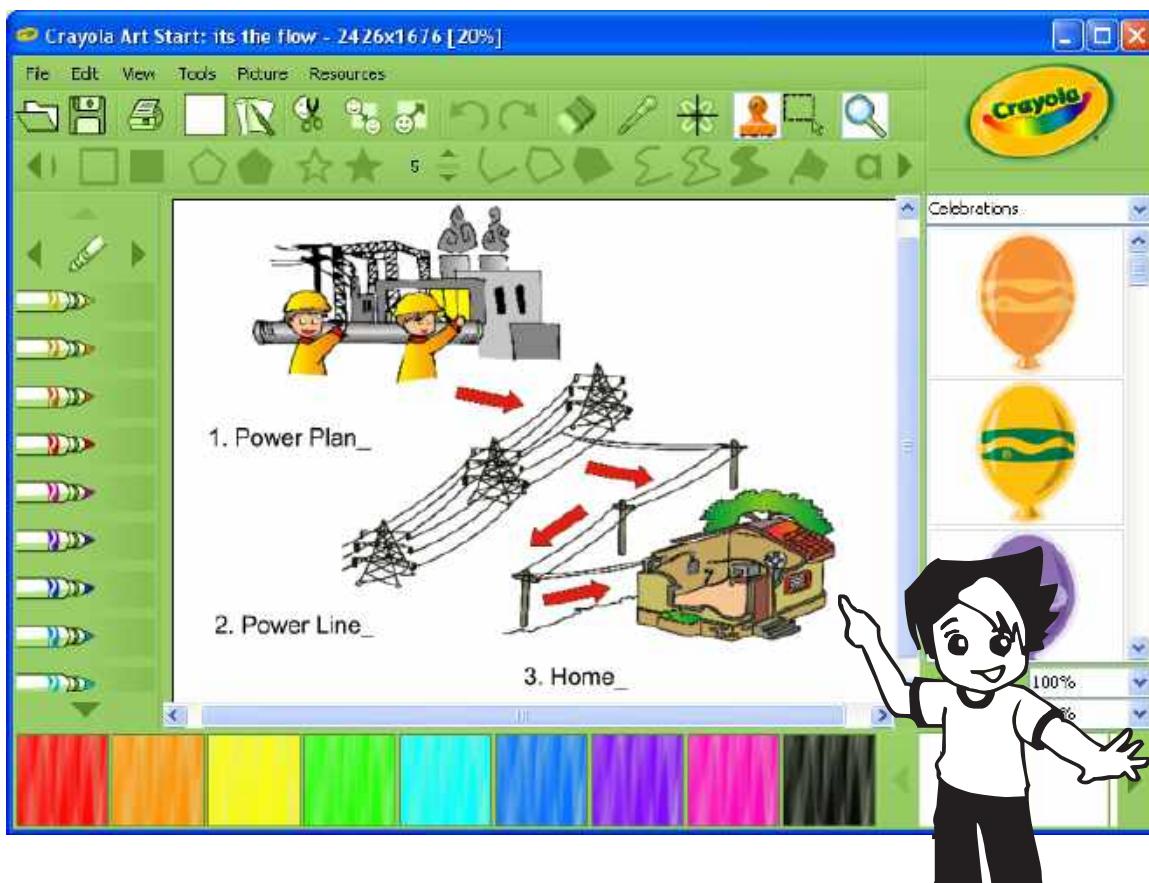
# It's the Flow

## Activity 9

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 3 Activity 9 **It's the Flow**.
3. Fill in the ending consonant of each phrase to tell the order of the electricity flow.

### Preview:



4. Save the file as **ITSTHEFLOW**.

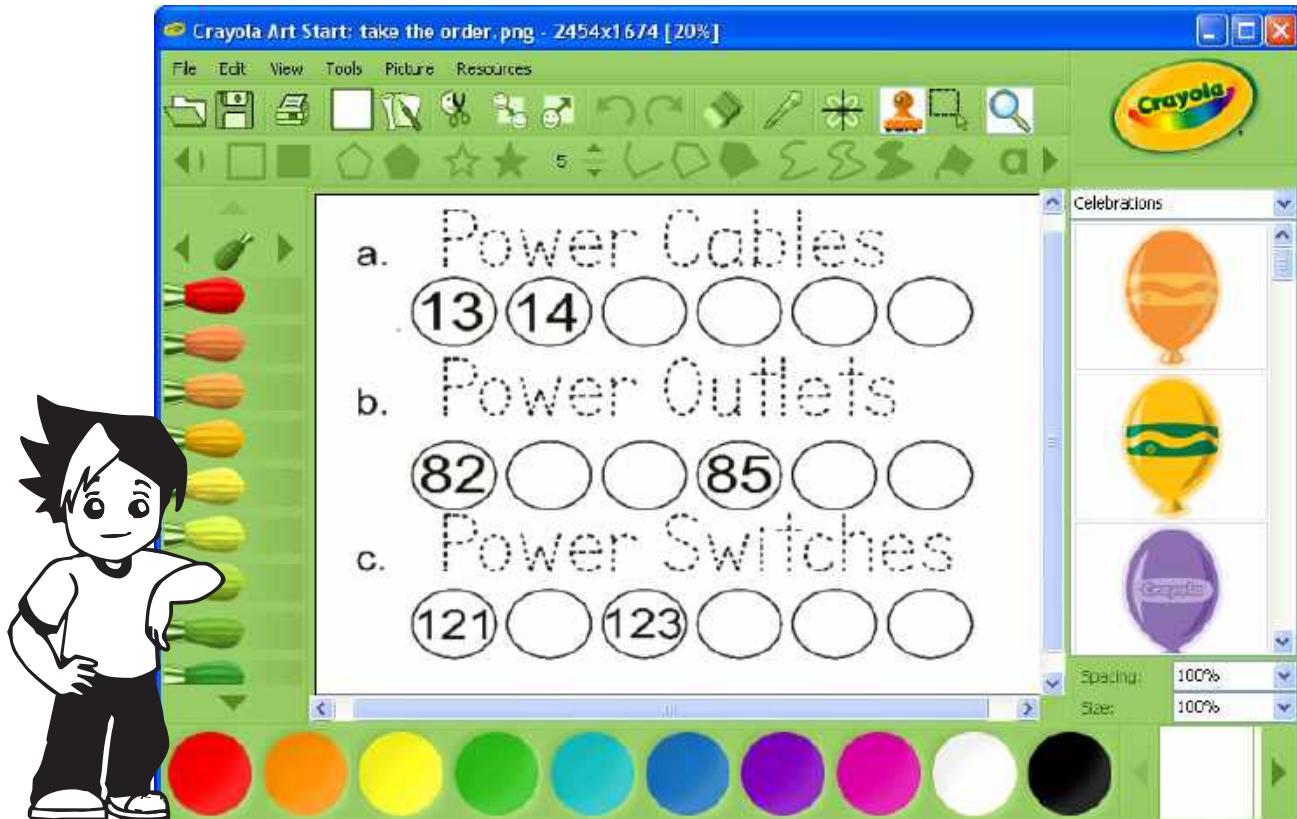
# Take the Order

## Activity 10

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 3 Activity 10 **Take the Order**.
3. Trace the broken lines in color to spell out the names of the objects.
4. Type the numbers that comes next in the order.

### Preview:



5. Save the file as **TAKETHEORDER**.

# SideTripSideTripSideTrip

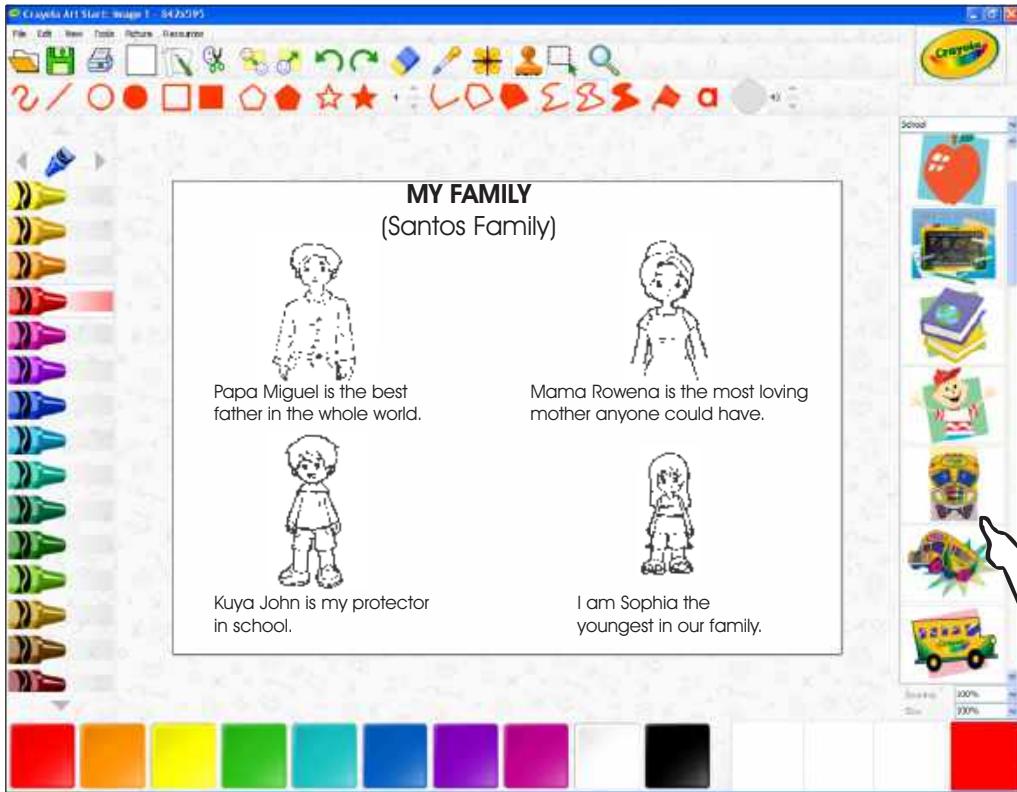


## My Family

What is family to you? What does it compose? Pretty sure you have your own family. Some have notably said that family is any person's greatest treasure in this lifetime.

**Directions:** Who are the members of the family? Tell and share with your classmates about them. Use Crayola Art Start Stamps to stamp some pictures from the People category that will represent each of your family member. Use the Text tool to type something that will tell about each one of them.

### Preview:



Save the file as **MYFAMILY**.

# UNIT 2



**MY COMPUTER**  
*-an electronic device*

*Laboratory Hands-on  
Activities*

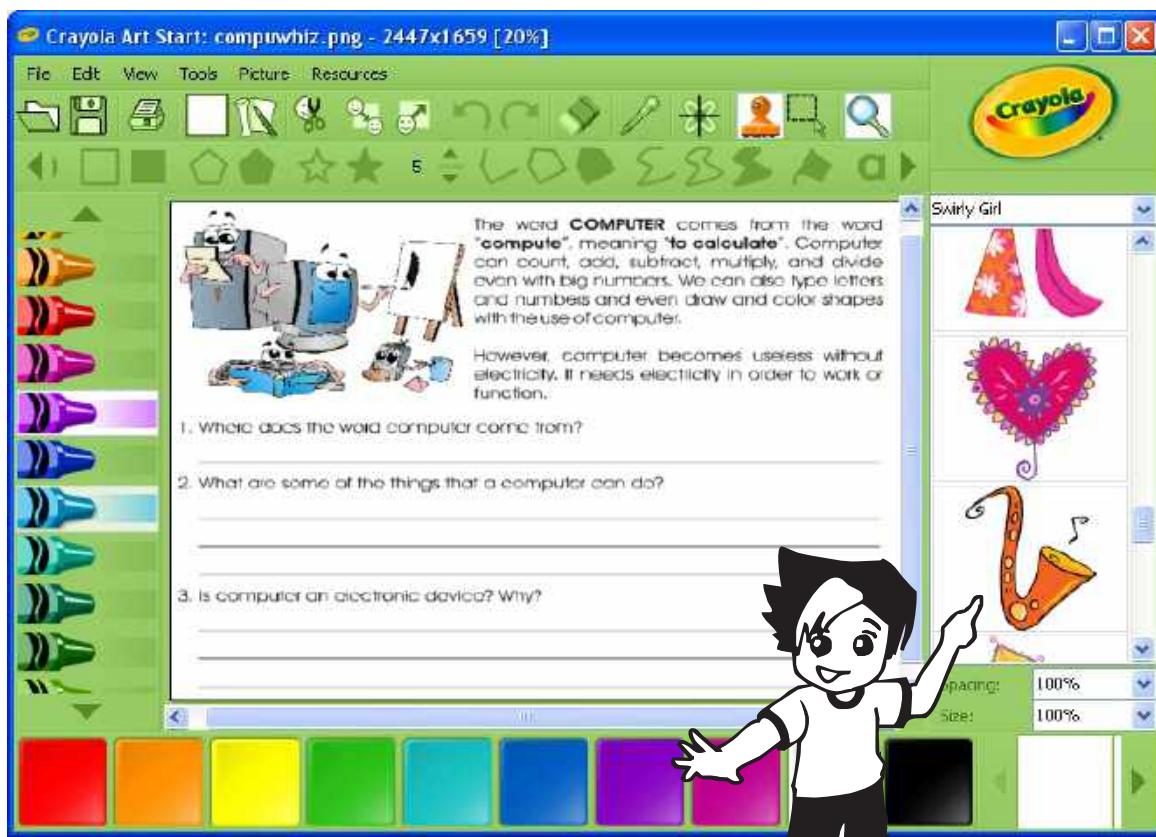
# CompuWhiz

## Activity 1

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 4 Activity 1 **CompuWhiz**.
3. Read the selection about computer. Answer the questions that follow based on the details of the selection.
4. Type your answers on the blank provided.

### Preview:



5. Save the file as **COMPUWHIZ**.

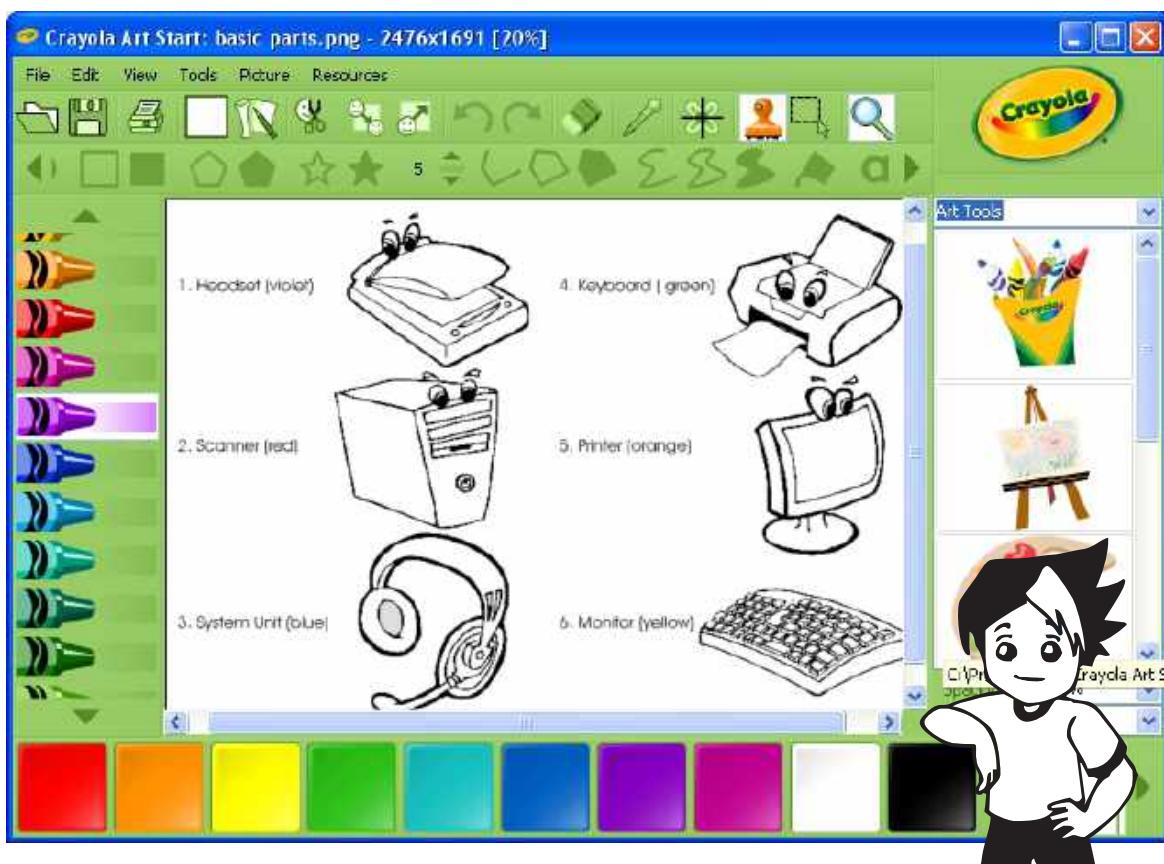
# Basic Parts

## Activity 2

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 4 Activity 2 **Basic Parts**.
3. Identify the basic parts of a personal computer. Observe the color assignment for each number to identify the part.

### Preview:



4. Save the file as **BASICPARTS**.

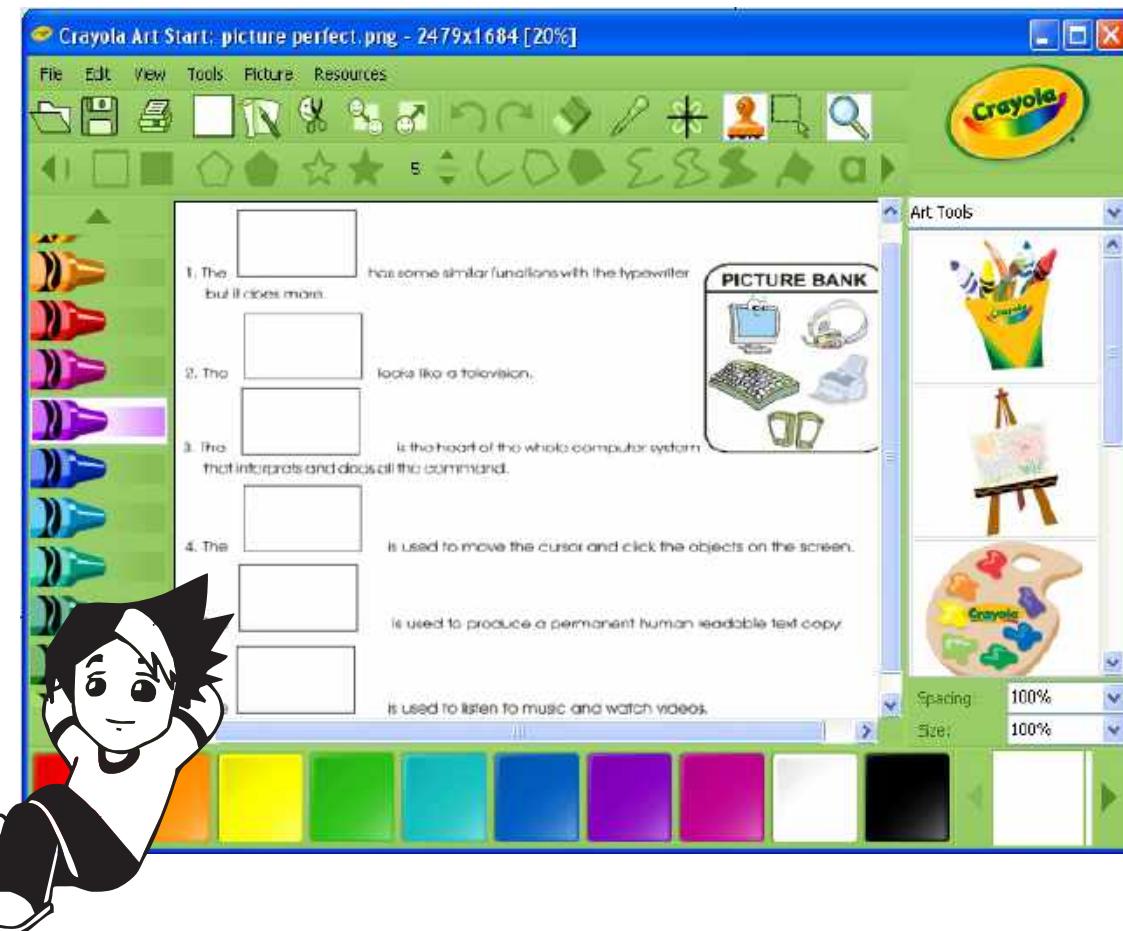
# Picture Perfect

## Activity 3

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 4 Activity 3 **Picture Perfect**.
3. Fill in the box with the correct picture to complete the thought of each sentence.
4. Cut and drag the correct picture from the Picture Bank to complete the activity.

### Preview:



5. Save the file as **PICTUREPERFECT**.

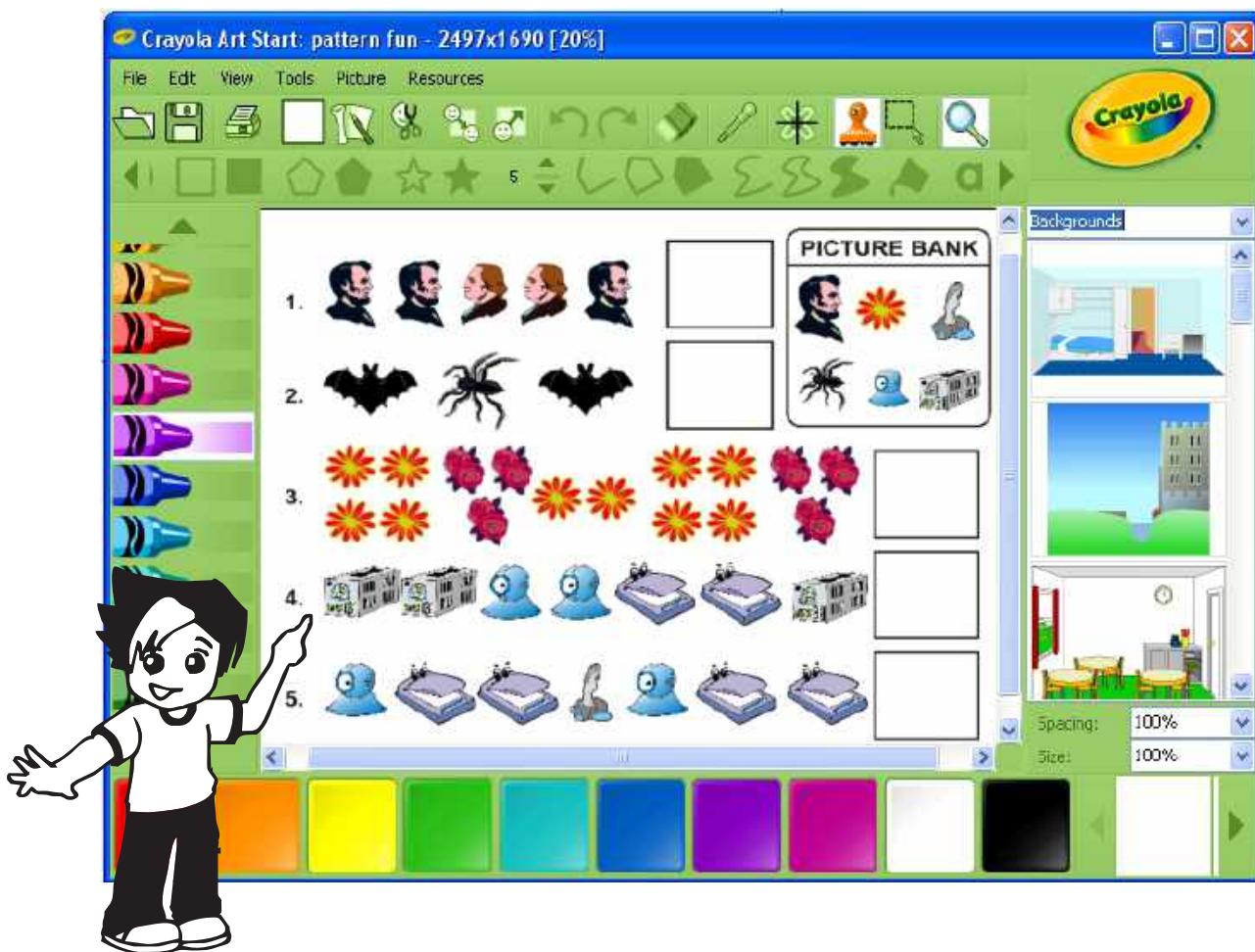
# Pattern Fun

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 4 Activity 4 **Pattern Fun**.
3. Stamp up some stamps or cut and drag the pictures from the Picture Bank to complete the pattern.

