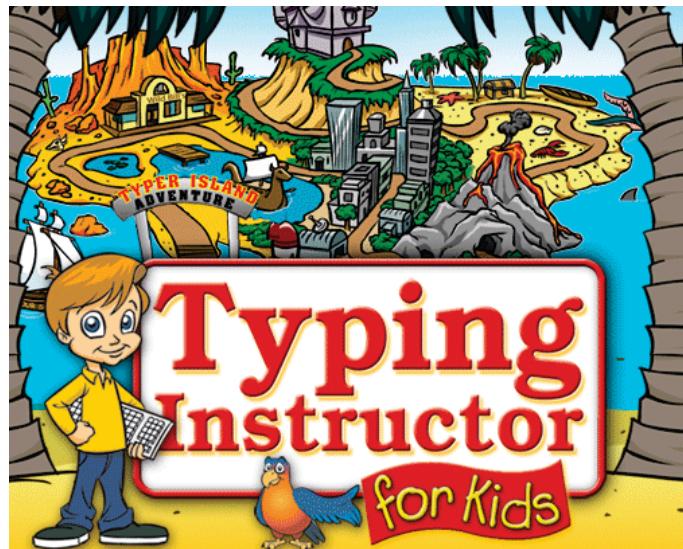


LEARNING

Typing Instructor



**HANDS-ON / LABORATORY
ACTIVITIES**

Now Loading Typing Instructor for Kids

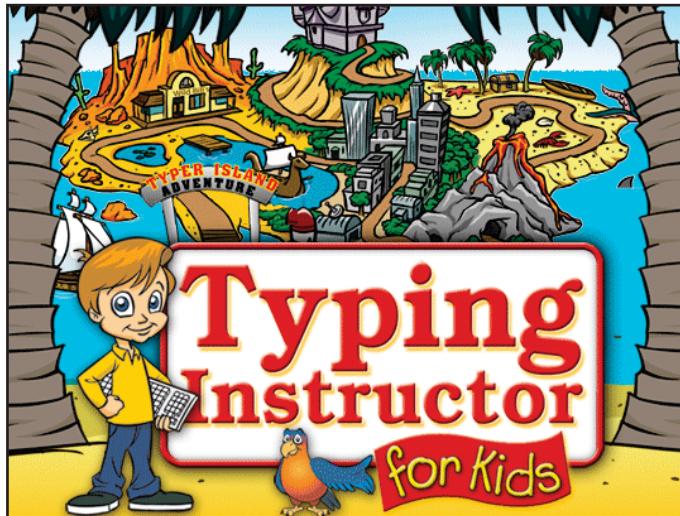


Lesson 1

Typing Instructor for Kids is a feature-packed, fun typing program created for children like you. With a well-designed format and plenty of support, it increases your typing skills while keeping you interested. It puts a fun twist on typing practice with typing games and typing instruction.

Young typists can now conquer the keyboard while exploring the Typer Island adventure in search of the mysterious Typer Island Castle.

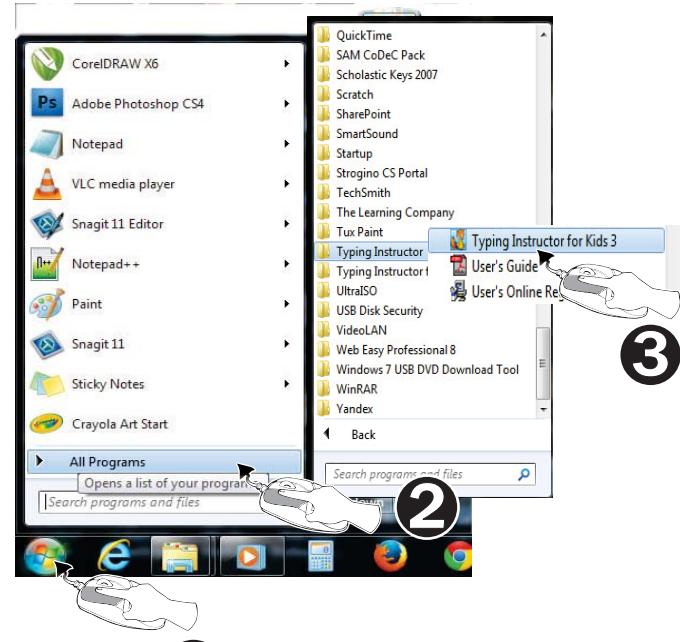
How to load Typing Instructor for Kids



1. Click the **Start** button.
2. Choose **All Programs**.
3. Click on **Typing Instructor** and select **Typing Instructor for Kids**.

Or

You can click directly the **Typing Instructor for Kids** icon  from the desktop.



When you start using Typing Instructor for Kids, you will be asked to enter your name on the Crew List. Signing up will allow you to sail over the Typer Island - where adventure awaits!

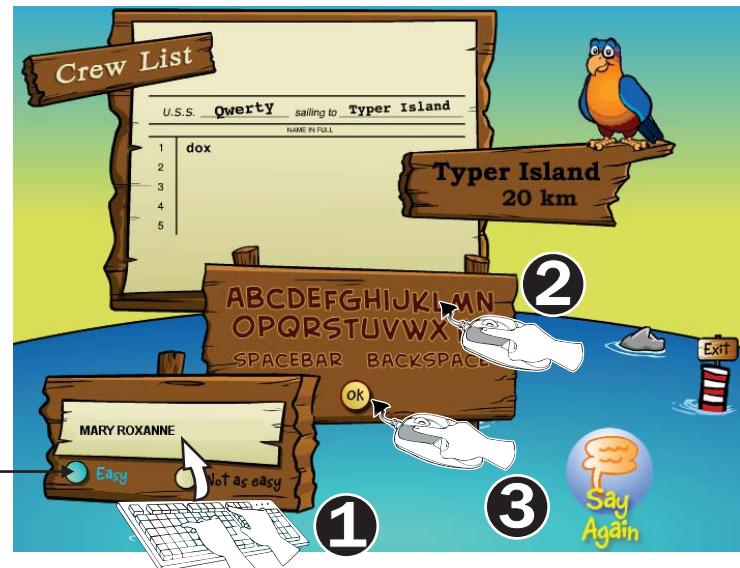
1. Type your name using the keyboard.

or

2. Use your mouse to click the letters displayed on the Crew List.

3. When you are done, click the **OK** button or press the **Enter** key on your keyboard.

The first time you sign in to Typing Instructor for Kids, be sure to choose a skill level that you are comfortable with; **Easy** or **Not as Easy**. Typing Instructor for Kids will present lessons and challenges based on your skill level.



The Ruler's Way

The Typer Island Adventure



Lesson 2

Your goal in Typing Instructor for Kids is to reach the Castle and become the ruler of Typer Island. The adventure consists of several fun typing activities, including Lessons, Games, and Challenges. Just follow the path to the Castle, and you'll be touch-typing in no time. Work hard and you'll get there!

Along the way, you'll earn rewards! Each land on Typer Island, features a different treasure, such as diamond and gold. By participating in the Challenges presented to you, you'll gather these precious jewels and earn points.



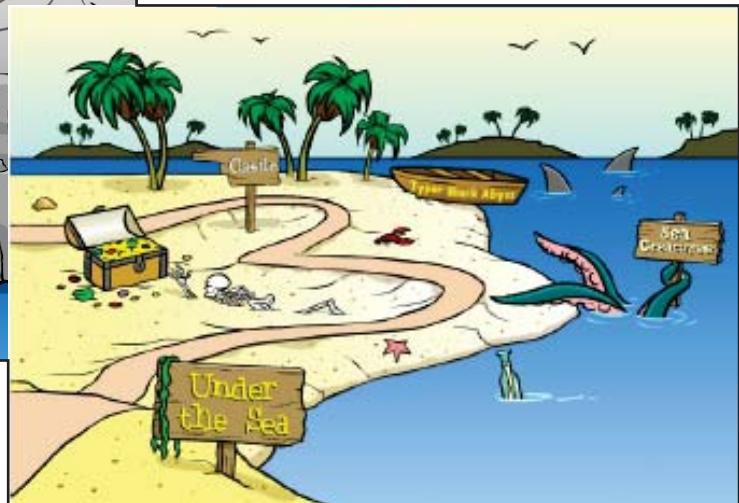
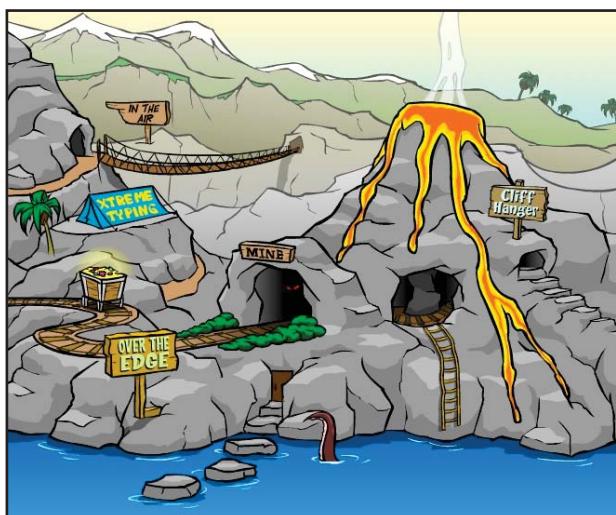
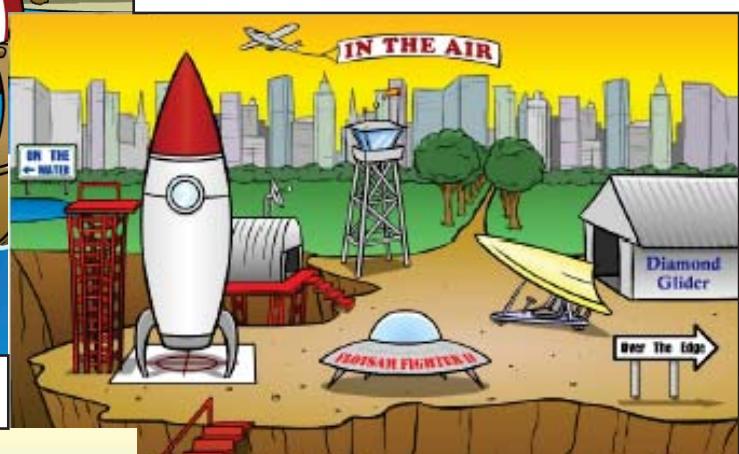
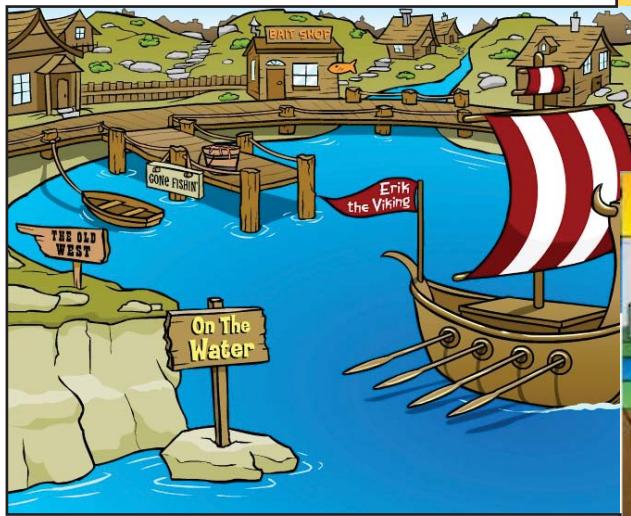
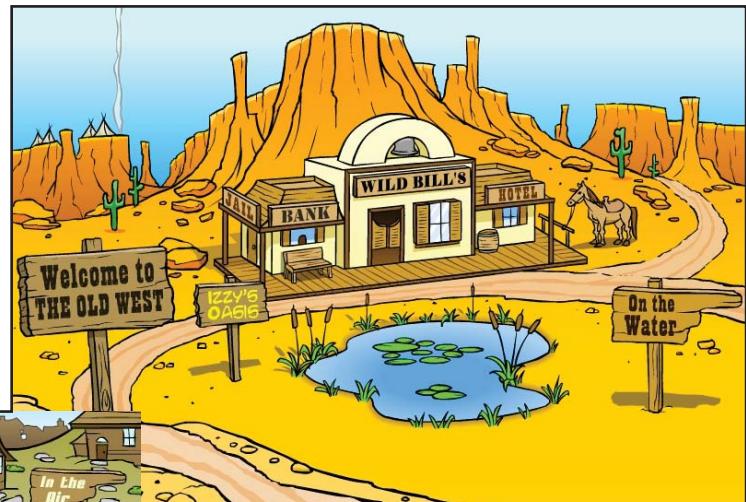
The points and treasures you will acquire are based upon your typing performance - the higher your Words Per Minute (WPM) score and the better accuracy percentage you achieve, the more points and treasures you'll get!

In the Lessons, you'll need to achieve 90% accuracy and reach your Goal WPM. In the Challenges, you'll need to achieve 70% accuracy and reach your Goal WPM.

To capture the Castle and become the ruler of Typer Island, you'll need to achieve 90% accuracy and 15 WPM on a Touch Typist Challenge.

The Island

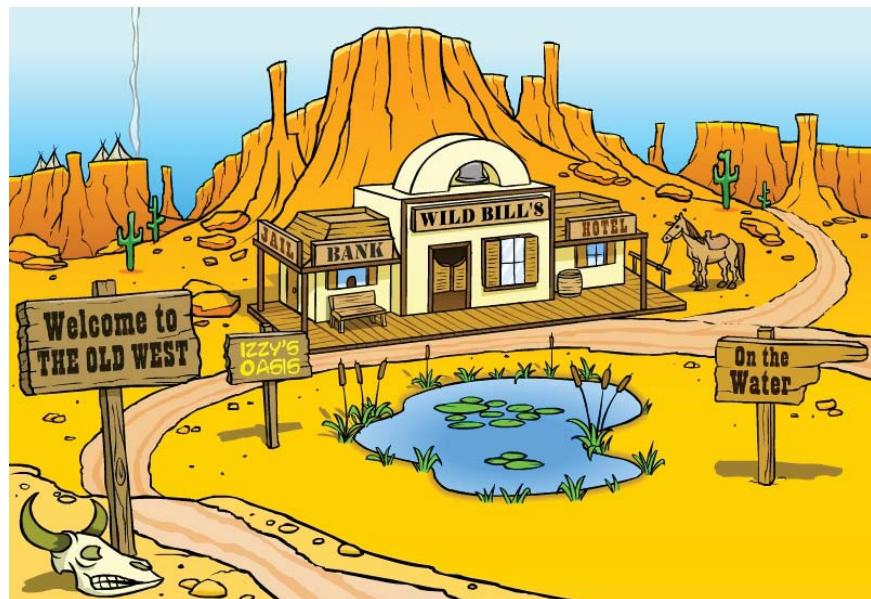
There are five distinct lands in the Typer Island Adventure, with different terrain and unique typing challenges each. You should pass all of these challenges to reach your goal of becoming the ruler of Typer Island.



Each of the five lands presents you with the keys you'll need to learn to become a touch typist.

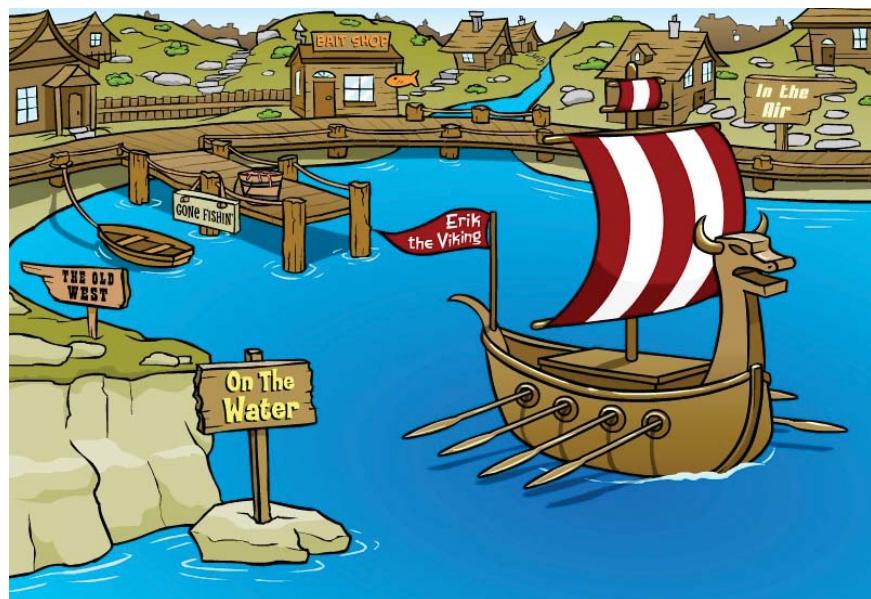
1. The Old West

It has **d, f, j, k, a, s, l, g, h**, and ; keys. Gold can be found on this island. You can have it if you pass all the challenges under this land.



2. On the Water

The keys are **t, y, e** and **l** keys. On this island, you'll be playing for coins. After passing all the typing challenges, you will be rewarded with gold coins to toss for a good luck.



3. In the Air

The keys are **r**, **u**, **q**, **w**, **o** and **p**. You can win all the gemstones if you pass all the typing challenges.



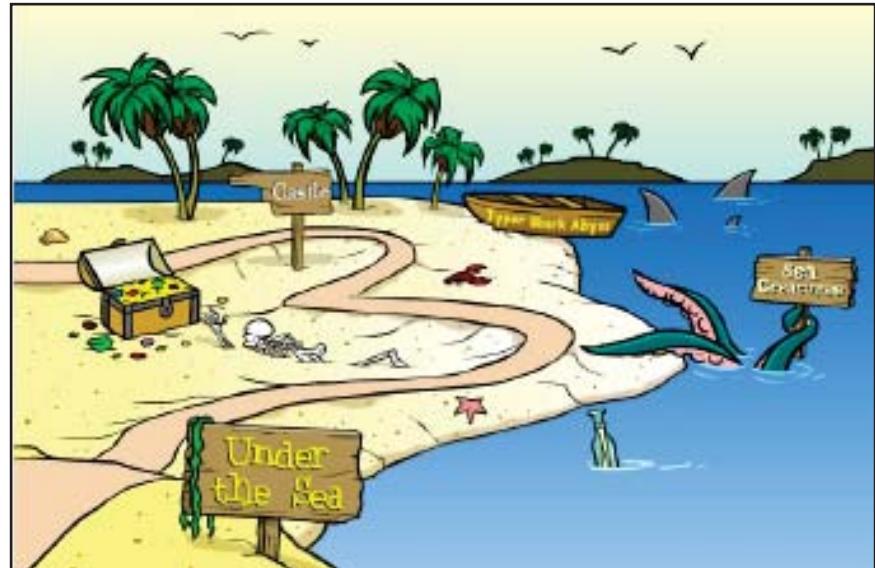
4. Over the Edge

The keys to be learned are **v**, **b**, **n**, **m**, **x**, **c**, and , keys. The treasures in this land that you will win are sparkling jewels of red rubies.



5. Under the Sea

The keys are **z**, ', Shift, :, ?, and ". Passing all the typing challenges will let you find all the wonderful hidden places of precious pearls.



Exploring More Typing Instructor Settings



Lesson 3

Typing Instructor for Kids provides a variety of program settings, which enhance your learning experience.



Backspace Select **On** to enable the Backspace key to work in lessons, challenges, and stories and select Off to disable it.

Skill Level Select **Easy** for shorter lessons and easier key combinations for the younger typist. Select **Not As Easy** for the more skilled typist or for the typist who is ready to graduate to a higher level.

Letter Size Increase or decrease the font size in the text of lessons, challenges, and stories. Choose from **Small**, **Medium**, or **Large** sizes.

Keyboard Select **Standard** to display a traditional keyboard or **Split** to display an ergonomic split keyboard.

Goal WPM The Goal WPM represents the words per minute typing speed with accuracy that you are trying to achieve. You can change your Goal WPM in Settings. It is important to keep your Goal WPM at/or slightly ahead of your current typing level to get the most out of your typing adventure.

Each lesson on Typer Island introduces you to a few keys at a time, and progresses through step-by-step learning until gradually, you will be using the whole keyboard.

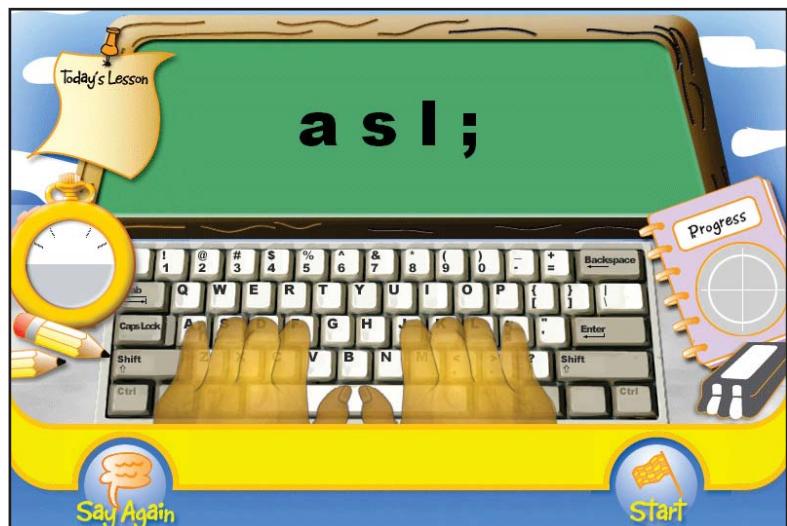
Typing Instructor for Kids is built upon proven learning methods, so if you work hard and practice, you will see the results!

The five lands in Typer Island represent the following keys.

- **The Old West** - d, f, j, k, a, s, l, g, h, and ; keys
- **On the Water** - t, y, e, and l keys
- **In the Air** - r, u, q, w, o, and p keys
- **Over the Edge** - v, b, n, m, x, c, ., and , keys
- **Under the Sea** - z, ', Shift, :, ?, and " keys

In the lessons, an audio introduction describes the purpose of the lesson and introduces the keys to be learned while an onscreen animation demonstrates which fingers correctly correspond to the keys.

- Click the **Say Again** button to replay the introduction.
- Click the **Start** button to start the lesson.



Lesson Results

When you complete a lesson, your results are displayed on the Lesson Results screen. The Lesson Results screen displays feedback about the previous lesson.

Adjusted WPM shows your average WPM multiplied by the percentage of keystrokes you typed accurately. For example, if your WPM is 30 and your accuracy is 90%, the calculation is: $30 \times 90\% = 27$ Adjusted WPM.

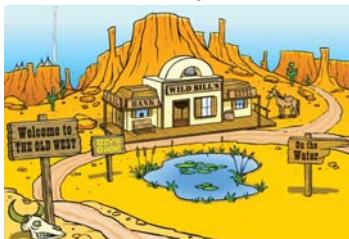


The Accuracy number shows the percentage of keystrokes that were typed correctly. For example, if you typed 100 keystrokes, including Spacebar and Enter, but missed 10, your accuracy would be 90%. WPM shows your average words per minute in the lesson. No adjustment is made for errors.

Typing Tally Board

Directions:

Below are the tally board of the different keys' practice. Make a tally of your result as you practice on each land. Submit this tally to your teacher if you have completed all the trials.

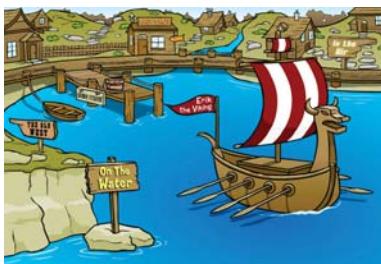


The Old West.

The keys are d, f, j, k, a, s, l, g, h and ;

Trial	Words Per Minute	Accuracy
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Trial	Words Per Minute	Accuracy
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



On the Water

The keys are t, y, e and l

Trial	Words Per Minute	Accuracy
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Trial	Words Per Minute	Accuracy
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Name: _____

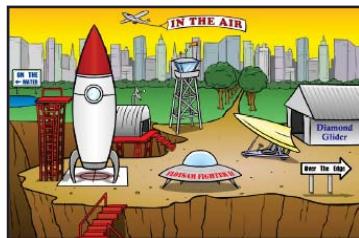
Teacher: _____

Grade and Section: _____

Date: _____

TEAR AND SUBMIT IT TO YOUR TEACHER FOR RECORDING.





In the Air

The keys are r, u, q, w, o and p

Trial	Words Per Minute	Accuracy
-------	------------------	----------

Trial	Words Per Minute	Accuracy
-------	------------------	----------



Over the Edge

The keys are v, b, n, m, x, c and ,

Trial	Words Per Minute	Accuracy
-------	------------------	----------

Trial	Words Per Minute	Accuracy
-------	------------------	----------



Under the Sea.

The keys are z, ', Shift, :, ?, and “

Trial	Words Per Minute	Accuracy
-------	------------------	----------

Trial	Words Per Minute	Accuracy
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LEARNING

kidspiration



HANDS-ON / LABORATORY
ACTIVITIES

Starting and Saving Kidspiration



Starting Kidspiration in Windows

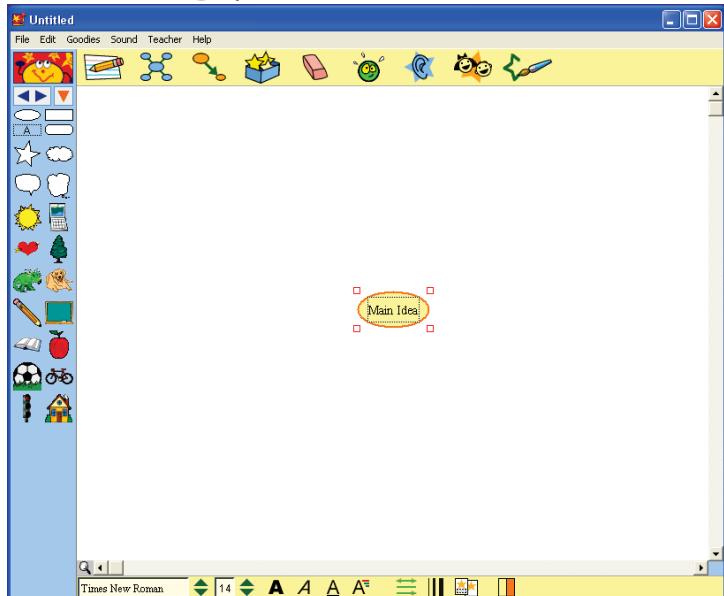
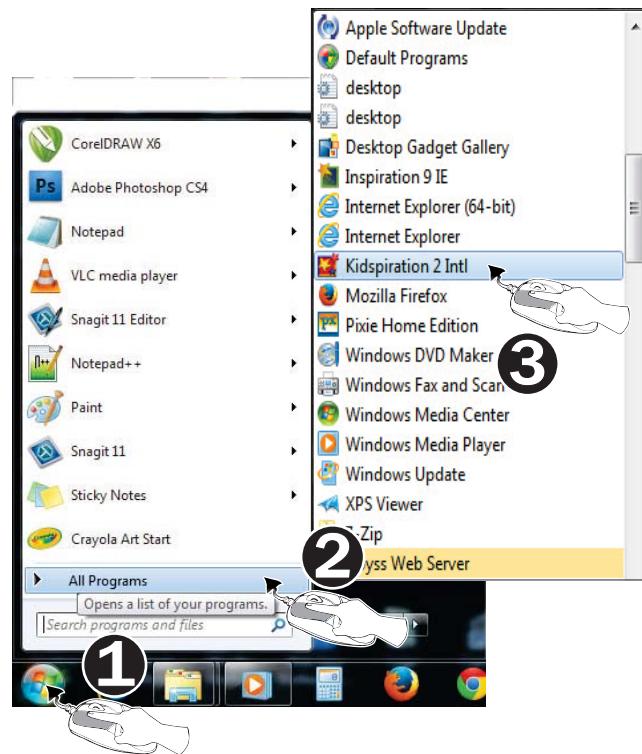
1. Click the **Start** button.

2. Click **All Programs**.

3. Click on **Kidspiration**.

The Kidspiration Starter will open.

It is in Kidspiration Starter where you can start new projects, open existing projects, and use different Kidspiration activities. You will begin by starting a new diagram.