### Preview:



4. Save the file as **PATTERNFUN**.

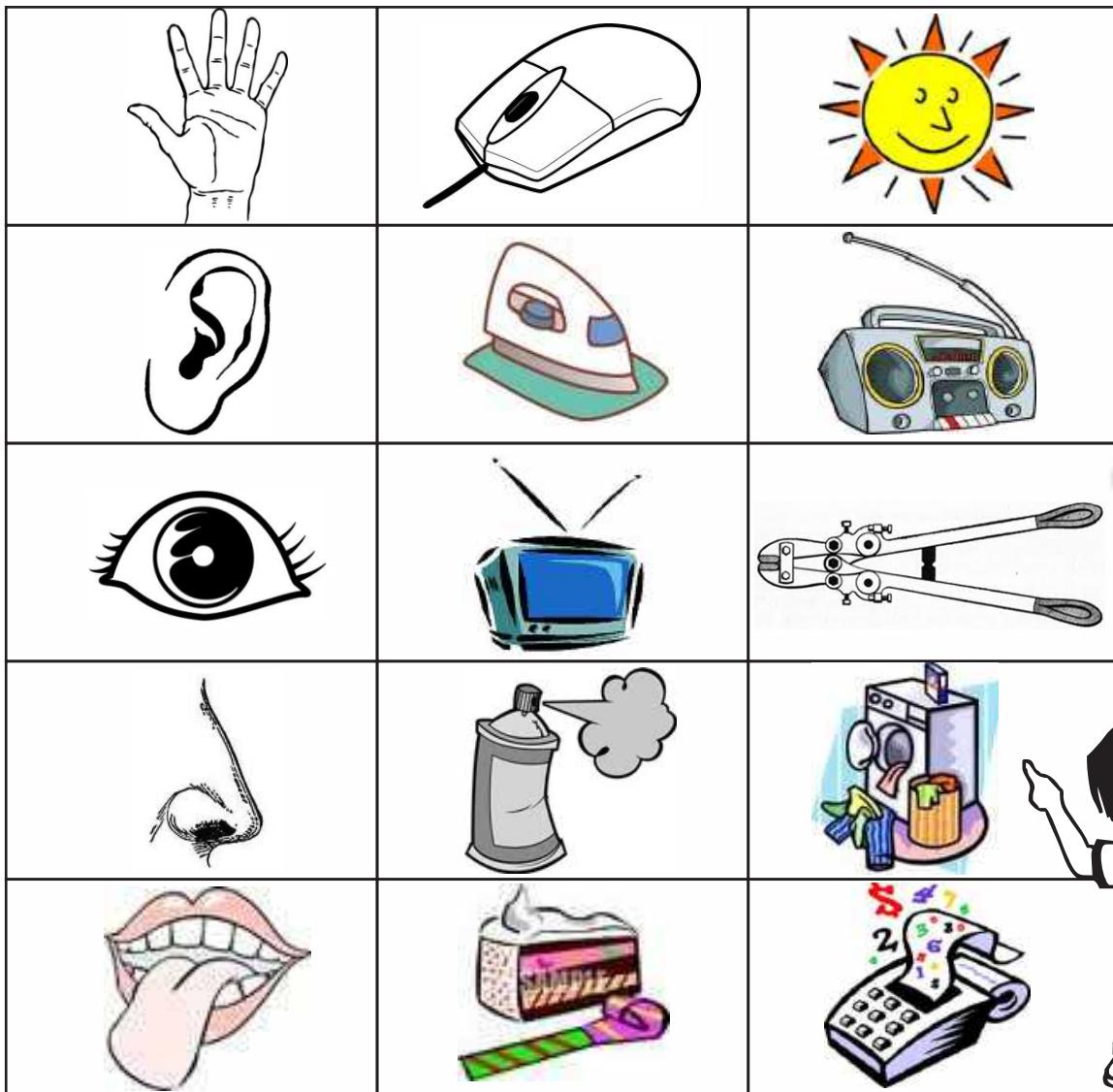
# SideTrip SideTrip SideTrip



## The Senses

Every average individual relies on his/her five senses to provide information about the world and live with the world. It must be very difficult to lose any of the five senses which include the sense of seeing, hearing, smelling, touching and tasting.

**Directions:** Cross out (X) the wrong picture in each row.



# Check Pic

## Activity 5

## Directions:

1. Launch Crayola.
  2. Open and perform Lesson 5 Activity 5 **Check Pic**.
  3. Look at each picture which tells either about a characteristic or limitation of a computer.
  4. Color the picture that shows computer characteristic; otherwise, cross out the picture that shows computer limitation.

## Preview:



5. Save the file as **CHECKPIC.**

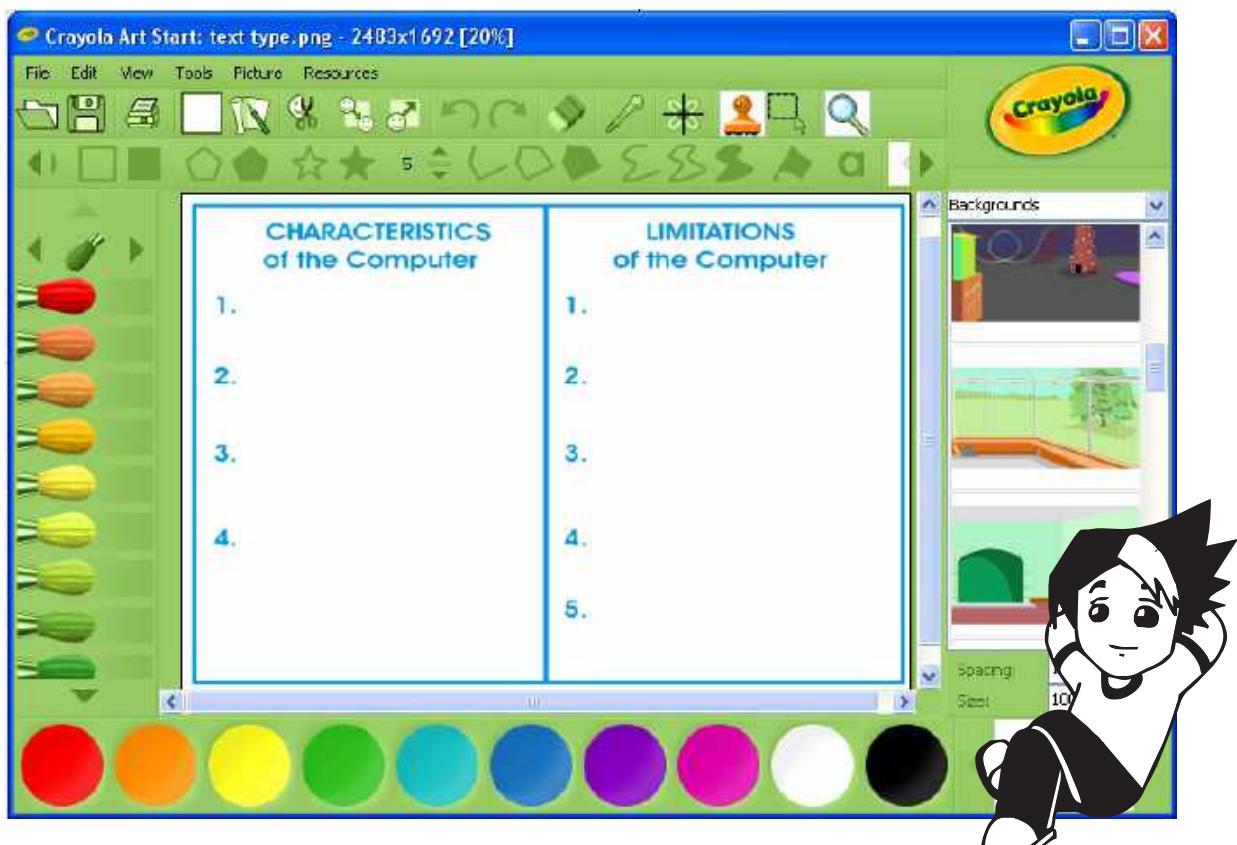
# Text Type

## Activity 6

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 5 Activity 6 **Text Type**.
3. On the two separate columns, type the characteristics and limitations of computer.

### Preview:



4. Save the file as **TEXTTYPE**.

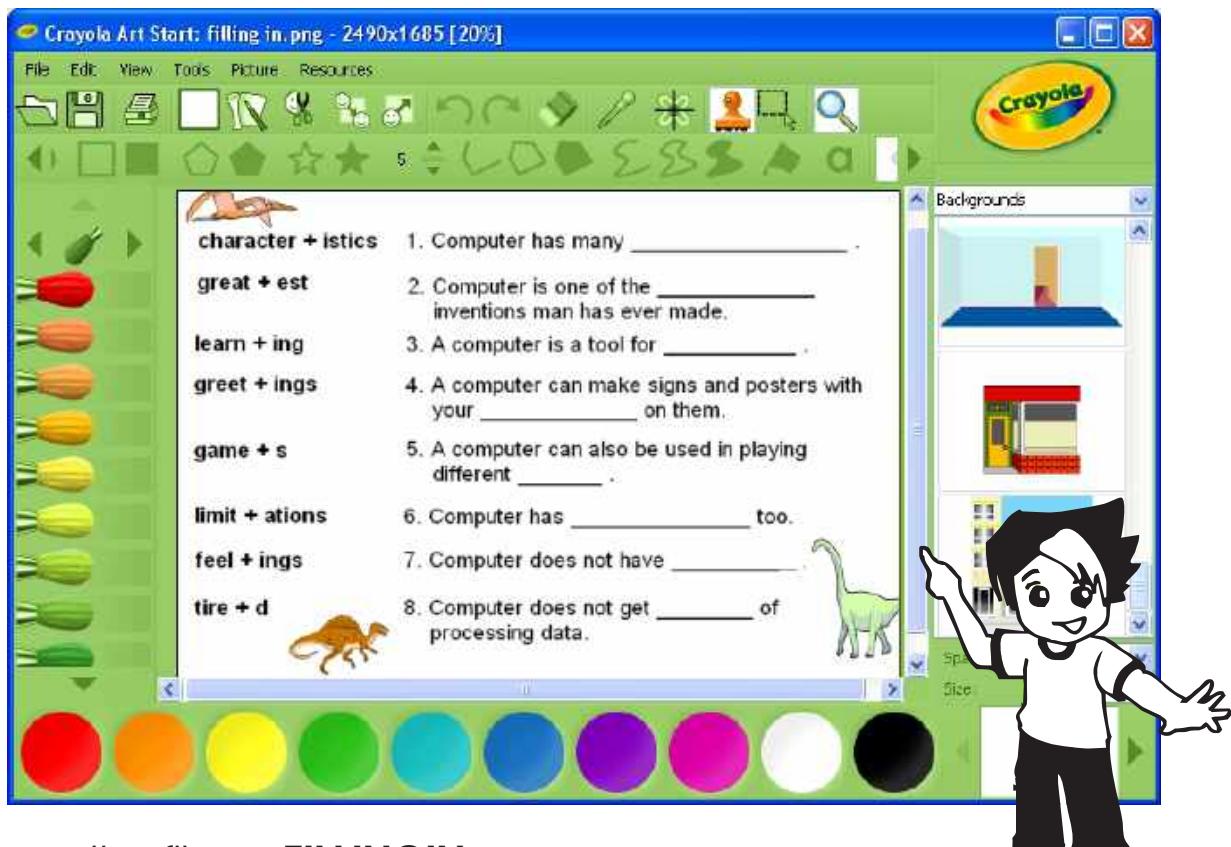
# Filling In

## Activity 7

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 5 Activity 7 **Filling In**.
3. Add the suffixes to the root words to make new words.
4. Use the new words to complete the sentences.

### Preview:



5. Save the file as **FILLINGIN**.

# SideTripSideTripSideTrip

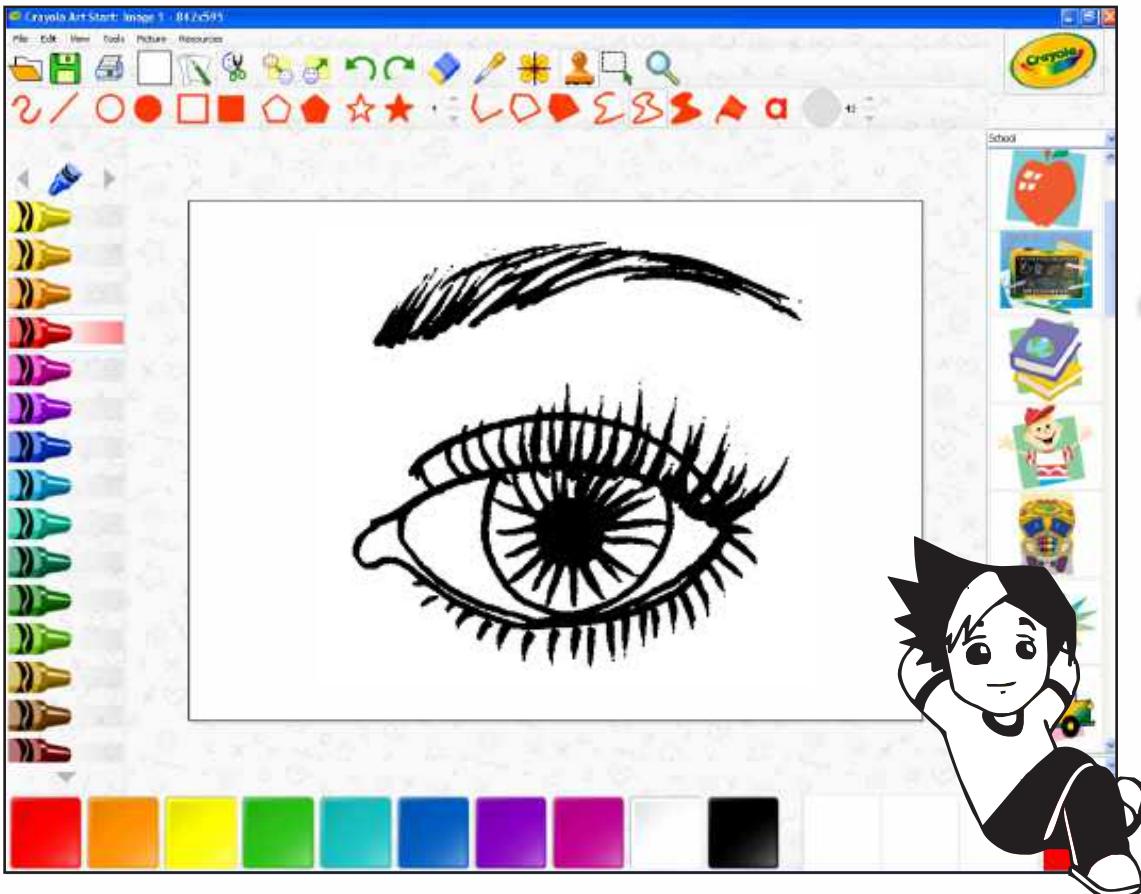


## In Your Eyes

You can see the beauty of your surroundings because of your sense of seeing. The small black dot in your eyes of the pupil lets the light enter so that you can see things. Iris on the other hand regulates the entrance of light.

**Directions:** Research about the eye structure from Encarta Kids. Label the parts of the eye. Color the iris according to your iris' color. Color the pupil black. Complete the activity in Crayola.

### Preview:



Save the file as **INYOUREYES**.

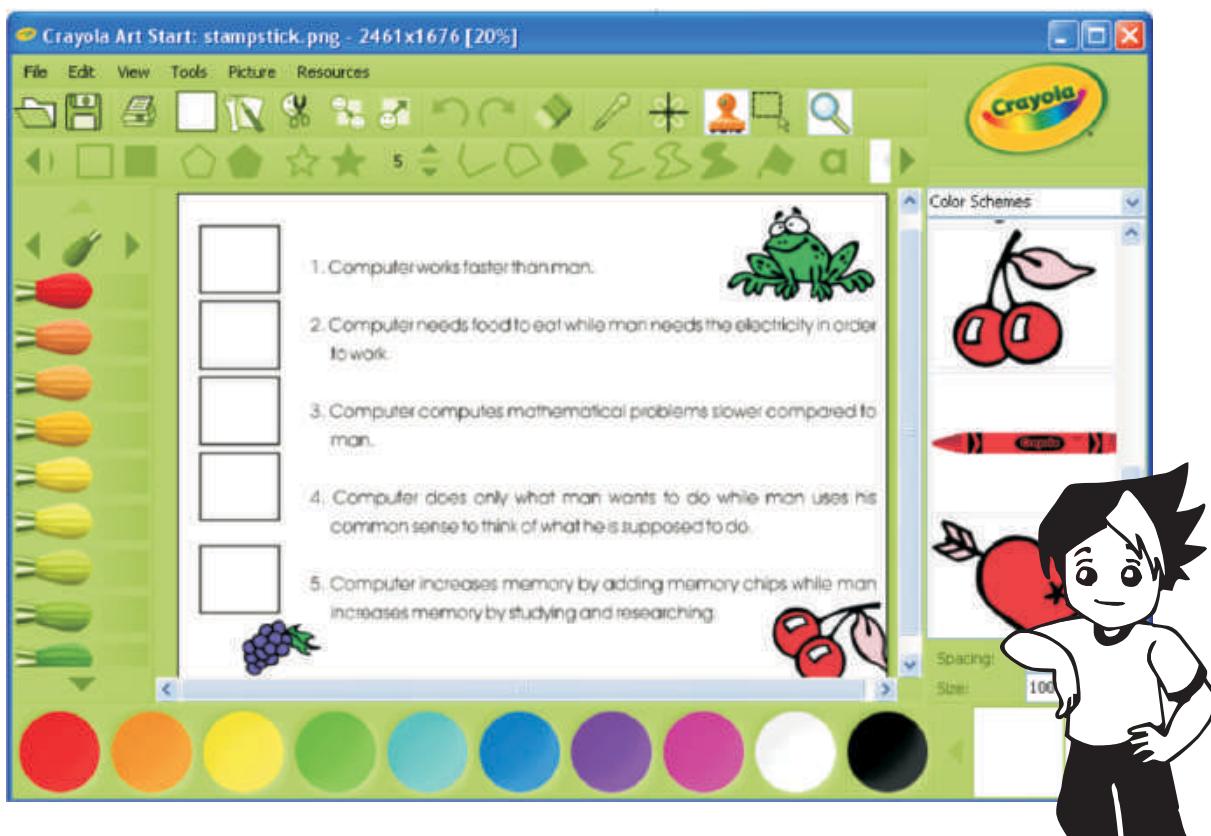
# Stamp Stick

## Activity 8

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 6 Activity 8 **Stamp Stick**.
3. Read the statements thoughtfully to decide which one is true or false.
4. If the statement is true, stamp up a happy face, otherwise, stick a crying face sticker from the Crayola stamps if the statement is false.

### Preview:



5. Save the file as **STAMPSTICK**.

# In the Same Way

## Activity 9

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 6 Activity 9 **In the Same Way**.
3. Read the sentences. Box the synonyms of the underlined words in each sentence from the given options.

### Preview:



4. Save the file as **INTHESAMeway**.

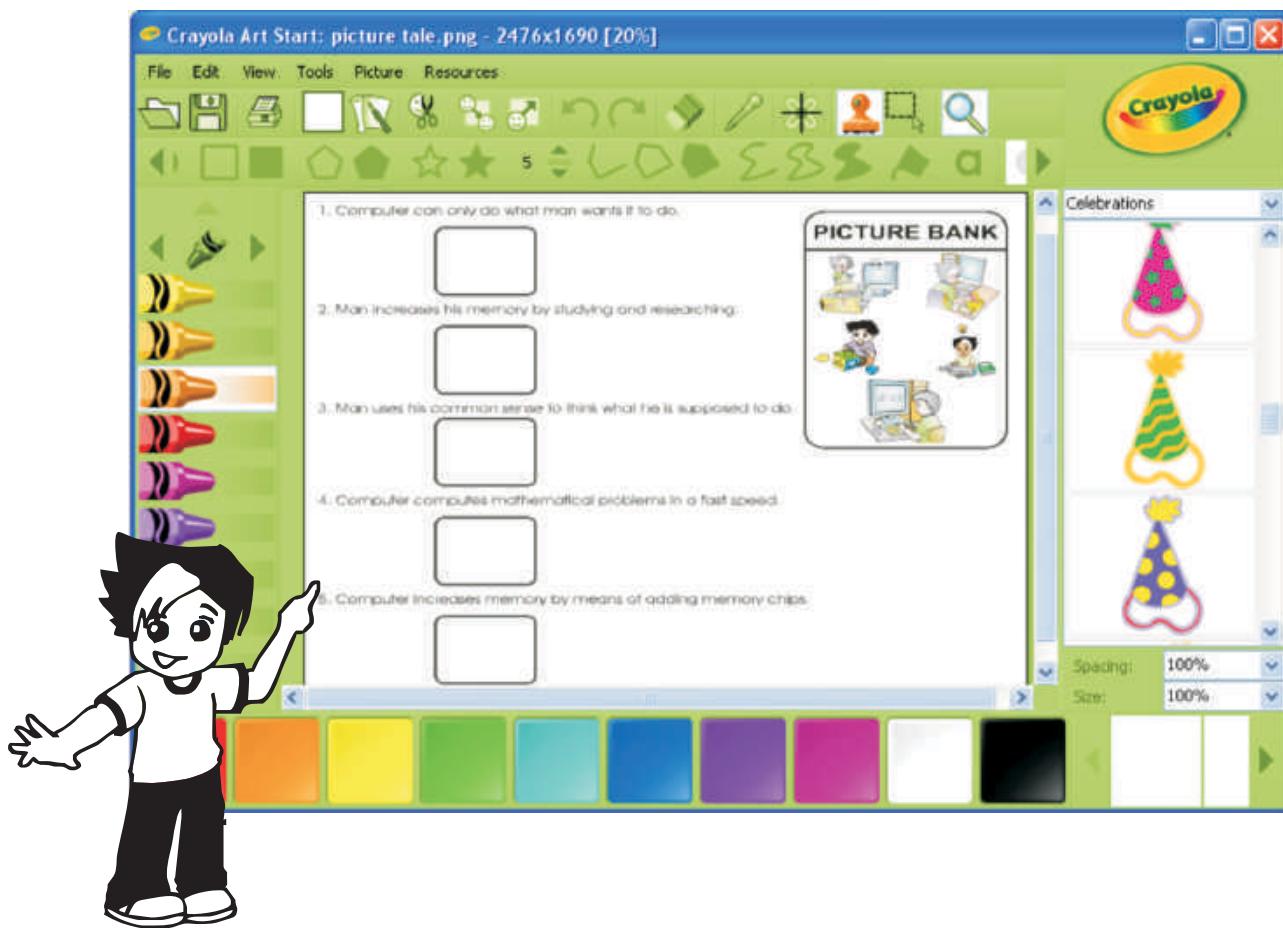
# Picture Tale

## Activity 10

### Directions:

1. Launch **Crayola**.
2. Open and perform Lesson 6 Activity 10 **Picture Tale**.
3. Drag the correct picture from the Picture Bank. Place it inside the box below the sentence that describes it best.

### Preview:



4. Save the file as **PICTURETALE**.

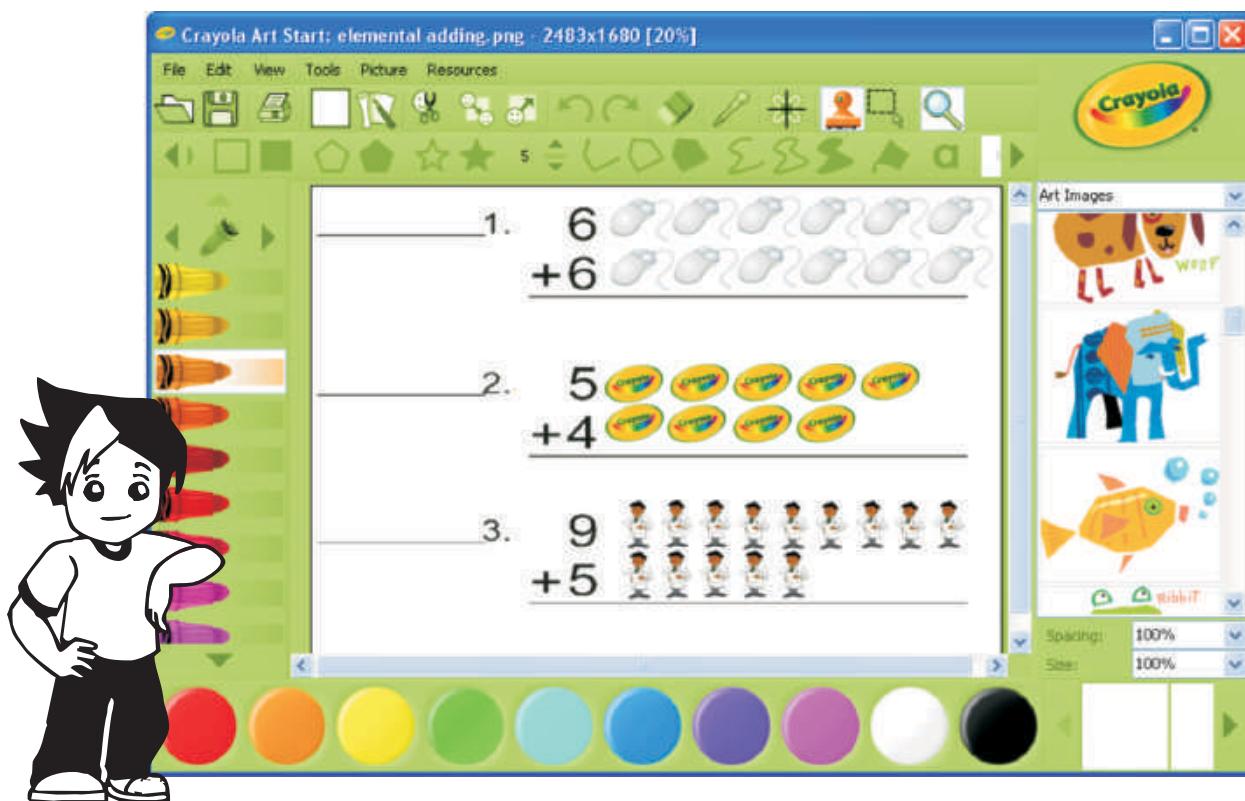
# Elemental Adding

## Activity 11

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 7 Activity 11 **Elemental Adding**.
3. Add all the numbers of the illustrated objects to find the sum.
4. Identify what specific element of the computer is involved in the illustrations. Type either hardware, software or peopleware on the blank provided.

### Preview:



5. Save the file as **ELEMENTALADDING**.

# Spot On Me

## Activity 12

### Directions:

1. Launch **Crayola**.
2. Open and perform Lesson 7 Activity 12 **Spot On Me**.
3. Count how many computer system elements are found in the picture. Encircle the ones which belong to hardware; box the ones that fall under software; and cross out the ones that belong under peopleware.

### Preview:



4. Save the file as **SPOTONME**.

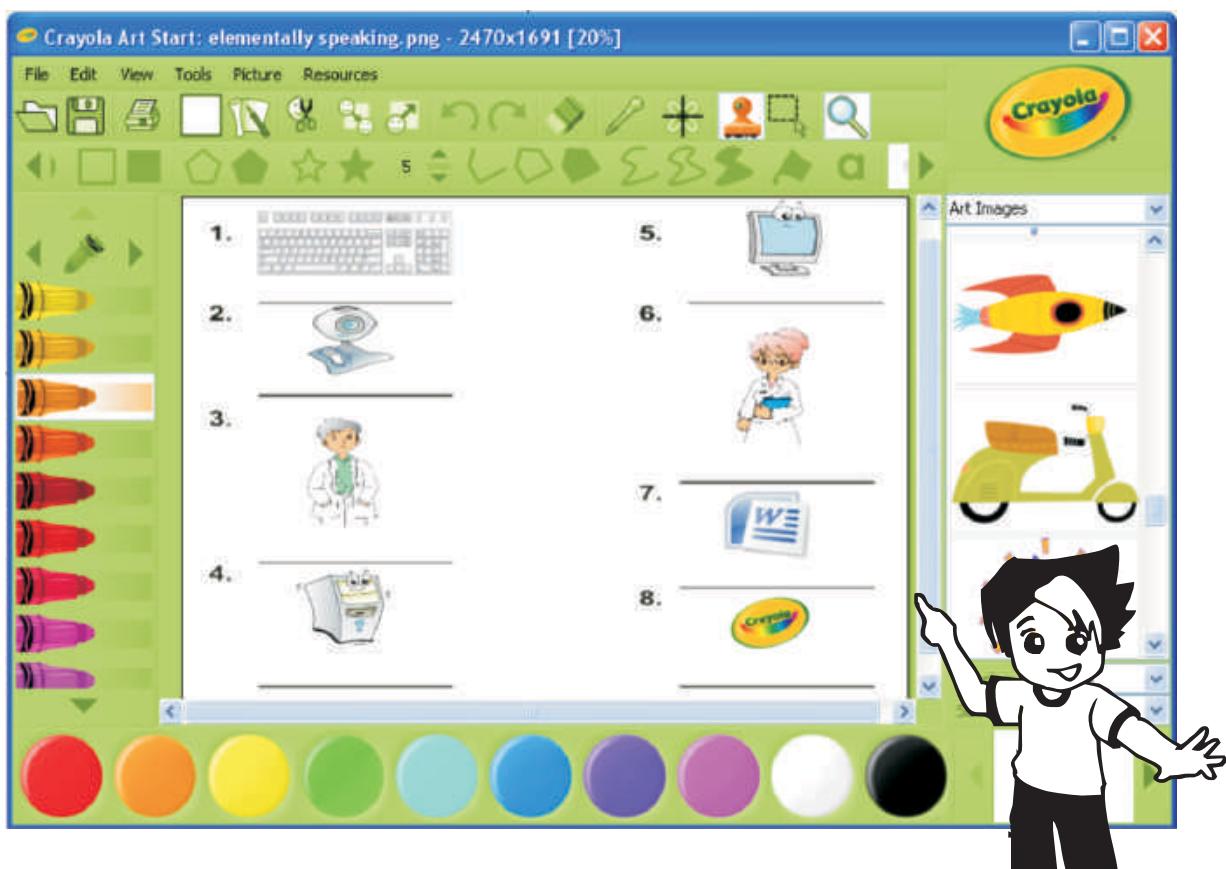
# Elementally Speaking

## Activity 13

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 7 Activity 13 **Elementally Speaking**.
3. Look at the pictures. Identify what element of computer system does each one belong to.
4. Type in your answer on the blank provided. Use the **ARIAL BLACK** font style in 45 font size.

### Preview:



5. Save the file as **ELEMENTALLYSPEAKING**.

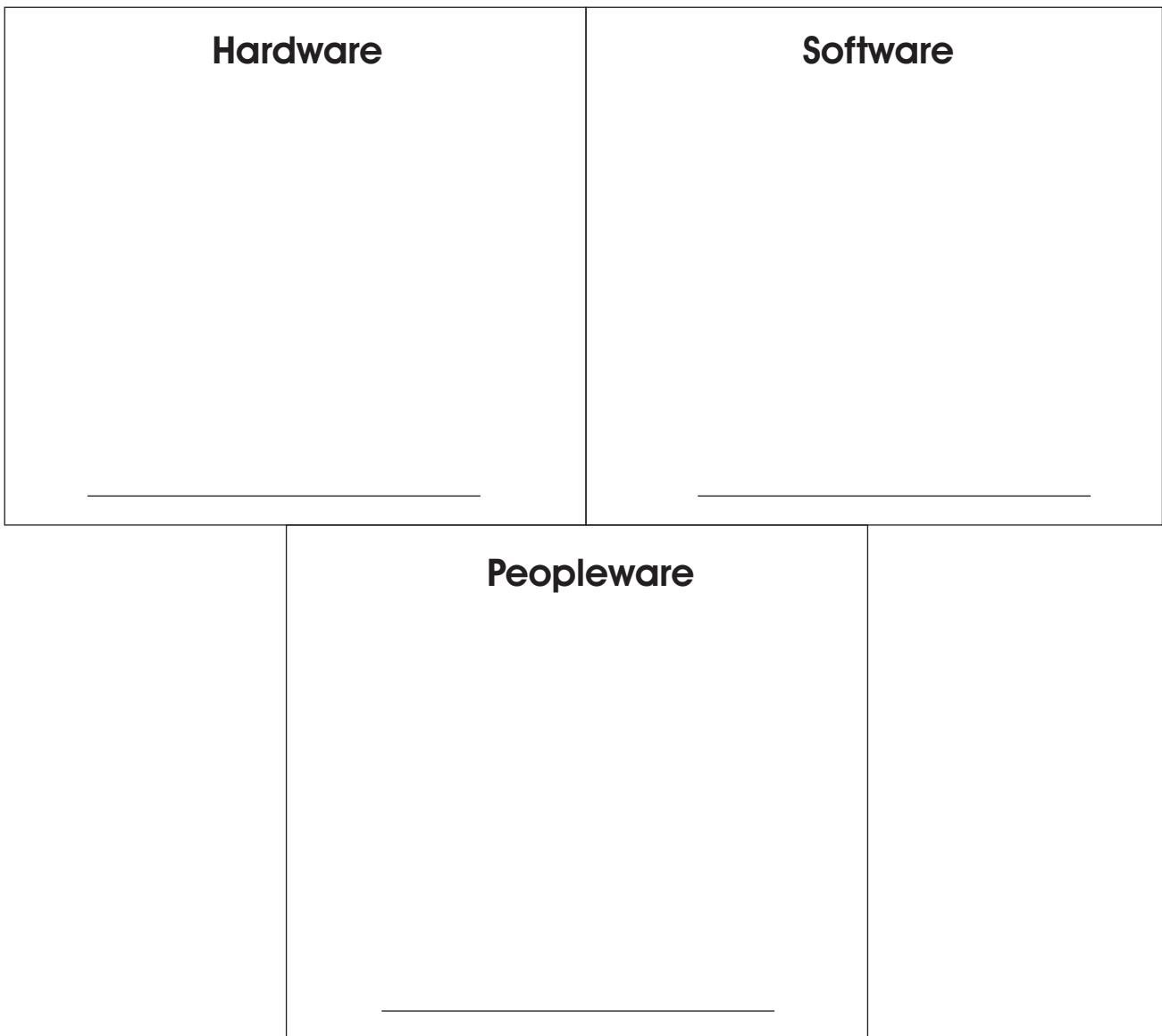
# Ware Draw

## Activity 14

### Directions:

Draw one example for each element of the computer system.

Make your drawing attractive by applying different colors. Label all your drawings. Take your drawing time in full excitement! Have fun.



# SideTrip SideTrip SideTrip

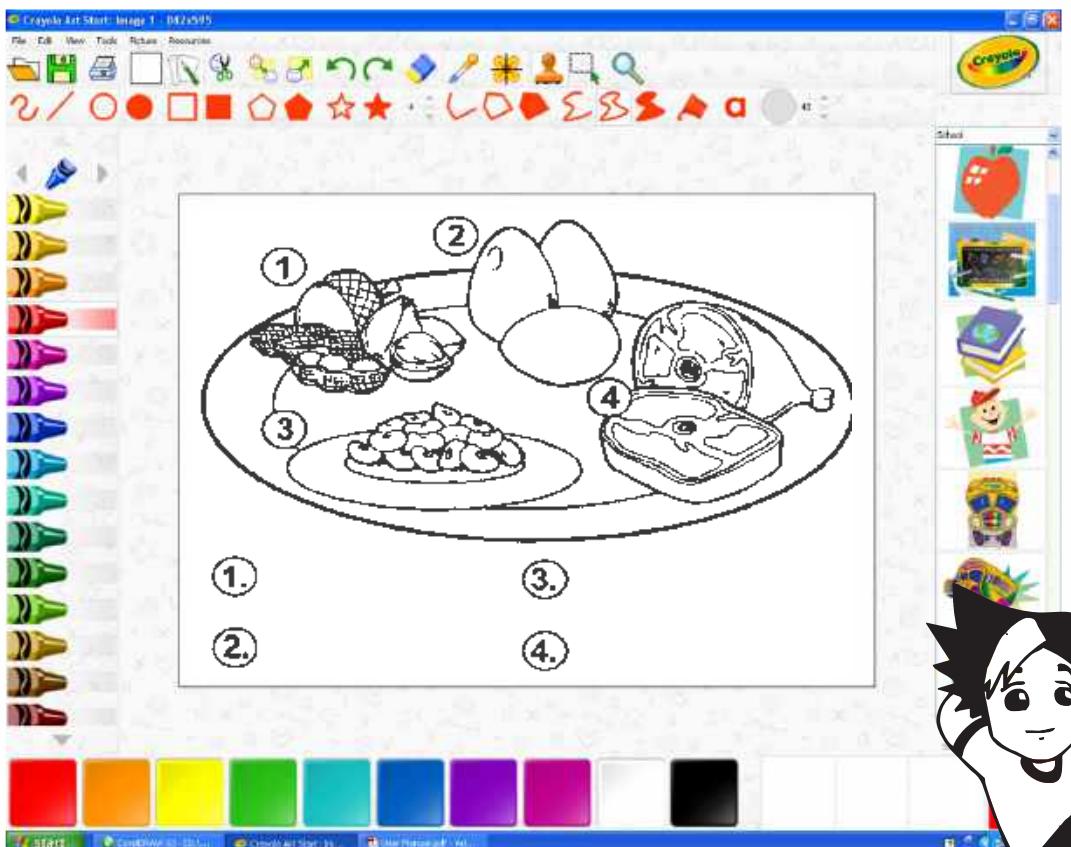


## Growing Fast

Your body needs foods to grow and change. Different foods help your body in different ways. The grow foods help you grow. They are body building foods that help build your muscles. These foods are rich in protein, vitamins and minerals.

**Directions:** Look at the foods which belong to the Grow group. Identify each one of them and color too. Use the Text tool to type in the names; make use of the Paint Bucket to color the foods. Complete the activity in Crayola.

**Preview:**



Save the file as **GROWINGFAST**.

# UNIT 3



## THE COMPUTER PARTS @ WORK

*Laboratory Hands-on  
Activities*

# Opposites

## Activity 1

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 8 Activity 1 **Opposites**.
3. Read the sentences and pay close attention to the underlined words. Provide their antonyms or opposite meanings.
4. Stamp up any stamp above the correct answer from the choices of words.

### Preview:



5. Save the file as **OPPOSITES**.

# One Way!

## Activity 2

### Directions:

1. Launch **Crayola**.
2. Open and perform Lesson 8 Activity 2 **One Way!**
3. Help Mr. Data find his way to the system unit or to the information site. Color the shortest possible path available.

### Preview:



4. Save the file as **ONEWAY!**

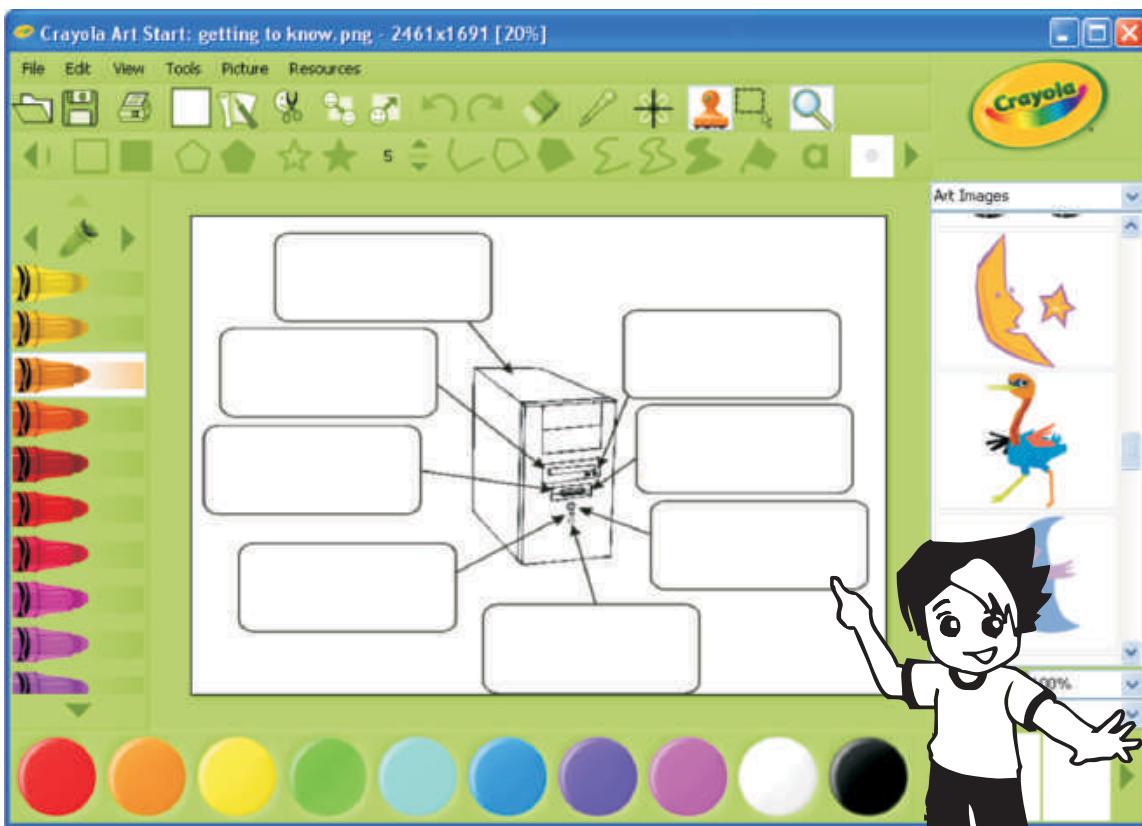
# Getting to Know

## Activity 3

### Directions:

1. Launch **Crayola**.
2. Open and perform Lesson 8 Activity 3 **Getting to Know**.
3. Label the parts of the system unit correctly. Key in the correct names inside the respective boxes; use Century Gothic font style in 45 font size.
4. Color the system unit with blue.

### Preview:



5. Save the file as **GETTINGTOKNOW**.

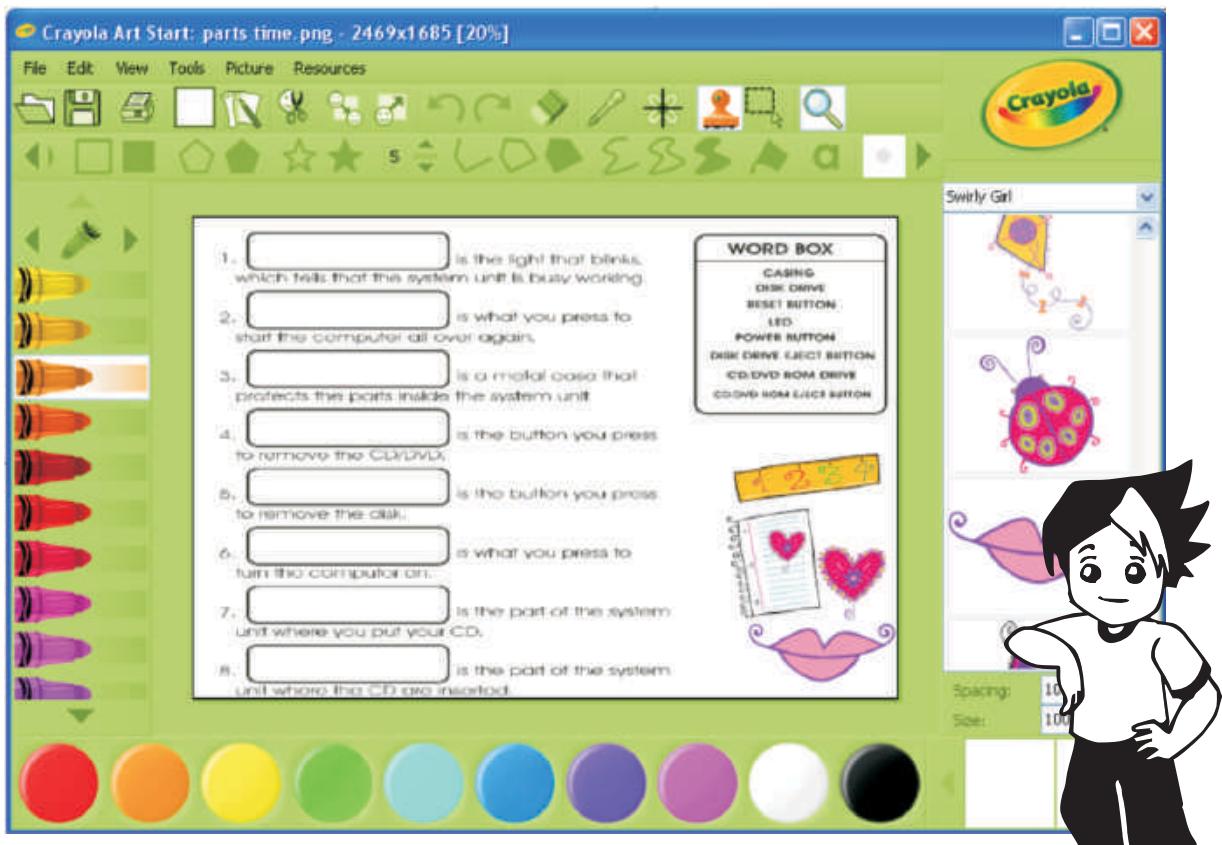
# Parts Time

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 8 Activity 4 **Parts Time**.
3. Identify the respective functions of the system unit parts.
4. Refer to the words from the Word Bank to complete the given sentences. Type the correct words into the boxes; apply **Bookman Old Style** font style and set the text in bold.