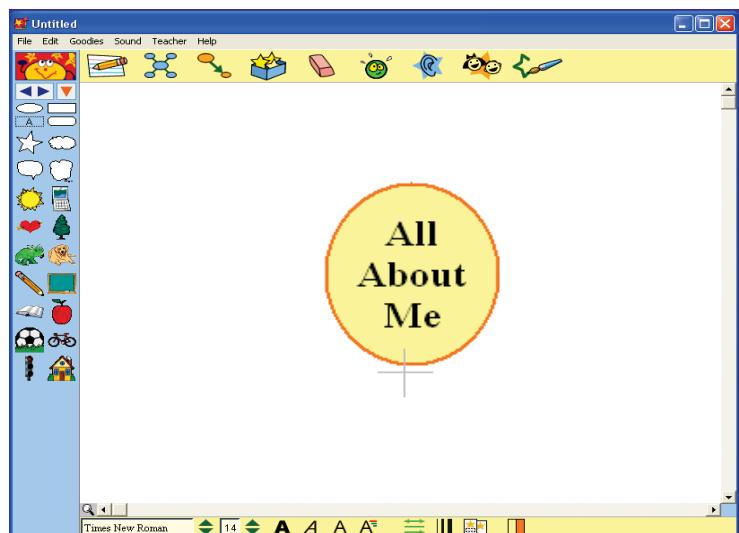
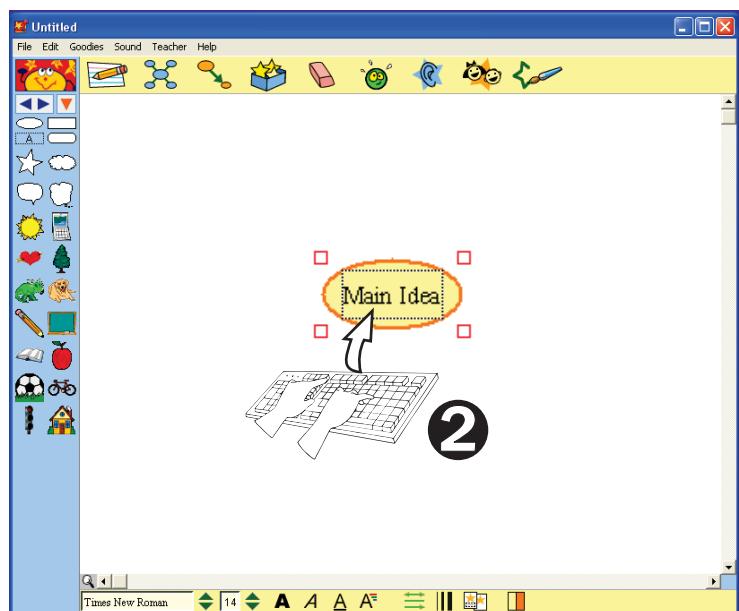


Starting a New Diagram

1. To start a new diagram, click the **Picture** button.

A new document opens with the Main Idea symbol. The Main Idea symbol provides a starting point for your work in Kidspiration.

2. In the **Main Idea** symbol, type All About Me.



Adding Name to a Project

1. In the Picture toolbar, click the **Student Name** button.

2. Type your name in the box where it is indicated.

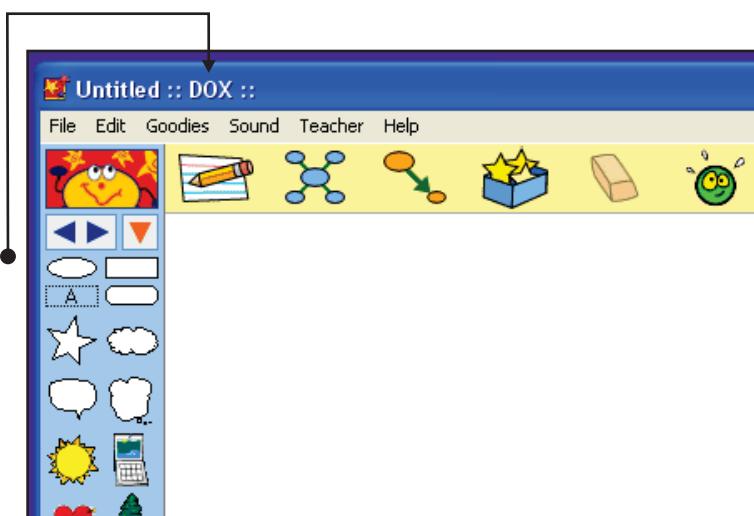
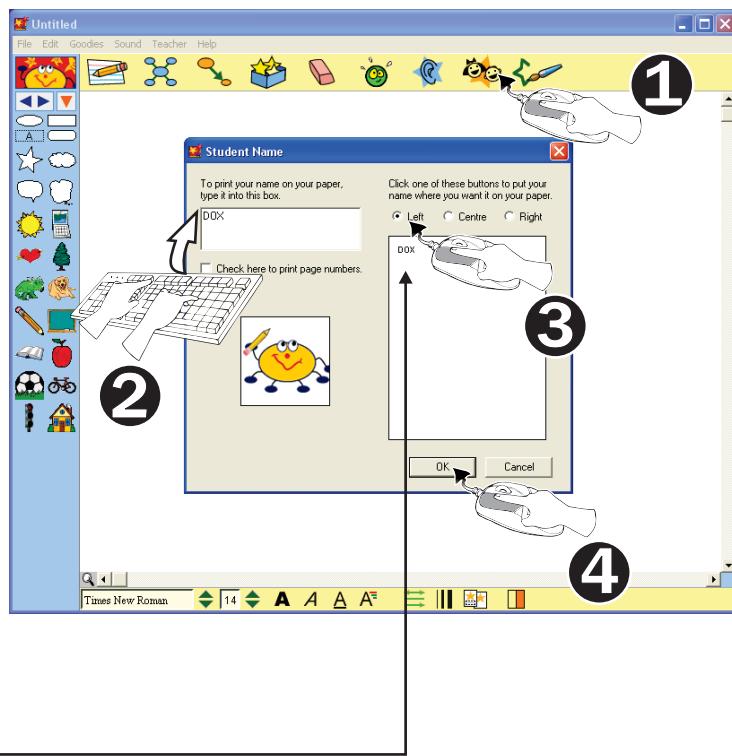
Example : DOX

3. To choose where you want the name to appear on the page, select **Left**, **Center** or **Right**.

A preview of how the name appears on the page will be displayed in the box on the right side of the Dialog box.

4. Click the **OK** button.

The student's name appears in the title bar of the document.

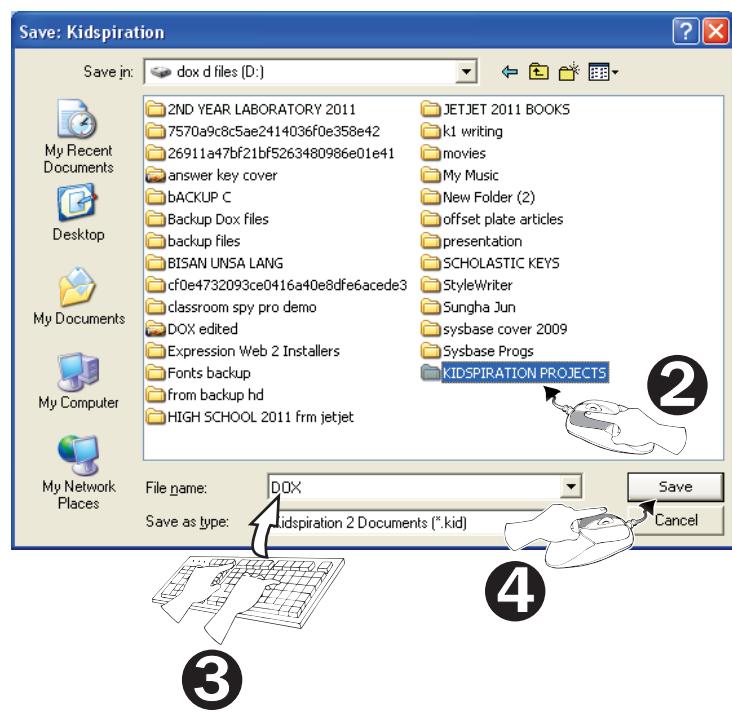
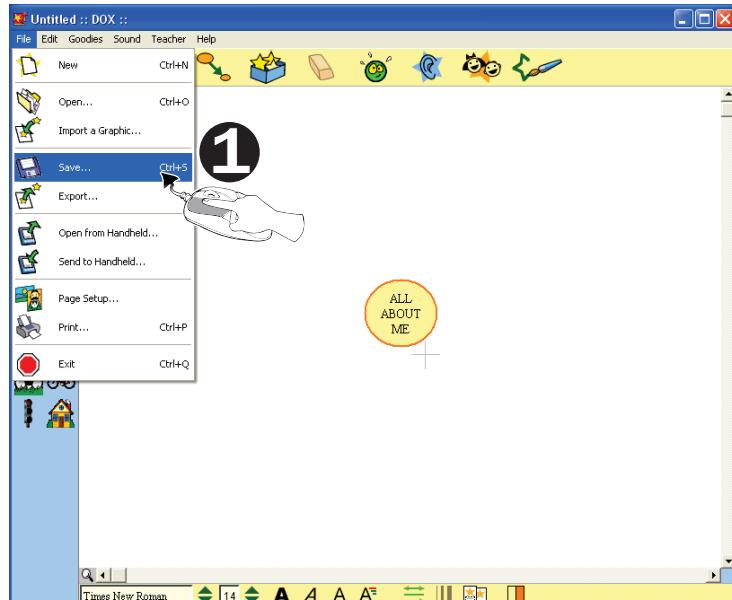


Saving Your Work

You should save your work often to avoid losing your file when the computer quits unexpectedly. Type the name of your project if you save it for the first time.

1. In the **File** menu, click **Save**.
2. From the folder list, click the folder where you want to save the project.
3. Type a name for the project.
4. Click **Save**.

Kidspiration suggests the name DOX based on the student's name. You can use another name if you want.



Add Symbols to a Diagram

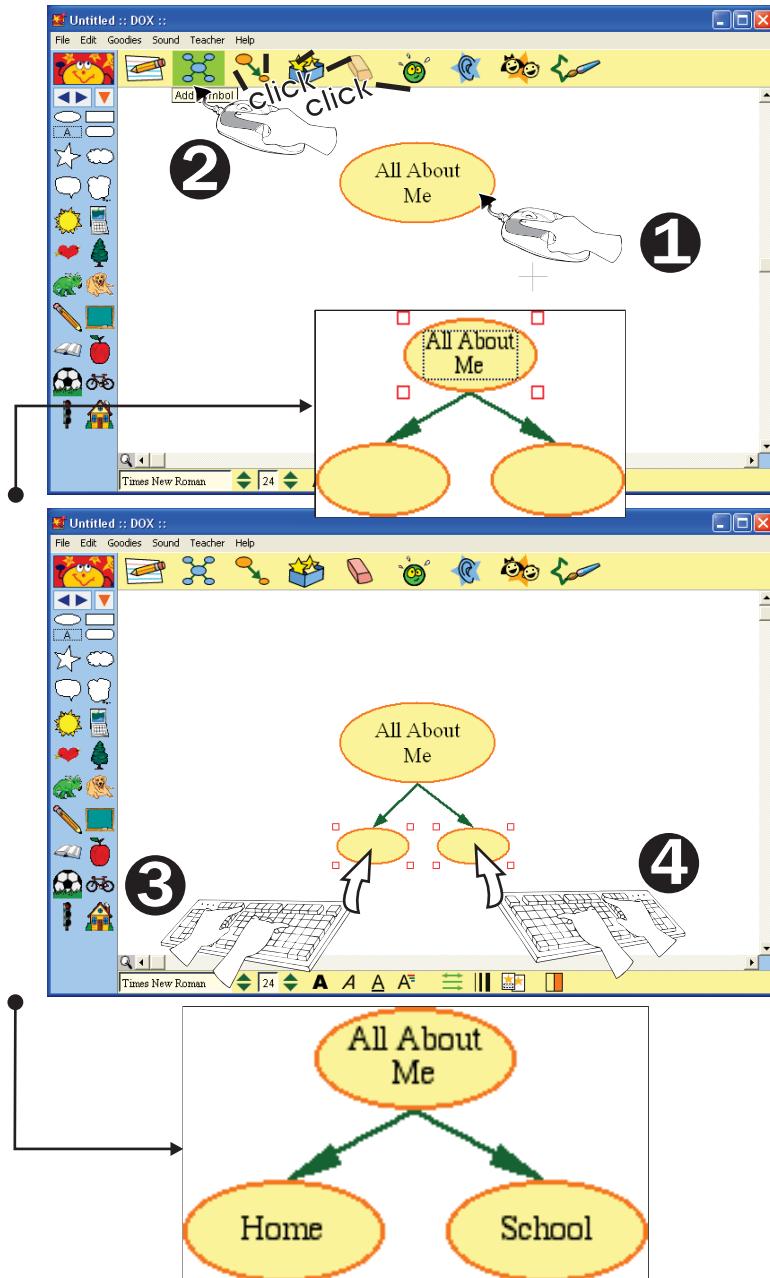
Adding Symbols to Diagram

There are different ways to add symbols in Picture View. One easy way to add a linked symbol is through the Add Symbol tool.

1. Click the **All About Me** symbol to select it.
2. To add two symbols that are connected to the *All About Me* symbol, click the **Add Symbol** button twice.
3. Select the left symbol and then, type the word **Home**.
4. Select the right symbol and then, type the word **School**.

Your diagram will look like this.

Your diagram will look like this.



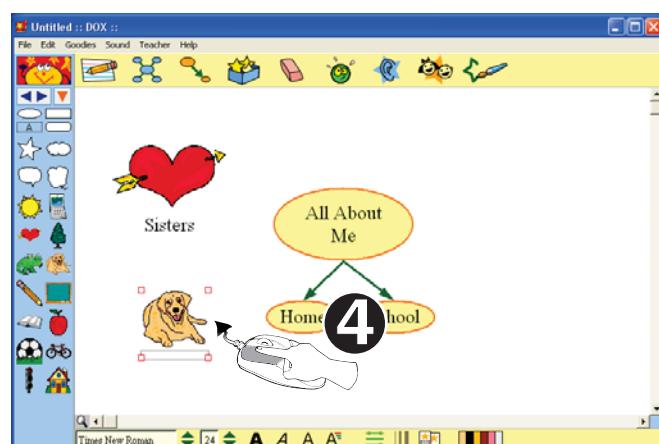
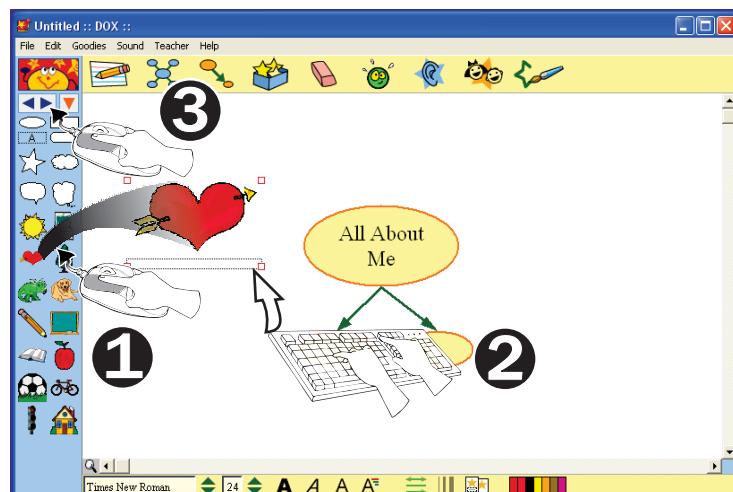
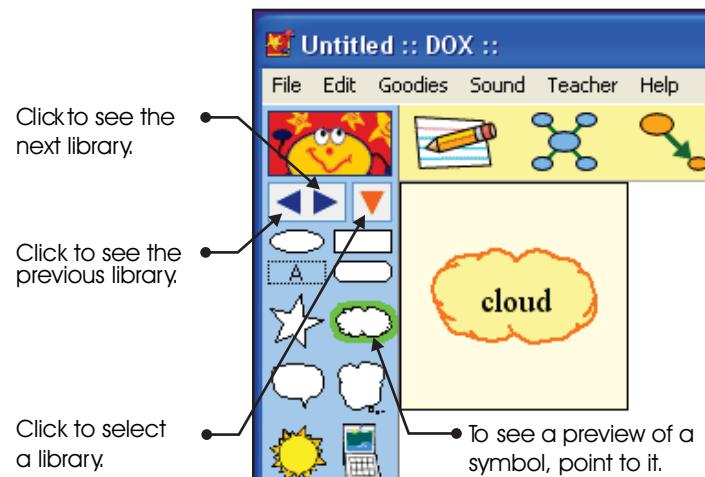
Using the Symbol Palette

Using the Symbol Palette

Now, you will use the Symbol Palette to add more symbols to the diagram. The Symbol Palette has hundreds of symbols that you can use to show your ideas.

See the Symbol Palette at the right.

1. From the Symbol Palette, drag the heart symbol into the diagram.
2. Type the word **Sisters**.
3. Click the **Next Library** button once.
4. Drag your favorite pet symbol into the diagram.

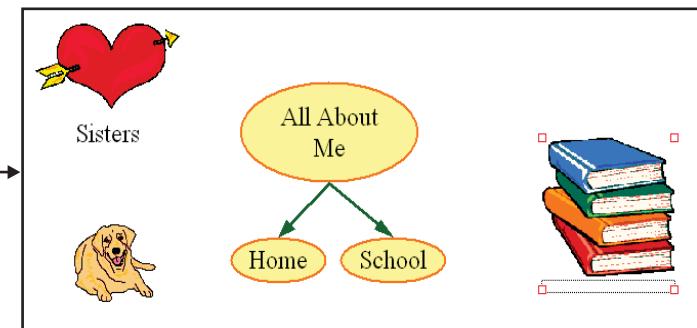
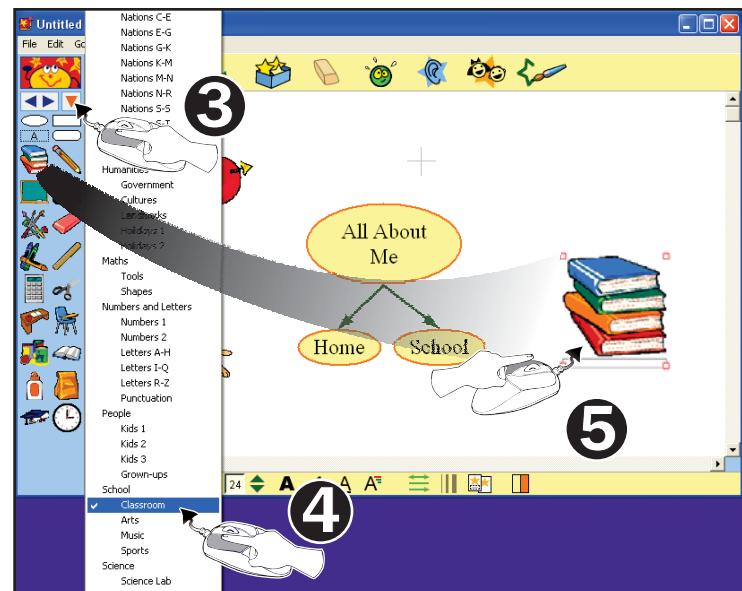


3. On the Symbol Palette, click the **Pick Library** button.

4. Scroll down the list to **School** and select **Classroom**.

5. Drag the book symbol onto the diagram.

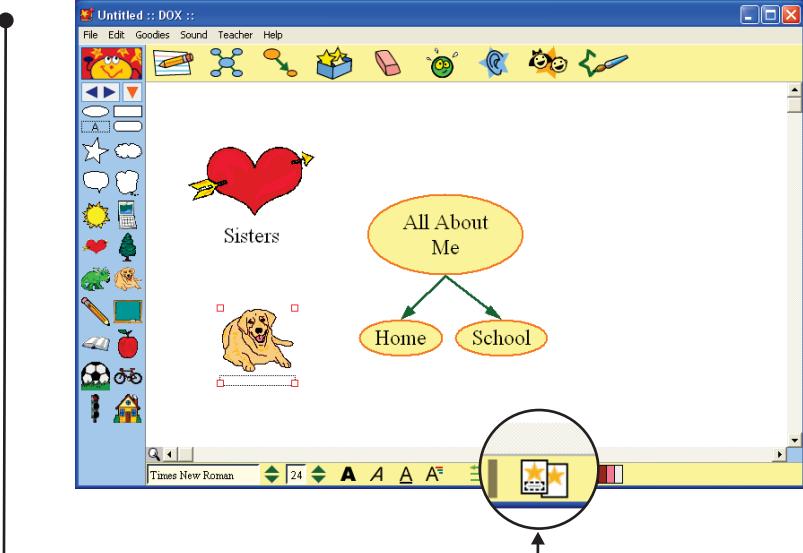
Adjust the position of the symbol so the diagram will look like this.



Showing Symbol Captions

To add flexibility to lessons, you can show or hide the Symbol Captions.

- To hide the Symbol Captions, click the **Hide Captions** button on the Formatting toolbar.
- To show the Symbol Captions, click the **Show Captions** button on the Formatting toolbar.



The Symbol Maker Tool

Drawing a Symbol Using the Symbol Maker Tool

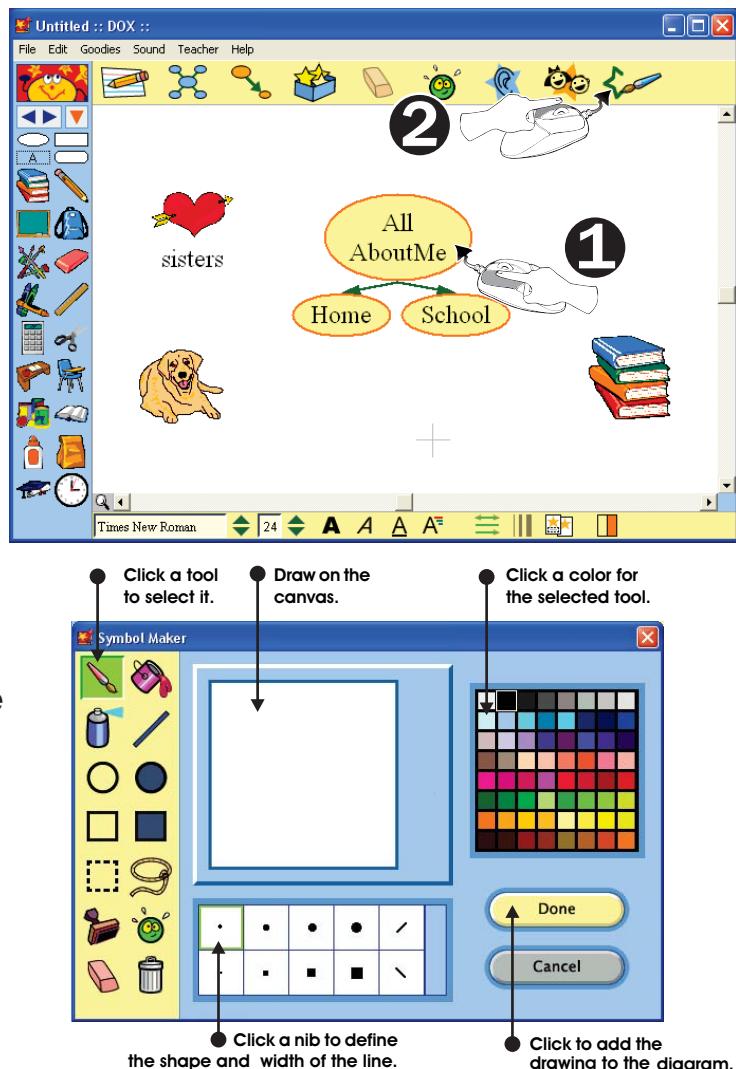
The Kidspiration Symbol Maker enables you to create your own symbols using the Draw and Paint tools. You can draw various kinds of lines and shapes, and you can fill it with different colors. The Stamp tool provides an easy way to add images, numbers and letters to your drawing.

Opening the Symbol Maker

1. Select the **All About Me** symbol.
2. On the Picture toolbar, click the **Symbol Maker** button.

The Kidspiration Symbol Maker opens.

- Use the tools on the **Tool Palette** to draw lines and shapes and edit the drawing.
- Use the **Nib Palette** to define the shape and width of the line for the selected tool.
- Use the **Color Palette** to choose a color for the selected tool.
- Draw on the canvas at the center of the Dialog box.



Tips Before You Begin Drawing

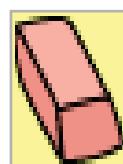
There are some special tools on the Tool Palette that you may find useful as you begin drawing.



If you make a mistake, and you want to undo, just click the **Undo** tool.



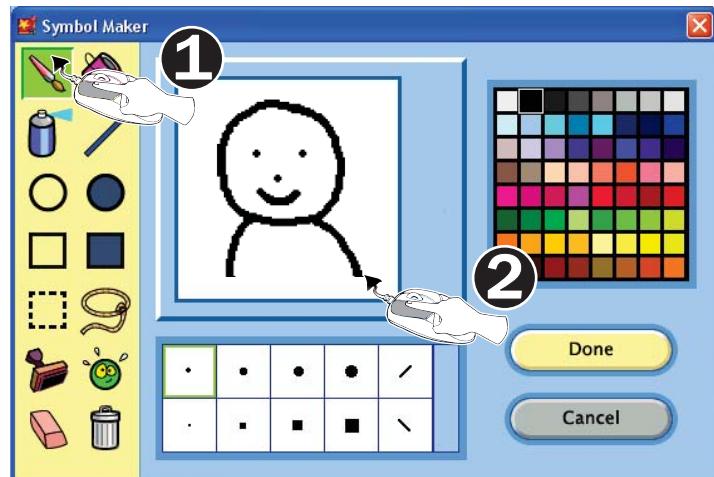
If you want to clear the canvas and start over, click the **Clear All** tool.



If you want to erase a part of the drawing, click the **Erase** tool, and drag the pointer over the area that you want to erase. You can use a nib on the Nib Palette to define the shape and width of the eraser.

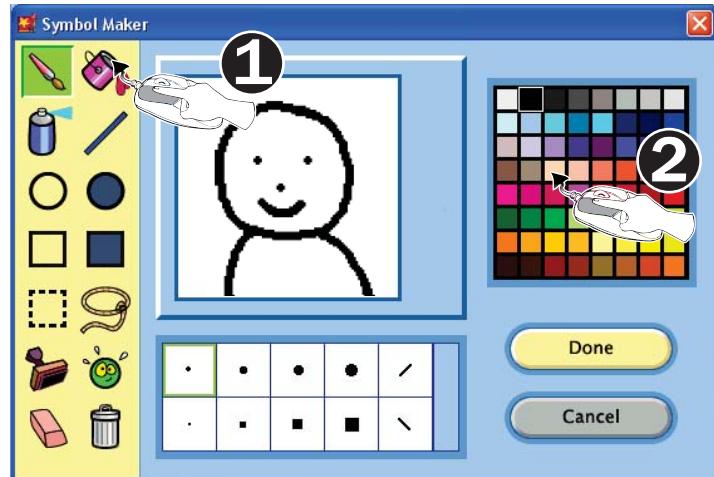
Drawing the Face including Eyes, Nose and Mouth

1. On the Tool Palette, click the **Paintbrush** button.
2. On the canvas, drag the Paintbrush to draw a face that looks like this.



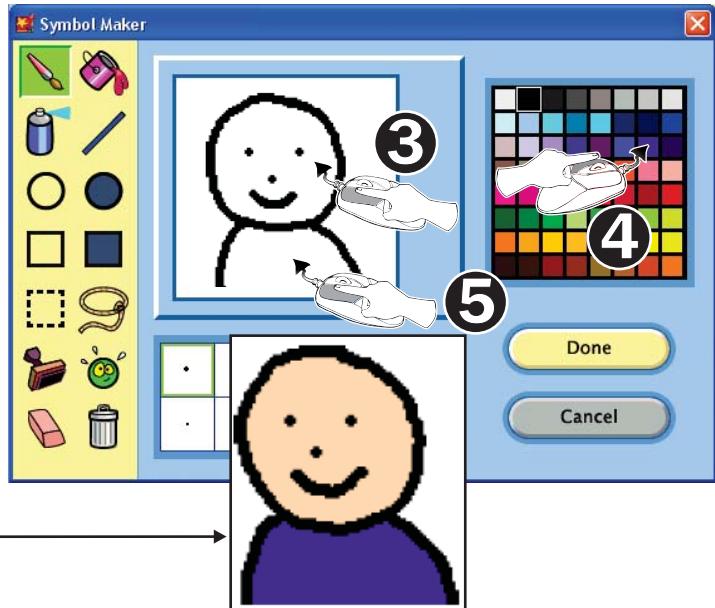
Filling the Face and Shirt with Color

1. On the Tool Palette, click the **Paint Bucket** button.
2. On the Color Palette, click a color for the face.



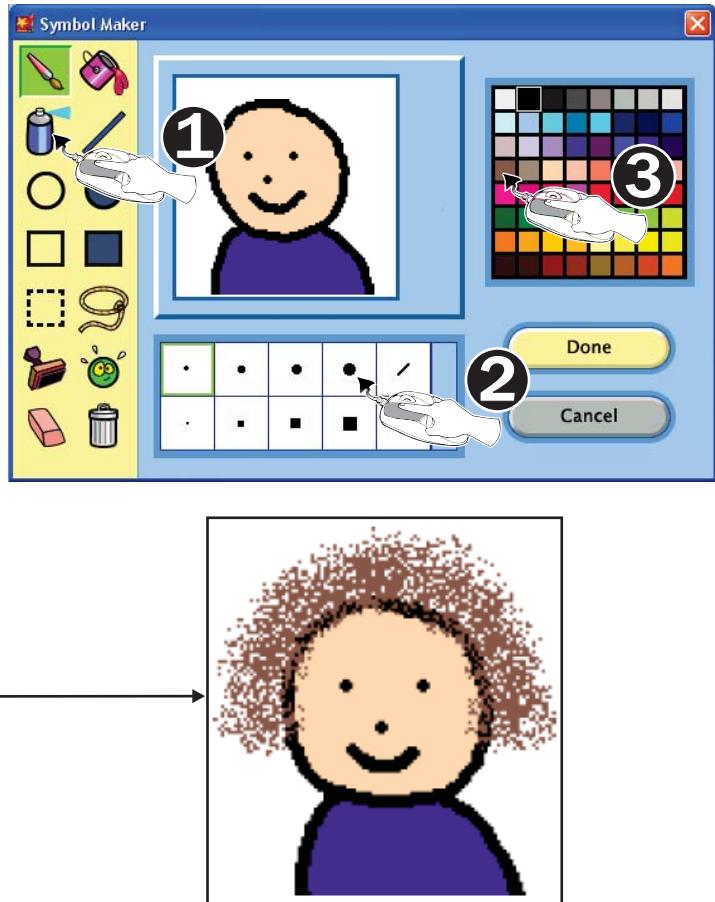
3. On the canvas, click inside the face.
4. On the Color Palette, click a color for the shirt.
5. On the canvas, click inside the shirt.