### Preview:



5. Save the file as **PARTSTIME**.

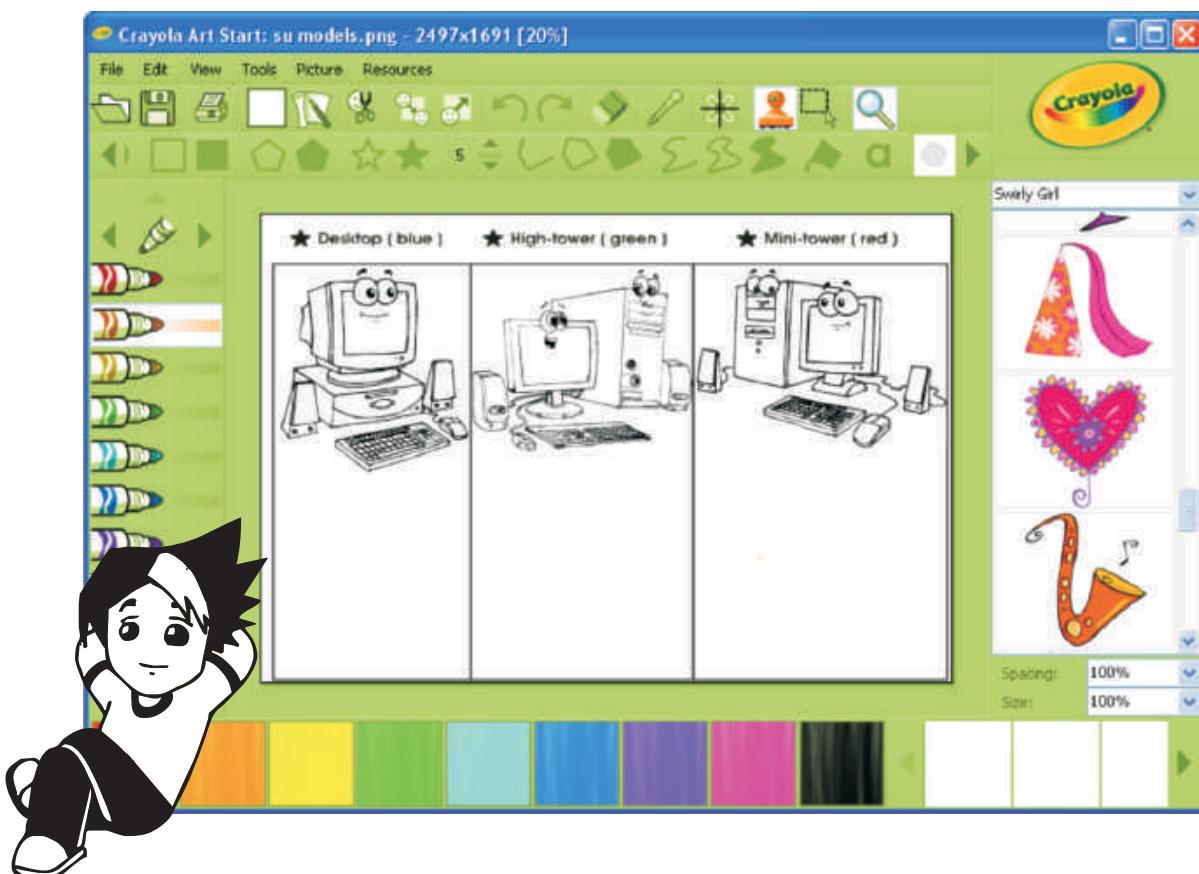
# SU Models

## Activity 5

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 8 Activity 5 **SU Models**.
3. Identify the system unit models by applying the assigned colors.
4. Below the pictures, type the definition of each particular system unit model. Use **COMIC SANS MS** font style in 45 font size.

### Preview:



5. Save the file as **SUMODELS**.

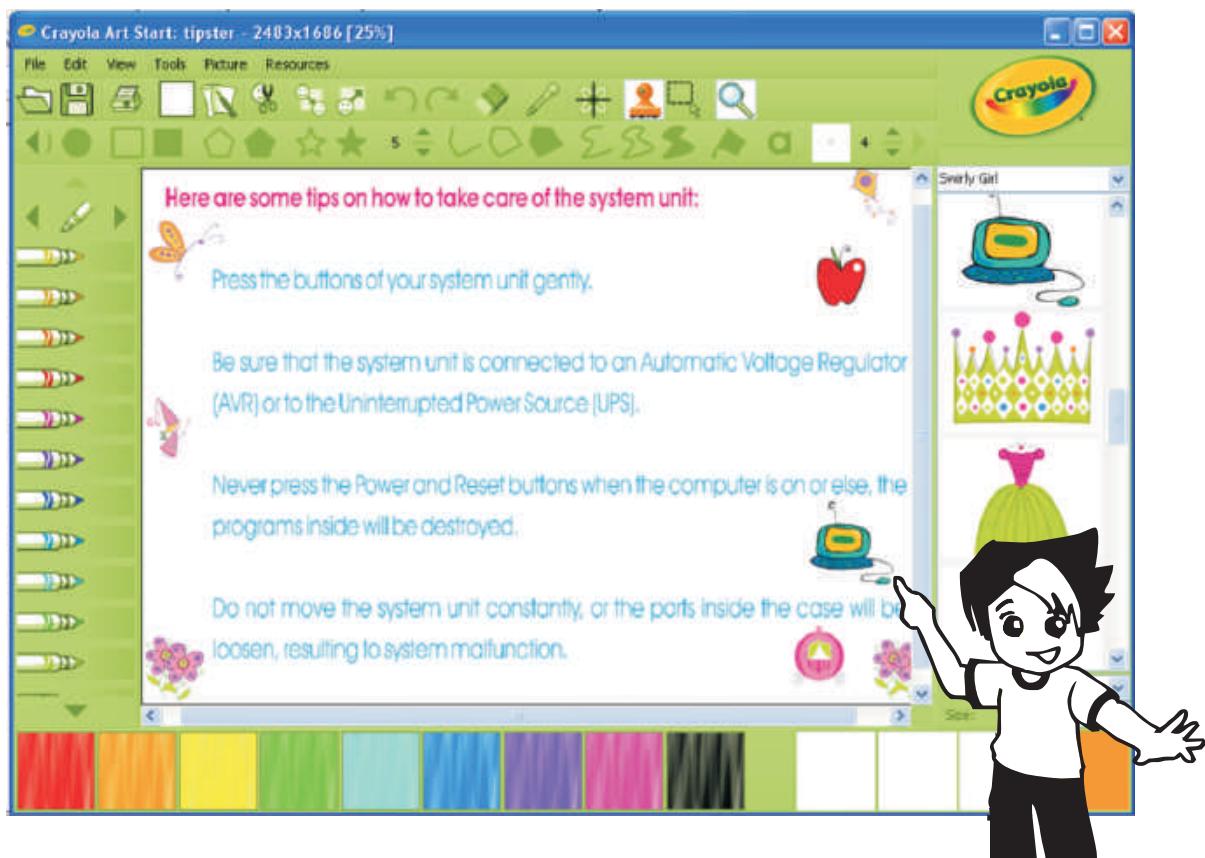
# Tipster

## Activity 6

### Directions:

1. Launch Crayola .
2. Open and answer Lesson 8 Activity 6 **Tipster**.
3. Read the tips on how to take extra care of the system unit. Order the tips by assigning numbers from 1 to 4 respectively before them.
4. Encircle all the nouns that you can spot in each sentence. Use colors other than black for the circles.

### Preview:



5. Save the file as **TIPSTER**.

# Monitoring Fun

## Activity 7

Directions:

1. Launch Crayola Art Start.
2. Open and perform Lesson 9 Activity 7 **Monitoring Fun**.
3. Label the parts of the monitor's front view. Apply colors of your choice to the monitor.

Preview:



5. Save the file as **MONITORINGFUN**.

# My Highlight

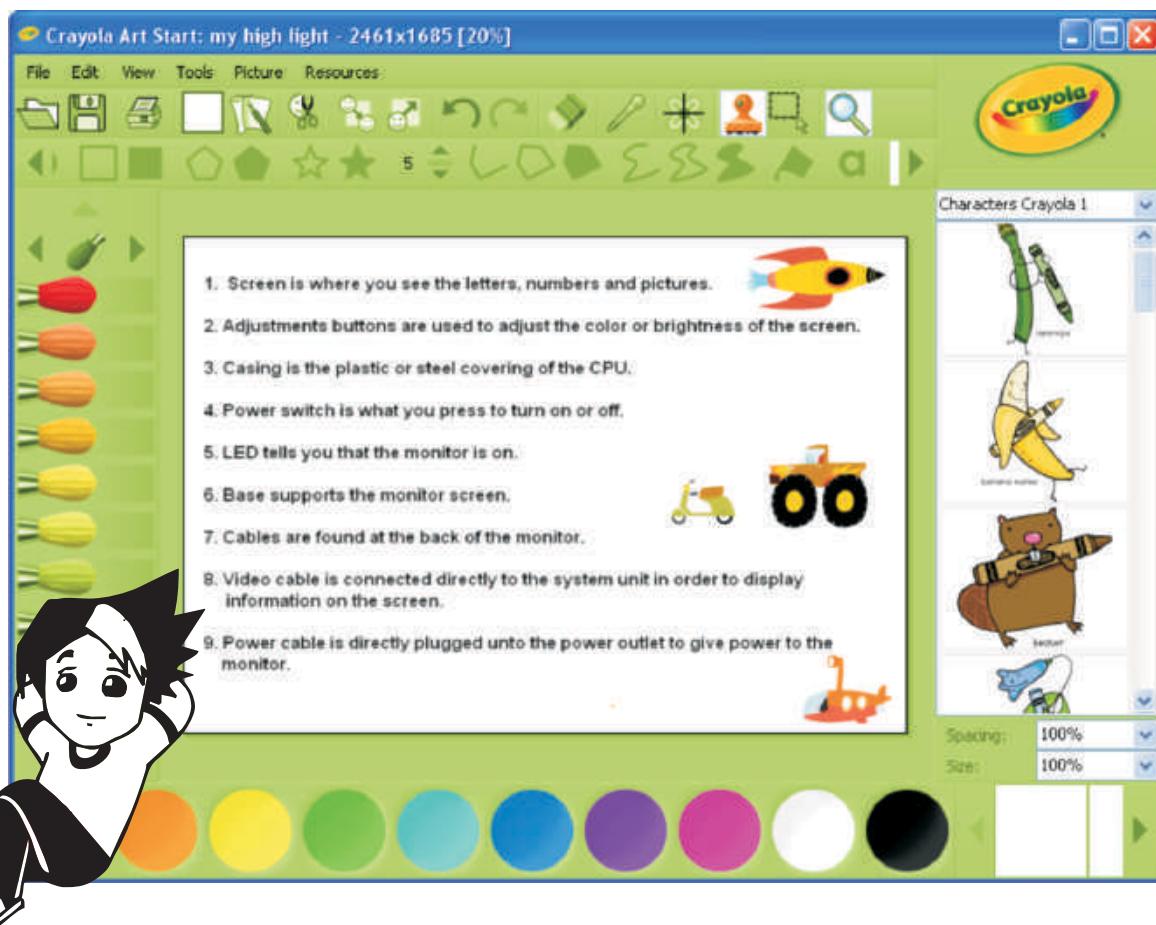
## Activity 8

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 9 Activity 8 **My Highlight**.
3. Using varied colors, highlight the subjects of each sentence.

"The subject of a sentence is the person, place, thing or event that the sentence talks about."

### Preview:



4. Save the file as **MYHIGHLIGHT**.

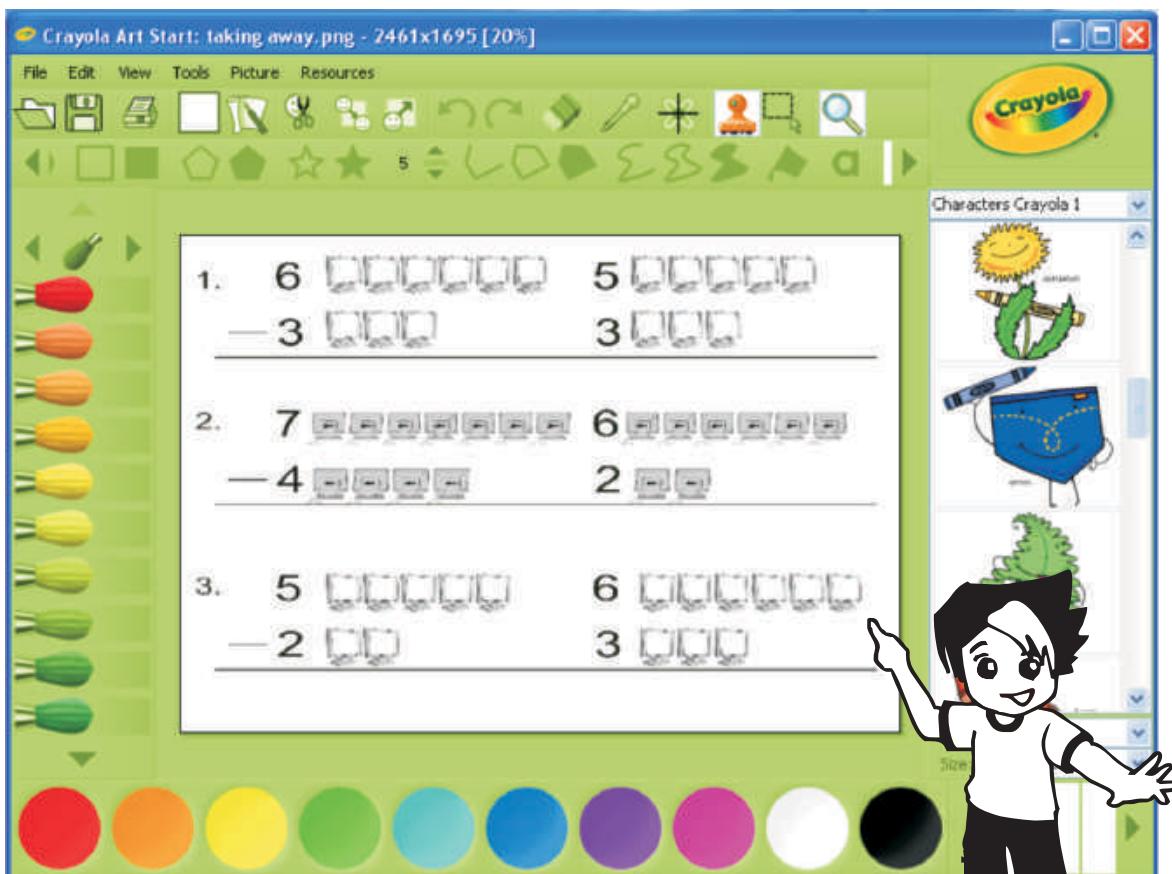
# Taking Away

## Activity 9

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 9 Activity 9 **Taking Away**.
3. Subtract or take away one number from another number to find the difference. Subtract the ones and the tens.
4. Use the text tool to write your answer.

### Preview:



5. Save the file as **TAKINGAWAY**.

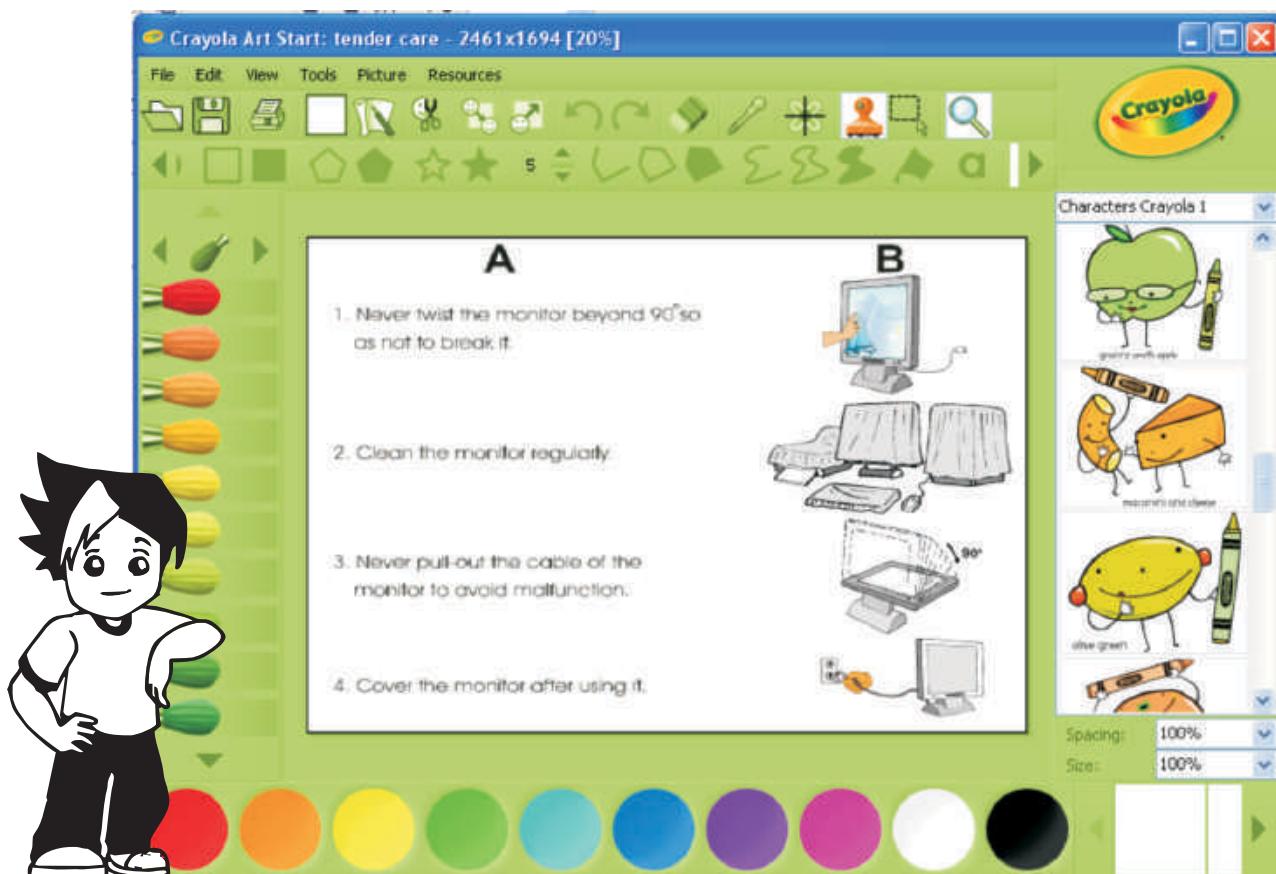
# Tender Care

## Activity 10

### Directions:

1. Launch Crayola.
2. Open and perform Lesson 9 Activity 10 **Tender Care**.
3. Match each way of taking care the monitor in column A with the picture that describes it best in column B.
4. Stamp up some varied stamps to connect the items in column A and column B.

### Preview:



5. Save the file as **TENDER CARE**.

# First Graph

## Activity 11

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 10 Activity 11 **First Graph**.
3. Look at the different keyboard parts laid down on the table.  
Create a graph out of the total number of each keyboard part.
4. Fill in the boxes correctly with any color representing the total of each part.