Now, the drawing will look like this.



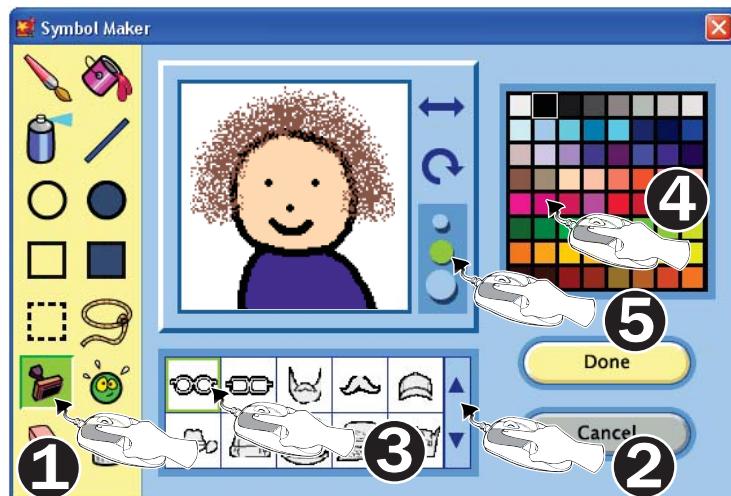
Adding Hair to the Head

1. On the Tool Palette, click the **Spray Can** button.
2. To increase the width of the Spray Can pattern, click a larger nib on the Nib Palette.
3. On the Color Palette, click a color for the hair.
4. On the canvas, drag the **Spray Can** to draw hair that looks like this.

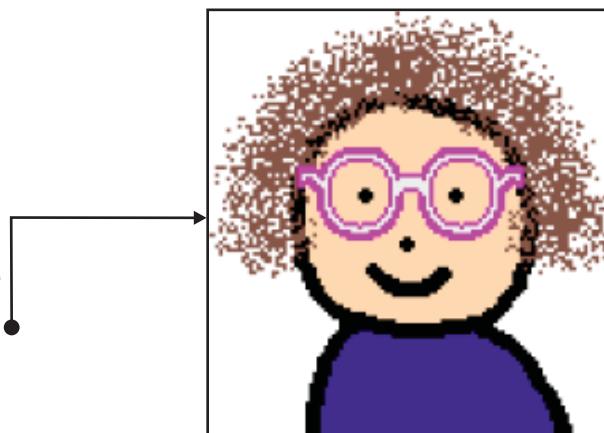


Adding Glasses to the Face Using the Stamp Tool

1. On the Tool Palette, click the **Stamp** tool.
2. On the Stamp Palette, use the **Up** or **Down** arrow to locate the glasses.
3. Click the glasses stamp.
4. On the Color Palette, click a color for the glasses.
5. To change the size of the glasses, click on one of the **Size** buttons.
6. Roll the pointer over the face to see a preview of the glasses.
7. Position the glasses where you want them on the face, and then click to add the glasses to the drawing.



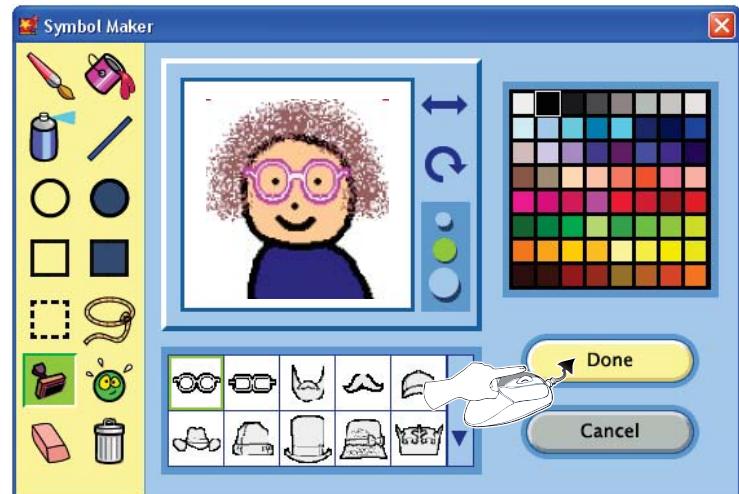
Now, the drawing will look like this.



Adding the Drawing to Your Diagram

To add the drawing to the diagram, click the **Done** button.

The **All About Me** symbol is replaced with the symbol you have created.



Moving the Symbols

In Kidspiration, you can always move symbols by dragging them. When you do, any links automatically adjust. Drag the **All About Me** symbol up, so your diagram looks like the one on the right.



Change the Colors of Symbols

Changing the Look of Symbols Using Color

Adding color is a great way of customizing the look of symbols. You can change the colors into Two-color symbols and Multicolor symbols.

1. Select the **Home** symbol.

The Color Symbol tool appears on the Formatting toolbar.

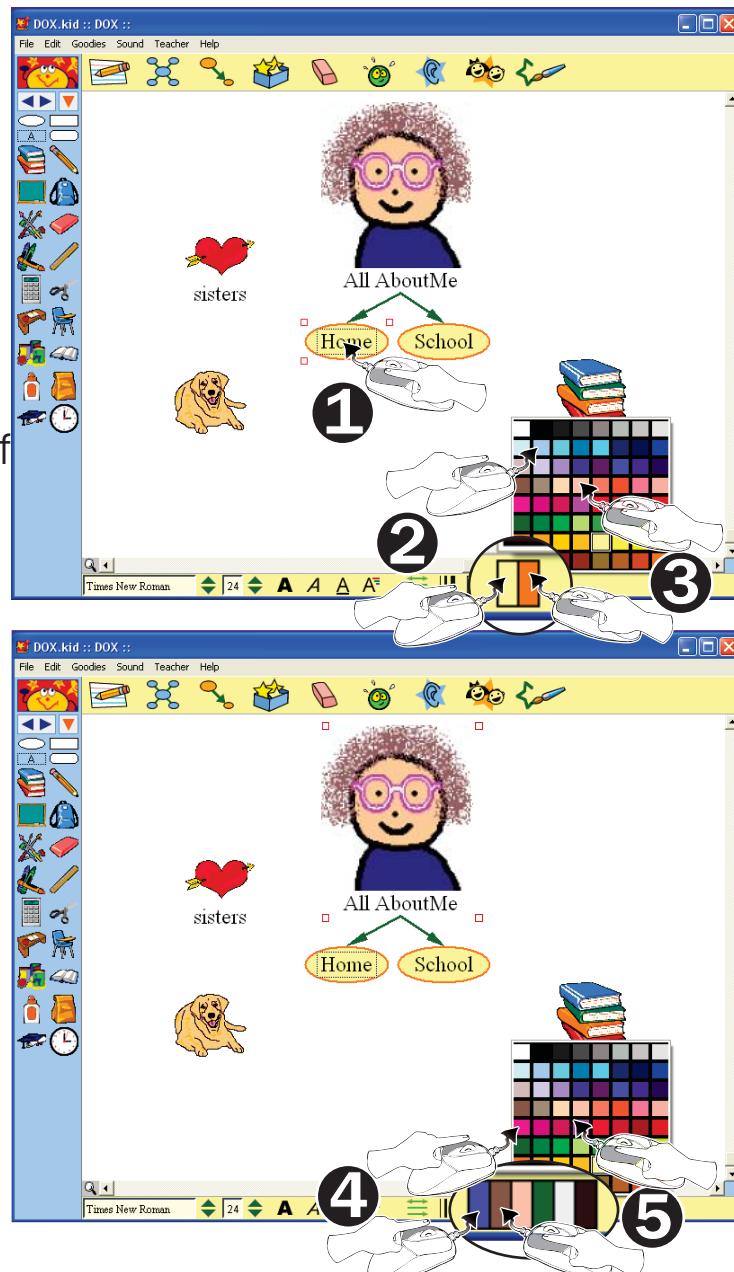
2. On the Color Symbol tool, click the **Fill Color** button. Then, click a new color on the palette.

3. Now, change the line color of the symbol. On the Symbol Colors tool, click the **Line Color** button and then, click a new color on the palette.

Next, change the colors of All About Me symbol. Select it and the Symbol Colors tool will appear on the Formatting toolbar.

4. On the Symbol Colors tool, click the shirt color and then, click a new color on the palette.

5. On the Symbol Colors tool, click the glasses color. Then, click a new color on the palette.



Connect Symbols Using Links

Connecting Symbols Using Links

1. Select the **Home** symbol.

This is the symbol where the link will start.

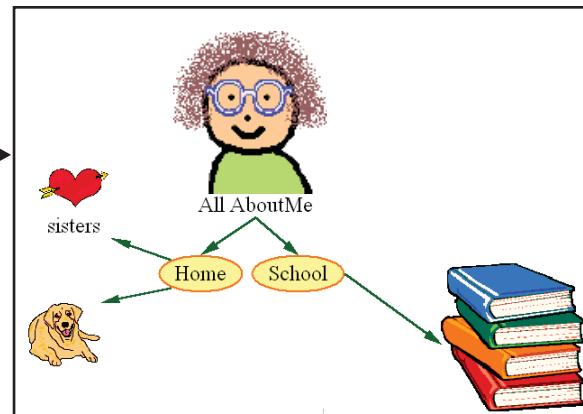
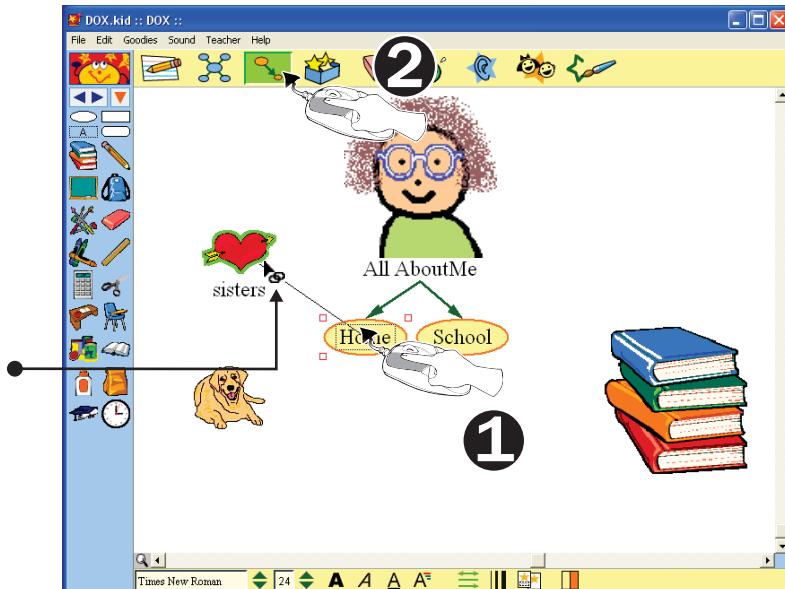
2. On the Picture toolbar, click the **Link** button.

The cursor will look like this.

3. Click the **Sisters** symbol to complete the link.

4. Follow these steps to link the remaining symbols.

Your diagram will look like this.



Remove Part of the Diagram

Removing Part of the Diagram

Here's a quick way to remove a part of your diagram.

1. Select the **Sisters** symbol.
2. On the Picture toolbar, click the **Clear** button.



Fixing a Mistake

The Undo tool is a quick way to fix something you did not mean to do.

1. To undo what you just did, click the **Undo** button.

The **Sisters** symbol reappears on the diagram.

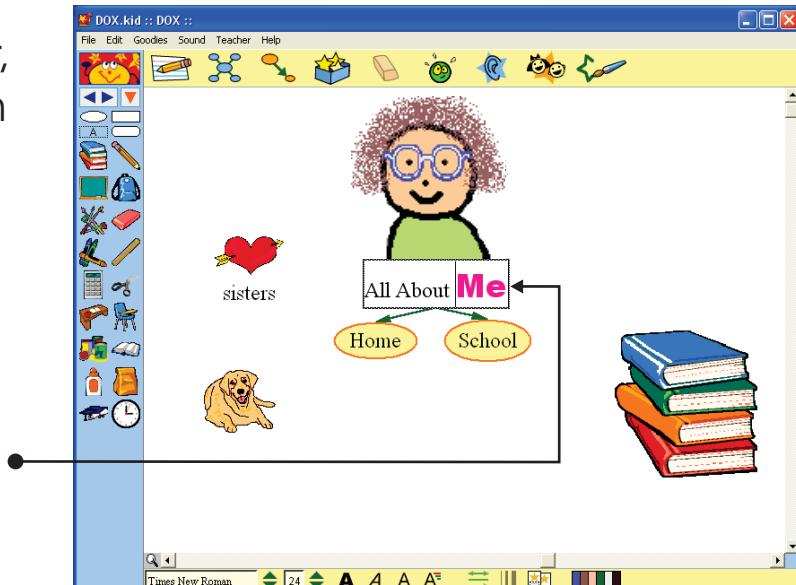


Changing the Look

Changing the Appearance of the Text

Customizing the text can be done using the font, text size and color.

1. Select the **All About Me** symbol.
2. Click inside the symbol's text area, and select the word **Me**.
3. On the Formatting toolbar, click on the **Font box** and choose a new font in the list.
4. On the Formatting toolbar, click the **Text Color** button and choose a new color on the palette.
5. Press the **Escape** key to end editing the text and select the symbol.



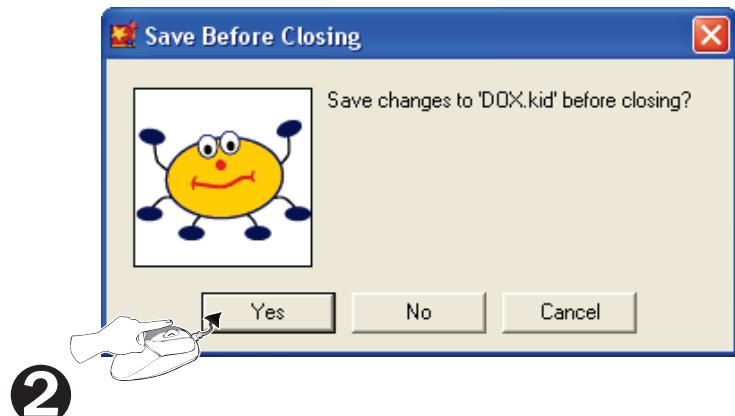
The text will look like this.

Closing A Project

Closing Your Project and Returning to the Kidspiration Starter

1. To close your project and return to the Kidspiration Starter, click **Linky**, a Kidspiration character.
2. When you return to Kidspiration Starter, you are prompted to save the open project. Click **Yes** to save the project.

Each time you save a project; you are prompted to replace the existing file. Click **Replace** to save the project.



The Typer Island

Activity 10

Directions:

1. Launch **Kidspiration**.
2. Open and answer **Hands-On Activity 1 The Typer Island**.
3. Underline the predicate of each sentence.
4. Change the background color of each symbol to your preferred color.

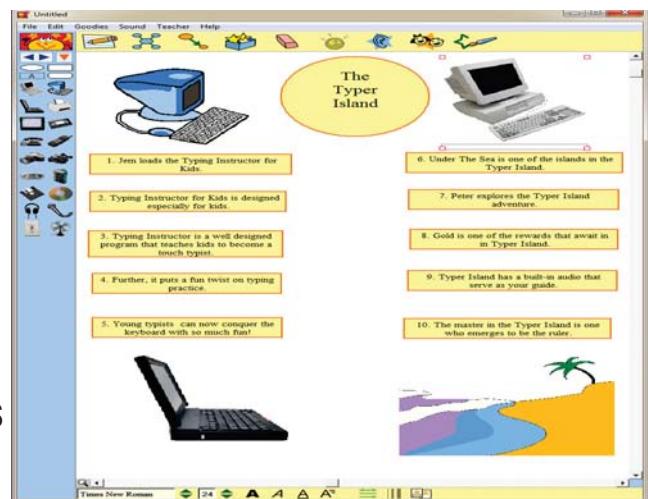
Predicate tells what the subject is doing, and it contains the action, linking and/or helping verb.

5. Save the activity as **The Typer Island**.

Preview:



Score



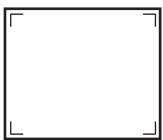
Loading Letters

Activity 2

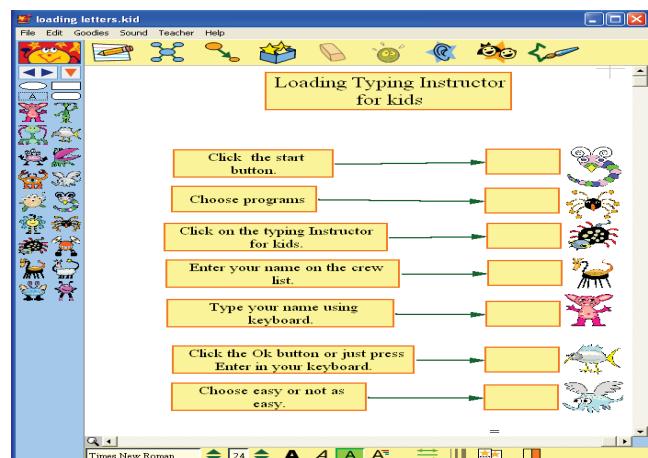
Directions:

1. Launch **Kidspiration**.
2. Open and answer **Hands-On Activity 2 Loading Letters**.
3. Count the letters in each sentence and place your answer in the box provided.
4. Add all the numbers and subtract 100 from it.
5. Save the activity as **Loading Letters**.

Preview:



Score



SideTrip SideTrip SideTrip



My Character

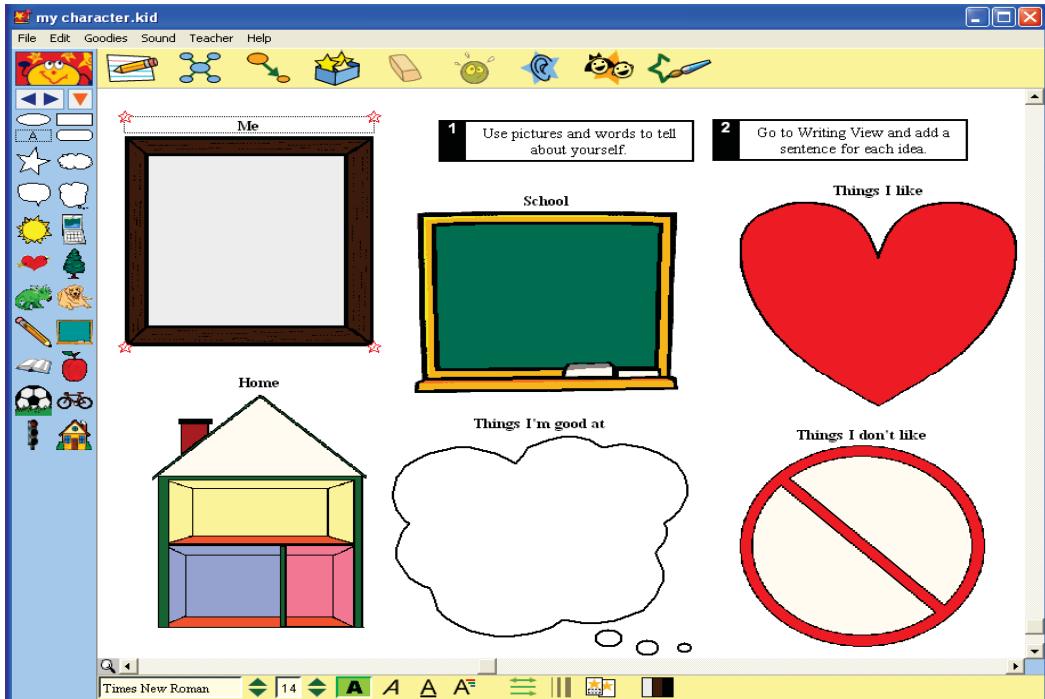
"The character is like a tree, and the reputation is like its shadow. The shadow is what we think of it; the tree is the real thing."

– Abraham Lincoln

Activity 12 Directions:

1. Open and perform the sidetrip **My Character**.

Preview:



2. Save the sidetrip as **My Character**.

The Leader

Activity 13

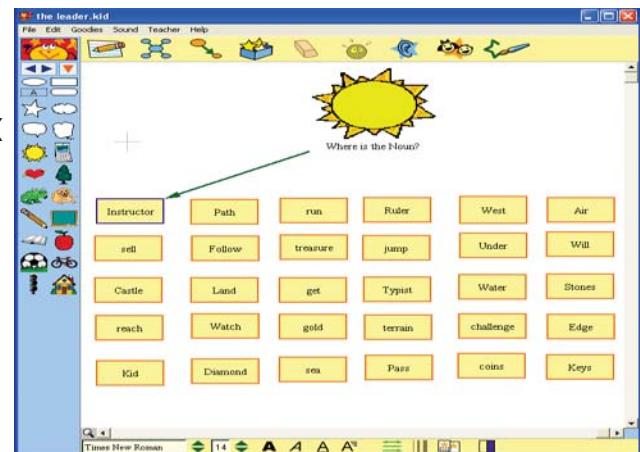
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Hands-On Activity 3 The Leader**.
3. Change the line color of the box symbol with the noun word inside it into violet.
4. Link the noun to the sun symbol. The first one has been done for you.
5. Save the activity as **The Leader**.

Preview:



Score



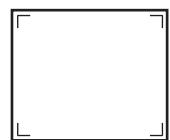
Letters I Learned

Activity 14

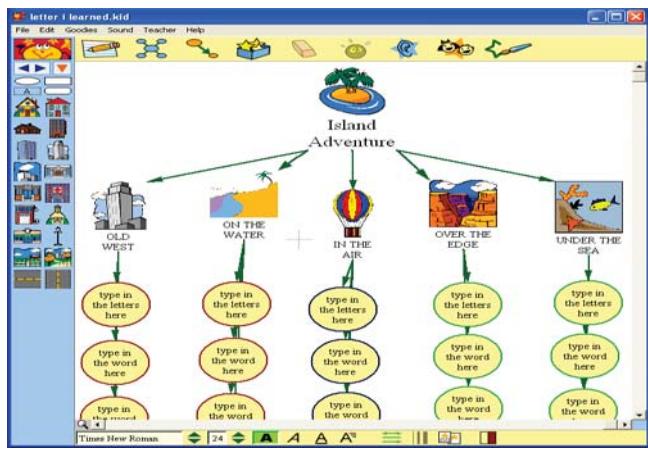
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Hands-On Activity 4 Letters I Learned**.
3. Type the letters or characters that you have learned from the islands of Typing Instructor.
4. Form three words out of the letters and type them in the remaining symbols.
5. Save the activity as **Letters I Learned**.

Preview:



Score



Island Letters

Activity 15

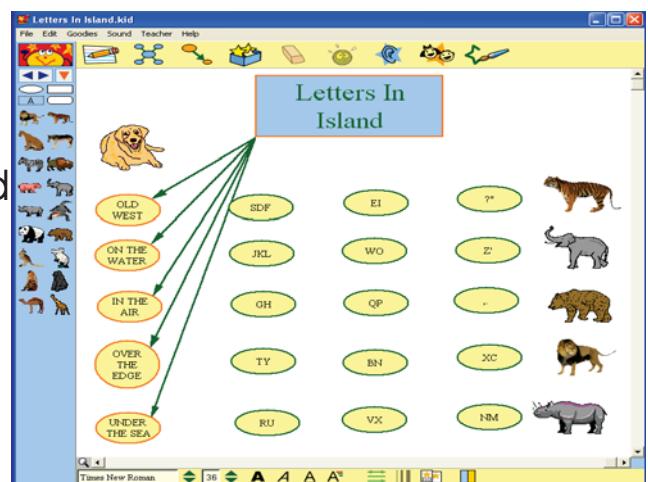
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Hands-On Activity 5 Island Letters**.
3. Identify the keys that each island of Typing Instructor teaches you.
4. Using the Link tool, link your answer to the island.
5. Save the activity as **Island Letters**.

Preview:



Score



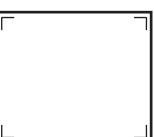
Head and Setting

Activity 16

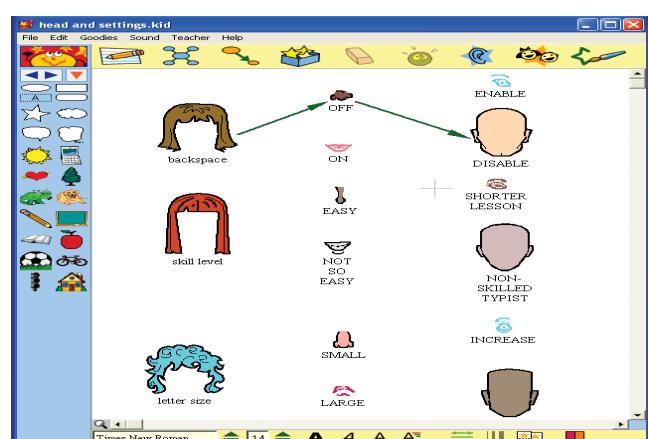
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Hands-On Activity 6 Head and Setting**.
3. Link the settings of The Typer Island to their options and from the options to their effects or applications. The first one has been done for you.
4. Save the activity as **Head and Setting**.

Preview:



Score



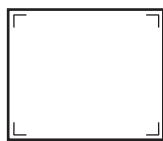
Noun Setting

Activity 17

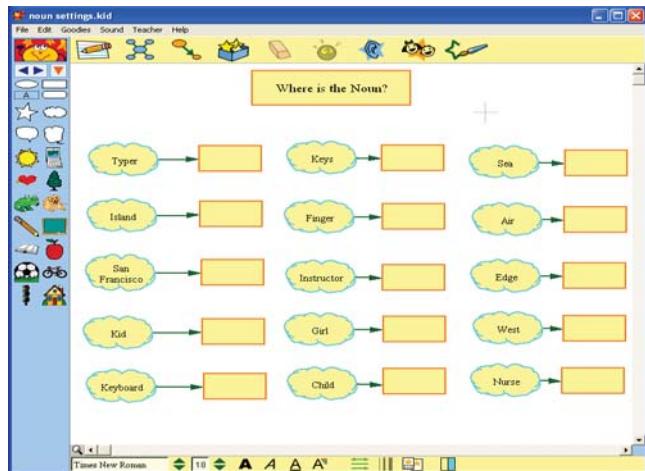
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Hands-On Activity 7 Noun Setting**.
3. Examine the words in the boxes. Write **PN** in the box if the word is a proper noun and **CN** if the word is a common noun.
4. Save the activity as **Noun Setting**.

Preview:



Score



Proper noun refers to the name of a specific person, place or thing.

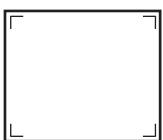
Typing Accuracy

Activity 18

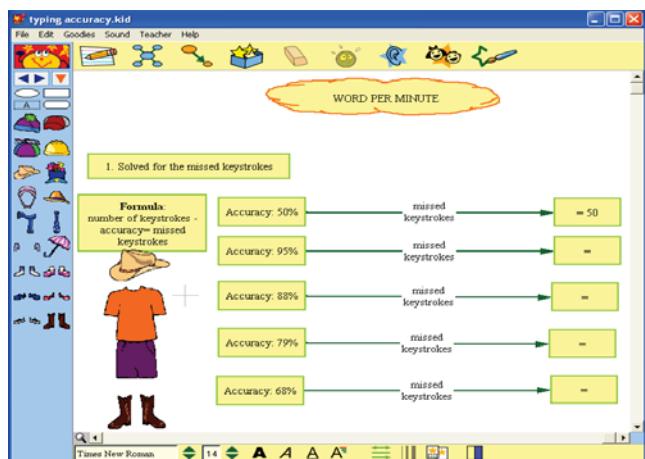
Directions:

1. Launch **Kidspiration**.
2. Open and answer **Hands-On Activity 8 Typing Accuracy**.
3. Assume that you typed 100 keystrokes. Solve your missed keystrokes and adjusted word per minute. Type your answer in the symbols provided. The first one has been done for you.
4. Save the activity as **Typing Accuracy**.