### Preview:



5. Save the file as **FIRSTGRAPH**.

# Puzzle Dazzle

## Activity 12

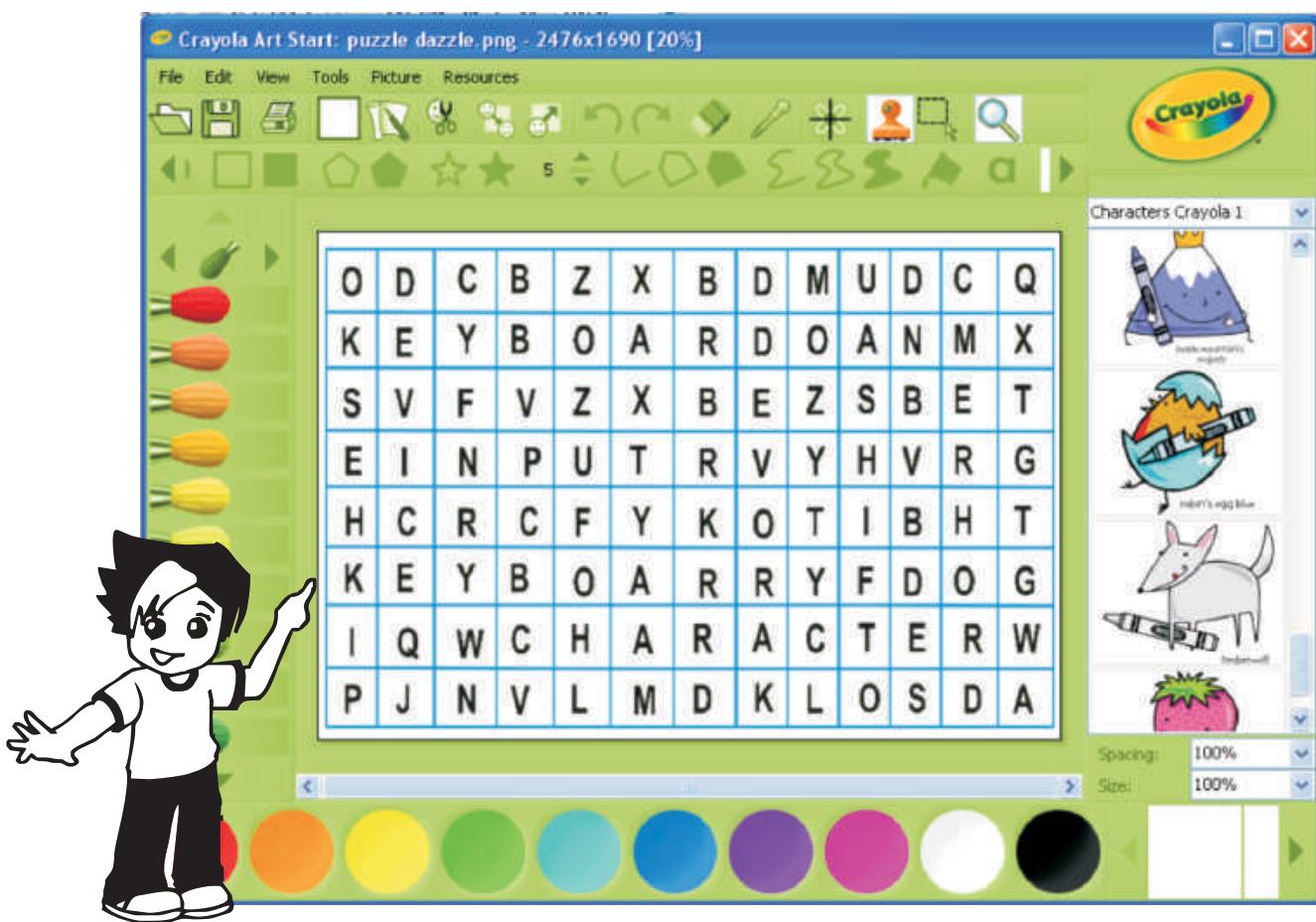
### Directions:

1. Launch Crayola.
2. Open and answer Lesson 10 Activity 12 **Puzzle Dazzle**.
3. Look for the words from the Word Bank within the puzzle.
4. Color the words accordingly based on the color assignment.

### Color Assignments :

keyboard (red)	character (yellow)
input (green)	key (orange)
device (blue)	shift (pink)
devorak (violet)	

### Preview:



5. Save the file as **PUZZLEDAZZLE**.

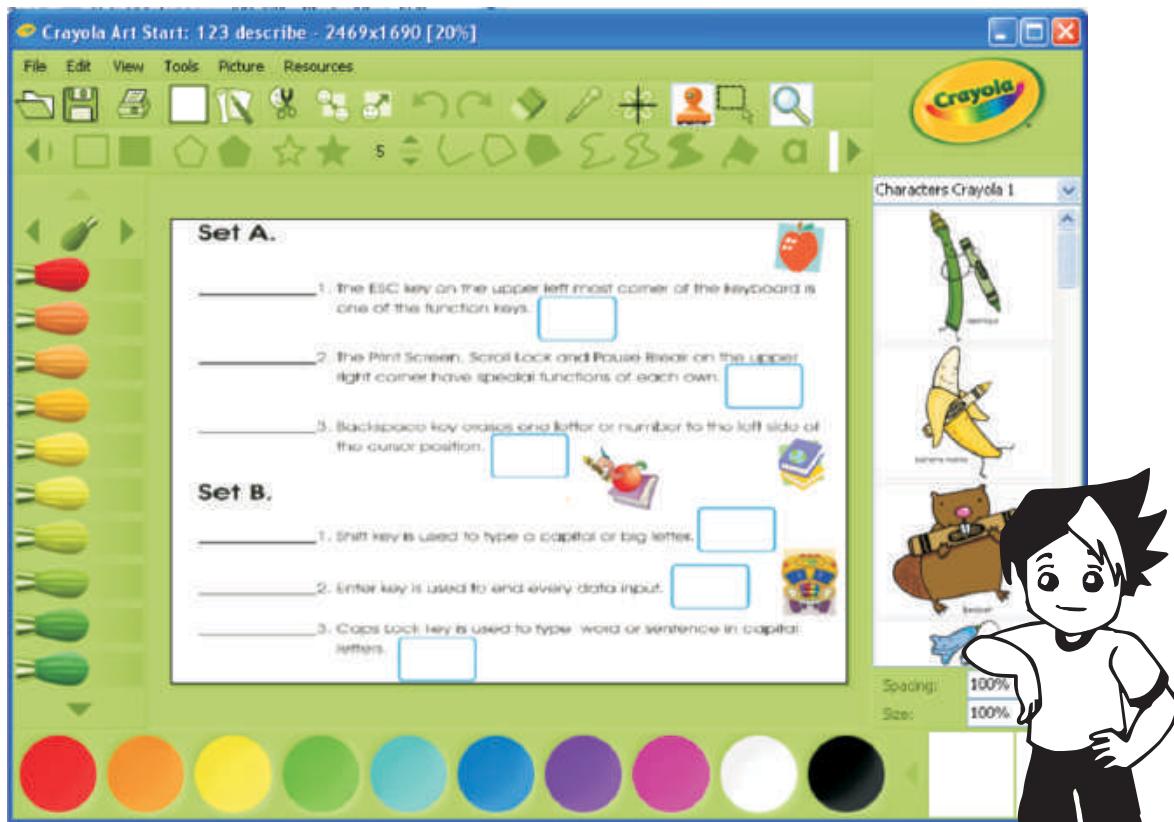
# 1,2,3 Describe

## Activity 13

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 10 Activity 13 **1,2,3 Describe**.
3. Read the sentences in sets A and B. Count the total number of words in each sentence.
4. Inside the box provided after the sentence, key in the correct total number of words. On the blank before the sentence, type either long, longer or longest as an adjective that describes best the length of the sentence.

### Preview:



5. Save the file as **1.2.3 DESCRIBE**.

# SideTrip SideTrip SideTrip



## Let's Get Nosy

The nose is the part of the face through which a person or animal breathes and smells. Its main purpose is to warm, clean and humidify the air you breathe. Nose lets you smell and it is a big part of why you are able to taste things.

Directions: Examine the given items. Which smells good and which smells bad? Color the ones that smell good using the Fill Bucket tool. Erase then the ones that smell bad using the Eraser tool. Complete the activity in Crayola.

### Preview:



Save the file **LETSGETNOSY**.

# Keyboard Mix

## Activity 14

### Directions:

1. Launch **Crayola**.
2. Open and answer Lesson 10 Activity 14 **Keyboard Mix**.
3. Use the fill tool to color the keyboard picture. Color by part. Enjoy coloring!

### Preview:



4. Save the file as **KEYBOARDMIX**.

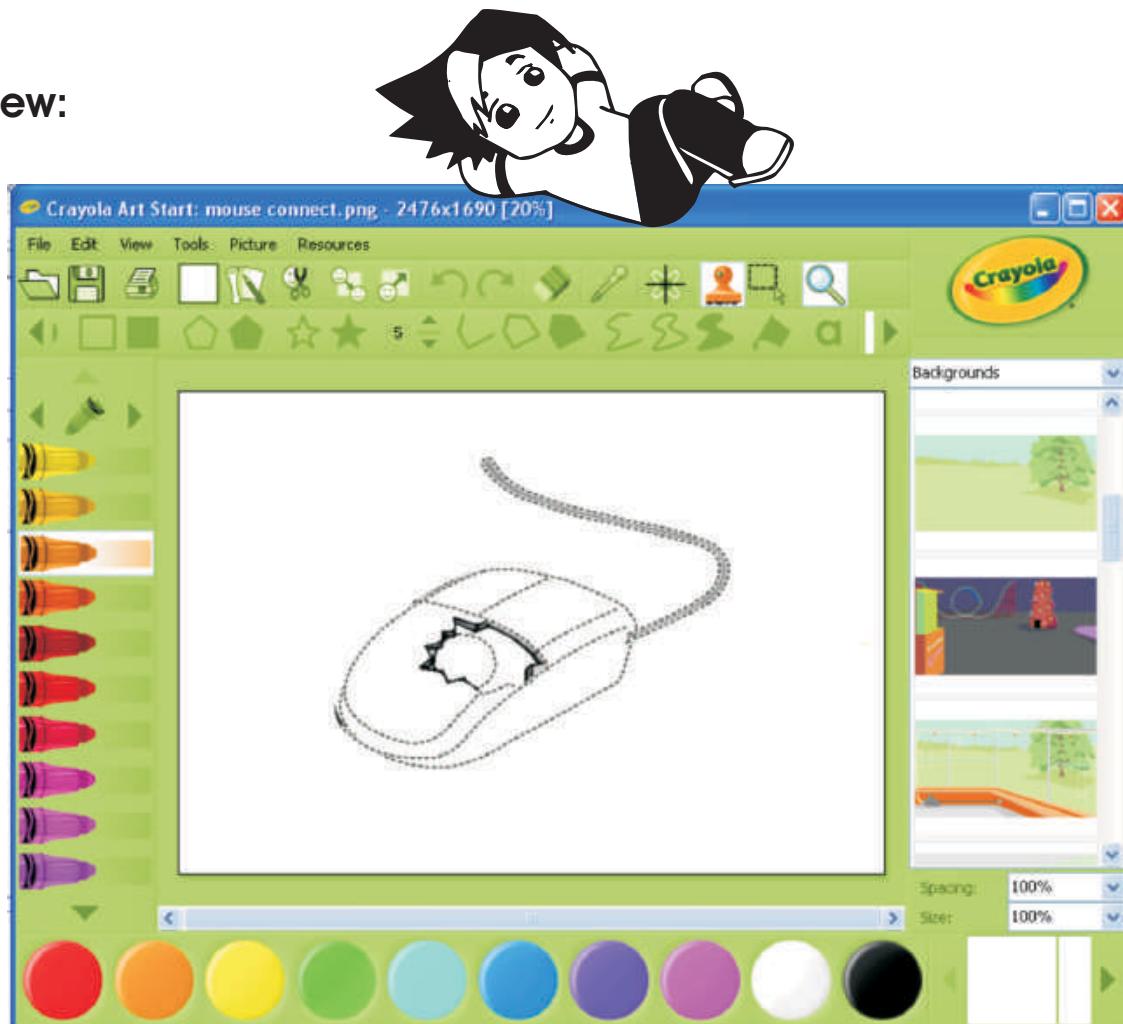
# Mouse Connect

## Activity 15

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 11 Activity 15 **Mouse Connect**.
3. Connect the broken lines to form a standard trackball mouse and color it after.
4. Label then the parts of the mouse; use Courier New font style in 45 font size.

### Preview:



5. Save the file as **MOUSECONNECT**.

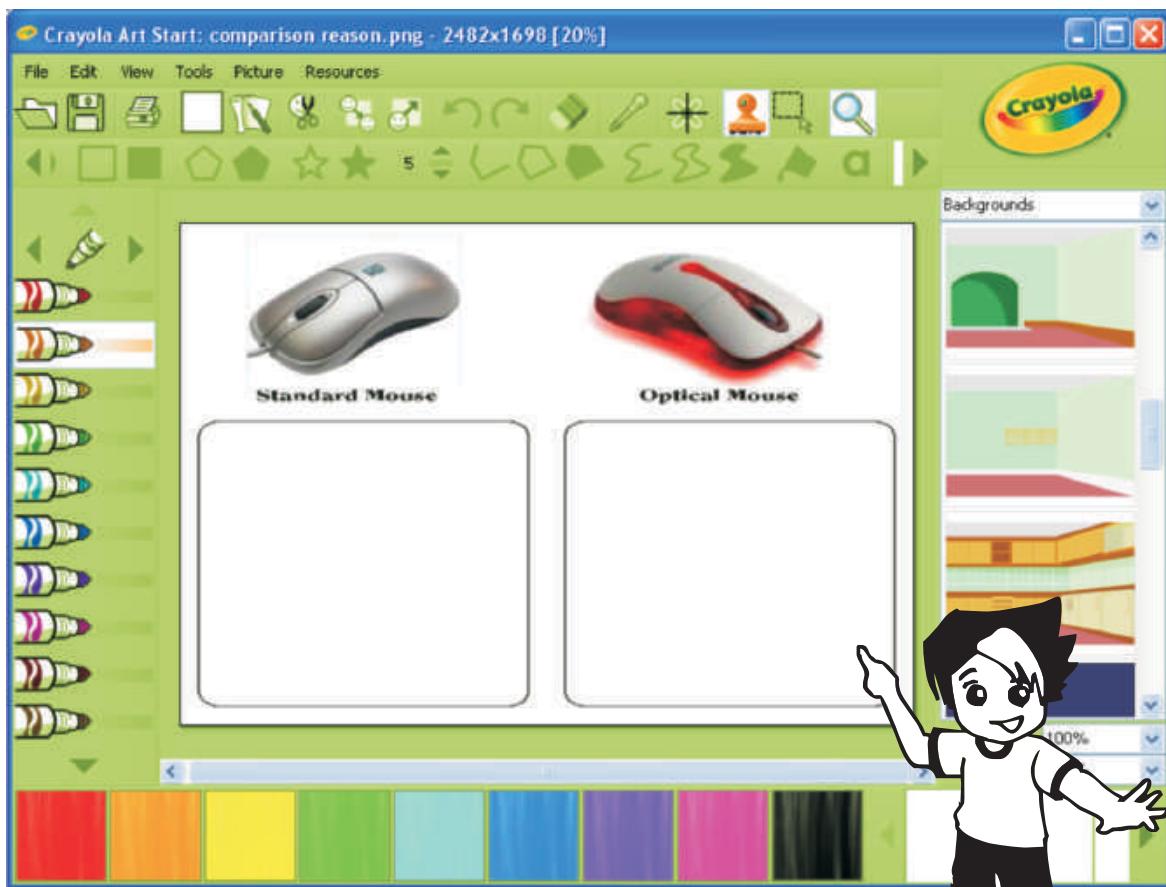
# Comparison Reason

## Activity 16

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 11 Activity 16 **Comparison Reason**.
3. Compare the two mouses in terms of movement and performance. Key in your answer inside the boxes provided. Use **Lucida Console** font style in 45 font size.

### Preview:



5. Save the file as **COMPARISONREASON**.

# In Action

## Activity 17

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 11 Activity 17 **In Action**.
3. Identify what mouse action is shown in each picture in column A. Connect the picture to its correct action in column B.

### Preview:



4. Save the file as **INACTION**.

# Multiplus

## Activity 18

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 11 Activity 18 **Multiplus**.
3. Multiply the numbers to find their products. Get also their sums. Key in your answers on the blanks provided. Study first the given example to solve the problems.

### Preview:



4. Save the file as **MULTIPLUS**.

# Take Care

## Activity 19

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 11 Activity 19 **Take Care**.
3. Like your toy, mouse needs care too. Describe the pictures to tell the ways on how to handle and take care of your mouse.
4. Key in your answers beside the pictures. Set a distinct text color for each description.

### Preview:



5. Save the file as **TAKECARE**.

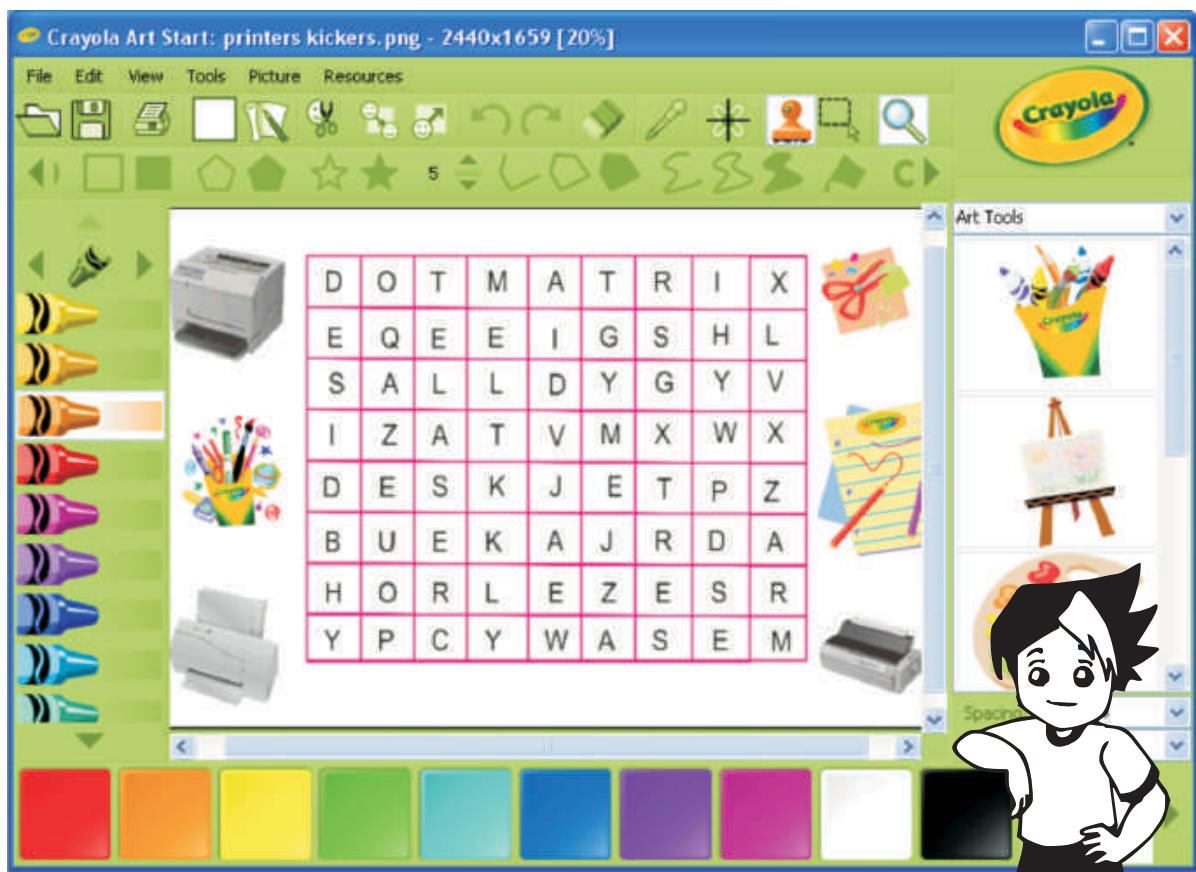
# Printers Kickers

## Activity 20

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 12 Activity 20 **Printers Kickers**.
3. Look for the names of the printers in the word puzzle. Draw a line to connect the first letter of the names toward the printers.
4. Color the names of the printers based on the printer's colors.

### Preview:



5. Save the file as **PRINTERSKICKERS**.

# For Your FO

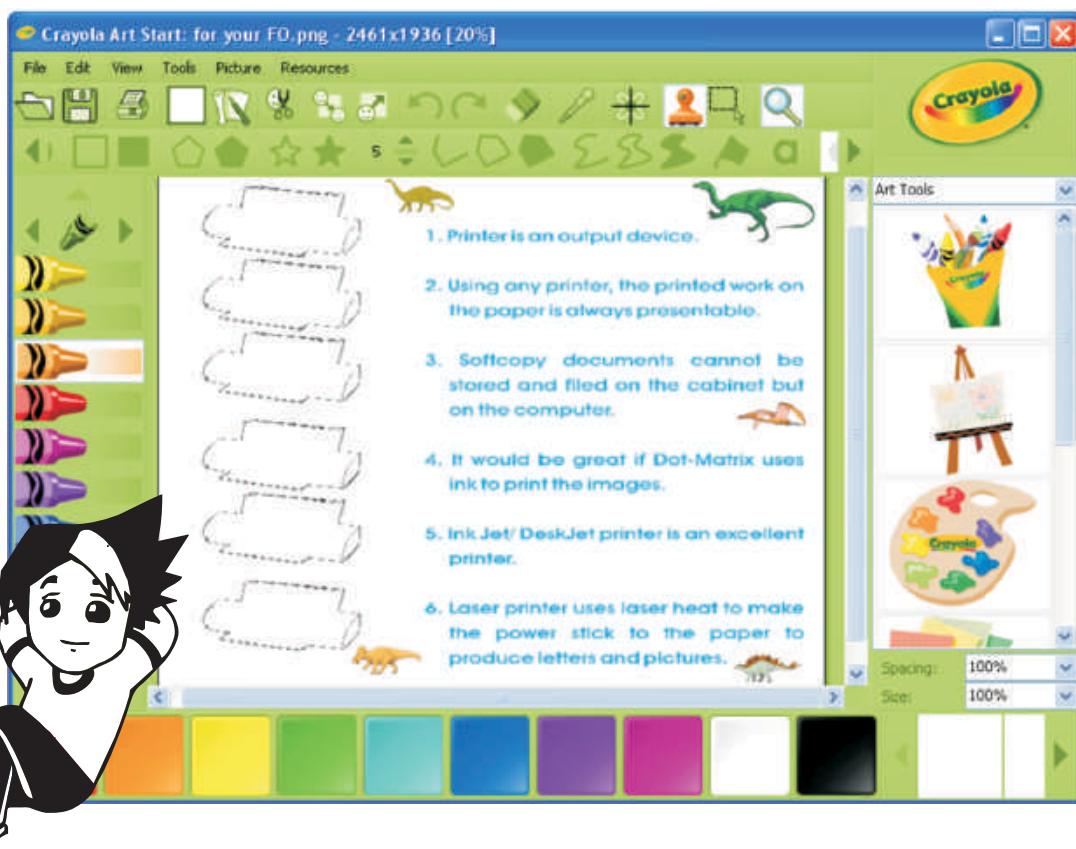
## Activity 21

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 12 Activity 21 **For Your FO**.
3. Read the sentences about printers. Type **F** inside the printer when the sentence is a **fact**. Otherwise, type **O** inside the printer when the sentence is an **opinion**.

**“Fact** is something that can be proven. An **opinion** is a feeling or belief about something and cannot be proven.”

### Preview:



4. Save the file as **FORYOURFO**.

# Printer Matter

## Activity 22

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 12 Activity 22 **Printer Matter**.
3. Read the sentences and decide which ones tell about proper handling of the printers.
4. If it is a good tip, stamp happy stamps from the Crayola stamps. If it is not a good tip, stamp a stamps of an animal from the Crayola Stamps.