Preview:



Score



SideTrip SideTrip SideTrip



Community Service

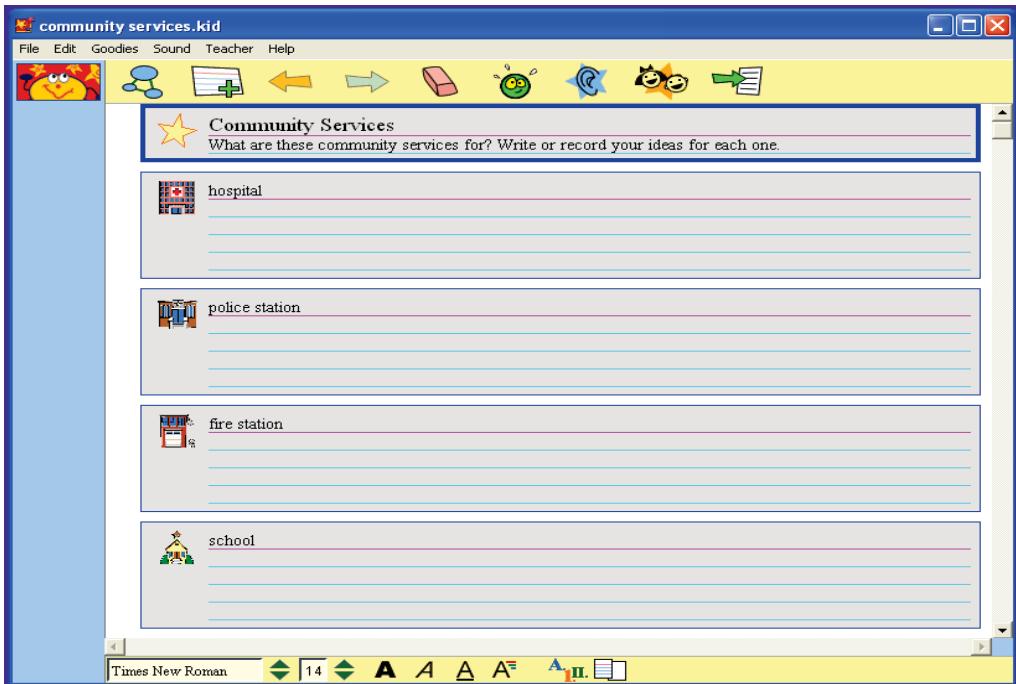
Community service or **public utility** is an institution built by people to give, aid, offer help and provide convenient utilities to mankind.

Activity 19

Directions:

1. Open and perform the sidetrip **Community Service**.

Preview:



2. Save the sidetrip as **Community Service**.

1

UNIT



COMPUTER BASICS

HANDS-ON / LABORATORY
ACTIVITIES

Insider

Uncover
Computers Today

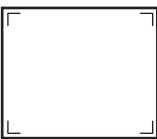
Activity 1

Directions:

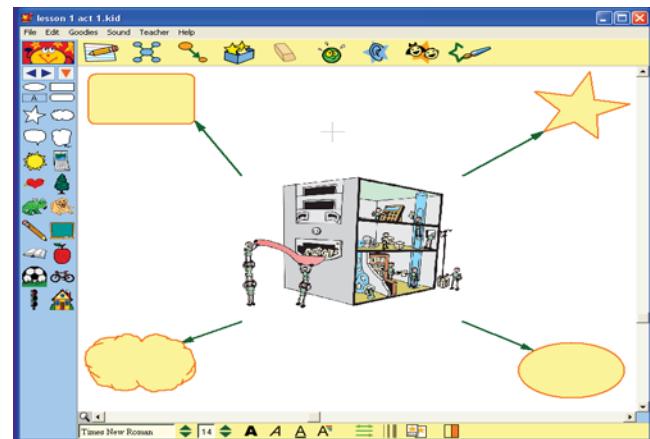
1. Launch Kidspiration.
2. Open and perform **Lesson 1 Activity 1 Insider**.
3. Look at the picture closely. Compose at least four-sentences story about the picture and give the story a title.
4. Save the activity as **Insider**.

Preview:

Lesson 1



Score



PC Facts

Uncover
Computers Today

Activity 2

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 1 Activity 2 PC Facts**.
3. Read about the personal computer comprehensively.
4. Use the text tool to answer the questions.

Syllables are word parts which have one vowel sound in each part. All words can be divided into syllables.

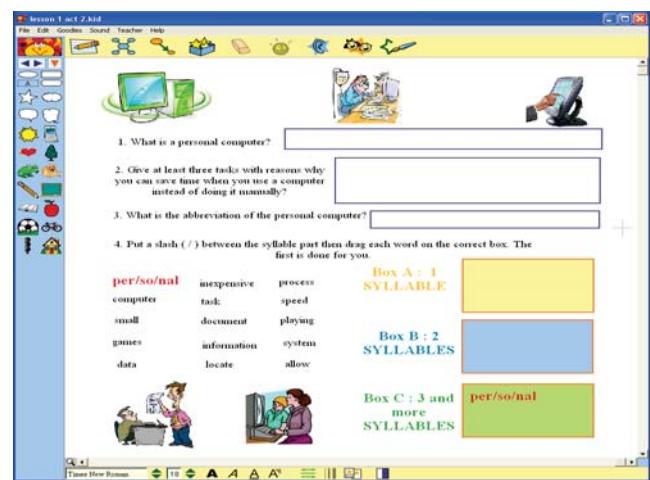
5. Save the activity as **PC Facts**. 38

Preview:

Lesson 1



Score



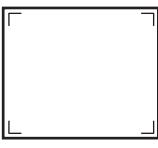
Benefits

Activity 1

Directions:

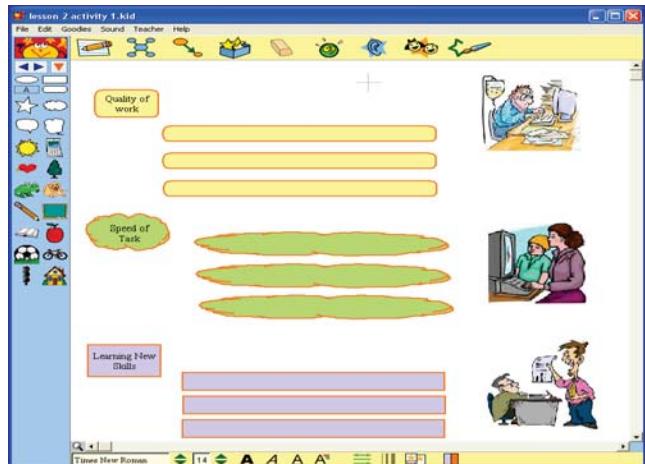
1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 1 Benefits**.
3. Use the words in each box to compose at least two or three sentences about the benefits of using a computer. Stamp pictures related to your sentences.
4. Save the activity as **Benefits**.

Plus Factor
Advantages of Using a Computer



Preview:

Score



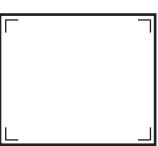
Unscramble

Activity 2

Directions:

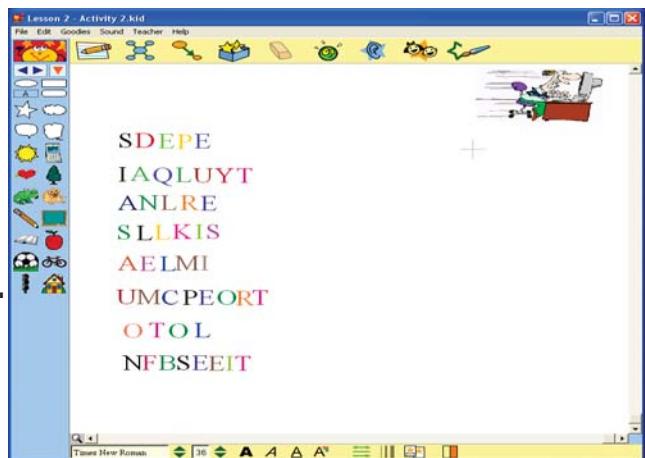
1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 2 Unscramble**.
3. Unscramble the words to spell it correctly.
4. Save the activity as **Unscramble**.

Plus Factor
Advantages of Using a Computer



Preview:

Score



Fill In

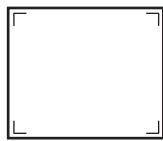
Plus Factor Advantages of Using a Computer

Activity 3

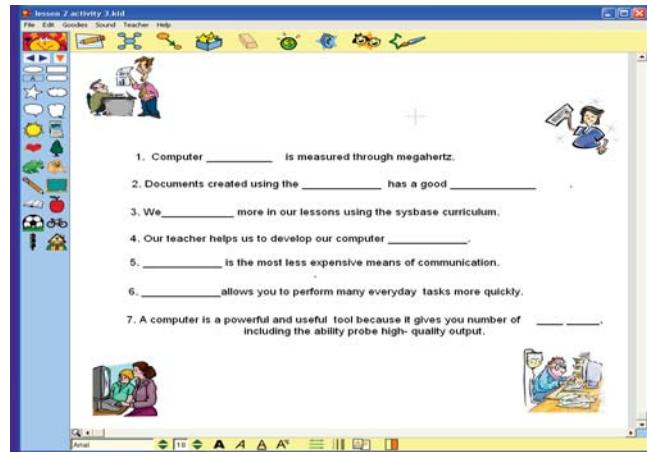
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 2**
- Activity 3 Fill In.**
3. Use the words in activity 2 to complete each sentence.
4. Save the activity as **Fill In**.

Preview:



Score



Inference

Full-Grown Doing More with Computers

Activity 1

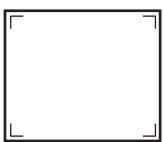
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 3**
- Activity 1 Inference.**
3. Read the messages on the memo board and answer the following questions.

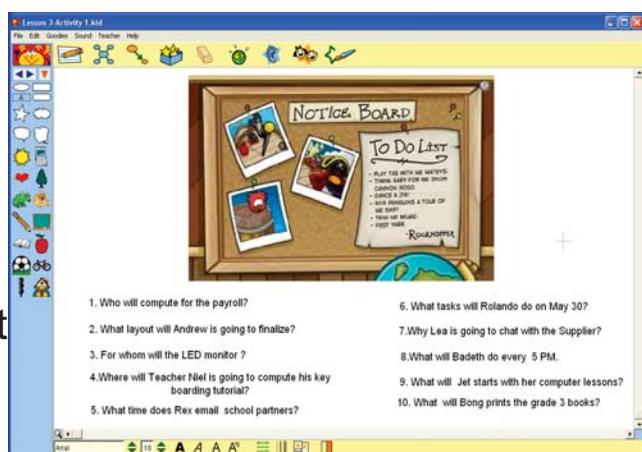
Inference is using logic to figure out what is not directly thought.

4. Save the activity as **Inference**.

Preview:



Score



Link Fun

Full-Grown

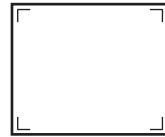
Doing More with Computers

Activity 2

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 3**
3. **Activity 2 Link Fun.**
4. Link and drag the title to its picture. Type a short discussion in each title below the picture.
5. Save the activity as **Link Fun**.

Lesson 3



Preview:



Score

Puzzling Computer

Super Select
Computer Types

Activity 1

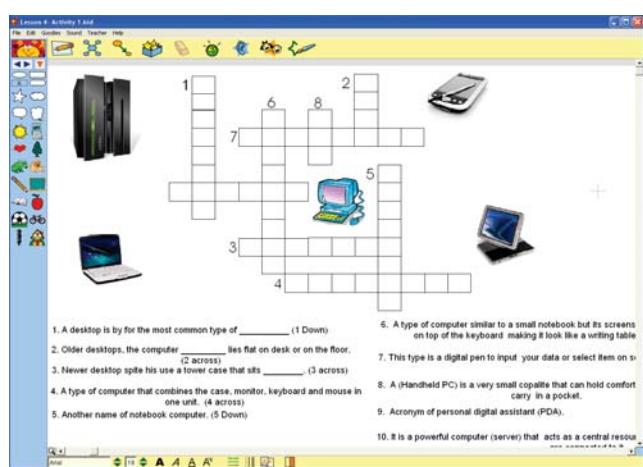
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 4**
3. **Activity 1 Puzzling Computer.**
4. Review what you had read about the types of computer. Fill in and read each sentence to answer the puzzle.
5. Save the activity as **Puzzling Computer**.

Lesson 4



Preview:



Score

Computer & Sentences

Super Select
Computer Types

Activity 2

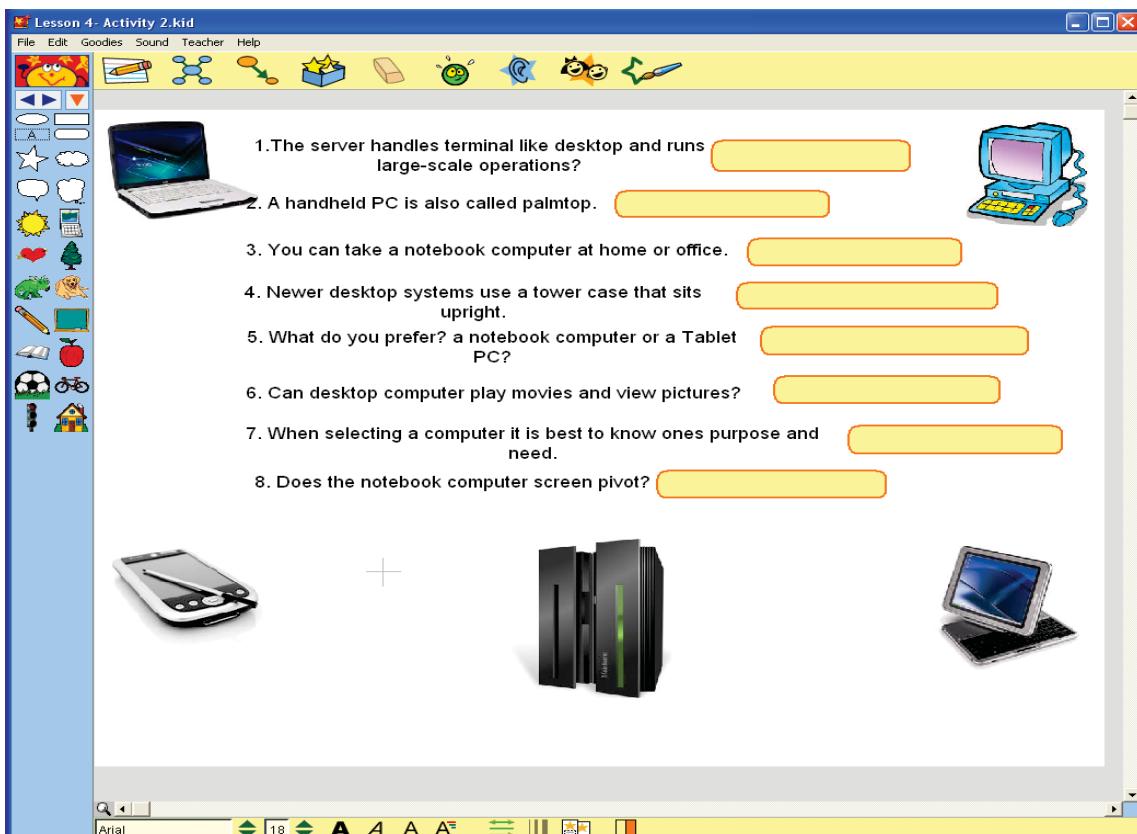
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 4 Activity 2 Computer & Sentences**.
3. Write whether each sentence is a statement or a question.

A statement tells some kind of information. It is followed by a period.

A question asks for a specific piece of information. It is followed by a question mark.

Preview:



4. Save the activity as **Computer & Sentences**.

Do It!

Active Parts

Explore the PC

Activity 1

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 5**
3. Write whether each sentence is a command, request or exclamation.

Command gives an order to someone.

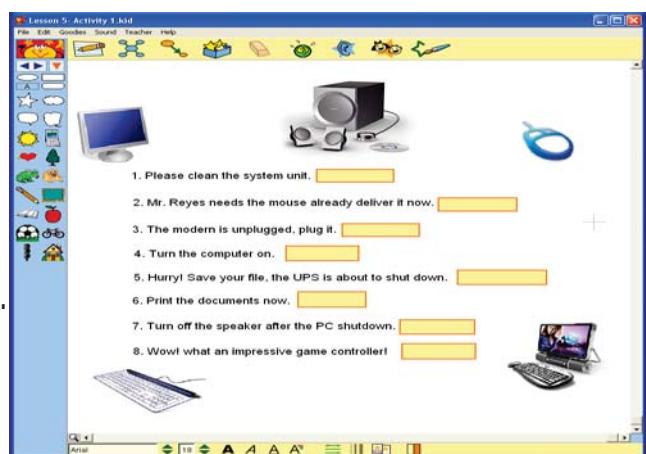
Request asks a person to do something.

Exclamation tells an abrupt excited utterance.

4. Save the activity as **Do It!**.

Lesson 5

Preview:



Subjects

Active Parts

Explore the PC

Activity 2

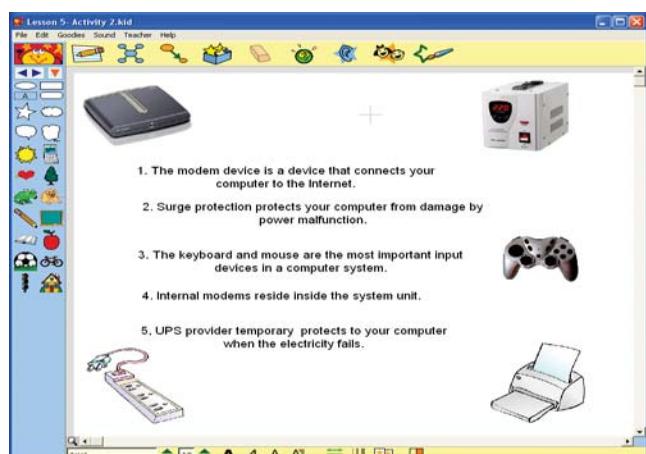
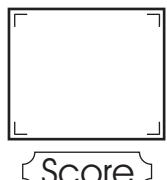
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 5**
3. Underline the subject of each sentence and drag the picture to its sentence.

The subject of a sentence tells you who or what the sentence is about.

Lesson 5

Preview:



4. Save the activity as **Subjects**.

Proper Place

Working Hard Computer Hardware

Activity 1

Lesson 6



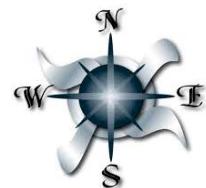
Score

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 6 Activity 1 Proper Place**.
3. Follow the directions below to set up the computer hardware.
4. Drag the picture to its correct location.



SeLS is on a summer sale. Help Mr. Sales to set up all the hardware to its proper location on the window shelves.



Preview:

The screenshot shows the Kidspiration software interface. At the top is a menu bar with File, Edit, Goodies, Sound, Teacher, and Help. Below the menu is a toolbar with various icons. The main workspace features a 3x3 grid labeled "Shelves A". In the center cell of the second row, there is a large red circle. To the right of the grid are several computer hardware icons: a monitor, a motherboard, a mouse, a keyboard, a power supply, a hard disk, a video card, a printer, and a camera. Above the icons is a compass rose. Below the grid is a list of 9 items with their corresponding locations:

1. monitor : East	8. printer : south-west.
2. keyboard : west	9. video cam : north-west
3. system unit : south	
4. mouse : west	
5. motherboard : south-east	
6. hard disk : north	
7. power supply : north-east	

At the bottom of the screen is a toolbar with font and size controls, and a status bar at the very bottom.

4. Save the activity as **Proper Place**.

Math on Hardware

Working Hard
Computer Hardware

Activity 2

Directions:

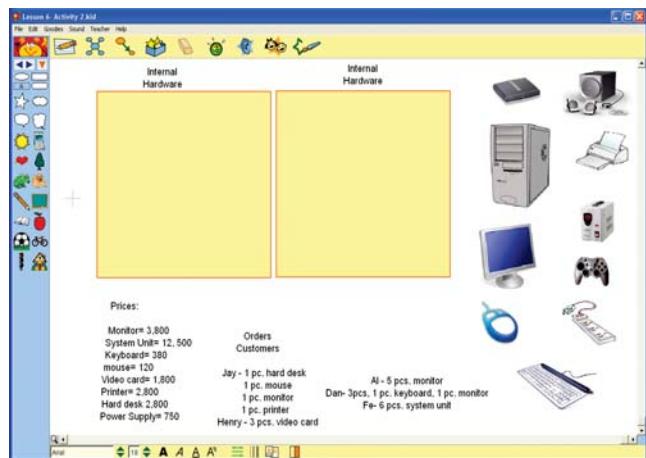
1. Launch Kidspiration.
2. Open and perform **Lesson 6**
Activity 2 Math on Hardware.
3. Group all the hardware to its proper box. Complete all orders by copying all the items needed in each customer and compute the total bill. Refer to the price list below.
4. Save the activity as **Math on Hardware.**

Lesson 6



Score

Preview:



Connected

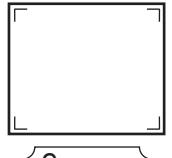
Working Hard
Computer Hardware

Activity 3

Directions:

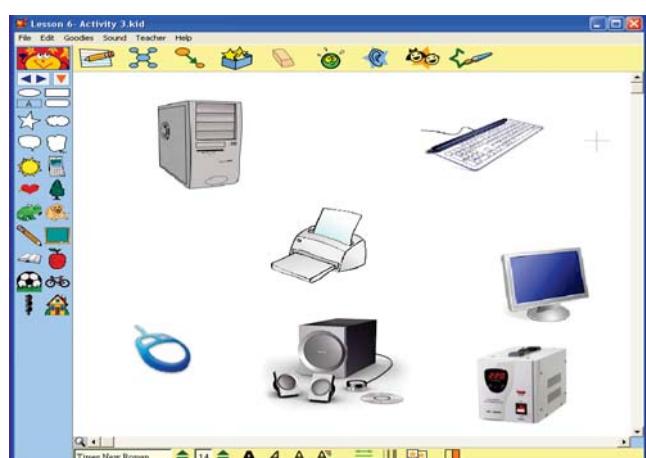
1. Launch Kidspiration.
2. Open and perform **Lesson 6**
Activity 3 Connected.
3. Connect and arrange the computer parts. Use the link tool in answering.
4. Save the activity as **Connected.**

Lesson 6



Score

Preview:



Classified

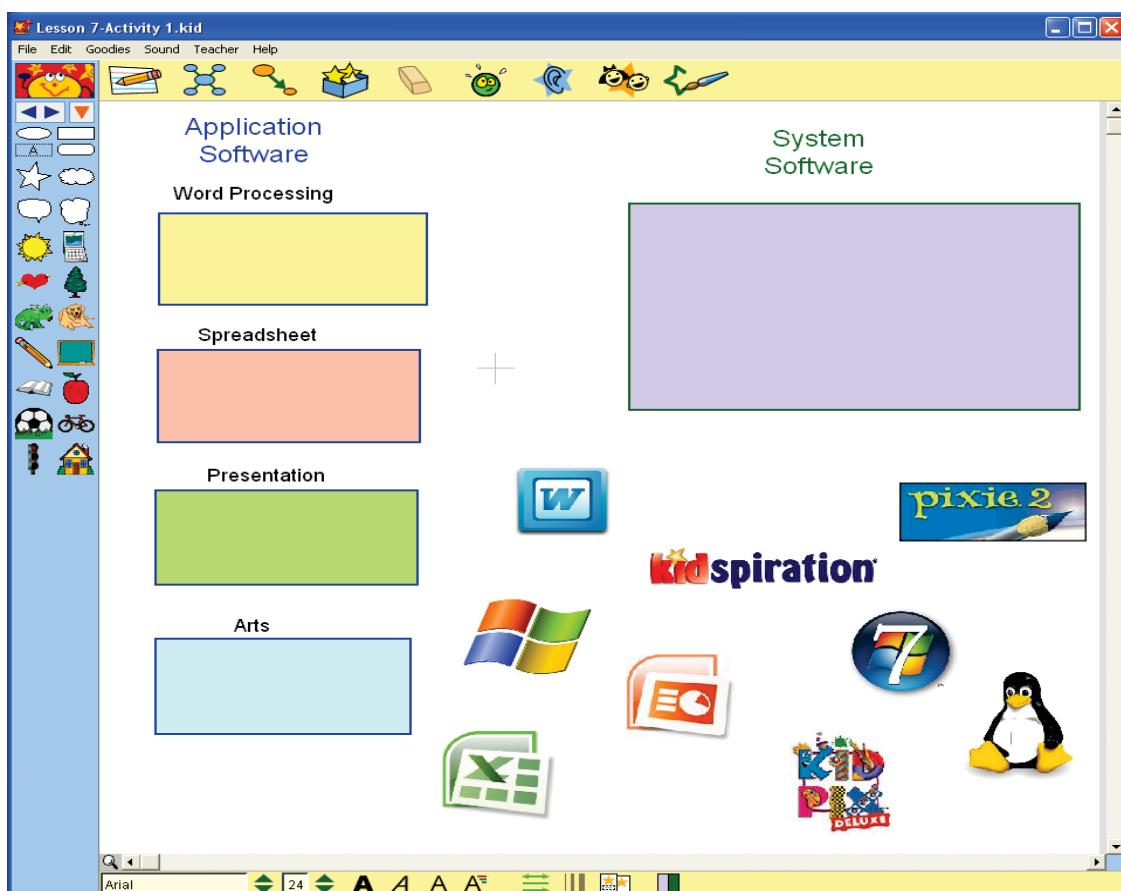
Toughest Soft
Computer Software

Activity 1

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 7 Activity 1 Classified**.
3. Each logo in the box can be grouped by software type. Drag each logo to its proper box and observe the type of application it belongs.

Preview:



4. Save the activity as **Classified**.

2 UNIT



STARTING WITH COMPUTERS

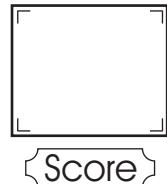
HANDS-ON / LABORATORY
ACTIVITIES

Predicates

Productive Place Setting Up the Work Area

Activity 1

Lesson 8



Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 8 Activity 1 Predicates**.
3. Read each sentence carefully. Color the text of the predicate with red and green for the subjects in each sentence.

The predicate tells what the subject is doing and it contains the action, linking and/or helping verb of the sentence.

The subject is the doer of an action in the sentence.

Preview:

The screenshot shows the Kidspiration software interface. The title bar reads "Lesson 8- Activity 1.kid". The menu bar includes File, Edit, Goodies, Sound, Teacher, and Help. The toolbar features various icons for drawing tools. On the left is a palette with icons for shapes, text boxes, and other graphics. In the center, there are two images: one of a home office setup with a desk, chair, and computer, and another of a professional office with multiple desks and computers. Below these images is a list of 8 sentences describing computer work scenarios. At the bottom, there are three small illustrations of people sitting at desks with red circles highlighting their backs or necks, likely indicating ergonomic issues. The bottom navigation bar includes a magnifying glass icon, a search field, a page number (18), and font size controls.

1. Mr. Chavez sits on his comfortable ergonomic chair while using the computer.
2. They put the computer desk in the sala.
3. I suffer from repetitive stress injuries (RSI) during the keyboarding drill.
4. Our school bought twenty good computer chairs with back support yesterday.
5. The electrician installs an electric outlet in each computer.
6. Our computer technician set up the system units below the computer table.
7. Ellen finds a good place for her computer.
8. Teacher Tess sits properly while teaching us the proper sitting position in using a computer.

4. Save the activity as **Predicates**.

Compound

Connectivity
Setting Up the Computer Parts

Activity 1

Directions:

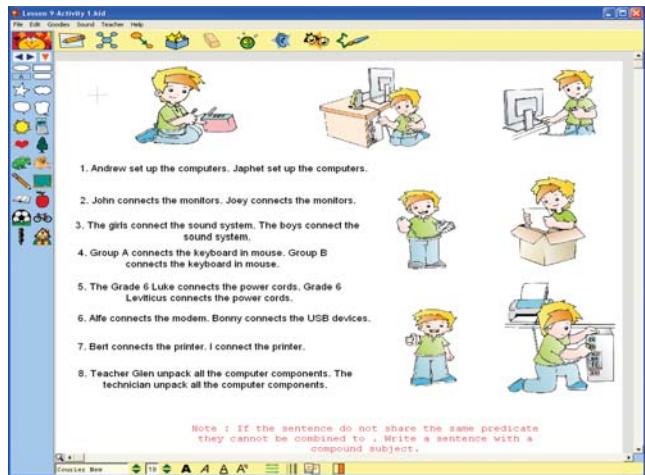
1. Launch Kidspiration.
2. Open and perform **Lesson 9 Activity 1 Compound**.
3. Combine each pair of sentences into one sentence with compound subject. Order the sentences and the pictures to set up the computer parts.
4. Save the activity as **Compound**.

Lesson 9

Preview:



Score



In Order

Connectivity
Setting Up the Computer Parts

Activity 2

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 9 Activity 2 In Order**.
3. Order the picture and its text description in setting the computer parts. Use the link symbol to complete the activity.
4. Save the activity as **In Order**.

Lesson 9

Preview:



Score



Simple Solution

Connectivity Setting Up the Computer Parts

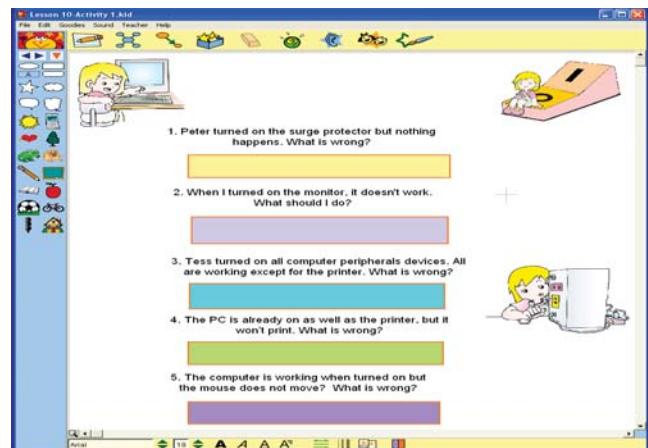
Activity 1

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 10**
Activity 1 Simple Solution.
3. Answer each problem by composing at least one (1) probable solution.
4. Save the activity as **Simple Solution**.

Lesson 10

Preview:



Cool Keys

Primary Input Keyboard Matters

Activity 1

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 11**
Activity 1 Cool Keys.
3. Drag and connect the picture to its name. Type a short description in each picture.
4. Save the activity as **Cool Keys**.

Lesson 11

Preview:



Nouns & Keyboards

Primary Input
Keyboard Matters

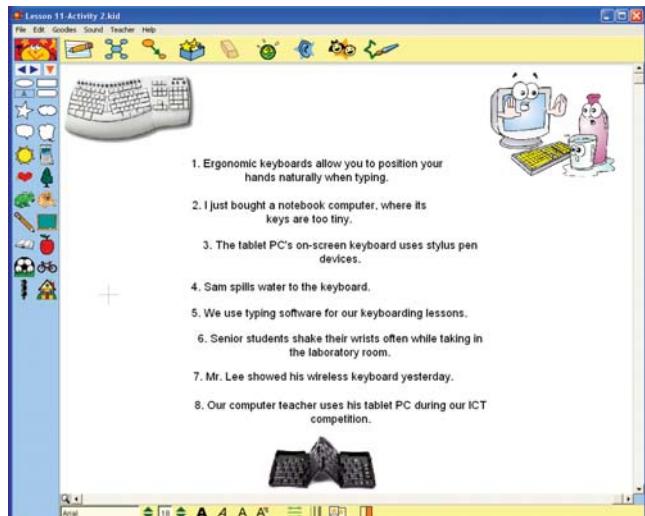
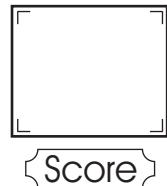
Activity 2

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 11**
Activity 2 Nouns and Keyboards.
3. Read the following sentences and underline all the nouns.
4. Save the activity as **Nouns and Keyboards.**



Preview:



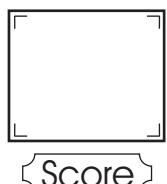
Mouses or Mice

Click Work
Mouse Facts

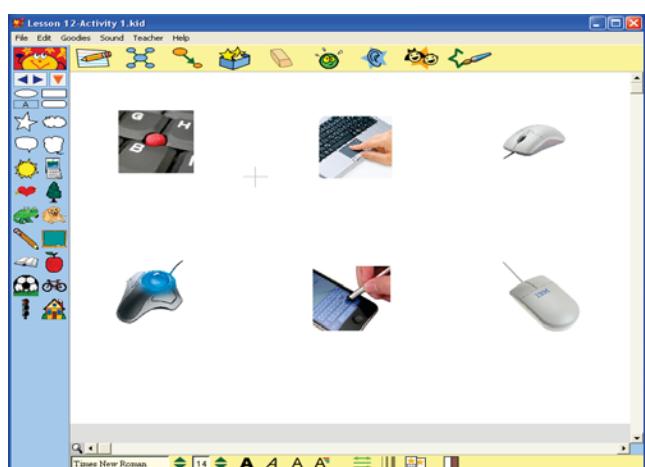
Activity 1

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 12**
Activity 1 Mouses or Mice.
3. Label and give a short discussion in each mouse type. Underline and color the mouse in your discussion.
4. Save the activity as **Mouses or Mice.**

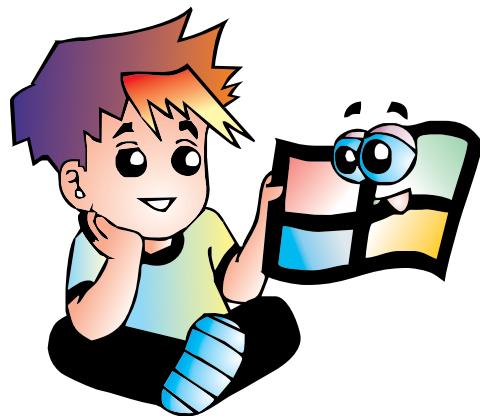


Preview:



3

UNIT

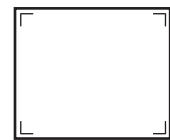


EXPLORING MORE ON WINDOWS

**HANDS-ON / LABORATORY
ACTIVITIES**

Stands For

Show Off!



Score

Activity 1

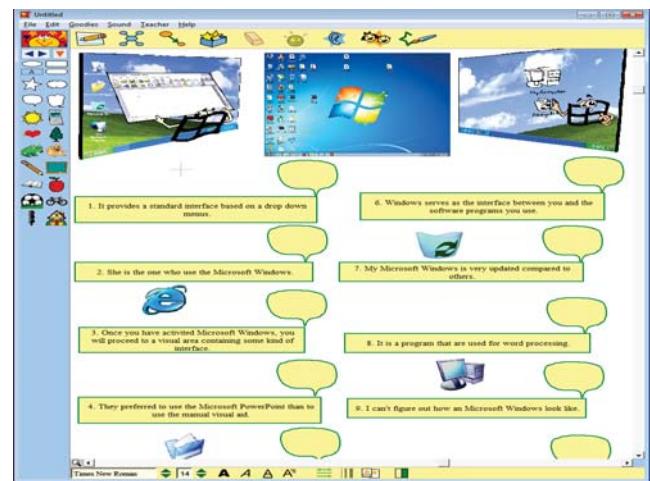
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 1**
3. Identify the pronoun of each sentence and type it in the bubble symbol.
4. Change the line color of each symbol.

Pronoun is a word that takes the place of a noun in a sentence.

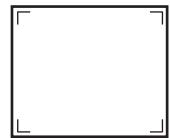
5. Save the activity as **Stands For**.

Preview:



The Truth

Show Off!



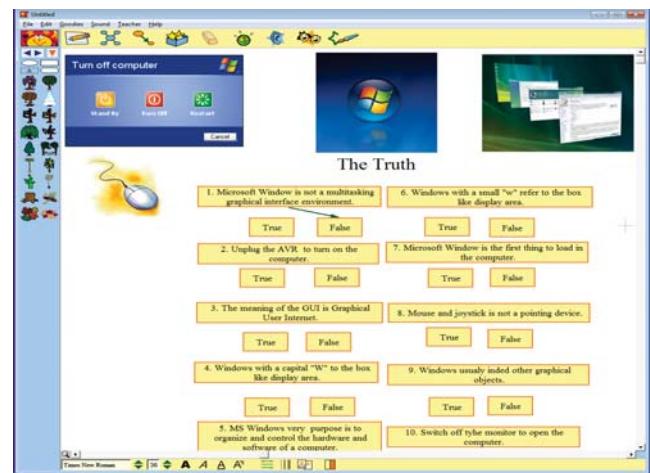
Score

Activity 2

Directions:

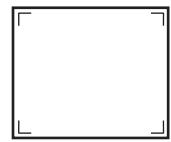
1. Launch Kidspiration.
2. Open and perform **Lesson 1**
3. Read each statement carefully. Determine whether it is true or false by linking it to the correct answer. The first one has been done for you.
4. Save the activity as **The Truth**.

Preview:



Microsoft Elements

Show Off!



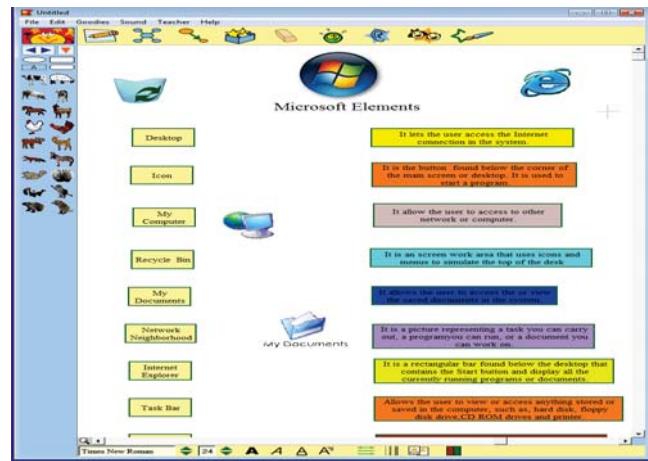
Activity 3

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 1**
Activity 3 Microsoft Elements.
3. Match the elements of Windows to their descriptions. Use the Link tool to connect and insert any pictures in this activity.
4. Save the activity as **Microsoft Elements**.

Preview:

Score



SideTrip SideTrip SideTrip



My Friend's Face

Directions:

1. Launch Kidspiration.
2. Click the Symbol Marker button.
3. Choose Stamps.
4. Draw a face of your friend using stamps and apply colors to the face to make it alive.
5. Name your friend using the Text tool.

Sample Preview:

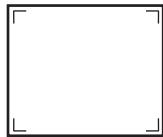


6. Save the sidetrip as **My Friend's Face**.

The Starter

Ready, Set, Activate!

Lesson 2

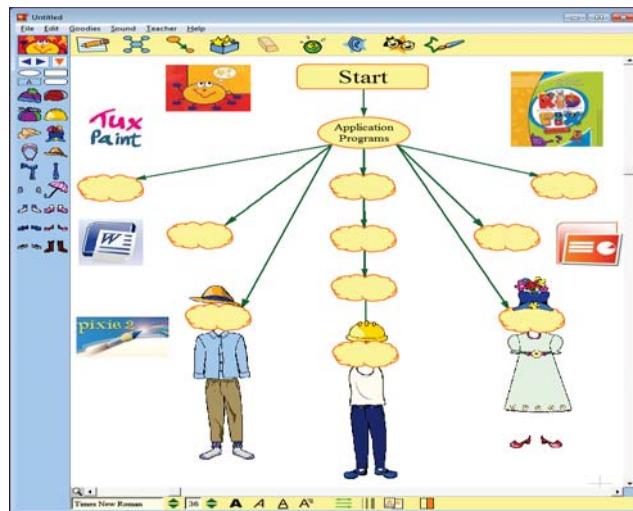


Activity 4

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 4 The Starter**.
3. Enumerate at least 10 application programs that will come out when you click the Start button.
4. Save the activity as **The Starter**.

Preview:



Score

The Actor

Ready, Set, Activate!

Lesson 2



Activity 5

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 5 The Actor**.
3. Underline all the verbs in each sentence.
4. Link the description to its correct button.

Verbs are words that tell an action.

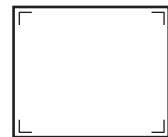
Preview:



Score

Window Parts

Ready, Set, Activate!



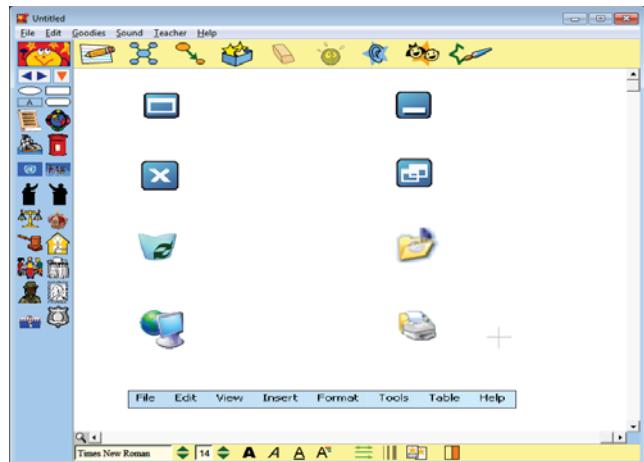
Score

Activity 6

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 6 Window Parts and ETC.**
3. Type the name and function of each button or windows items.
4. Save the activity as **Window Parts and ETC.**

Preview:



Computer Operation

Ready, Set, Activate!



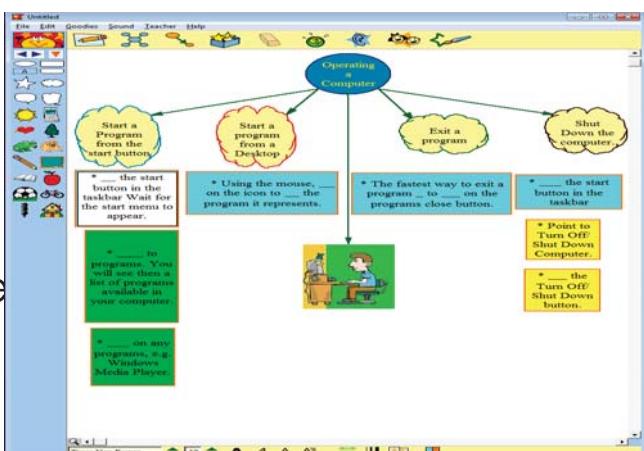
Score

Activity 7

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 2 Activity 7 Computer Operation.**
3. Fill in the missing verb in each blank and link the computer function to its execution. Use the Link tool in answering.
4. Save the activity as **Computer Operation.**

Preview:



Tense In Pane

Windows Pane

Lesson 3

Score

Activity 8

Directions:

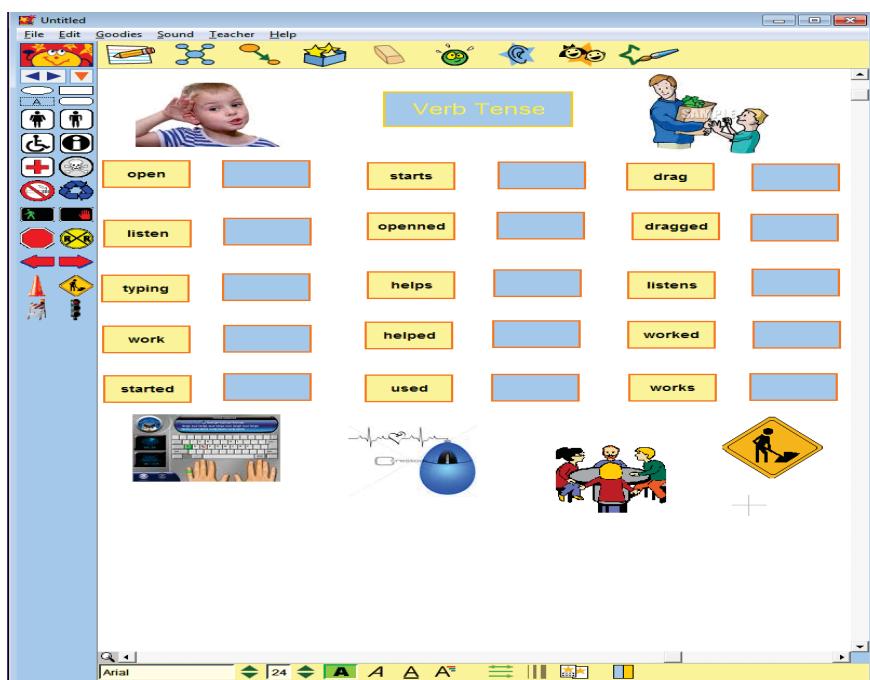
1. Launch Kidspiration.
2. Open and perform **Lesson 3 Activity 8 Tense in Pane**.
3. Examine each verb in the box. Type **Present** if the verb is in present tense and **Past** if the verb is in past tense. Type your answer in the box opposite the verb.

Verb Tenses:

Present tense tells what is happening now.

Past tense tells about action that has already happened. It is usually formed by adding -ed to the verb.

Preview:



4. Save the activity as **Tense in Pane**.

SideTrip SideTrip SideTrip



Gone to the Dogs

Different dogs look, act, and bark in different ways.

Directions:

1. Launch your computer.
2. Open Microsoft Encarta Kids 2008.
3. Click on **Animals**.
4. Click on **Critter Corner**.
5. Click further on **Gone to the Dogs**.
6. Play the game by matching the picture of each dog to its breed. Read the details that are shown when you match.

Preview:

The screenshot shows the Microsoft Encarta Kids 2008 interface with a green toolbar at the top. The main window title is "Gone to the Dogs". Below the title, it says "Level 1: Match the picture of each dog to its breed." There is a grid of dog pictures on the left and two empty boxes on the right where matches can be placed. Below the grid, there is a table of dog breeds with arrows pointing from the grid to the boxes. The breeds listed are Great Dane, Old English Sheepdog, Dalmatian, Saint Bernard, Collie, Bassett Hound, Pug, and German Shepherd Dog. At the bottom left, there are buttons for "Level: 1 2 3", "SCORE: 0 matches in 0 tries", and "Play Again!". At the bottom center, there is a descriptive text: "Different dogs look, act, and bark in different ways, depending on their breed. See if you can match the picture of each dog to the name of its breed." The bottom right corner contains the copyright information: "Encarta Encyclopedia © Microsoft Corporation. All Rights Reserved."

Words Fill

Activity 9

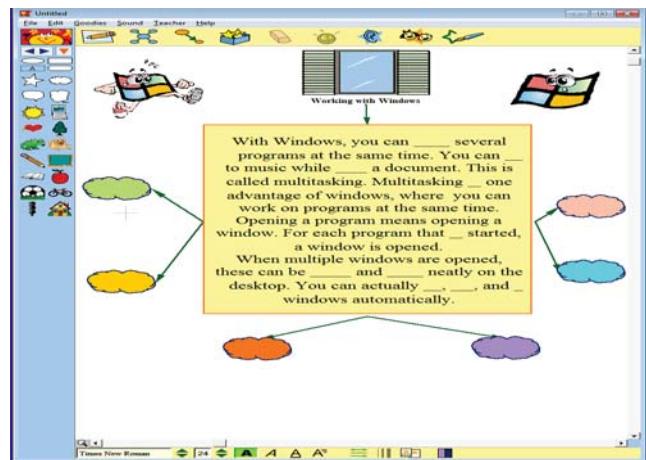
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 3 Activity 9 Words Fill**.
3. Fill the missing words to complete the thought of the paragraph about Windows.
4. Search at least 6 programs of Windows and type them in the symbols provided.
5. Save the activity as **Words Fill**.

Windows Pane



Preview:



Score

About Windows

Activity 10

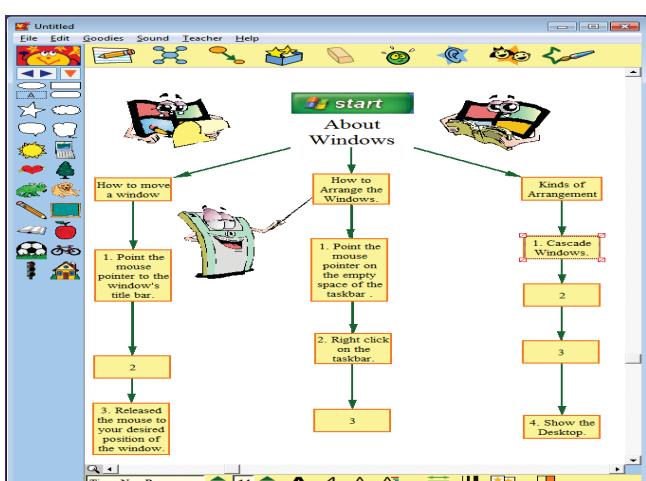
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 3 Activity 10 About Windows**.
3. Type the missing information about windows. Refer to your worktext for your guide.
4. Save the activity as **About Windows**.

Windows Pane



Preview:



Score

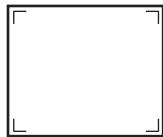
Box Habitat

Activity 11

Directions:

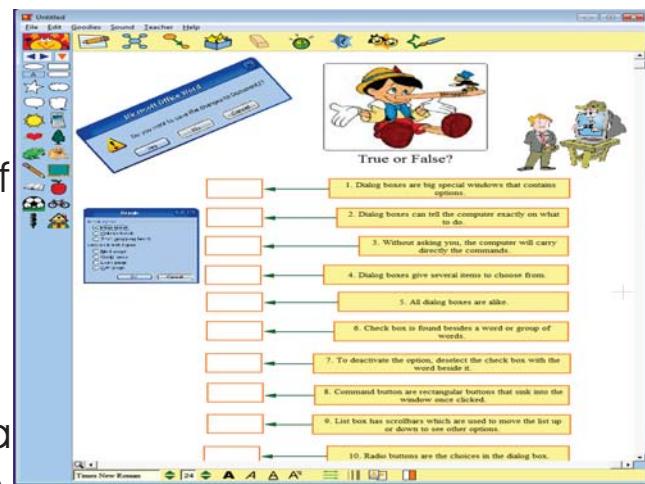
1. Launch Kidspiration.
2. Open and perform **Lesson 4 Activity 11 Box Habitat.**
3. Read each sentence carefully. If the sentence about dialog boxes is true, change the box on its left side to an animal that lives on land. If the sentence is false, replace the box with a sea creature. Find the pictures in the library.
4. Save the activity as **Box Habitat.**

Box Speaks



Preview:

Score



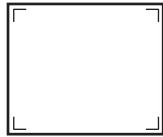
Box Component

Activity 12

Directions:

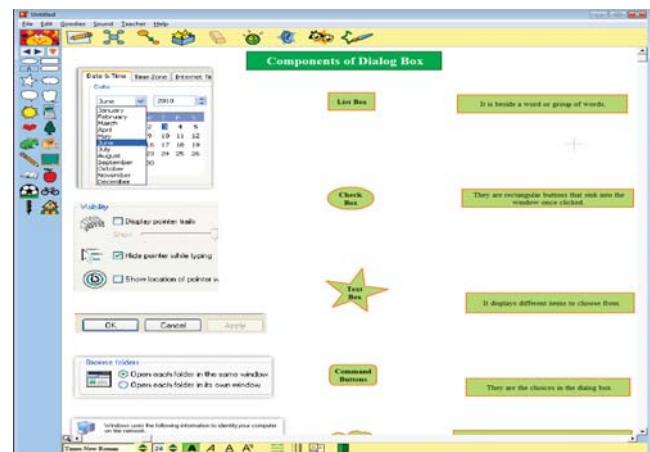
1. Launch Kidspiration.
2. Open and perform **Lesson 4 Activity 12 Box Component.**
3. Link each dialog box component to its name and from its name to its description. Use the Link Symbol to connect.
4. Save the activity as **Box Component.**

Box Speaks



Preview:

Score



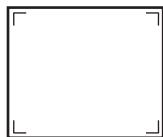
Division Box

Activity 13

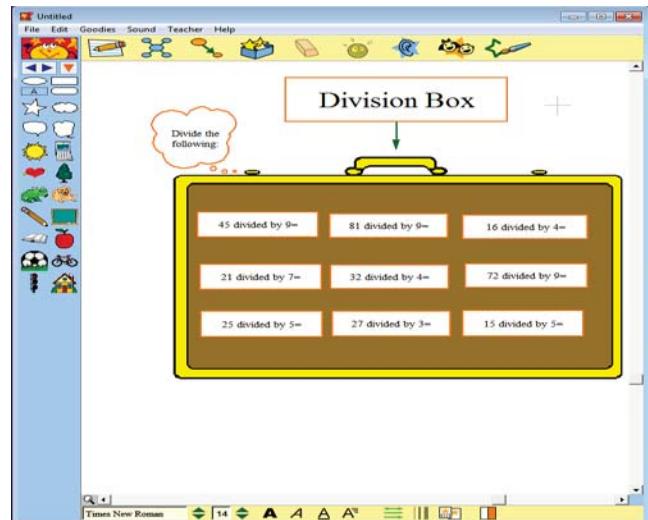
Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 4**
3. Provide the correct answers to the given division problems and change the background color of the box symbol.
4. Save the activity as **Division Box**.

Box Speaks



Preview:



Score

Actual Is Better

Activity 14

Directions:

1. Launch your computer.
2. With your textbook as your reference, perform the following:
 - a. Customize the Taskbar.
 - b. Customize the Start menu.
 - c. Customize the Windows desktop.
 - d. Set the date and time to your birthday using the Control Panel.
 - e. Set the desktop display.
 - f. Change the desktop theme (Choose any theme).
 - g. Change the wallpaper (Choose any wallpaper).
 - h. Change the screen saver (Choose any screen saver).

Adjustment Period



Score

Preview:



Action Period

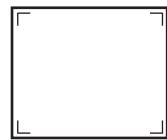
Activity 15

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 5 Activity 16 Action Period**.
3. Read each sentence and determine the correct form of the verb to complete it. Type your answer in the box symbol.
4. Insert any pictures that show actions from the library. The first one has been done for you.
5. Save the activity as **Action Period**.

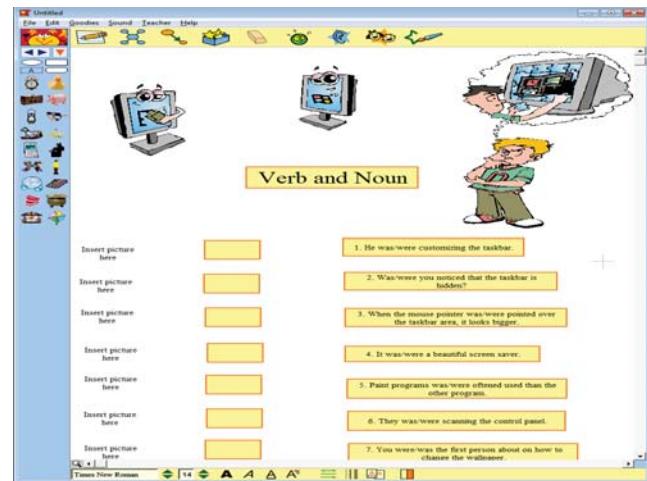
Adjustment Period

Lesson 5



Preview:

Score



Lessons I've Learned

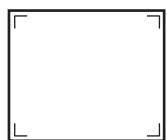
Activity 16

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 5 Activity 17 Lessons I've Learned**.
3. Give at least ten (10) lessons that you have learned in Unit 3 Lesson 5. Refer to the worktext for your guide. Double-click the asterisks in the book symbol to key in your answers.
4. Save the activity as **Lessons I've Learned**.

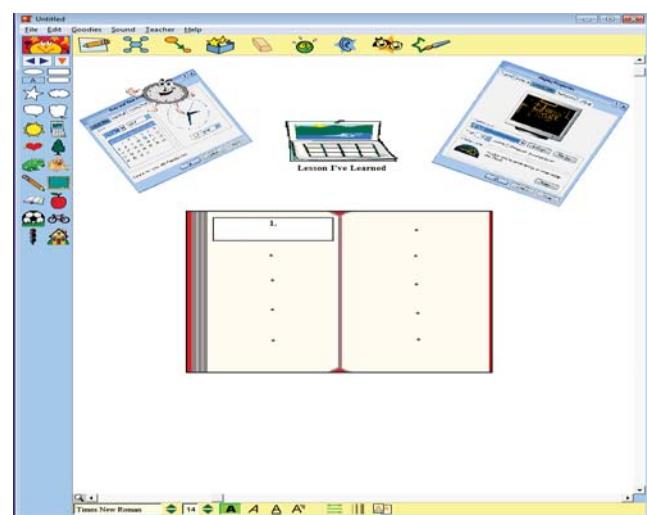
Adjustment Period

Lesson 5



Preview:

Score



Time Bearing

Activity 17

Directions:

1. Launch Kidspiration.
2. Open and perform **Lesson 5**
Activity 18 Time Bearing.
3. Find the average of each athlete in the races. Write your answer in the green box.
4. Save the activity as **Time Bearing**.