### Preview:



5. Save the file as **PRINTERMATTER**.

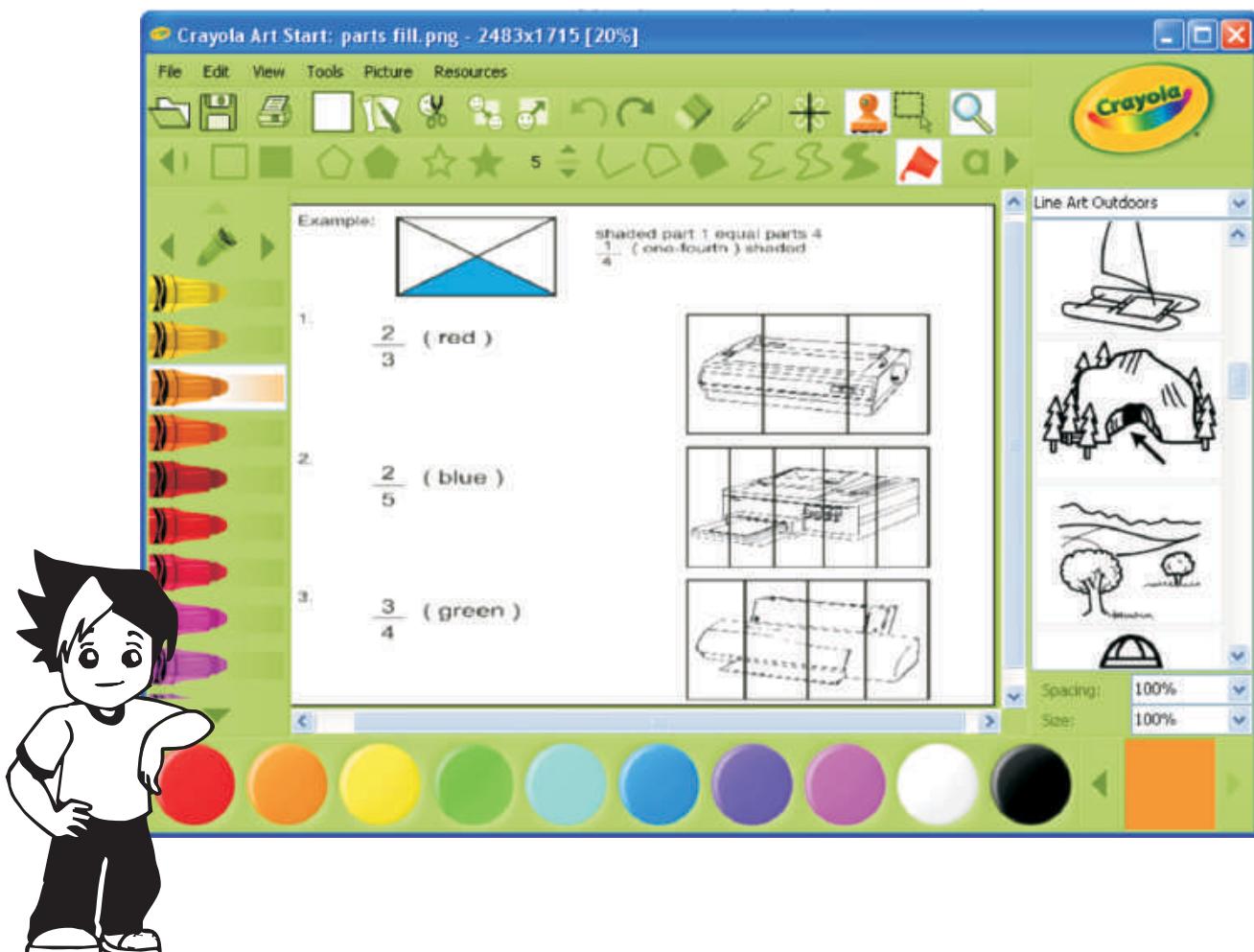
# Parts Fill

## Activity 23

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 12 Activity 23 **Parts Fill**.
3. Color the correct fraction of each printer. Study the given example.

### Preview:



4. Save the file as **PARTSFILL**.

# Save Me

## Activity 24

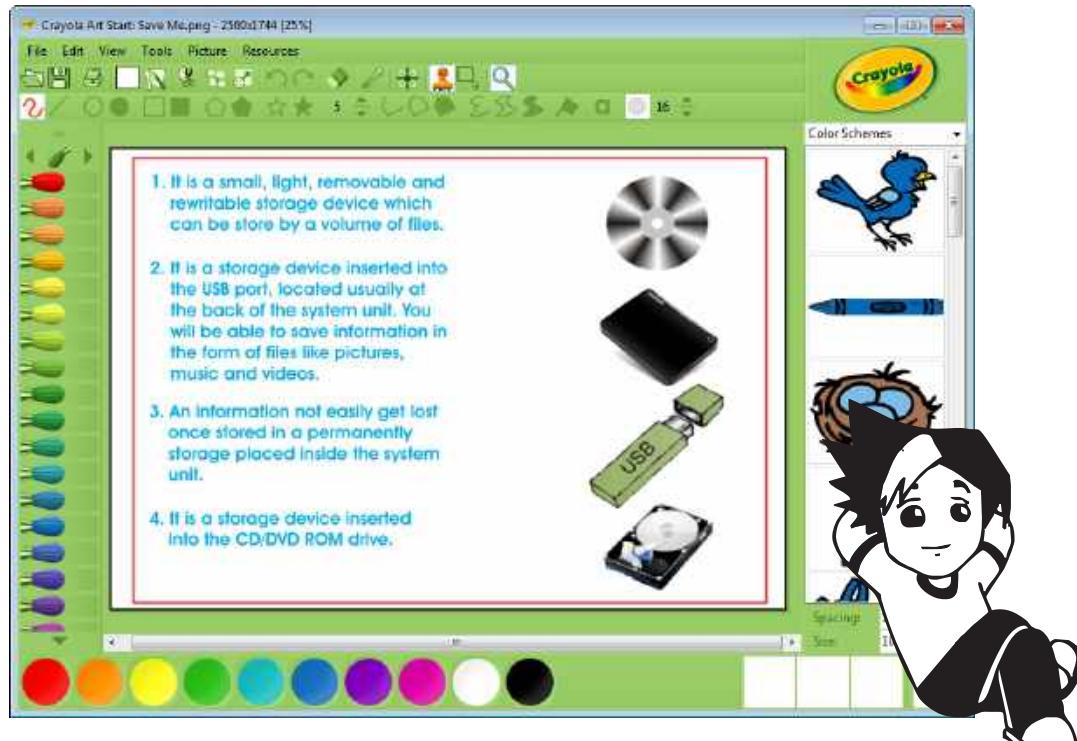
### Directions:

1. Launch Crayola.
2. Open and answer Lesson 13 Activity 24 **Save Me**.
3. Read each sentence and identify what is being described. Cut the correct picture then paste it after the sentence.
4. Further, underline the articles that you can spot in all the sentences.

"**Articles** are small words that help you to better understand nouns."

Examples: **a**, for a word that begins with a consonant;  
**an**, for a word that begins with a vowel.

### Preview:



5. Save the file as **SAVEME**.

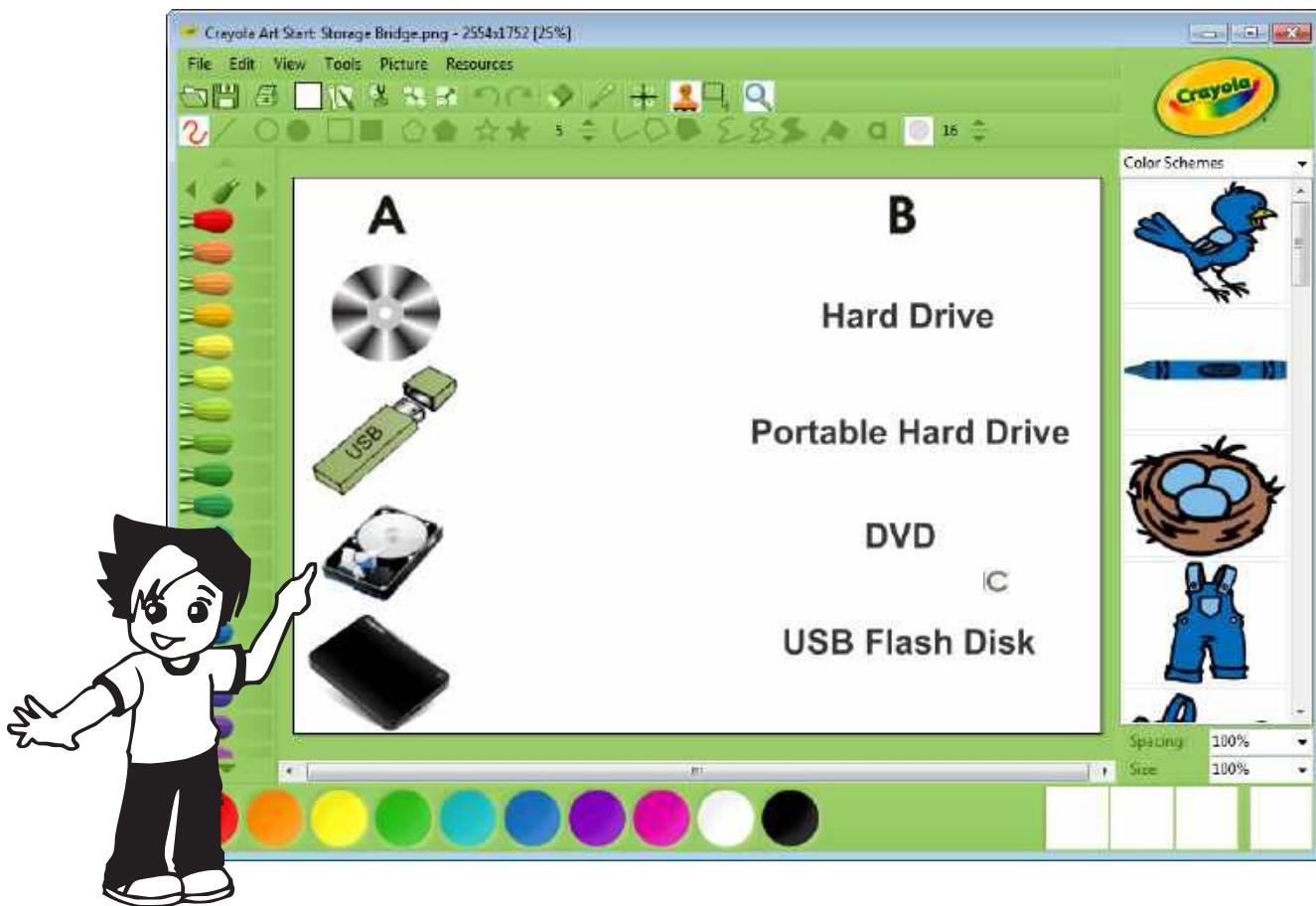
# Storage Bridge

## Activity 25

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 13 Activity 25 **Storage Bridge**.
3. Using stamps, connect the storage devices in column A to their names in column B.

### Preview:



4. Save the file as **STORAGEBRIDGE**.

# Media Mania

## Activity 26

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 13 Activity 26 **Media Mania**.
3. Create your own storage devices. Draw at least three of them.
4. Label and color each storage medium.

### Preview:



5. Save the file as **MEDIAMANIA**.

# SideTripSideTripSideTrip



## Things Your Ears Hear

Your ears are responsible in collecting sounds, processing them and sending sound signals to your brain. The ears are made up of three different sections: the outer ear, the middle ear, and the inner ear. These parts work together so you can hear and process sounds.

**Directions:** What can the ears hear? Look at the objects and name them. Describe the sounds they make. Using Text tool, type **LOUD** on the blank if the object makes a loud sound. Otherwise, type **SOFT** if the object makes a soft sound. Complete the activity in Crayola.

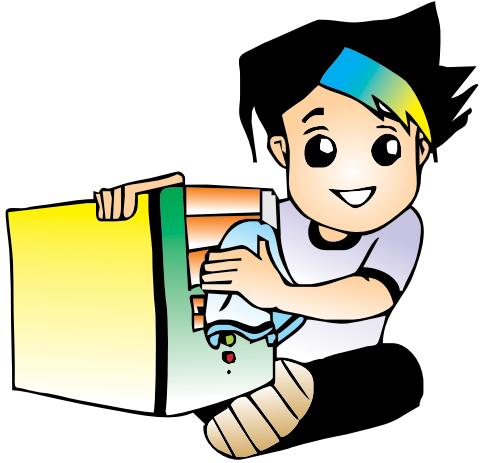
### Preview:

The screenshot shows a computer screen displaying the Crayola Art Studio software. The main window is titled "Crayola Art Studio: Image 2 - 04/22/09". The interface includes a toolbar with various drawing tools and a color palette on the left. The central area contains a worksheet with eight numbered boxes for labeling. The boxes contain images of a brain, a shell, a guitar, a telephone, an owl, a hand, drums, and a book. A cartoon boy is standing on the right side of the screen, pointing towards the worksheet. The overall theme is a science activity for children.

Save the file as **THINGSYOUARESHEAR**.



# UNIT 4



CARING MY COMPUTER  
AND ITS ACCESSORIES

*Laboratory Hands-on  
Activities*

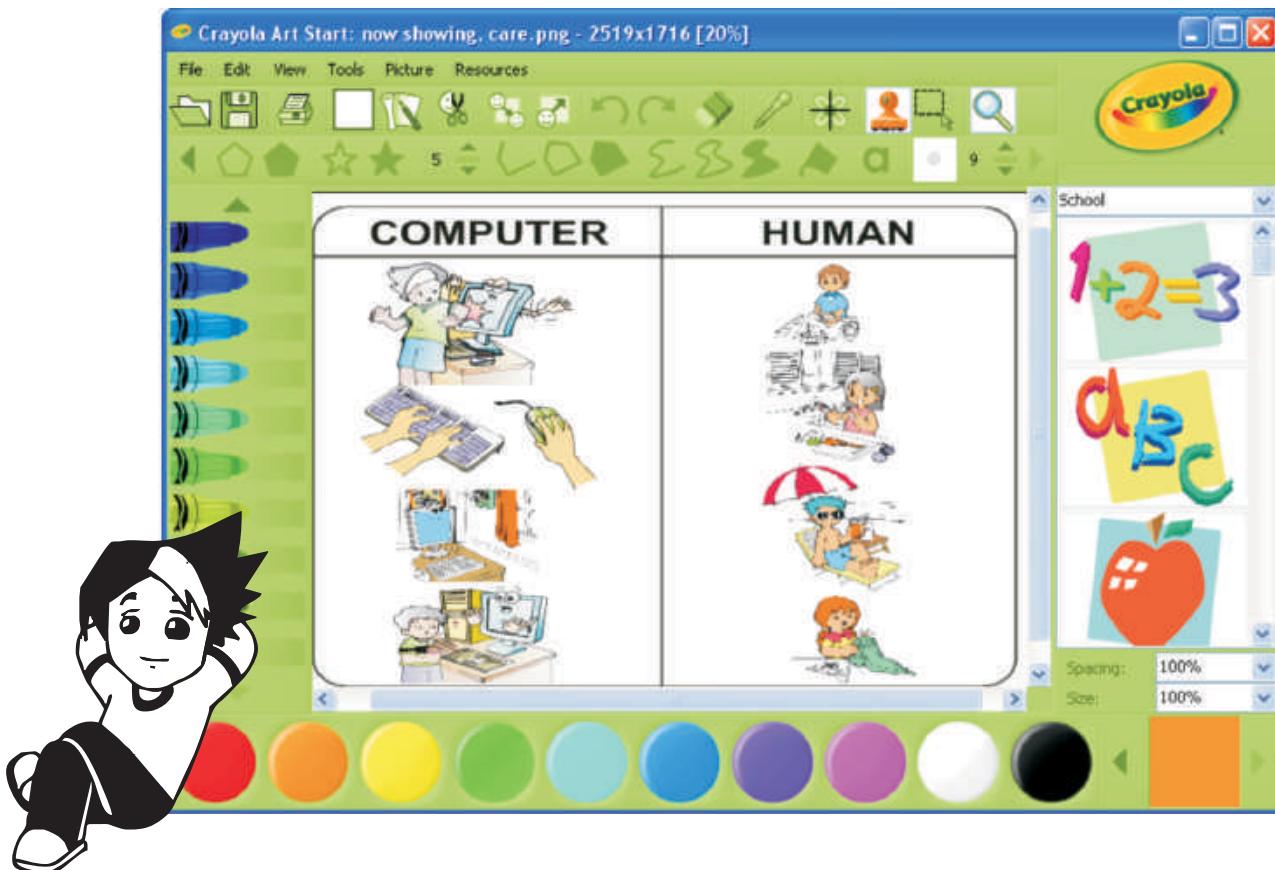
# Now Showing, Care

## Activity 1

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 14 Activity 1 **Now Showing, Care**.  
Both human and computer need care.
3. Encircle the pictures that show of proper care. Otherwise, cross out (X) the ones that do not show of proper care.

### Preview:



4. Save the file as **NOWSHOWINGCARE**.

# Loving Command

## Activity 2

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 14 Activity 2 **Loving Command**.
3. Put any school stamps at the end of the command sentences.
4. Put any animal stamp at the end of the statements.  
“**Commands** tell or order someone to do something.”  
“**Statements** are sentences that simply tell something.”

### Preview:



5. Save the file as **LOVINGCOMMAND**.

# Keep Away

## Activity 3

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 14 Activity 3 **Keep Away**.
3. Based on the pictures, identify the things that should be kept away from the computer.
4. Type in your answers inside the boxes provided after the pictures.  
Use **GOUZY STOUT** font style in 45 font size.

### Preview:



5. Save the file as **KEEPAWAY**.

# Care Tips

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 15 Activity 4 **Care Tips**.
3. Write down the tips on how to take care of your diskette. Key in your answers beside the pictures.

### Preview:



4. Save the file as **CARETIPS**.

# USB Corner

## Activity 5

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 15 Activity 5 **USB Corner**.
3. Connect the sentences about taking care of the USB flash disk to the illustrations that match them best.

### Preview:



4. Save the file as **USBCORNER**.

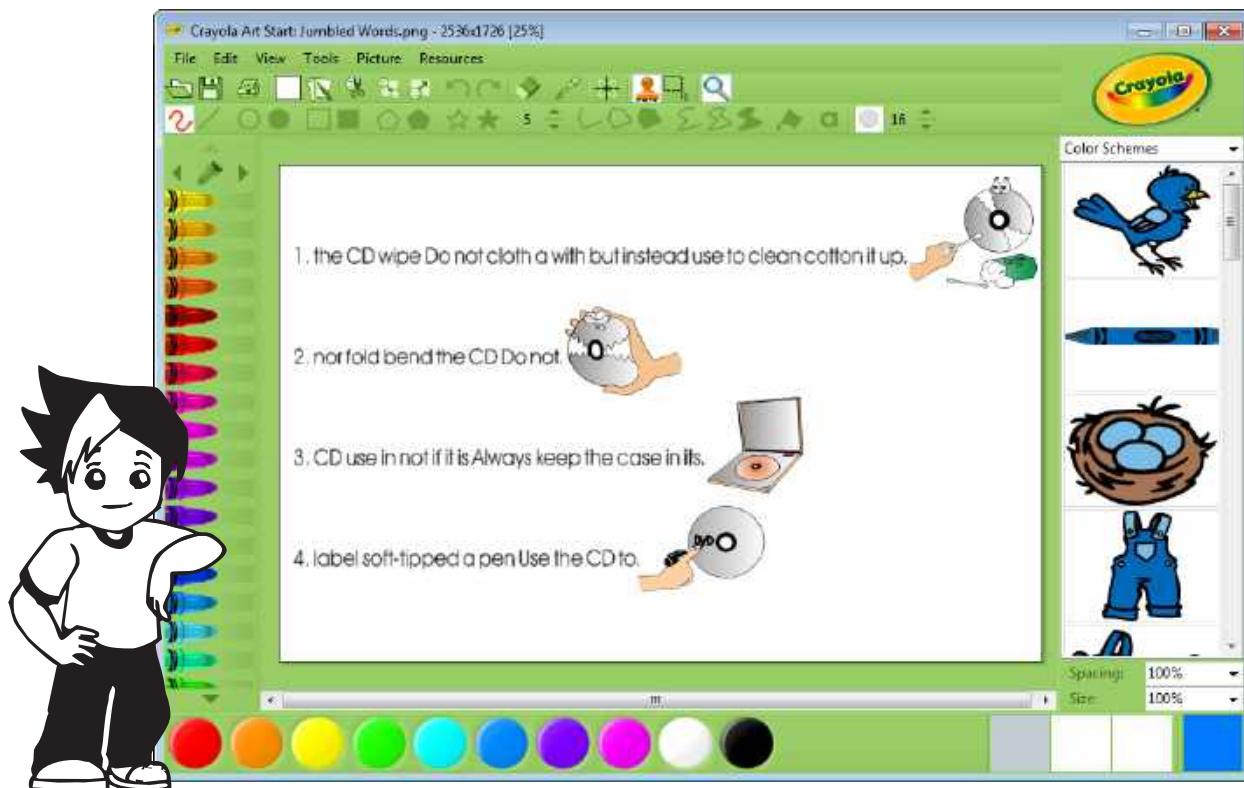
# Jumbled Words

## Activity 6

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 15 Activity 6 **Jumbled Words**.
3. Examine the jumbled words in each number. Arrange them in such a way that they can form a sentence that speaks of a tip on how to keep the CD files.
4. Type the correct sentence just below the jumbled words. Choose Cambria font style in 45 font size for the text.

### Preview:



5. Save the file as **JUMBLEDWORDS**.

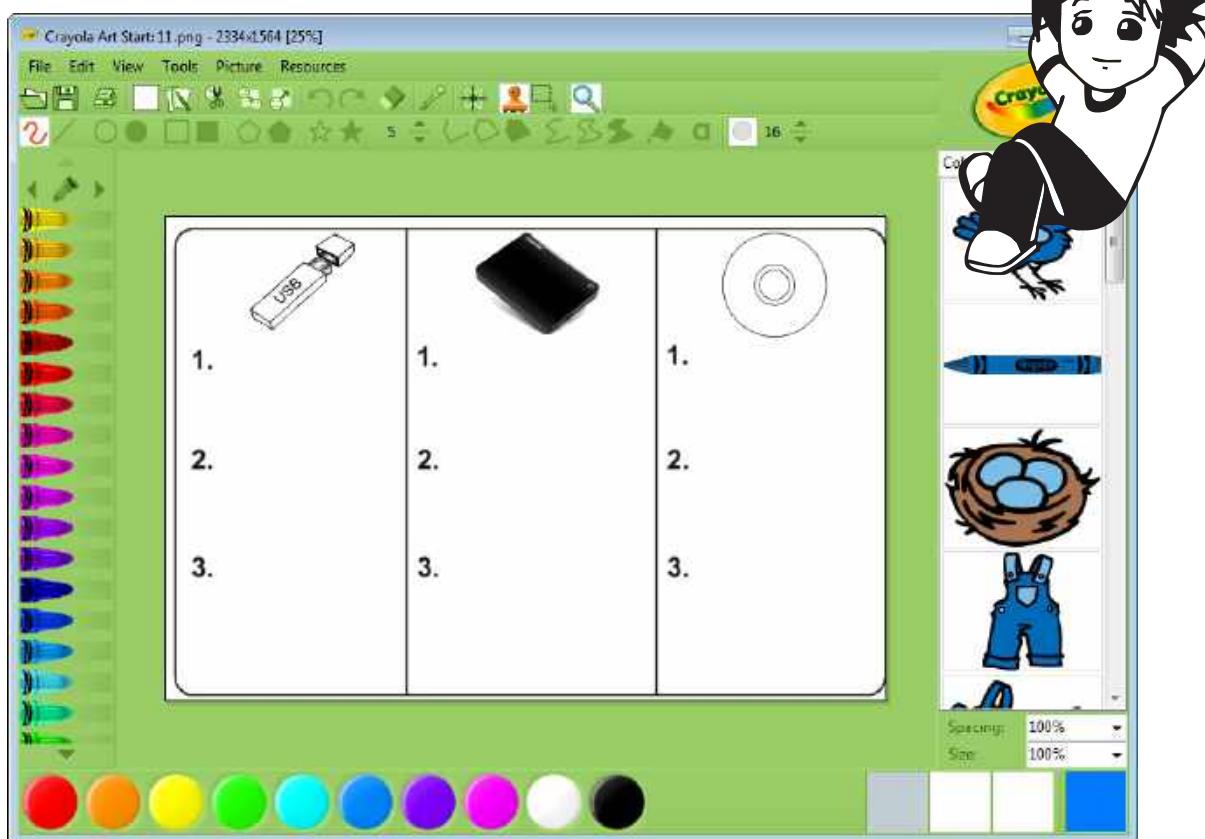
# Disk Columns

## Activity 7

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 15 Activity 7 **Disk Columns**.
3. List down at least 3 tips on how to take care of each disk type.  
Type your answers below the pictures using the text tool.
4. Color all the disks attractively.