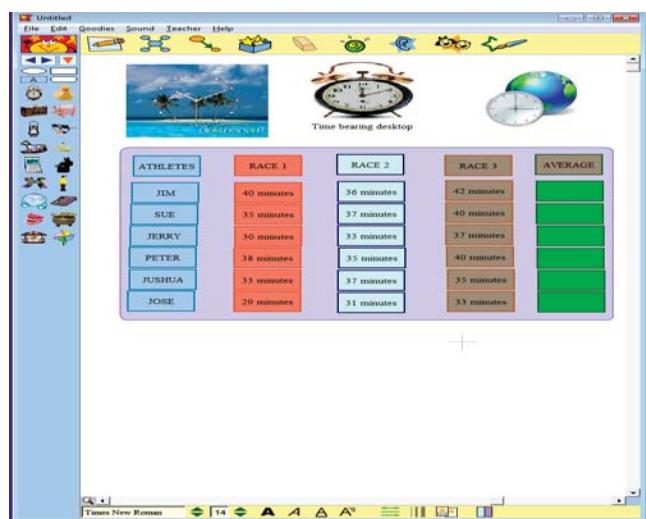
Adjustment Period

Lesson 5



Score

Preview:



SideTrip SideTrip SideTrip



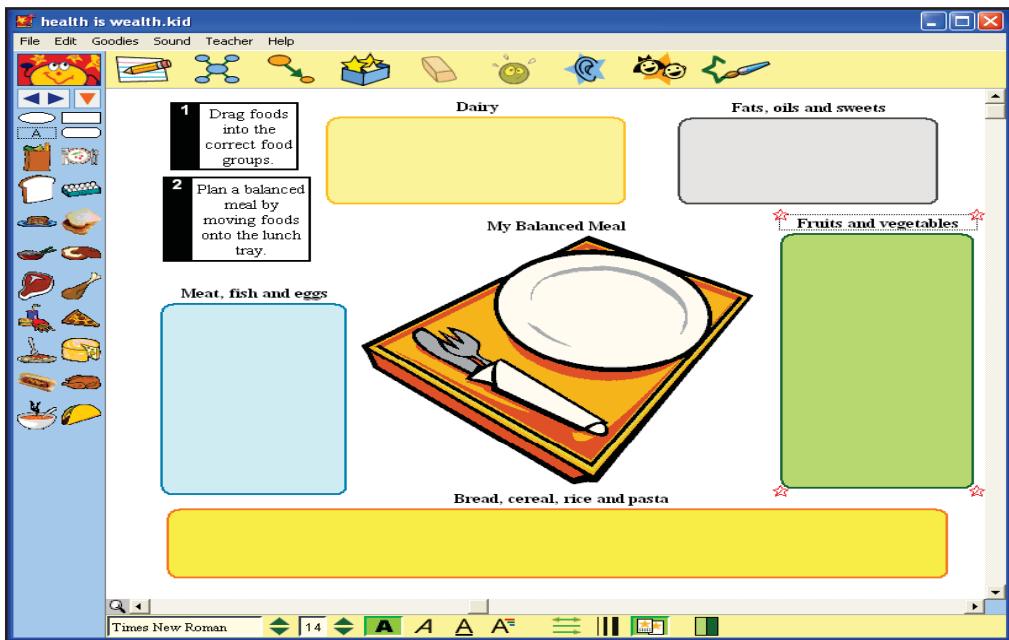
Health is Wealth

As the world becomes more demanding each day, it is important for us to take good care of our health. We must choose the right kinds of food, which make our body strong and stable enough to perform our daily activities.

Directions:

1. Open and perform the sidetrip **Health is Wealth**.

Preview:



2. Save the sidetrip as **Health is Wealth**.



UNIT



WRITE WITH MAXWRITE

**HANDS-ON / LABORATORY
ACTIVITIES**

Visible Components

Unlocking the Kid Power

Lesson 1



Score

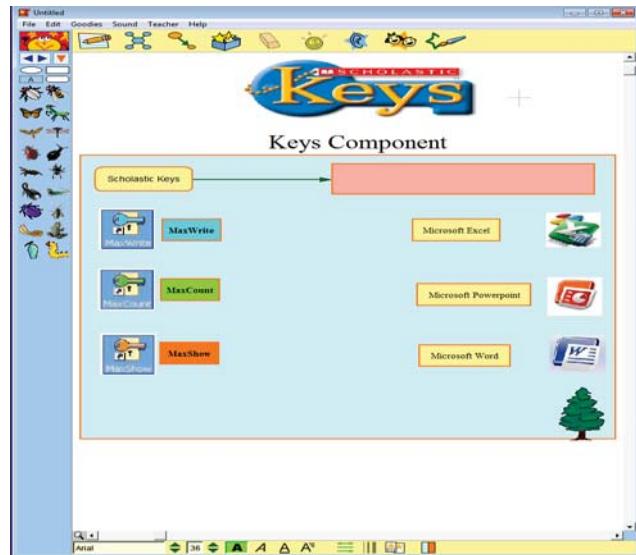
Activity 1

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 1 Keys' Components**.
3. Define Scholastic Keys and match its three great products as to the Microsoft Office counterparts. Add any picture of a tree from the library.
4. Save the activity as **Keys' Components** in your own activity folder.

Note: Be sure to create your own activity folder to store all your activities, or you can save it in your own USB Flash Disk.

Preview:



Activity 2

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 2 Visibly Yours**.
3. Each picture/part can be found in one of the three programs. Label each one of them using the text tool.
4. Save the activity as **Visibly yours** in your activity folder.

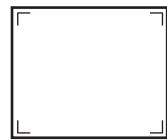
Preview:



Powered Keys

Unlocking the Kid Power

Lesson 1



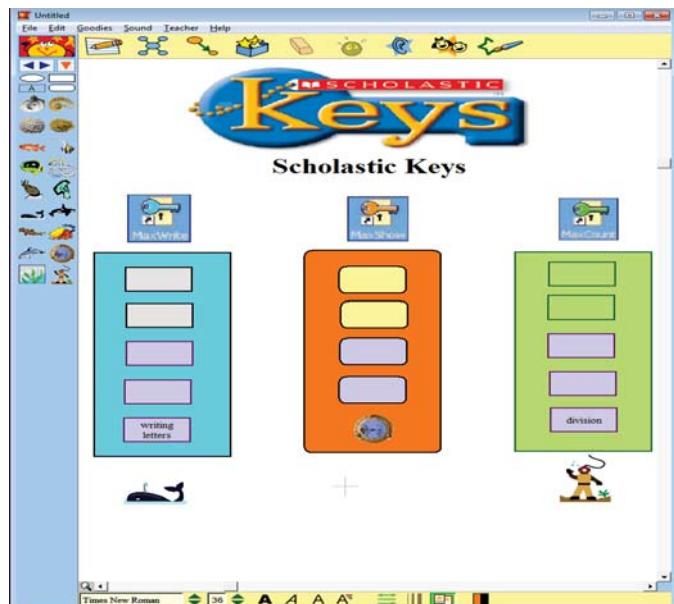
Score

Activity 3

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 3 Keys Features**.
3. Put pictures, words or anything that would tell about each Scholastic Keys program. The first one has been done for you.
4. Save the activity as **Keys Features**.

Preview:

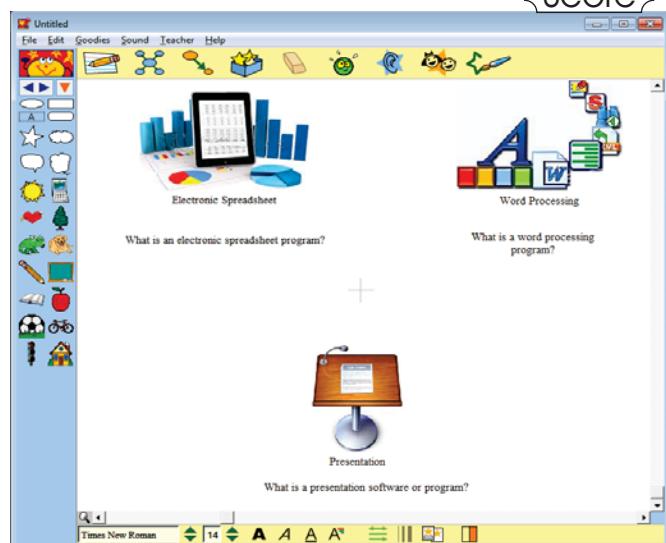


Activity 4

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 4 What Are They For?**
3. Each three program has its own purpose. Research its purpose from any source (the internet, books, or information from elders). Complete the activity by typing them in each box.
4. Save the activity as **What Are They For?**

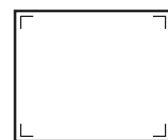
Preview:



Enabled Features

Unlocking the Kid Power

Lesson 1



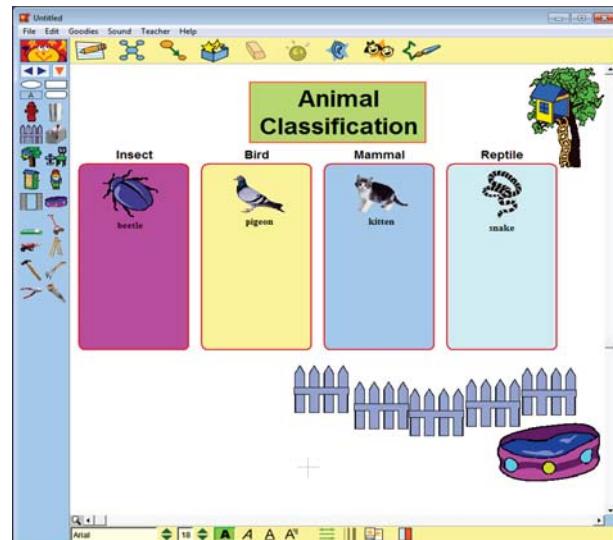
Score

Activity 5

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 3 Show Features**.
3. Like the three programs, we have just learned, added and classified animals to its categories. Browse from the animal picture group.
4. Save the activity as **Show Features**.

Preview:



Activity 6

Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 1 Activity 4 Functional Buttons**.
3. Encircled buttons have its own function. Name them and give each function.
4. Save the activity as **Functional Buttons**.

Preview:



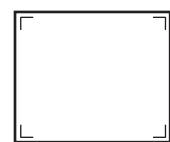
Useful Parts

Activity 1

Directions:

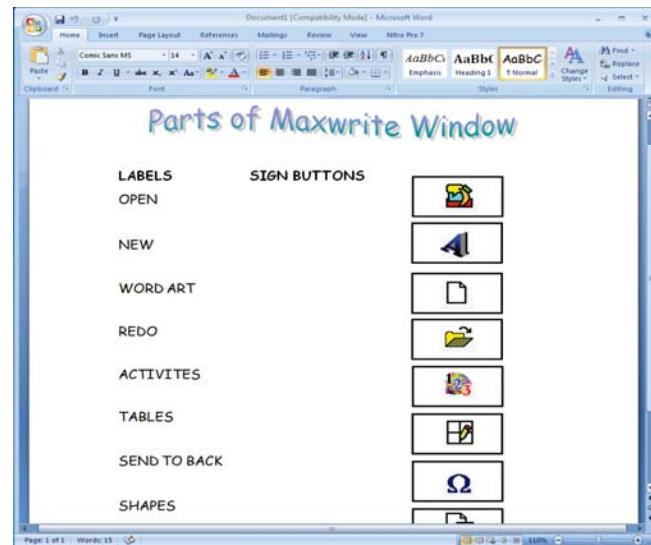
1. Launch your computer.
2. Open **MaxWrite** to your preferred way of opening it.
3. Open and perform **Lesson 2 Activity 1 MaxWrite Window**.
4. Drag the **MaxWrite** buttons and match them to their labels.
5. Save the activity as **MaxWrite Window**.

You May Begin



Preview:

Score

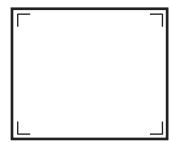


Activity 2

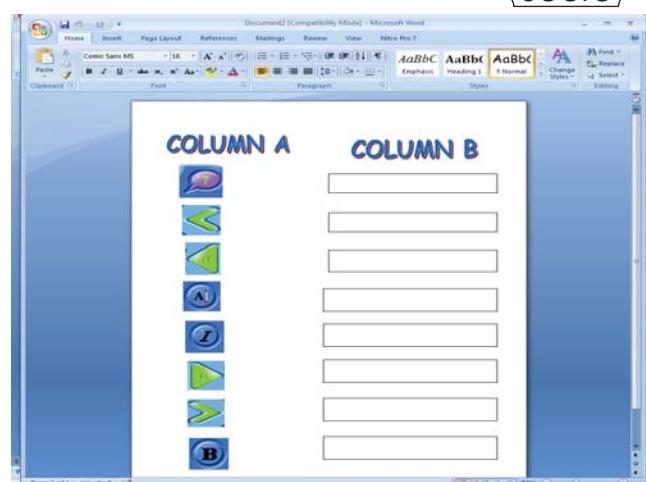
Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 2 Activity 2 Art Word**.
3. Label the MaxWrite buttons using WordArt Effects. Assign each button with a particular WordArt.
4. Save the activity as **Art Word**.

Preview:



Score



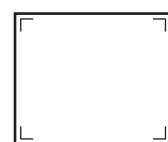
Most Used

Activity 3

Directions:

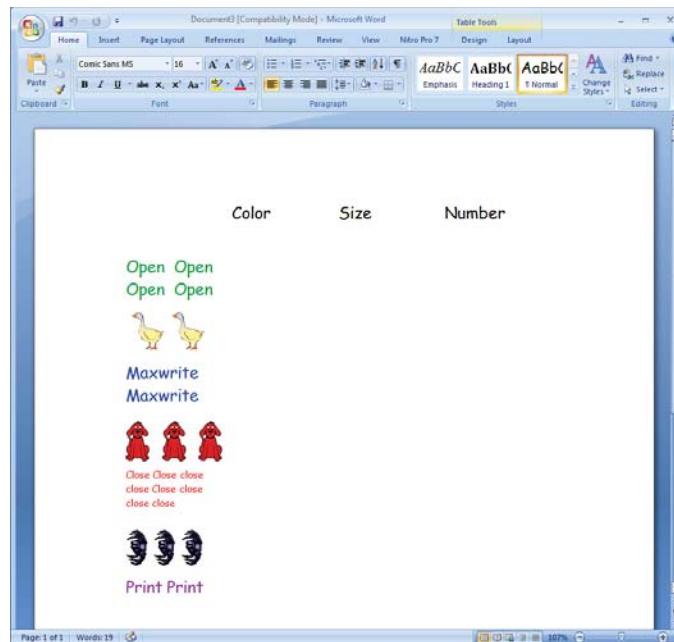
1. Launch **MaxWrite**.
2. Open and perform **Lesson 2 Activity 3 Describe It.**
3. Write the color, size and number or quantity of the objects and words.
4. Save the activity as **Describe It.**

You May Begin



Score

Preview:

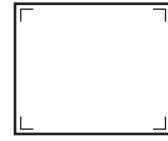


Activity 4

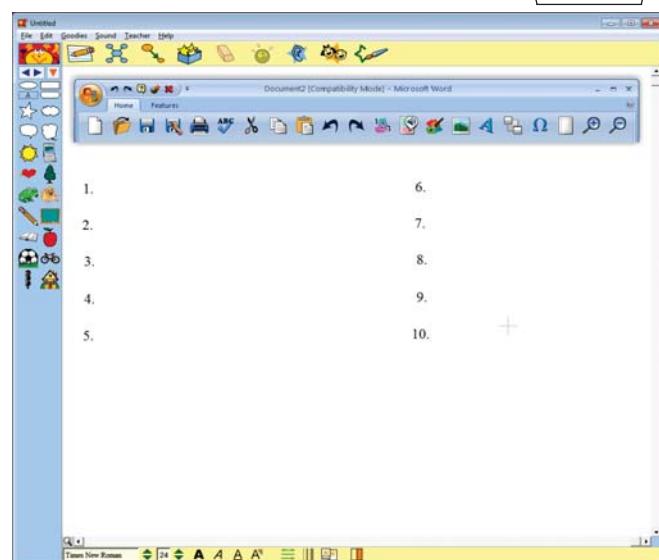
Directions:

1. Launch **Kidspiration**.
2. Open and perform **Lesson 2 Activity 4 Top Ten Buttons.**
3. Label the top 10 most used MaxWrite buttons when creating, saving and printing a new document.
4. Save the activity as **Top Ten Buttons.**

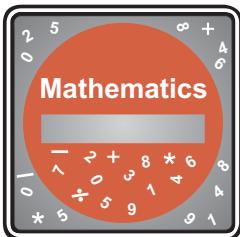
Preview:



Score



SideTrip SideTrip SideTrip



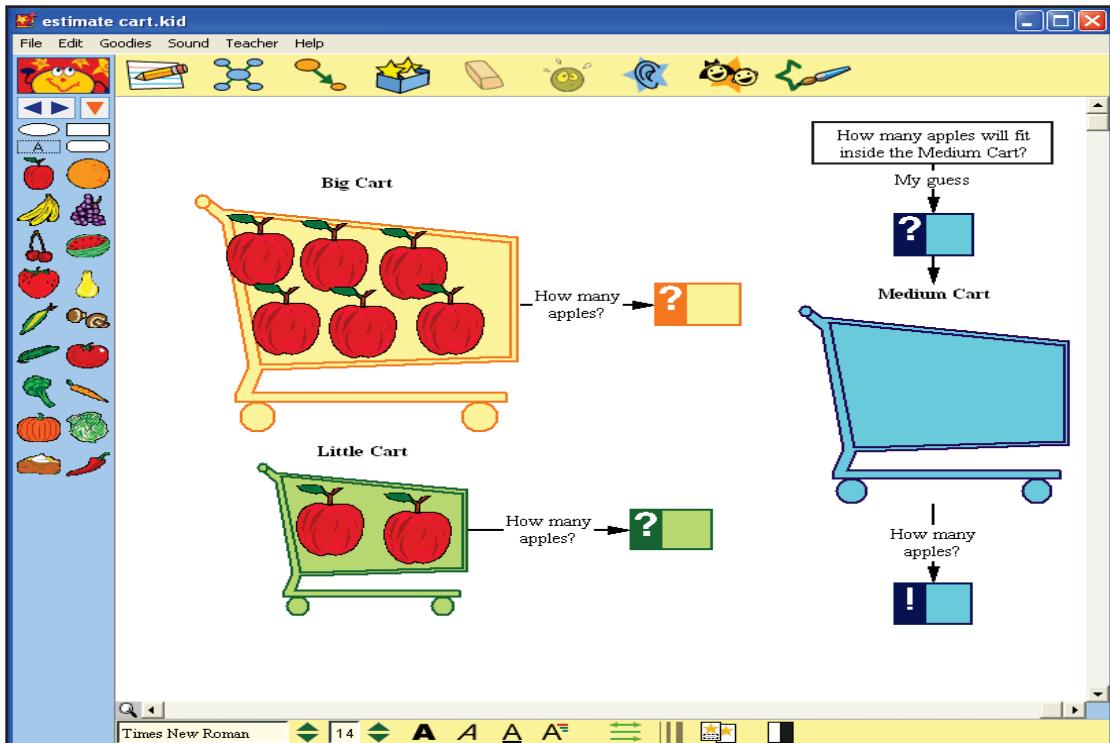
Estimate Chart

Estimating means to give an approximate rather than an exact answer.

Directions:

1. Open and perform the sidetrip **Estimate Chart**.

Preview:

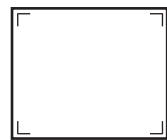


2. Save the sidetrip as **Estimate Chart**.

Simply Newbie

MaxWrite Usual Routine

Lesson 3



Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Follow the steps on how to create a new document. Refer to your worktext for your guide.
3. Type at least three (3) paragraphs about yourself and your family.
4. Save the activity as **Me and My Family**. Refer to your worktext for your guide.

Sample Preview:

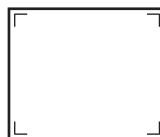


Activity 2

Directions:

1. Launch **MaxWrite**.
2. Follow the steps on how to create a new document. Refer to your worktext for your guide.
3. Type the following paragraphs on your right about the Day, Night and Sun. Ignore the pictures for now.
4. Save the activity as **My World**.

Type this text:



About Day and Night?

Score



The earth is like a slowly spinning ball that takes 24 hours to make one turn. It is day where we live when our part of the world is facing the sun. It is night for the hours when we are turned away from the sun.

At any one moment ,there are different times of the day in different parts of the world. When it is morning in Asia, it is the middle of the night in Europe and evening in the eastern United States.



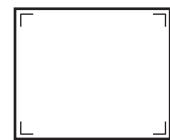
Sun Rises in the East and Sets in the West?

The Earth always rotates from west to east, when we stand facing the direction in which the earth is turning , it seems as if the sun is rising there. At noon, the sun is overhead. In the evening, the sun seems to set behind us in the west. So it is not the sun that is moving through the sky, but the rotation of the earth that makes the sun seem to rise and set.

Add it On

MaxWrite Usual Routine

Lesson 3



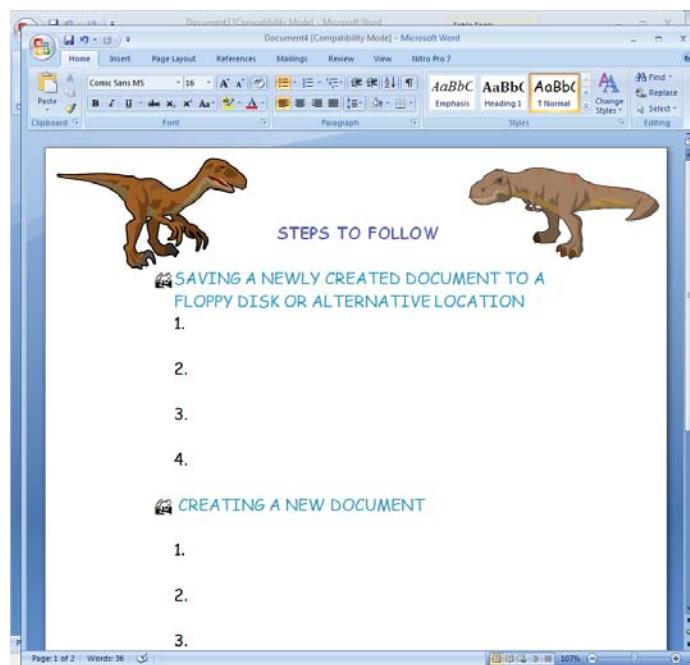
Score

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open and answer the document that you have saved as **Steps to Follow**. Refer to your worktext to follow the steps on how to open a document.
3. Provide orderly the steps of the given topics.
4. Save the activity as **Steps to Follow**.

Preview:

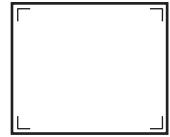


Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open the document **My World**. Add the following information in each topic.
3. Save the activity with a new filename : **My Updated World**.

Add this text:



Score

Ancient Beliefs about Day and Night

The people of ancient Egypt believed that the sun God Ra carried the sun in a boat across the sky. Every day , he travelled across the starry sky goddess and disappeared into the dark of night.



How Bright Is the Sun?

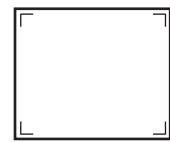
The light from the sun is brighter than all the world's light bulbs put together many millions of times over. The sun gives out about the same amount of light and heat as other stars, but because it is closer to the Earth, it seems a lot brighter to us.



Built-In Templates 1

MaxWrite Usual Routine

Lesson
3



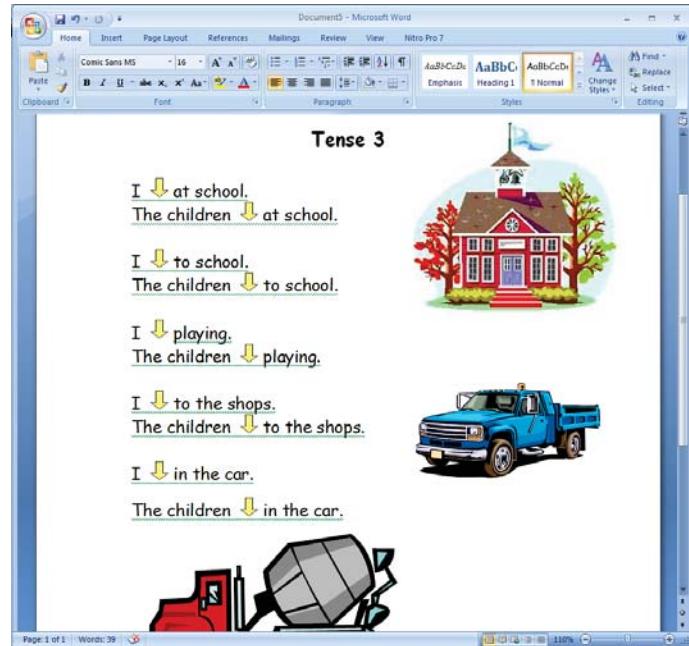
Score

Activity 5

Directions:

1. Launch **MaxWrite**.
2. Open Activities and perform the **Tense 3** in Language Arts Category.
3. Type your name and answer the activity by clicking the drop-down buttons in the sentences.
4. Save the activity as **Tense 3** in your activity folder.

Preview:

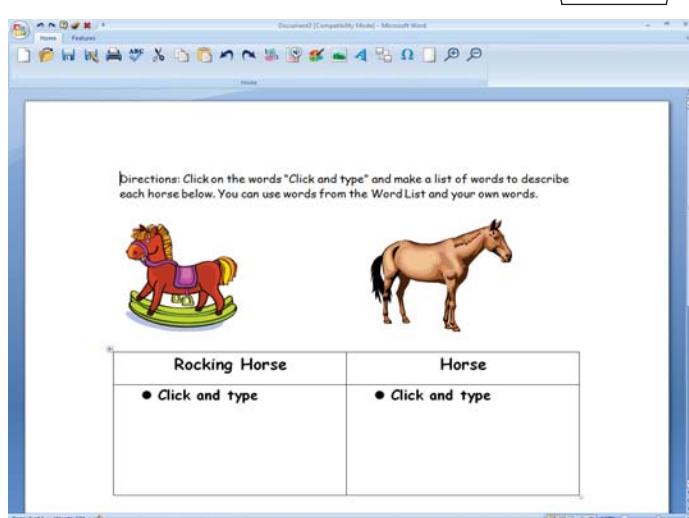


Activity 6

Directions:

1. Launch **MaxWrite**.
2. Open Activities and do **Horse Compare** in the Science Category.
3. Read the directions carefully and answer the activity.
4. Save the activity as **Compare** in your activity folder.

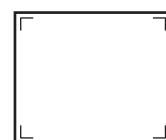
Preview:



Built-In Templates 2

MaxWrite Usual Routine

Lesson 3



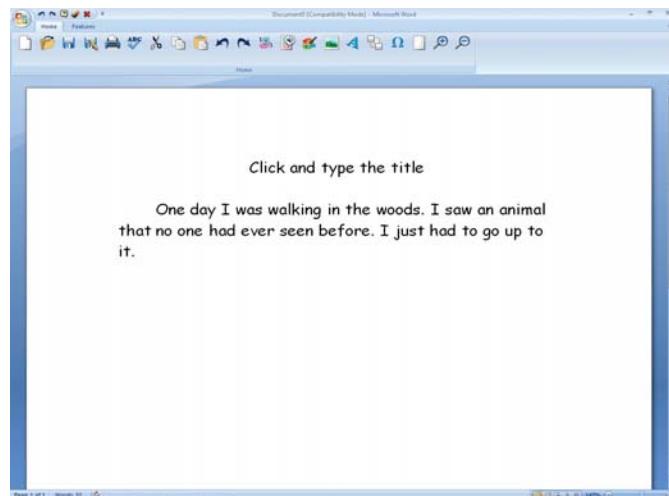
Score

Activity 7

Directions:

1. Launch **MaxWrite**.
2. Open Activities and perform **Story Starter** in Language Arts Category.
3. Erase the existing text and type a story about anything that you would like to write.
4. Create a title of your story.
5. Save the activity as **Favorite Story** in your activity folder.

Preview:

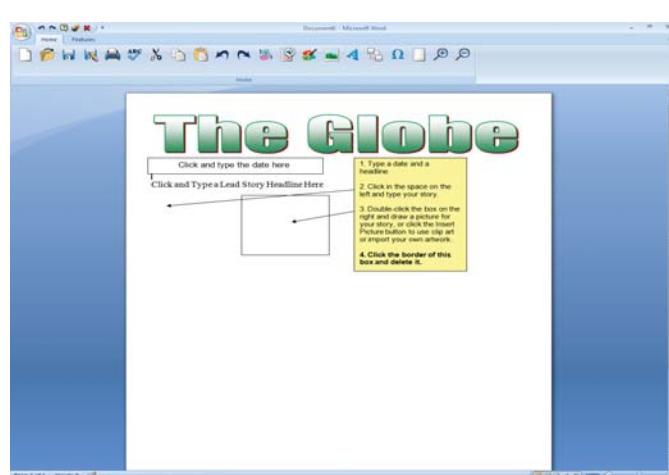


Activity 8

Directions:

1. Launch **MaxWrite**.
2. Open Activities and answer **Newspaper** in Language Arts Category.
3. Follow the instructions of making a newspaper in the yellow box.
4. Save the activity as **The News Today** in your activity folder.

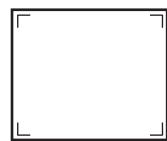
Preview:



SeLS Templates

MaxWrite Usual Routine

Lesson 3



Score

Activity 9

Directions:

1. Launch **MaxWrite**.
2. Open the SeLS template activity **Sunset**. Ask your teacher for the exact location of this document.
3. Type the two paragraphs about sunset.
4. Save the activity as **Sunset**.

Type this text:

Why is the Sky Red at Sunset?

Sunlight is made up of seven different colors. During the day, dust and air in the sky bring out the color blue. At sunset, only red reaches us.



Why the Sunset looks Red

At sunset when the sun appears lower in the sky, sunlight has to travel further before it reaches the Earth. All the colors in light, except red, become scattered before we see them. But because red travels furthest, this is the color of the sunset.

Activity 10

Directions:

1. Launch **MaxWrite**.
2. Open the SeLS template activity **Bright Stars**. Ask your teacher for the exact location of this document.
3. Type the three paragraphs about stars.
4. Save the activity as **Bright Stars**.

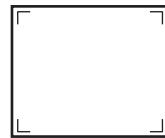
Type this text:

Why Do Stars Twinkle?

Moving layers of air can bend light. As starlight passes through the many layers of air around the Earth, it is bent towards our eyes and away again, making the stars twinkle.

Light is bent when air moves

The heat from a bonfire moves the air above it. Objects seen through the moving air will appear to move and change because the air bends the light this way and that.



Score



Do All Stars in the Universe Shine?

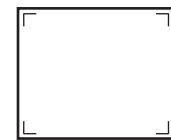
Most of the stars in the universe are enormous balls of glowing gasses. The gasses shine because nuclear reaction within each star give out fuel or energy, it explodes and may become a black hole, which does not give out light.



Effects that Affect

Brighter Twists

Lesson
4



Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 4 Activity 1 Color Effects**.
3. Follow the steps on how to display the Color Effects toolbar.
4. Do the following:
 - a. Type the features of the Random Color Letters and Random Color Words. The features of Font Color has been done for you.
 - b. Apply font color in the Font Color feature.
 - c. Apply random color in the Random Color Letters feature.
5. Save the activity as **Color Effect**.

Activity 2

Directions:

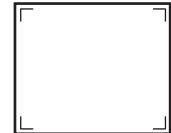
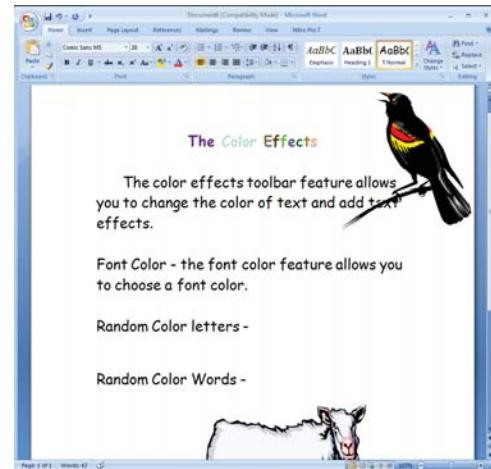
1. Launch **MaxWrite**.
2. Open and perform **Lesson 4 Activity 2 Text Describes**.
3. Read the sentences and underline all the adjectives found in them.
Adjective is used to describe nouns or pronouns.

Examples:

Bright Big Wet Dark
Dry Black Small Sad

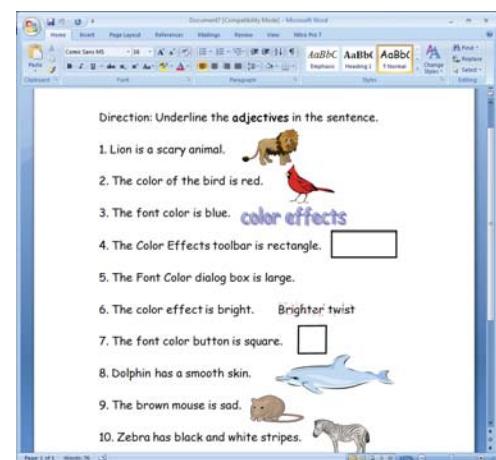
4. Save the activity as **Text Describes**.

Preview:



Score

Preview:



Text Describes

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 4 Activity 3 Pencil Twists**.
3. Read the topic about how pencils are made.
4. Apply different effects to all the words that you don't understand.
5. List them down below the document and research its meaning.
6. Save the activity as **Pencil Twists**.

Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 4 Activity 4 Dirt Out**.
3. Read the topic about : Why does soap take the dirt out of things so easily?
4. Apply different effects to all adjectives.
5. Save the activity as **Dirt Out**.

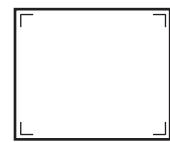
Adjectives – are words that describe or modify another person or thing in the sentence.

Examples:

the tall professor
a six-year-old child

Brighter Twists

Lesson 4



Preview:

The screenshot shows a Microsoft Word document with the title "How Are Pencils Made?". The text describes the process of making pencils, mentioning graphite, clay, and wood. It includes a photograph of a factory floor where pencils are being manufactured and a small diagram showing a stack of pencils.

Score

Preview:

The screenshot shows a Microsoft Word document with the title "Why Does Soap Take the Dirt Out of Things So Easily?". The text explains that soap breaks up oil and water. It includes a photograph of a sink with dirty dishes and a small diagram showing oil floating on water.

Score

SideTrip SideTrip SideTrip



Insect, Arachnid, or Crustacean?

How can you tell an insect from an arachnid from a crustacean?

Directions:

1. Launch your computer.
2. Open Microsoft Encarta Kids 2008.
3. Click on **Animals**.
4. Click on **Critter Corner**.
5. Click further on **Insect, Arachnid, or Crustacean?**
6. Play the game by matching the picture to its breed.
Play until you perfect the game.

Preview:

The screenshot shows a Microsoft Encarta Kids 2008 window titled "Insect, Arachnid, or Crustacean?". The task is to "Yikes! Put these creepy, crawling critters in the right boxes!" Below this, there are five images of insects, arachnids, and crustaceans. Three boxes below are labeled "Insects", "Arachnids", and "Crustaceans". A score of "0 matches in 0 tries" is shown. A "Play Again" button is at the bottom. To the right, there is a sidebar with a "Read Article" button and a map of the United States. At the bottom, there is a descriptive text block about distinguishing between insects, arachnids, and crustaceans.

Yikes! Put these creepy, crawling critters in the right boxes!

Insect, Arachnid, or Crustacean?

How can you tell an insect from an arachnid from a crustacean? Well, insects have six legs and antennae on their heads. Arachnids have eight legs and no antennae. Crustaceans have ten or more legs, and most (but not all) live in the water. Got it? Then

2. Save the sidetrip as **Place It Right**.

Formatting Fun

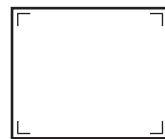
Style Text

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 5**
Activity 1 Format Puzzle.
3. Perform the following:
 - a. Set the title to bold.
 - b. Underline the direction.
 - c. Italicize the paragraphs of the article.
 - d. Answer the puzzle.
4. Save the activity as **Format Puzzle**.

Preview:



Activity 2

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 5**
Activity 2 Format Bones.
3. Do the following:
 - a. Align the text to the right and to the center.
 - b. Apply 1.5 line spacing to the text.
 - c. Apply landscape orientation.
 - d. Change the font of the title to Castellar.
 - e. Change the font size of the title to 20.
4. Save the activity as **Format Bones**.

Preview:



Format in Nature

Style Text

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 5**
Activity 3 Inside Earth.
3. Read the paragraph about earth and apply the following formats to the document:

Title and subtitle

- font type - Times New Roman
- font size = 36

Paragraphs

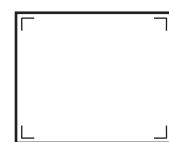
- increasingly adjust the font size from the first paragraph to the last and apply font color and text effects too
- apply different font type in each paragraph

5. Save the activity as **Inside Earth**.

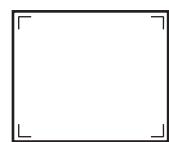
Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 5**
Activity 4 Inside Earth.
3. Open Encarta Kids and search information about the earth and add at least three paragraphs of the document. Apply line spacing in each paragraph.
5. Save the activity as **Inside Earth Updated**.



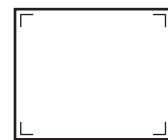
Preview:



Format in Nature

Style Text

Lesson 5



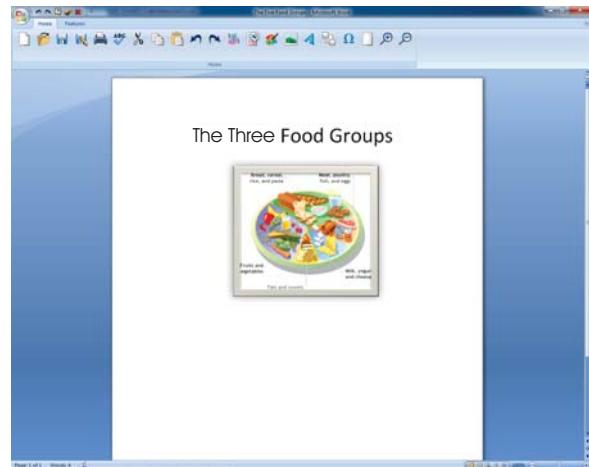
Score

Activity 5

Directions:

1. Launch **MaxWrite**.
2. Launch Encarta Kids and research about the three food groups.
2. Open and perform **Lesson 5 Activity 5 The Three Food Groups**.
3. List the three food groups with examples. Apply the numbered list as well as the bullets' buttons to the examples in each group.
4. Save the activity as **Three Food Groups Bulleted**.

Preview:



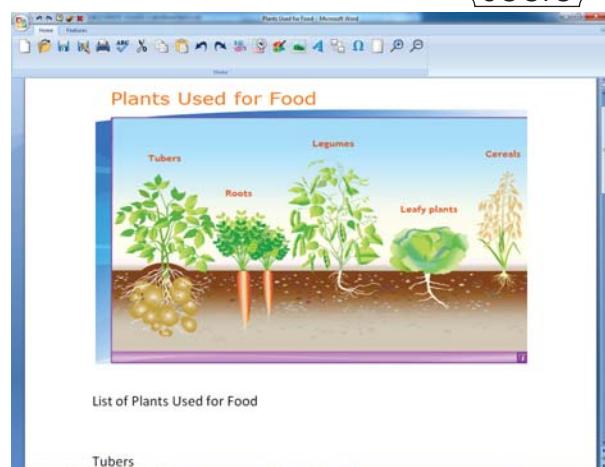
Activity 6

Directions:

1. Launch **MaxWrite**.
2. Launch Encarta Kids and research plants used for food.
2. Open and perform **Lesson 5 Activity 6 Plants Used for Food**.
3. List at least 25 plants used for food. Providing pictures on each plant would be great, but it's not necessary.
4. Save the activity as **Plants Used for Food Identified**.



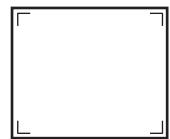
Score



Shapes To Do

Shapeworks

Lesson
6



Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 1 Shapes to Do**.
3. Insert shapes in the table with their names in the first column and resize the shapes to fit them on the table.
4. Save the activity as **Shapes to Do**.

Preview:

Shapes	Geometry	Totals
triangle		1
Square		1
rectangle		1
pentagon		1
cylinder		1
cube		1
octagon		1
heart		1
callouts	□ □ □ □ □ □ □	7

Activity 2

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 2 The Callouts**.
3. Identify the names of objects in the callouts. Research simple facts about each object and type the facts. Use the Encarta Kids for your research.
4. Save the activity as **The Callouts**.

Preview:

The slide contains four callout boxes pointing to corresponding images:

- A blue callout box labeled "Callouts" points to an image of a volcano erupting.
- A yellow callout box points to an image of a deer's head.
- A blue callout box points to an image of a lion.
- A red callout box points to an image of a starfish.

Shapes in Color

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open the activity that you have saved as Activity 1 **Shapes to Do**.
3. Follow the steps on how to color the shape line and the shape itself.
4. Do the following:
 - a. Assign any color of the shape lines of triangle, rectangle, cylinder, and octagon.
 - b. Color the remaining shapes with your preferred colors.
 - c. Perform the steps of changing the shapes' outlines.
5. Save the activity as **Colored Shapes**.

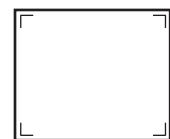
Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 4 Set Shapes**.
3. Do the following:
 - a. Align the first set of shapes to the left.
 - b. Align the second set of shapes to the top.
 - c. Flip all the shapes vertically and horizontally.
 - d. Rotate the shapes to the right and to the left.
 - e. Resize the shapes into bigger.
4. Save the activity as **Set Shapes**.

Shapeworks

Lesson 6



Score

Preview:

A screenshot of a Microsoft PowerPoint slide titled "Geometry". The slide contains a table with columns for "Shapes" and "Totals". The rows include triangle, square, rectangle, pentagon, cylinder, cube, octagon, heart, and callouts. Below the table is a row of ten small squares, each containing a small shape icon, corresponding to the categories in the table.

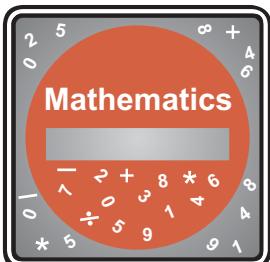


Score

Preview:

A screenshot of a Microsoft PowerPoint slide featuring a variety of shapes including a hen, a cube, a circle, a hexagon, a triangle, a star, a moose, and several smaller geometric shapes like rectangles, stars, hearts, and diamonds, all arranged in a scattered pattern across the slide area.

SideTrip SideTrip SideTrip



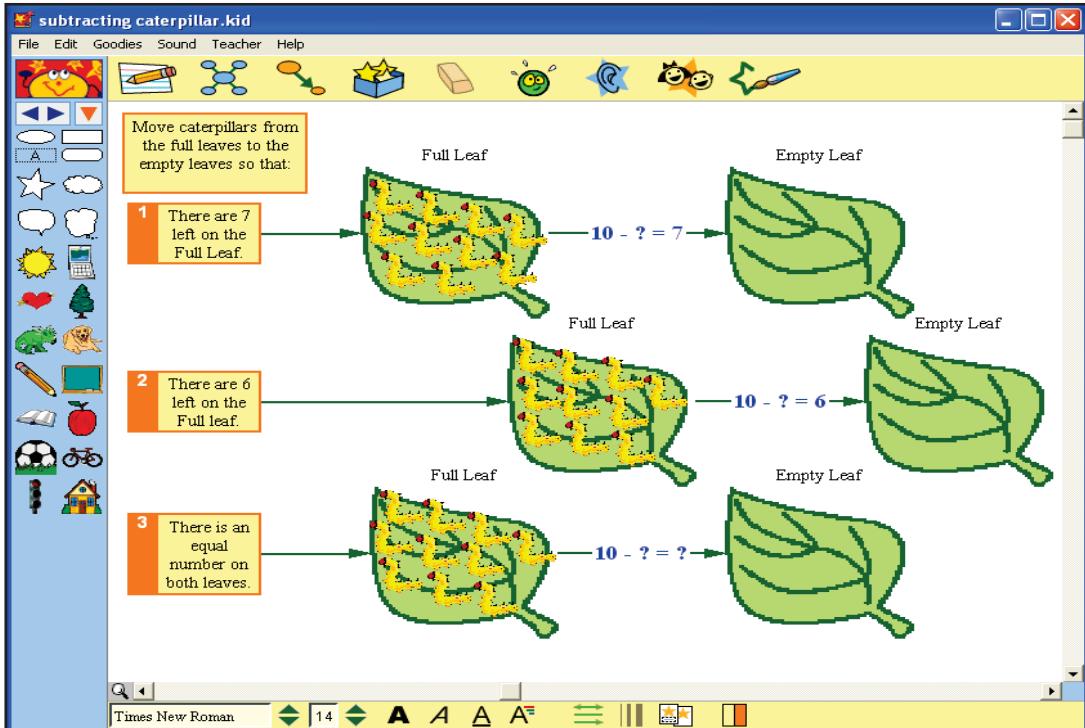
Subtracting Caterpillar

Subtraction is "taking away" or subtracting one from another number.

Directions:

1. Open and perform the sidetrip **Subtracting Caterpillar**.

Preview:

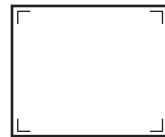


2. Save the sidetrip as **Subtracting Caterpillar**.

Fancy Faces

Art Corner

Lesson 7



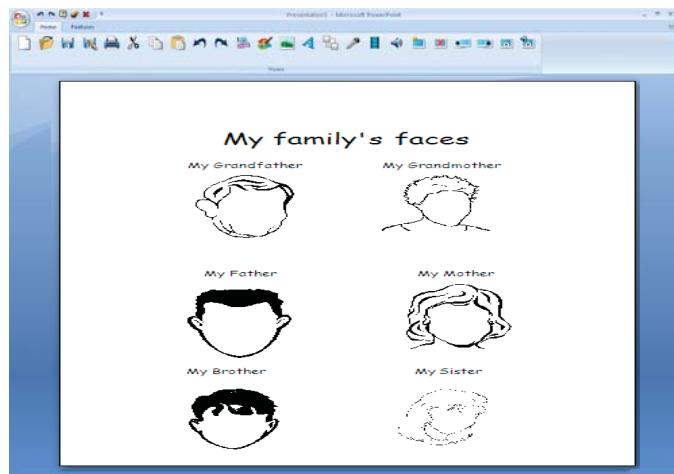
Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 7 Activity 1 My Family's Faces**.
3. Using MaxPaint, complete the drawing sketches. Double-click the pictures to edit them in MaxPaint window.
4. Save the activity as **My Family's Faces**.

Preview:

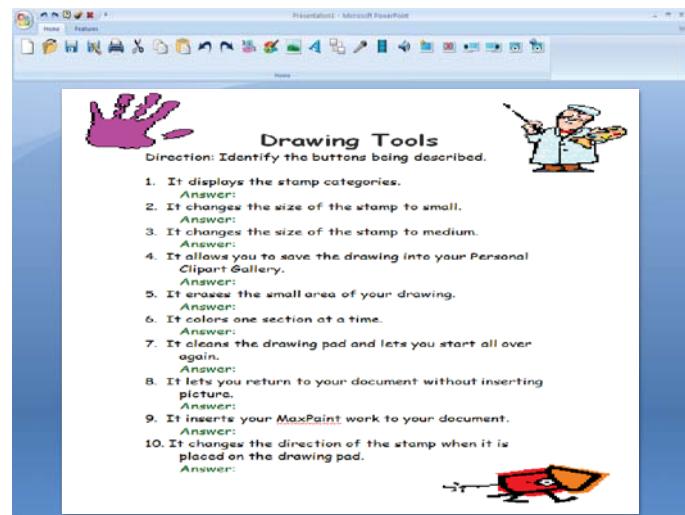


Activity 2

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 7 Activity 2 Drawing Tools**.
3. Identify the button being described in each sentence.
4. Save the activity as **Drawing Tools**.

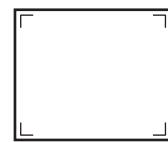
Preview:



All for Myself

Art Corner

Lesson 7



Score

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Create a new document and compose at least two paragraphs about your last Christmas vacation.
3. Use the MaxPaint to paint pictures (see preview). Apply WordArt to the text as well.
4. Save the activity as **My Summer Vacation**.

Preview:

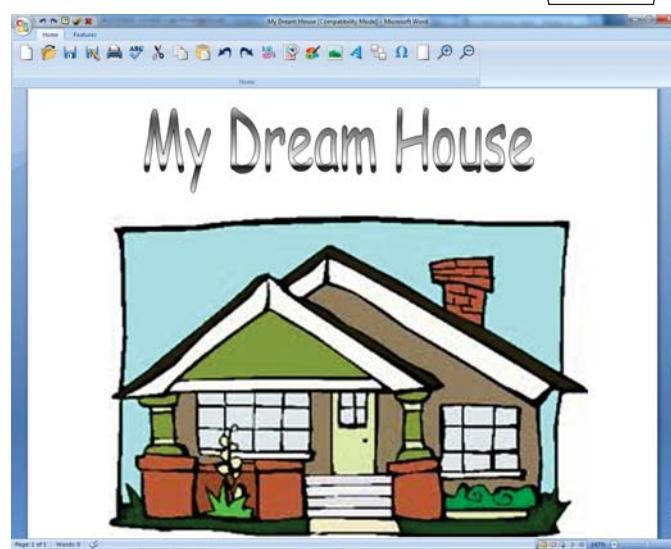


Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 7 Activity 4 Paint My House**.
3. Using MaxPaint, draw your dream house. Apply colors to it to make it alive. Use the ruler for your sketch and stamp some animals that you would like to be in your house.
4. Save the activity as **Paint My House**.

Preview:



Pics that Fits

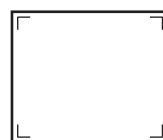
Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 8 Activity 1 Know the Pics.**
3. Research the characteristics of the animals being inserted. Use Encarta Kids for your research.
4. Save the activity as **Know the Pics.**

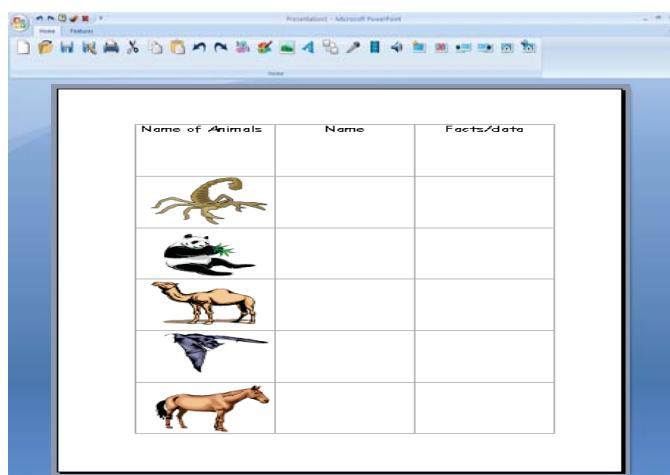
Picture Moment

Lesson
8



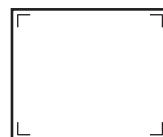
Score

Preview:



Activity 2

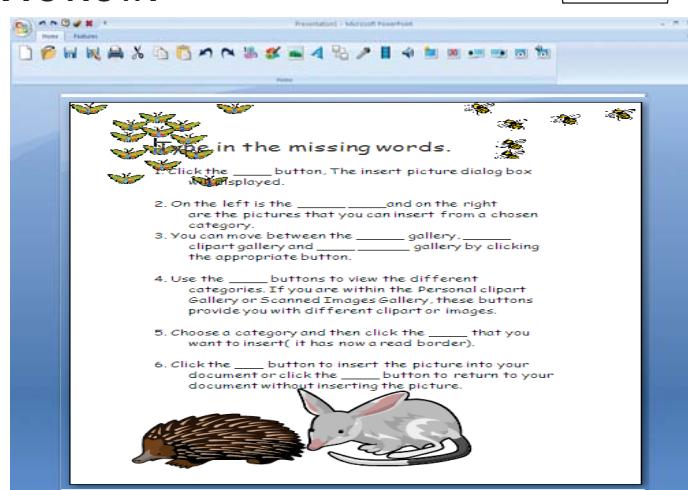
Directions:



Score

1. Launch **MaxWrite**.
2. Open and perform **Lesson 8 Activity 2 The Insert Process.**
3. Type the missing words in the steps of inserting a picture in the document.
4. Save the activity as **The Insert Process.**

Preview:



Picture Facts

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 8 Activity 3 Pictures Creatures**.
3. Insert pictures to the creatures column. Use the Insert Picture tool to do it.
4. Save the activity as **Pictures Creatures**.

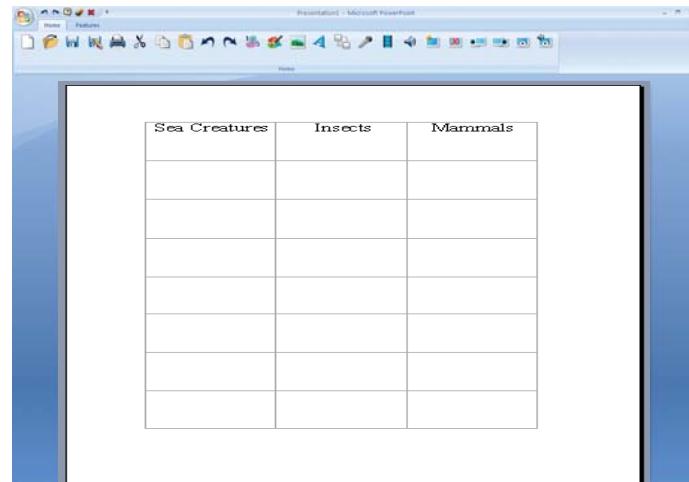
Picture Moment

Lesson
8



Score

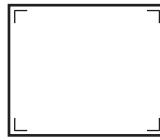
Preview:



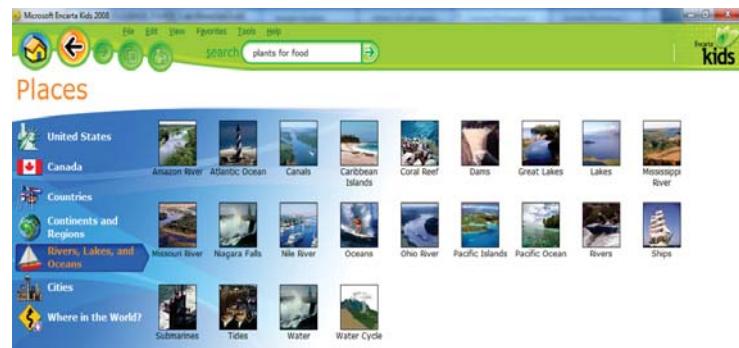
Activity 4

Directions:

1. Launch **MaxWrite**.
2. Create a new document with landscape page orientation.
3. Choose five pictures in the ClipArt Gallery and discuss each picture.
4. Use Encarta Kids to research facts about each picture that you have chosen.
5. Present your work to the class.
6. Save the activity as **The Chosen Pics**.



Score



SideTrip SideTrip SideTrip

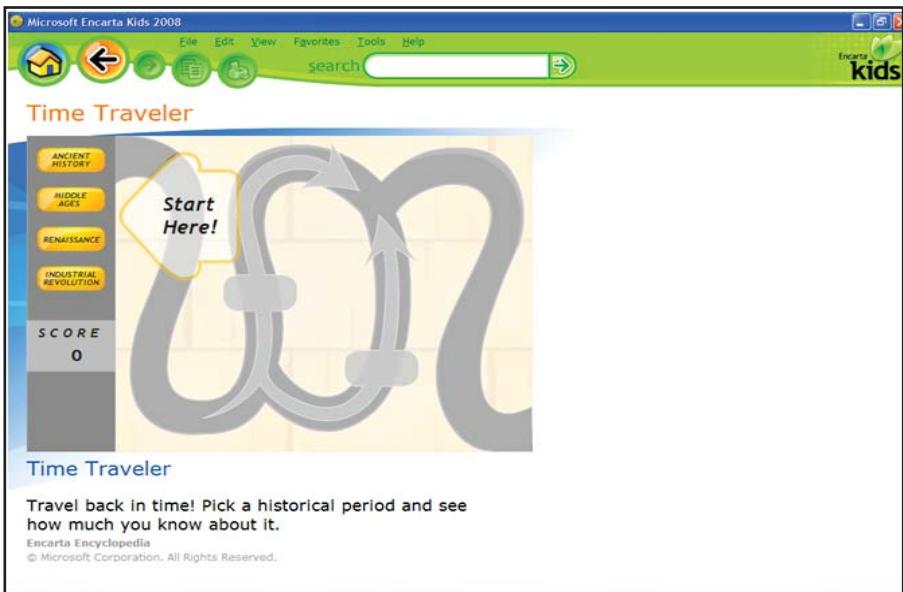


Time Traveler

Directions:

1. Launch your computer.
2. Open Microsoft Encarta Kids 2008.
3. Click on the History.
4. Click on Back in Time.
5. Click further on Time Traveler.
6. Play the game by clicking on the four options by an arrow.
7. Click the blinking white dots to play. Finish the game and count your score.

Preview:



Word Check

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 9 Activity 1 Word Check**.
3. Underline the correct spelling of the words to complete the thought of the article.
4. Save the activity as **Word Check**.

Spell Well

Lesson 9



Score

Preview:

The slide contains text and images related to chicken flight. It includes a question 'Do Chickens Fly?', a paragraph explaining their limited flight ability, and a section on why chickens don't fly. It also features images of various birds, including a penguin, ostrich, stork, and several chickens.

Activity 2

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 9 Activity 2 Direct Check**.
3. Check the spellings of the words with red marks to give the correct thought of the article about bats.
4. Save the activity as **Direct Check**.



Score

Preview:

The slide is titled 'LEGEND OF A VAMPIRE' and discusses vampire bats. It includes a paragraph about their diet and habitat, a photo of a woman, and a close-up photo of a bat's face.

SideTrip SideTrip SideTrip

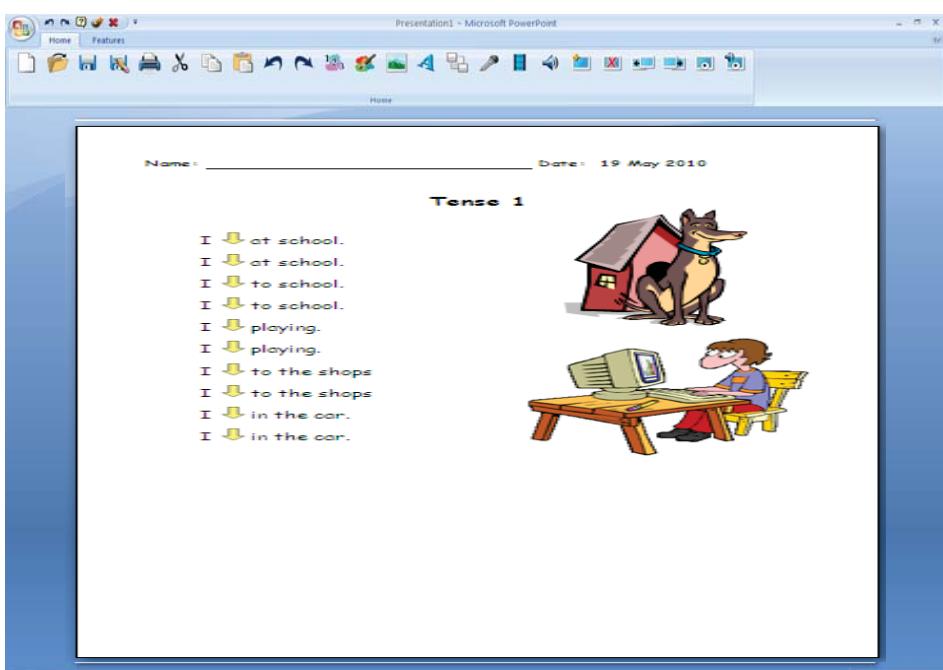


Tense 1

Directions:

1. Launch MaxWrite.
2. Open and perform the sidetrip **Tense 1** in Language Arts Category.
3. Click the drop-down arrows to answer the activity.