### Preview:



5. Save the file as **DISKCOLUMNS**.

# SideTrip SideTrip SideTrip



## It's a Skin Feeling

Your skin is very important, it is the biggest organ in your body. It covers and protects everything inside you. Without the skin, your muscles, bones and other organs would be hanging out all over the place. Most importantly, your skin allows you to have the sense of touch, allowing you to feel if something is wet, slimy, smooth, floppy, hot, cold and other more.

**Directions:** identify the temperature of each picture shown. Using the Draw tool, box around the hot objects and encircle around the cold objects. Complete the activity in Crayola.

### Preview:



Save the file as **IT'SASKINFEELING.**



# UNIT 5



# MICROSOFT WINDOWS

*Laboratory Hands-on  
Activities*

# Windows Bits

## Activity 1

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 16 Activity 1 **Windows Bits**.
3. Assemble the broken Windows logo. Cut and paste the pieces altogether to form a new whole Windows logo.

### Preview:



4. Save the file as **WINDOWSBITS**

# Windows Works

## Activity 2

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 16 Activity 2 **Windows Works**.
3. With reference to the pictures, list down the things that you can do in the computer with Microsoft Windows. Key in your answers beside the pictures.
4. Give life to the pictures by adding colors to them.

### Preview:



5. Save the file as **WINDOWSWORKS**.

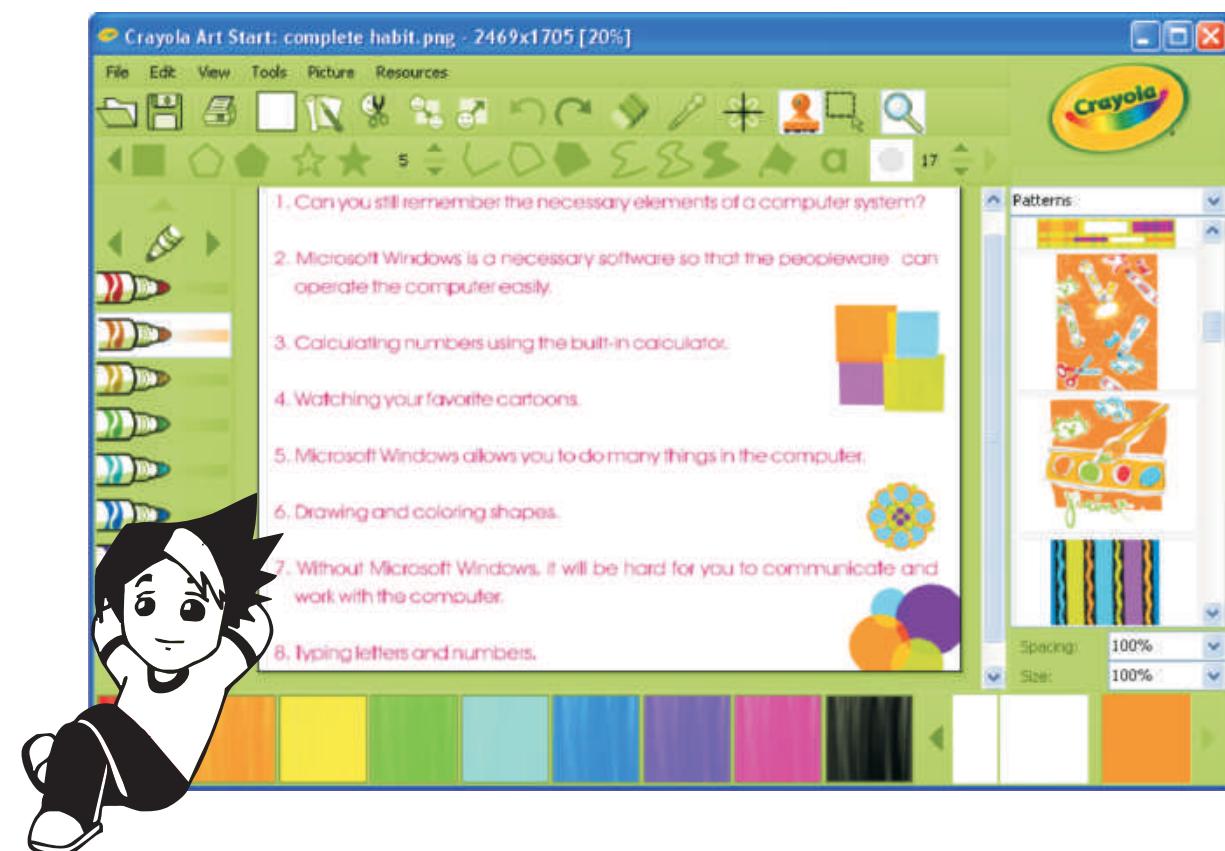
# Complete Habit

## Activity 3

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 16 Activity 3 **Complete Habit**.
3. Read the group of words. Circle the groups that speak of a complete thought or the sentence groups. Otherwise, erase the ones that speak of an incomplete idea or the non-sentence groups.

### Preview:



4. Save the file as **COMPLETEHABIT**.

# Windows Functions

## Activity 4

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 17 Activity 4 **Windows Functions**.
3. Draw a line from column A to column B to connect the words to the correct picture.
4. Use the mini-mixer to mix up the pictures.

### Preview:



5. Save the file as **WINDOWSFUNCTIONS**.

# At Your Service

## Activity 5

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 17 Activity 5 **At Your Service**.
3. Read the sentences. Identify what are being described in the items. Refer to the Word Bank for the answers.
4. Type in the correct words on the blanks provided. Apply Arial Lucida Bright font style in 45 font size for the text.

### Preview:



5. Save the file as **ATYOURSERVICE**.

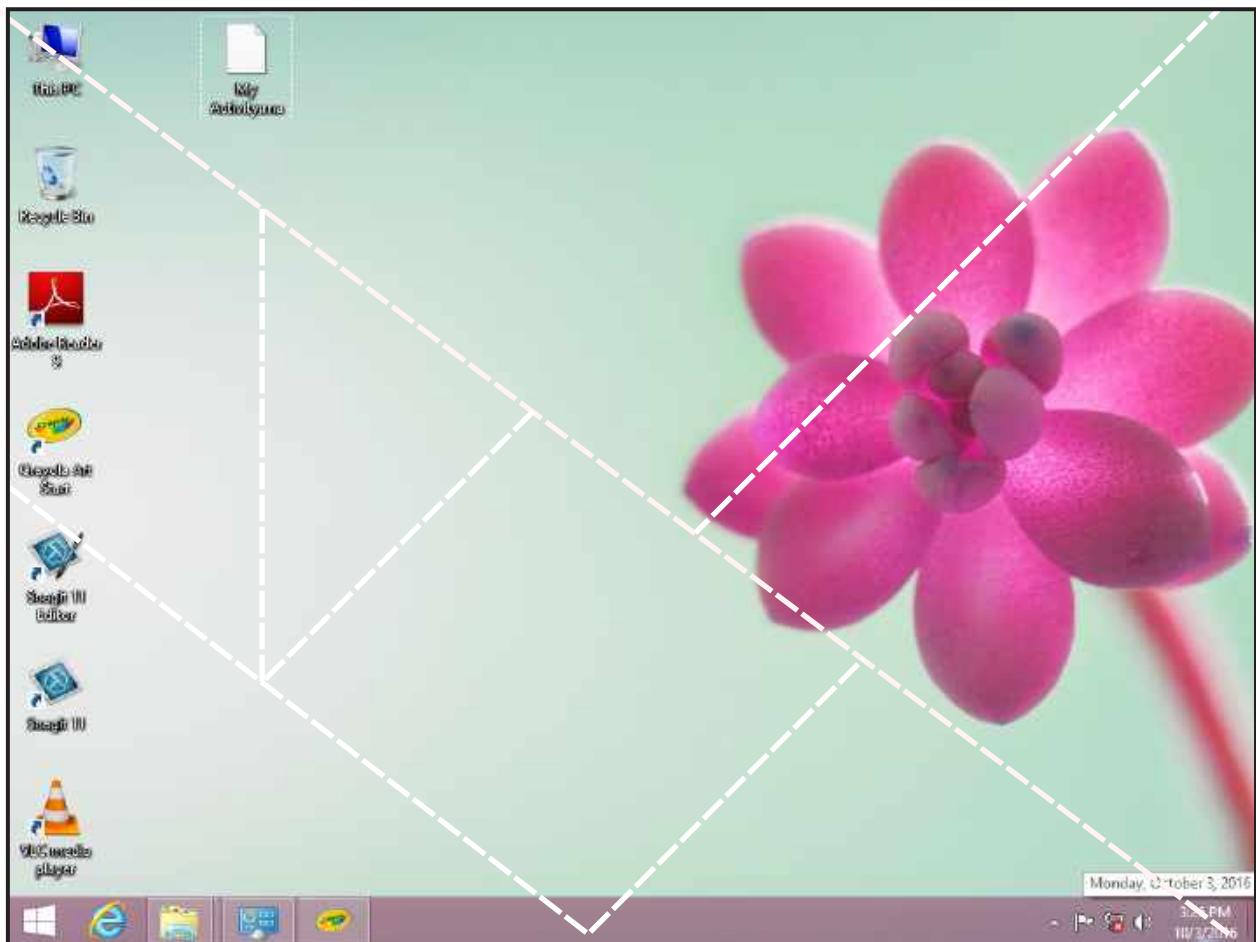
# Director's Cut

## Activity 6

### Directions:

Provide scissors for this activity.

Cut out the tangram below. Mix up the pieces and try to put them back together into a square. Paste the new tangram then on page 115.



Page is blank for cutting exercise  
on previous page

# Tangram Corner

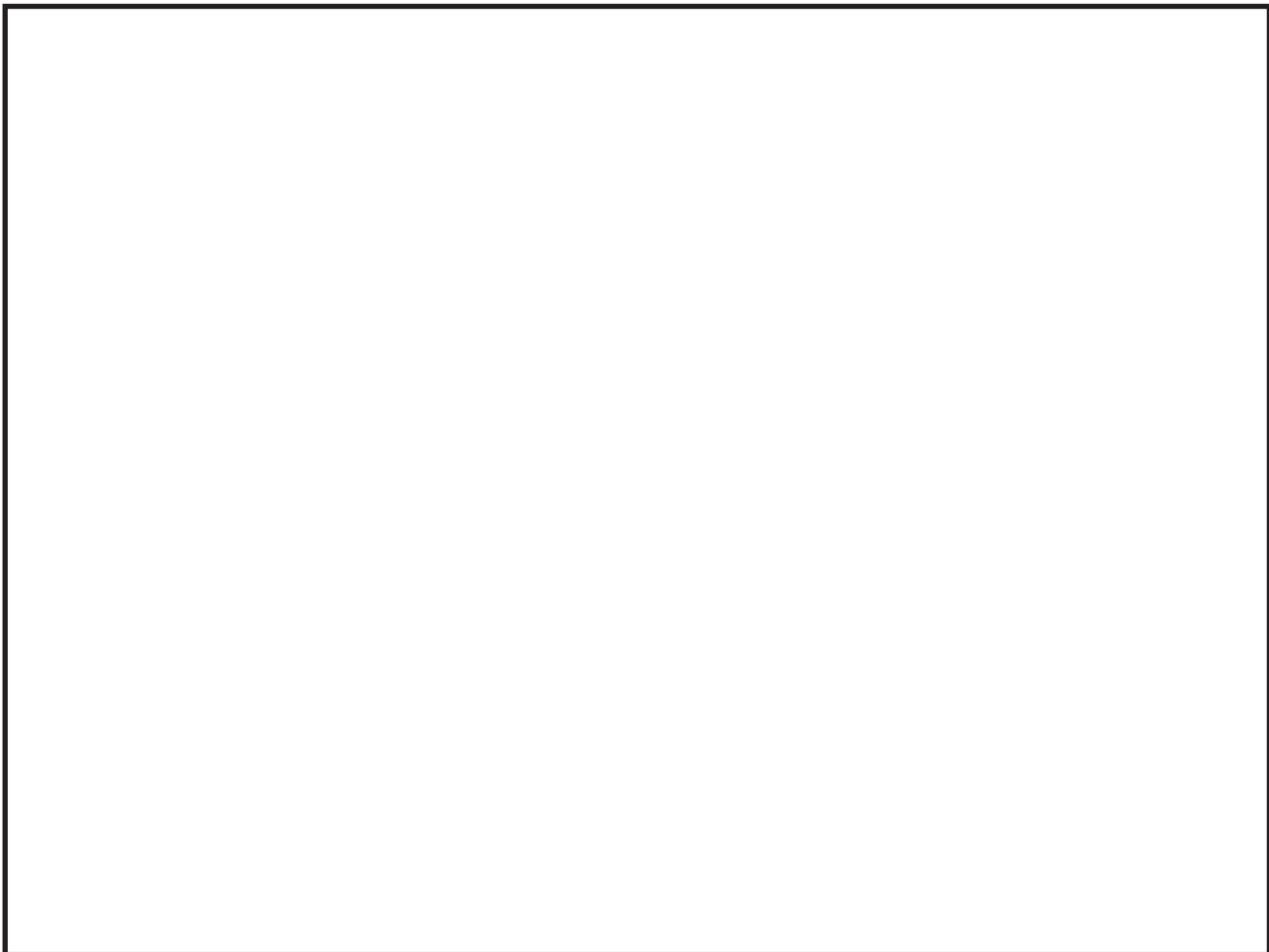
## Activity 7

### Directions:

Provide glue or paste for this activity.

Paste your newly pieced tangram inside the box below.

**Tangram** is a puzzle of Chinese origin that involves putting together seven pieces, usually a square, a parallelogram, and five triangles, to form different shapes."



# Fresh Start

## Activity 7

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 18 Activity 7 **Fresh Start**.
3. Arrange the steps on how to use the Start button. Assign correctly the numbers from 1 - 4 on the boxes provided for them.

### Preview:



4. Save the file as **FRESHSTART**

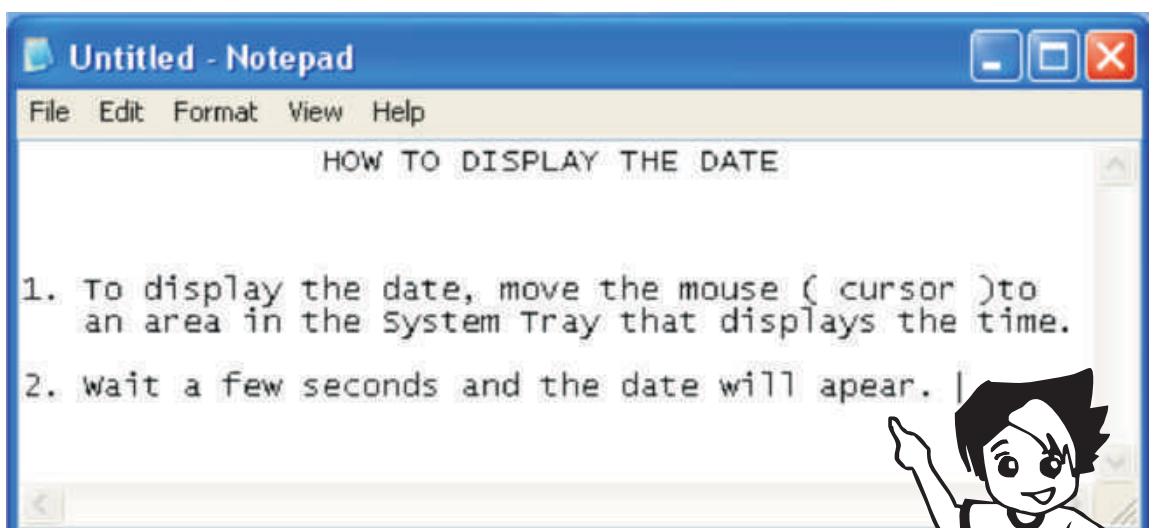
# Launching Time

## Activity 8

### Directions:

1. Move the mouse  over **Start** and press the left button.
2. Move the mouse  over **Programs** and wait for another menu to appear.
3. Point to **Accessories** then select **NotePad**.
4. Inside Notepad's workspace, type the steps on how to display the date on your computer screen.

### Preview:



5. Save the file as **LAUNCHINGTIME**.

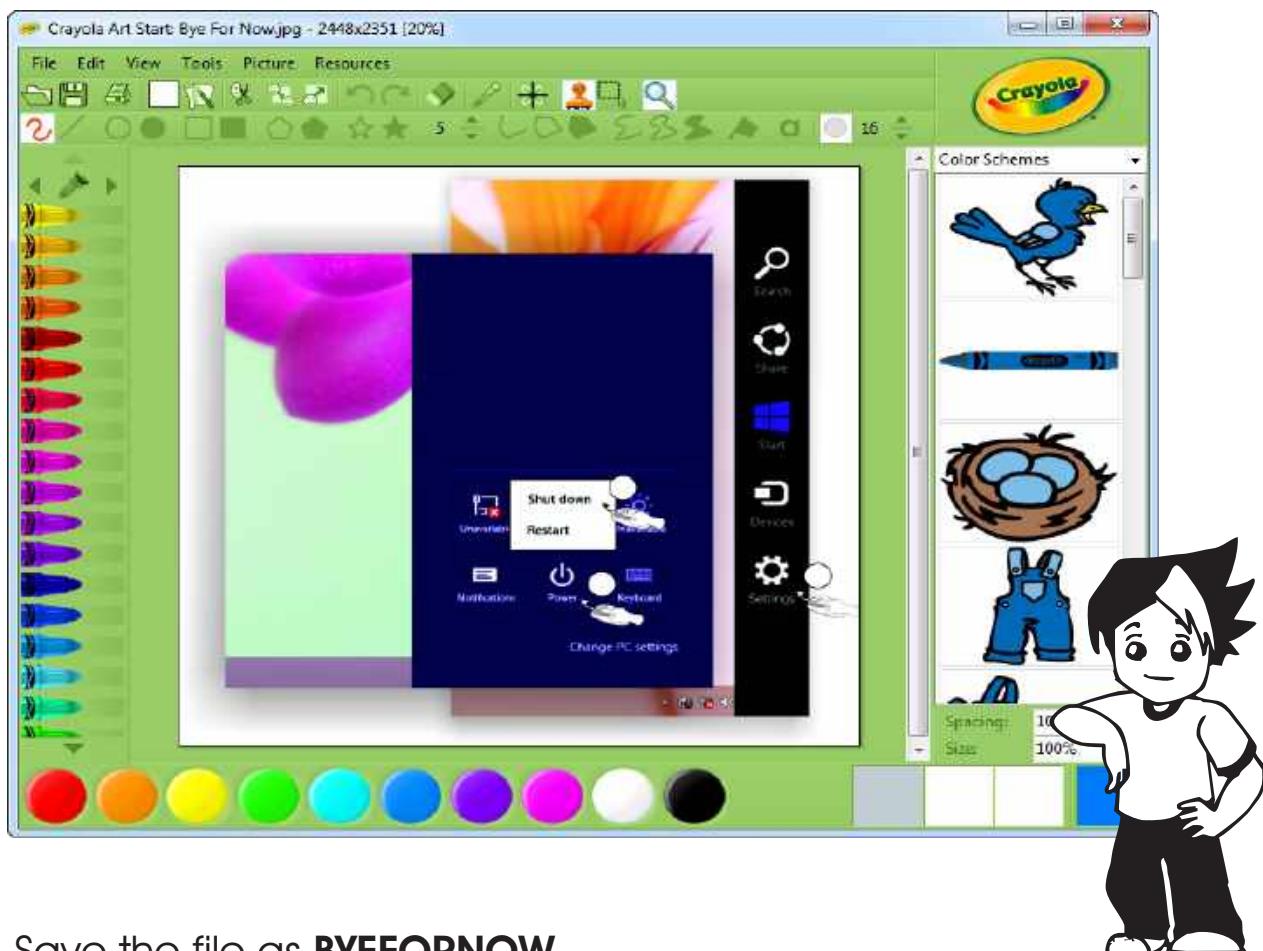
# Bye For Now

## Activity 9

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 18 Activity 9 **Bye For Now**.
3. Lay down the steps on how to turn off the program after you have finished using Windows.
4. Label the given windows with numbers from 1 to 3 to illustrate the process.

### Preview:



5. Save the file as **BYEFORNOW**.

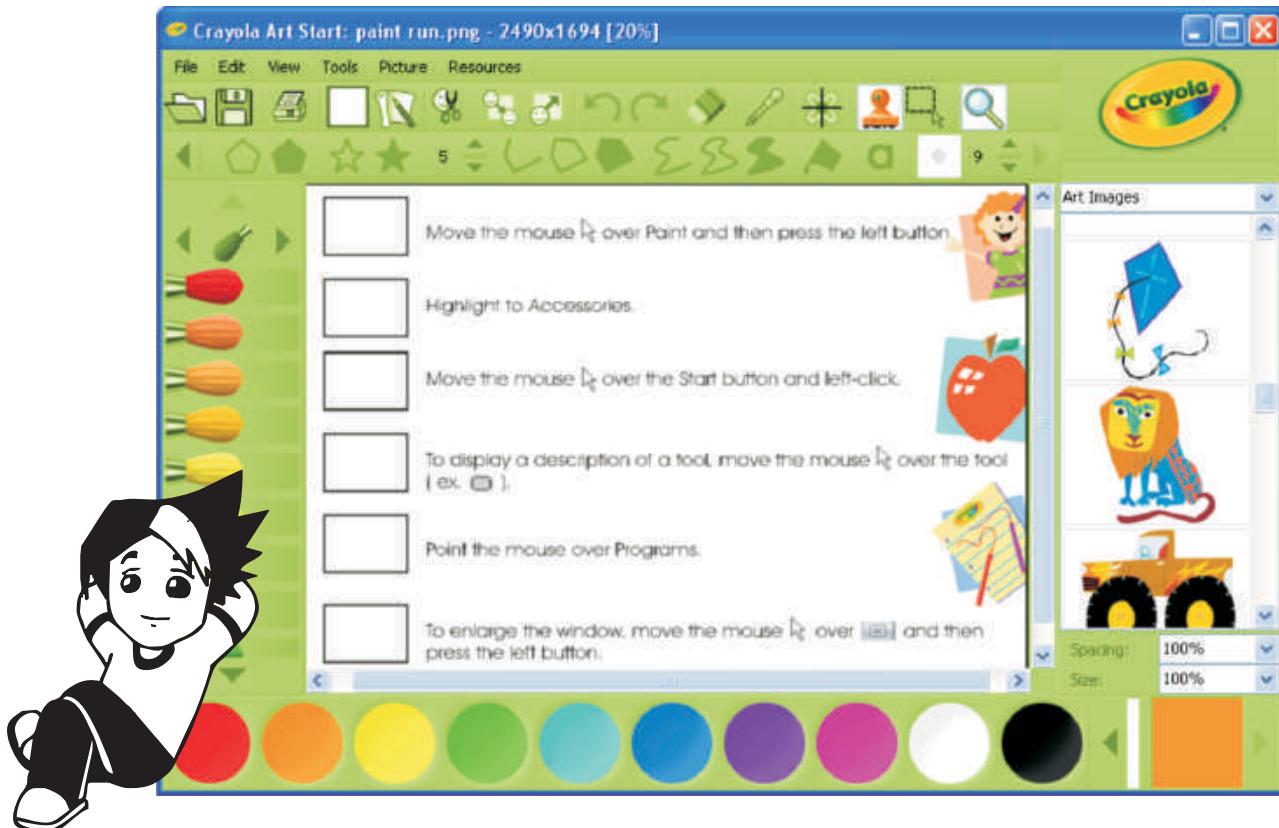
# Paint Run

## Activity 10

### Directions:

1. Launch Crayola.
2. Open and answer Lesson 19 Activity 10 **Paint Run**.
3. Arrange the steps on how to run MS Paint. Observe the proper order of the steps by assigning numbers from 1-6 inside the boxes.

### Preview:



4. Save the file as **PAINTRUN**.

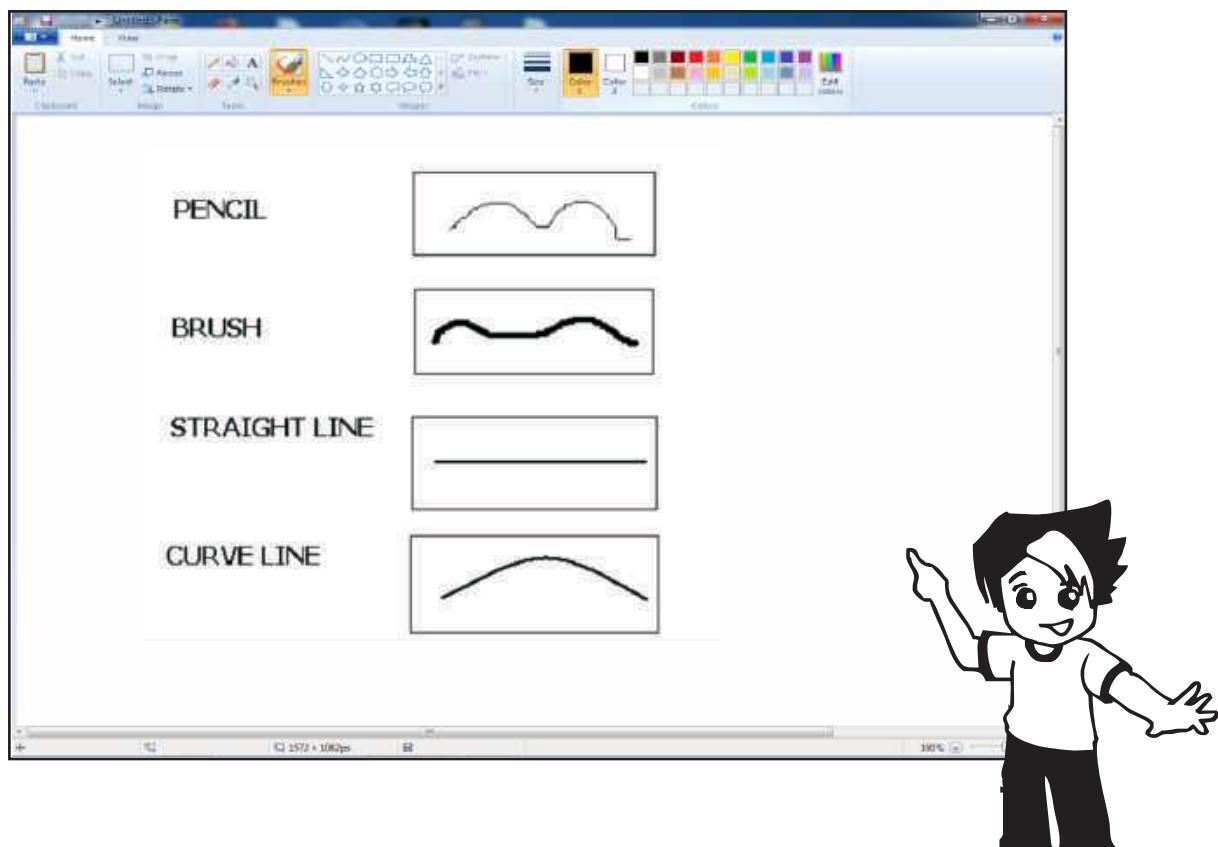
# Lines Lane

## Activity 11

### Directions:

1. Follow the steps on how to run MS Paint.
2. Draw the different types of line that you can draw in Paint: Pencil, Brush, Straight Line and Curved Line. Place each type of line inside a box.
3. Label your lines individually.
4. Erase or cancel some changes that you have done to your drawing, if there are.

### Preview:



5. Save the file as **LINESLANE**.

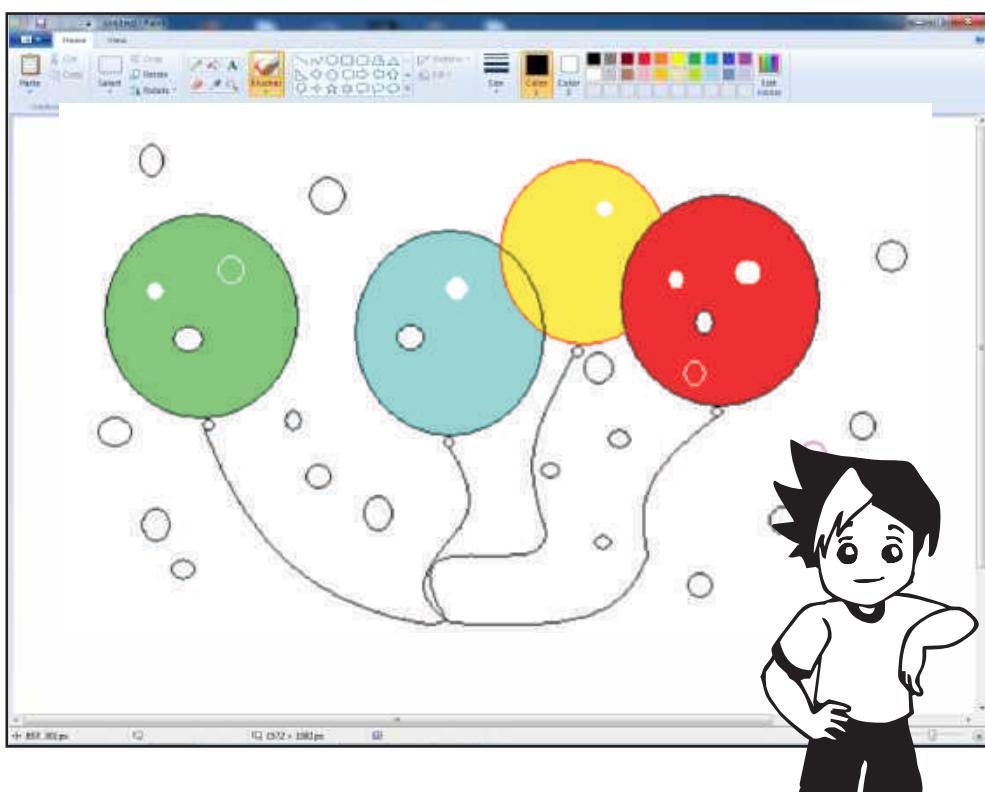
# Arts Jam

## Activity 12

### Directions:

1. Run MS Paint.
2. In Paint window, get ready to make some party balloons.
3. Use the shape and line tools to complete your drawing.
4. Add colors to your drawing using the Fill with Color tool.
5. Use the Eraser tool or the Undo feature to erase or cancel the changes that you have made to your drawing.

### Preview:



6. Save the file as **ARTSJAM**.

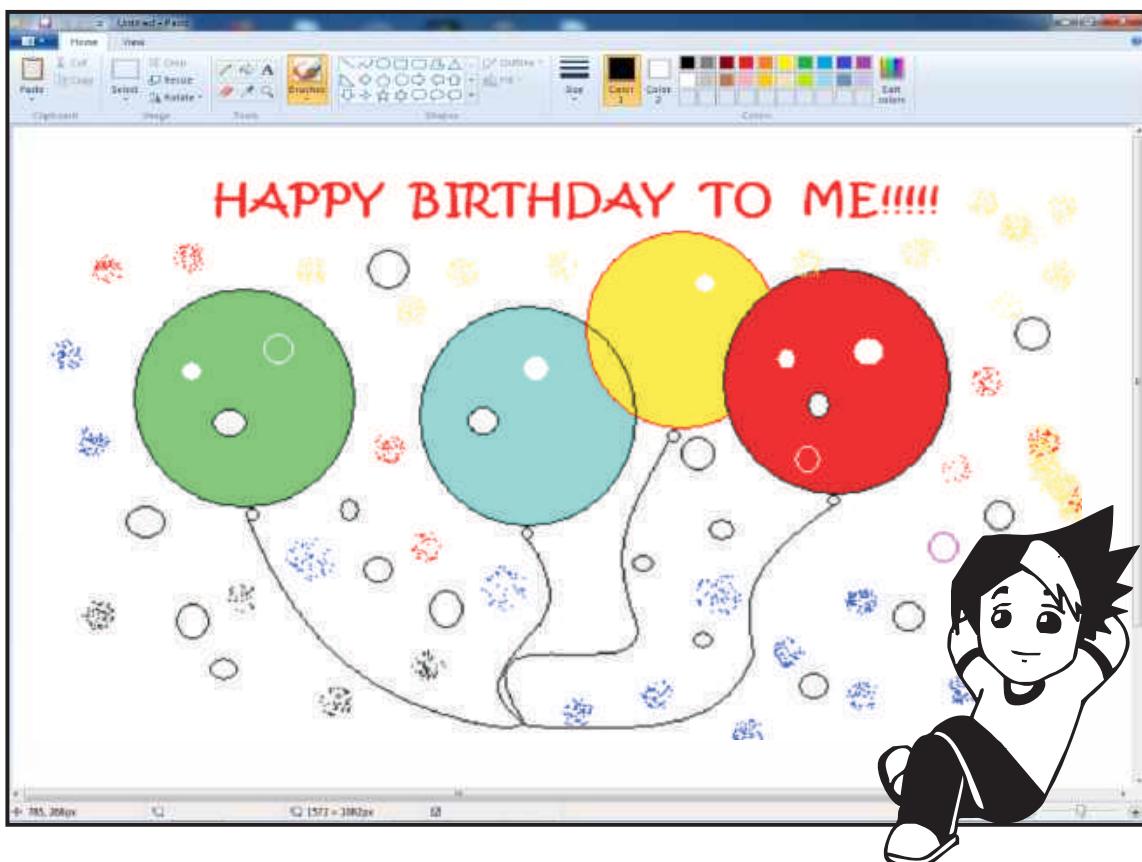
# AddiText

## Activity 13

### Directions:

1. Launch MS Paint.
2. Open your previously saved file **ARTSJAM**.
3. Add text to your drawing which says, " HAPPY BIRTHDAY TO ME!"
4. Make your text attractive by adding colors. Choose your own font style and font size but make sure to set the text in bold.

### Preview:



5. Save the file as **ADDITEXT**.

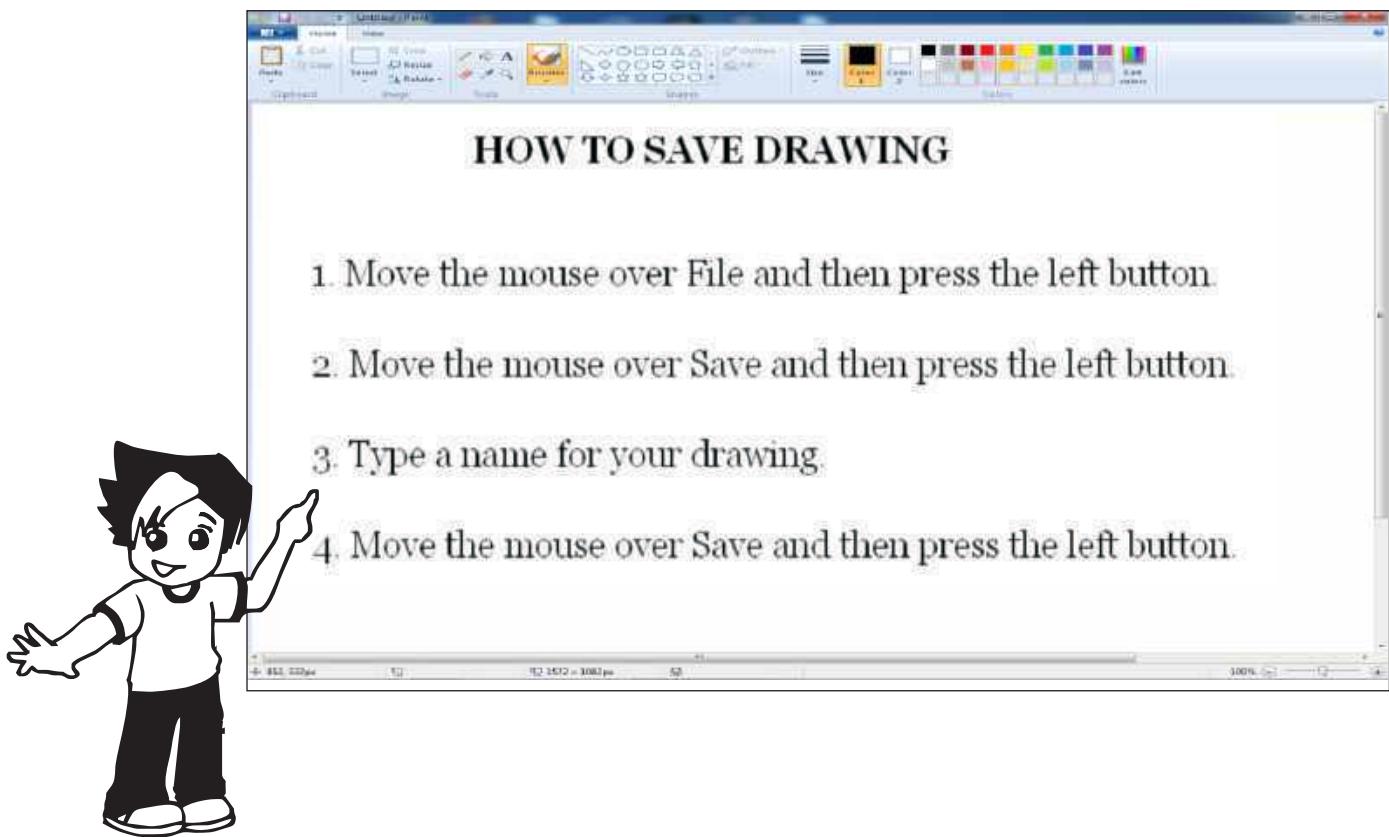
# Saving Grace

## Activity 14

### Directions:

1. Launch MS Paint.
2. In MS Paint's work area, type the steps on how to save a drawing.  
Use Georgia font style in 18 font size for the text. For the title, set it to 22 font size and make the text bold.

### Preview:



3. Save the file as **SAVINGGRACE**.

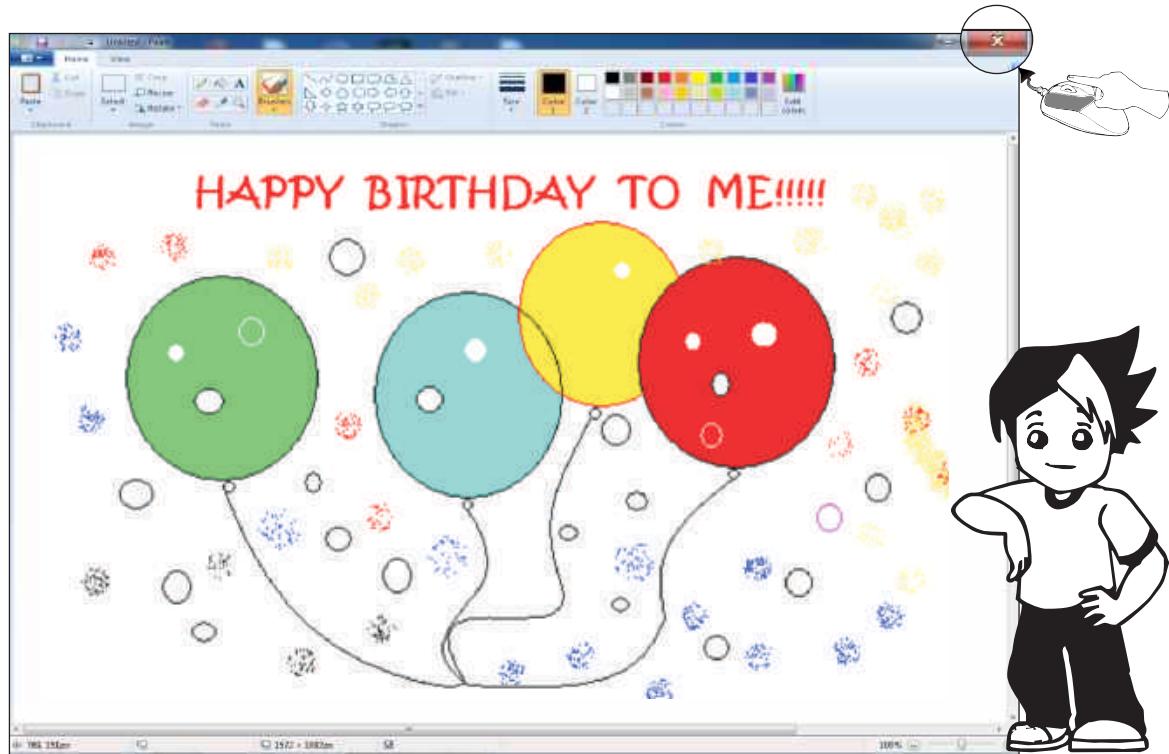
# I Now Quit!

## Activity 15

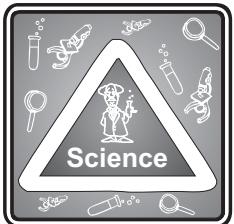
### Directions:

- 1 . Launch MS Paint.
2. Open your **ADDITEXT** file.
3. Examine your work. Do you find it beautiful? Supposed you are the teacher who will be checking your own work, how much will you rate it in a scale of 1-10?
- 4 . Write your rating for your ADDITEXT work on the Score box provided at the topmost right of this page.
5. Once you're done giving score to your work, pay your attention back to the monitor screen.
6. Now move the mouse  over  and exit from MS Paint.

### Preview:



# SideTrip SideTrip SideTrip

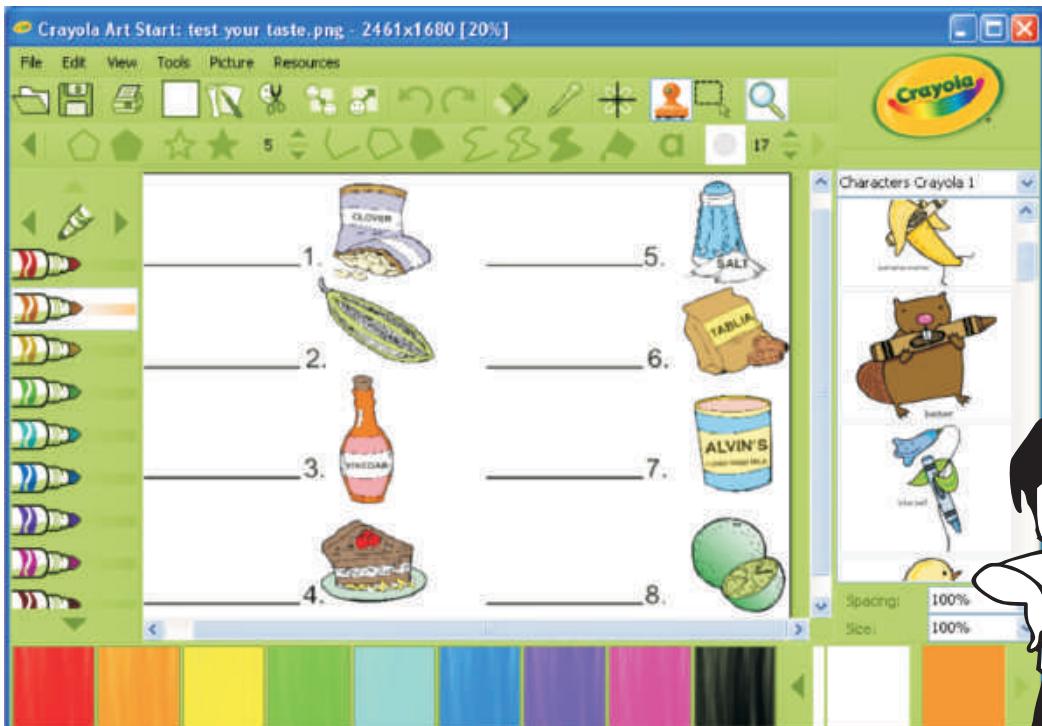


## Test Your Taste

Have you wondered why foods taste different? It's really quite amazing. Taste buds probably play the most important part in helping you enjoy the different food flavors with four basic kinds of tastes: sweet, salty, sour and bitter.

**Directions:** Look at the different foods. Identify what particular taste is associated to each one of them. Choose either sweet, salty, sour or bitter. Using the Text tool, type your answer on the blank provided after the picture. Complete the activity in Crayola.

### Preview:



Save the file **TESTYOURTASTE**.

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