Preview:

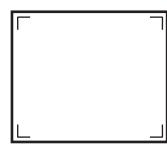


3. Save the sidetrip as **Tense 1**.

Talking Peedy

Text to Speech

Lesson 10



Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open a new blank page.
3. Type all the text in Unit 4 Lesson 10 in your worktext. Use Peedy to read the document you have made.
4. Save the activity as **Read Peedy**.

Preview:

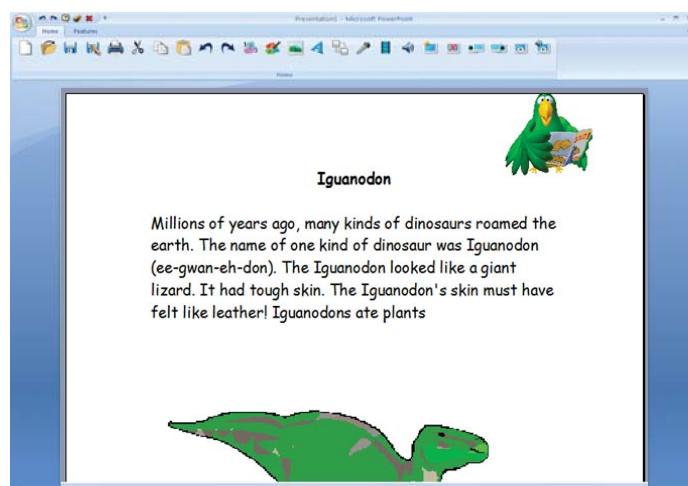


Activity 2

Directions:

1. Launch **MaxWrite**.
2. Open at least 5 of your previous activities in MaxWrite. Use Peedy to read the contents of your activities.

Preview:



SideTripSideTripSideTrip



Rocky and Horse

Comparison is the act or process of comparing two things to establish similarities and dissimilarities.

Directions:

1. Launch MaxWrite.
2. Open and perform the sidetrip **Same_Different** in Language Arts Category.

Preview:

Directions: Click on the words "Click and type" and make a list of words to describe each horse below. You can use words from the Word List and your own words.

Rocking Horse **Horse**

● Click and type	● Click and type
------------------	------------------

Word List

alive	nonliving
living	real
moves	rocks
needs food	runs
needs water	toy

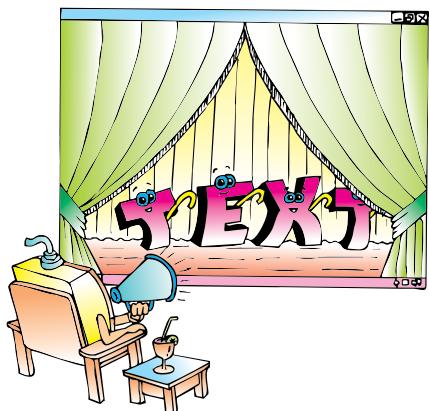
Directions: Click after the period in the sentence below. Insert one space. Then, type a sentence that describes how the rocking horse and the real horse are the same and different.

The rocking horse and the horse are the same.

The rocking horse and the horse are different.

2. Save the sidetrip as **Same_Different**.

5 UNIT

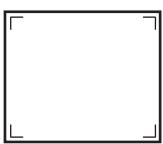


**DO MORE WITH
MAXSHOW**

**HANDS-ON / LABORATORY
ACTIVITIES**

Is That It?

Activity 1



Score _____

Directions:

Read the statement about MaxShow carefully. Write **TRUE** in the blank if the statement is true and **FALSE** if the statement is false.

MaxShow is a presentation software that allows children to create exciting presentations with pictures, animations and movies.

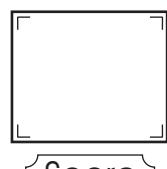
1. MaxShow has common buttons and dialog boxes that perform certain functions throughout the suite. _____
2. All the dialog circles within MaxShow have common look and feel as shown. _____
3. The Next buttons and Last buttons move only the first categories or objects such as clipart, backgrounds, symbols, bullets, printers, and templates. _____
4. The First and Last buttons move only the first categories or objects available. _____
5. OK button will not apply your selected action. _____
6. Cancel button will not cancel your selected action.

7. You can insert movies in your presentations. _____
8. The White border around the category or object indicates that it has been selected. _____
9. Slider button moved to the left or right will increase the size of an object. _____
10. Decrease button will increase the size of an object by a specified point number or page. _____



It Functions

About MaxShow



Activity 2

Directions:

1. _____

2. _____

3. _____

4. _____

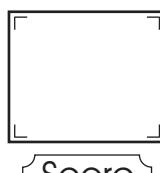
5. _____

6. _____

7. _____

New Slides

Launching MaxShow



Activity 1

Directions:

1. Launch your computer.
2. Follow the steps on how to Launch MaxShow. Refer to your Worktext for your guide.
3. When you are in MaxShow window, the New Dialog box appears, explore it and familiarize all the New Slides.
4. Answer the following question:
 - a. How many slides are there in the blank slide?

Answer:

- b. Is there any Snowman blank slide?

Answer:

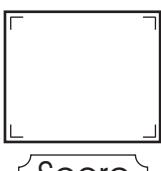
- c. Name at least 6 New Slides.
 - 1.
 - 2.
 - 3.
 - 4.
 - 5.
 - 6.

TEAR AND SUBMIT IT TO YOUR TEACHER FOR RECORDING.



What's The Proper?

Launching MaxShow



Activity 2

Directions:

Arrange and rewrite the jumbled letters to reveal a word about launching MaxShow. Refer to your worktext for your guide.

1. axmwhos _____

2. butstartton _____

3. gramsrop _____

4. Yeksticlasscho _____

5. dessil _____

6. soutlay _____

7. nowwid _____

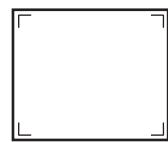
8. Lanchu _____

9. warsofte _____

10. cationappli _____

My Slide Show

Lesson 3



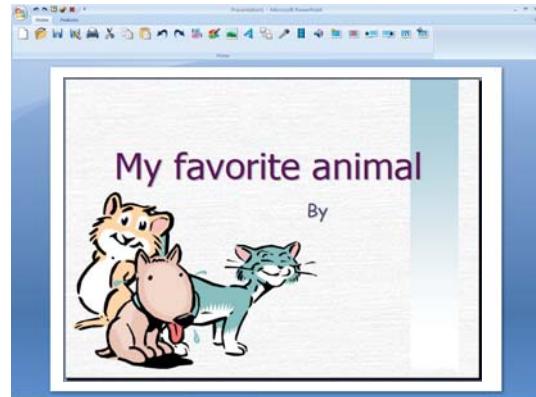
Score

Activity 1

Directions:

1. Launch **MaxShow**.
2. Choose the **My favorite animal** template.
3. Type your name in the line.
4. Follow the steps on how to save a Presentation. Save it as **My slide show**.
5. Follow the steps on how to open a presentation. Open the presentation that you have saved as **my slide show**.
6. Answer the questions about your favorite animals and save it again to its current name.
7. Save the activity as **My Slide Show**.

Preview:



Activity 2

Directions:

1. Launch **MaxShow**.
2. Follow the steps on how to open an activity presentation.
3. Choose the "Plant Parts" activity presentation.

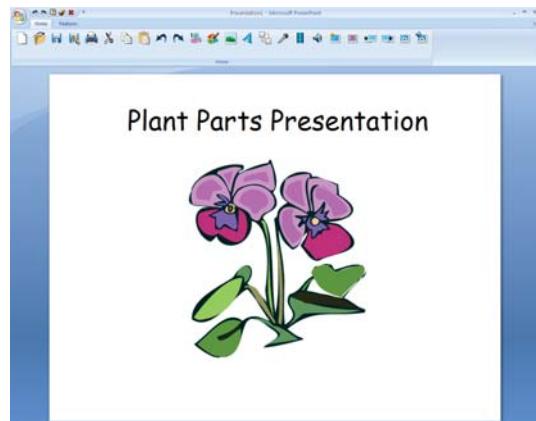
Do the following:

- a. add a title
- b. add a clipart
- c. answer what is being described in the plant parts

Use the scholastic keys format "Insert Text Box" to key in your answer.

4. Save the activity as **Plant Parts**.

Preview:



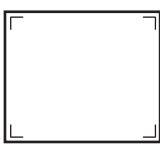
Work With

Activity 3

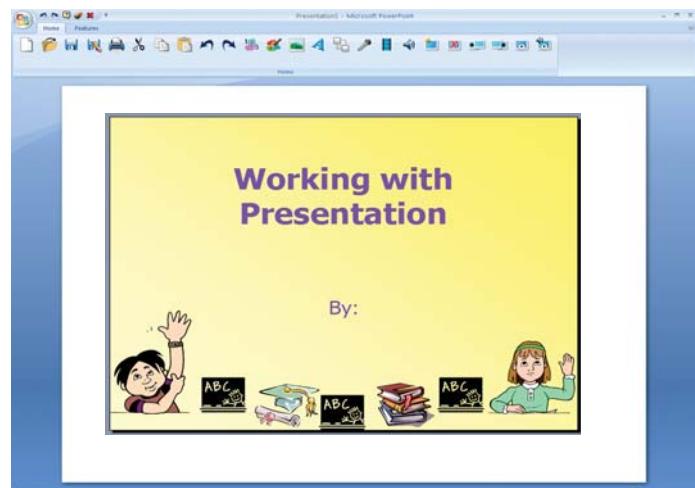
Directions:

1. Launch **MaxShow**.
2. Open and answer **Lesson 3 Activity 3 Working with Presentation**.
3. Read the steps on the slides carefully and replace the question with the appropriate statement being described in the steps.
4. Save the activity as **Working with Presentation**.

Preview:



Score

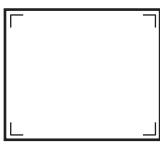


Activity 4

Directions:

1. Launch **MaxShow**.
2. Open and answer **Lesson 3 Activity 4 Feelings**.
3. Fill each slide with at least one sentence about the topic.
3. Copy and insert pictures from any source in each slide to make your presentation lively.
4. Save the activity as **My Feelings**.

Preview:



Score

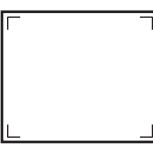


I Was Here

Activity 5

Directions:

1. Launch **MaxShow**.
2. Open and complete **Lesson 3 Activity 5 WOW Philippines**.
3. Complete at least five slides about our country. Apply different formats and effects to make your presentation presentable. Present this to the class.
4. Save the activity as **WOW My Philippines**.



Score

Preview:



Activity 6

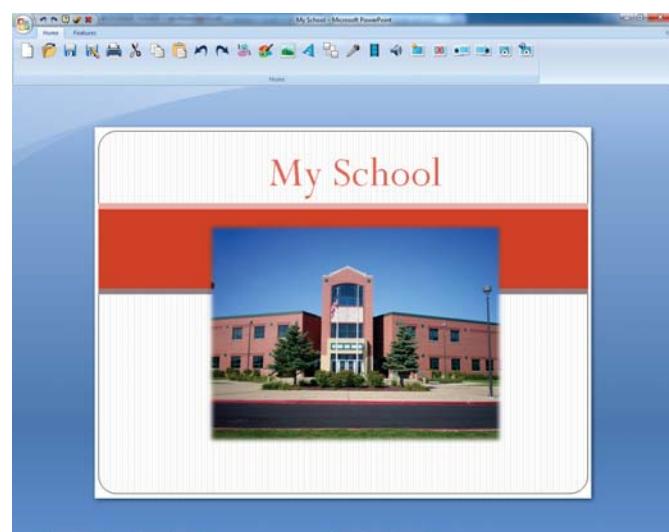
Directions:

1. Launch **MaxShow**.
2. Create a presentation about your school. Insert pictures taken from different activities and facilities like classrooms, playground, laboratories, school staff, teachers and, etc.
3. Make it as presentable as your school, apply different formats and insert cliparts, WordArts.
4. Save the activity as **Our School**.

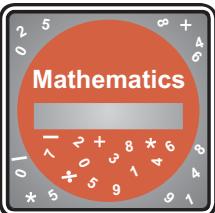
Preview:



Score



SideTrip SideTrip SideTrip



Measurement

Directions:

- * Launch **MaxWrite**.
- * Open and perform **SideTrip: Measurement**
- * Color the best unit of measurement to measure each object. Choose any color that you like. The first one has been done for you.

Preview:

Length

- * Inches, feet, yards and miles are used to measure length.
- 12 inches = 1 foot (ft)
- 3 feet = 1 yard (yd)
- 36 inches = 1 yard
- 1,760 yards = 1 mile (mi.)

- * Save sidetrip as **Measurement**.

Rivers and Lakes



Activity 1

Directions:

1. Launch **MaxShow**.
2. Open and perform **Lesson 4 Activity 8 Rivers and Lakes**.
3. Follow the steps on how to attach sound. Refer to your worktext for your guide.

Do the following:

- a. Attach an "ocean sound" to the first slide.
- b. Attach a "splash sound" to the second slide.
- c. Choose any sound to attach in the remaining 2 slides.
- d. Delete the last slide "Factories".
- e. Insert a movie "The End Spin" at the end slide "Farming".

Read the presentation to gain more knowledge about how important lakes and rivers are.

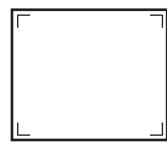
4. Save the activity as **Rivers and Lakes**.

Preview:

The screenshot shows a Microsoft PowerPoint slide titled "How Are rivers and Lakes Useful to People?". The slide content includes a bulleted list and a landscape illustration. The list states: "People use huge amounts of water, not only for drinking and washing but also for producing things. Farmers need water to grow crops and factories use water to make goods and keep machinery cool. Water from the reservoirs of dams is often used to produce electricity." To the right of the text is a colorful illustration of a landscape with mountains, a river, and trees.

Slide Shows

Working With Slides

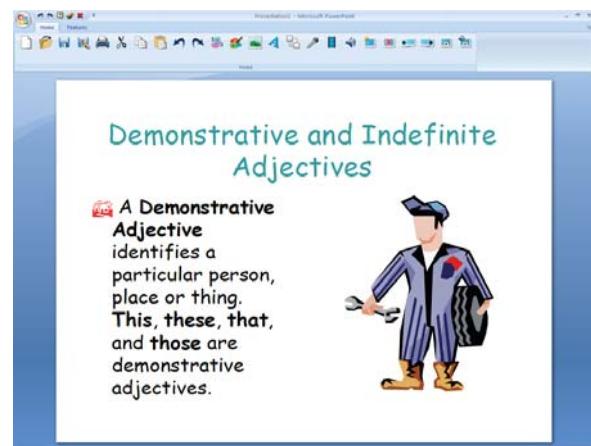


Activity 2

Directions:

1. Launch **MaxShow**.
2. Open and answer **Lesson 4 Activity 2 About Adjectives**.
3. Read the statement carefully in the first slide. Underline the Demonstrative and Indefinite adjectives in the next slides.
4. Save the activity as **About Adjectives**.

Preview:



Activity 3

Directions:

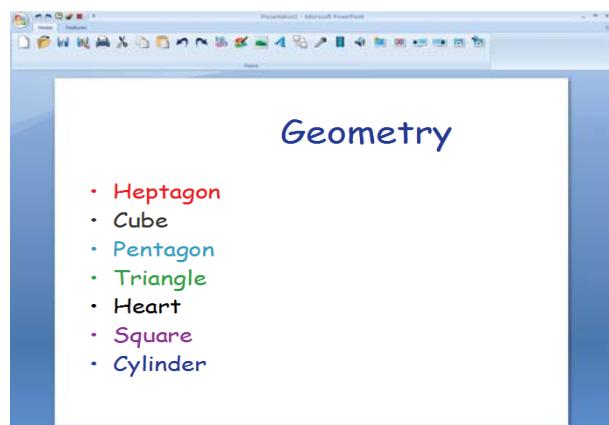
1. Launch **MaxShow**.
2. Open and perform **Lesson 4 Activity 3 Inserting Shapes**.

Preview:



Do the following:

- a. Insert a shape beside the name of the shape in the first slide. Color the shapes with any color that you like.
 - b. Arrange the shapes to form a house. Use all the buttons in Scholastic Keys shapes including the colors.
 - c. Answer the geometrical problems in the remaining slides.
3. Save the activity as **Inserting Shapes**.





Activity 4

Directions:

1. Launch **MaxShow**.
2. Open and perform **Lesson 4 Activity 4 The Largest Dinosaur**.
3. Follow the steps on how to send a picture to back, check spelling, view page and insert WordArt.

Perform the following:

- a. Send the clips to back on each slide to read the text.
- b. Check the spelling of words that have red mark.
- c. View the page into a Portrait orientation.
- d. Insert WordArt, copy all the title of the slides and replace the title. Choose your preferred WordArt.

Read the presentation to gain more knowledge about Dinosaur.

4. Save the activity as **The Largest Dinosaur**.

Preview:

Which Dinosaur was the Largest?

- The largest complete dinosaur skeleton discovered is that of Brachiosaurus. This 16 meters (52.5) long - two and a half times the height of a giraffe - and weighed as much as 15 to 20 elephants put together. However, scientist have found bones belonging to even larger dinosaurs such as Supersaurus, Seismosaurus, and Argentinosaurus. Supersaurus measured 30 meters (100 feet) long.

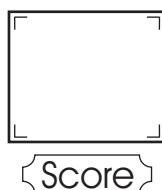
Now Showing

Activity 5

Directions:

1. Launch **MaxShow**.
2. Create your own presentation about your TEETH. Use Encarta Kids and insert pictures, WordArt, and short clips or movies from any source like YOUTUBE related to the topic.
3. Show your presentation to your teacher, as well as to your classmates.
4. Save the activity as **The Teeth Show**.

Lesson 4



Teeth

them. You can even replace them if you lose them. What are they?
They're your teeth.

WHAT TEETH ARE

Teeth are the hardest parts of the human body. They often survive long after the bones, or skeleton, have decayed. Scientists have discovered ancient teeth from animals and humans. These remains help scientists learn about the past. For example, they can tell what kinds of plants ate other animals or plants from the kind of teeth it had.

Teeth are hard because they are made mainly of dentin and covered in a thin layer of enamel. Dentin is like bone only harder. Enamel is the hardest material in the body. Within this hard structure is a soft pulp full of blood vessels and nerves. If you have a toothache, it's probably because something is irritating a nerve in the pulp.

Yet hard as they are, teeth can decay. Have you ever had a cavity? A cavity is a hole in a tooth. It develops when tiny bacteria eat away at the enamel and dentin. Luckily, a dentist can fill the holes that bacteria make.

Once a tooth decays, it can more easily crack and break. That's why it's so important to keep teeth clean. Brushing your teeth helps get rid of bacteria and the bits of food that bacteria feed on.

WHAT TEETH DO

Teeth do lots of things. They help you eat by tearing,

Activity 6

Directions:

1. Launch **MaxShow**.
2. Create your own presentation about HOW ANIMALS LIVE. Use Encarta Kids and choose at least one topic from the list. Insert pictures, WordArt, and short clips or movies from any source like YOUTUBE related to the topic.
3. Show your presentation to your teacher, as well as to your classmates.
4. Save the activity as **The Chosen Animal Show**.



Animals

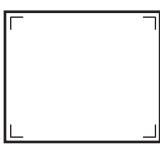
Kinds of Animals
How Animals Live
Mammals
Reptiles and Amphibians
Birds
Sea Animals
Insects, Worms, and Spiders
Critter Corner

Animal Migration
Animals
Animals on the Brink
Aquariums
Brood or Gaggle?
Ecosystems
Endangered and Extinct Animals
Food Chain
Habitats

Reproduction
Microscopic Life
Oink! Roar! Squawk!
Pets
Quack! Cheep! Gaggle!
Reproduction
Zoos

Inserting Tables

Tables



Activity 1

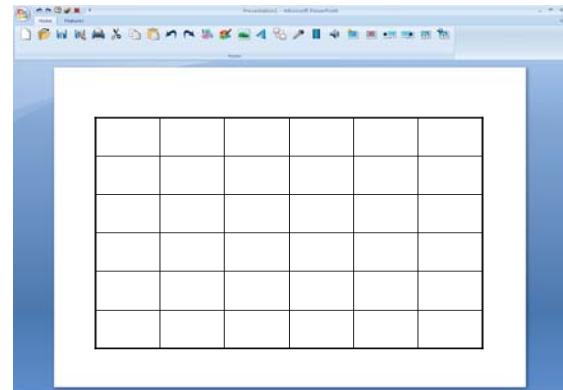
Directions:

1. Launch **MaxShow**.
2. Follow the steps on how to insert a table. Refer to your worktext for your guide.

Do the following:

- a. Insert a table with 6 rows and 6 columns.
 - b. Use all the buttons in Tables toolbar; Delete a cell, Delete a row, Insert a text, Insert a row, Merge cells and Split cells.
 - c. Insert any kind of trees in the tables and resize it to fit into the cell. Use the Insert Picture button.
3. Save the activity as **Insert Tables**.

Preview:



Activity 2

Directions:

1. Launch **MaxShow**.
2. Open and perform **Lesson 5 Activity 2 Table Integration**.
3. Answer the mathematical problems in the slides.
Base your answer from the table.
4. Save the activity as **Table Integration**.

Preview:



Henry's Ice cream Parlor		
Ice cream Flavors	Classic (price per gallon)	Supreme (per gallon)
mango	380	480
vanilla	350	475
strawberry	390	480
durian	400	465
chocolate	380	495
caramel	365	450
Rocky road	400	470
mocha	355	460

Table Able

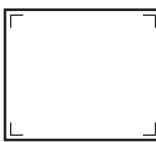
Tables

Activity 3

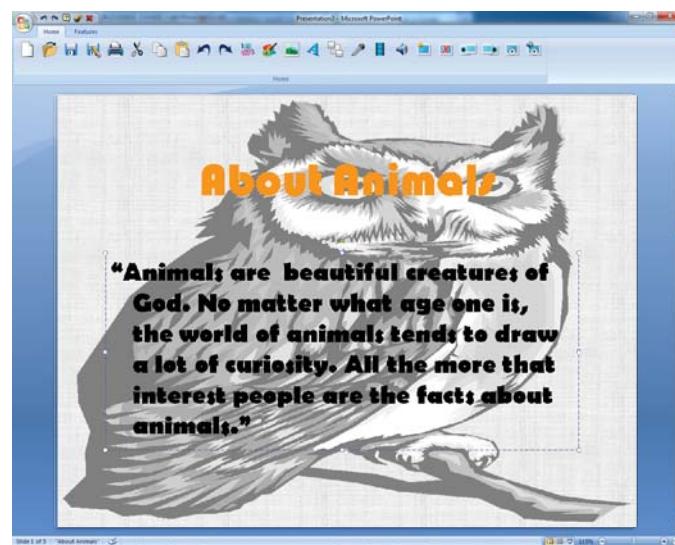
Directions:

1. Launch **MaxShow**.
2. Open and perform **Lesson 5 Activity 3 About Animals**.
3. Make a list of animals in a table format. Use MaxShow's table feature. Insert pictures and other information in each animal.
4. Save the activity as **About Animals**.

Preview:



Score

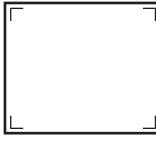


Activity 4

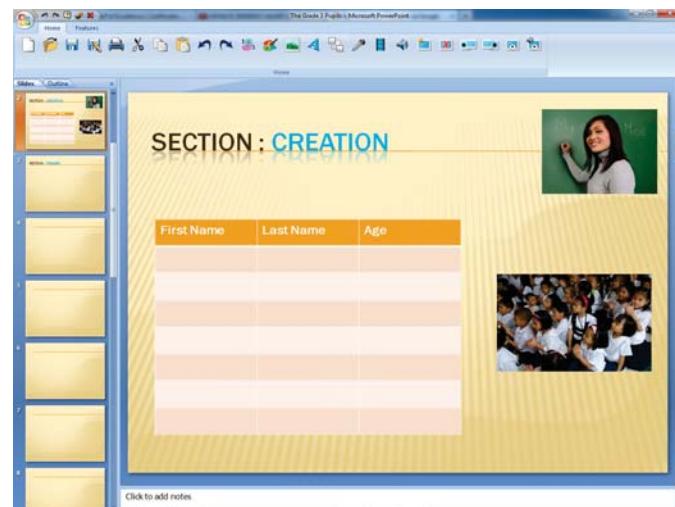
Directions:

1. Launch **MaxShow**.
2. Create a presentation that shows all the sections of Grade 3 and shows their pictures and activities as well.
3. Use tables in MaxShow to type names of the pupils in each section. Integrate different effects as well, to make your presentation nice.
4. Save the activity as **G3 List**.

Preview:

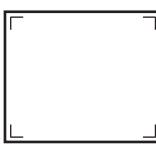


Score



Exploring Effects

Slide Transition and Animation



Activity 1

Directions:

1. Launch **MaxShow**.
2. Open and perform **Lesson 7 Activity 1 Exploring Effects**.
3. Do the following:
 - a. Explore all the buttons in Slide effects.
 - b. Navigate the slide.
 - c. Show the Slide Effects toolbar and familiarize it.
 - d. Answer the question in the slides.
4. Save the activity as **Exploring Effects**.

Preview:

Explaining what happens to a slide if you click the following buttons:

1. Random transition-
2. Strips-
3. Dissolve
4. Checkerboard across-
5. No Animation-
6. Split vertical out-

Activity 2

Directions:

1. Launch **MaxShow**.
2. Open and answer **Lesson 7 Activity 2 Slide Transit**.
3. Underline the Adverbs and Adjectives in the sentences on the slides.
4. Save the activity as **Slide Transit**.

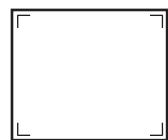
Preview:

Adverbs and Adjectives

- An **Adjective** is a describing word. It describes nouns.
- An **adverb** is also a describing word. It describes verbs, adjectives or other adverbs.

Some Adjectives are:
• which one or what kind – the **floppy** ears, the **lost** child
• How many- **three** wagons

Some Adverbs are:
• How – ran **quickly**, talked **quietly**
• Where- lived **there**, drove **backward**

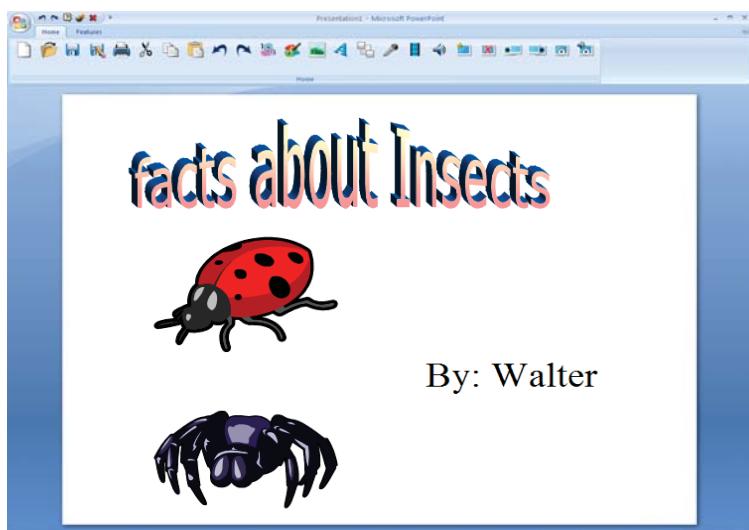


Activity 3

Directions:

1. Launch **MaxShow**.
2. Open and perform
Lesson 7 Activity 4
The Real Essence of
MaxShow.
3. Perform the following:
 - a. Apply all transition and animation to the slide including sounds.
 - b. Attach corresponding sounds to each picture.
 - c. Present the slide show to your teacher.
4. Save the activity as
The Real Essence of
MaxShow.

Preview:



SideTrip SideTrip SideTrip



Conjunction

A **conjunction** joins words or groups of words in a sentence. The most commonly used conjunctions are and, but and or.

Directions:

1. Launch MaxShow.
2. Open and answer **SideTrip: Our hair**
3. Underline the conjunctions in the facts about human hair slides.

Preview:

The screenshot shows a Microsoft PowerPoint slide titled "Some Men's Hair Keeps Growing". The slide contains a photograph of Gandalf from Lord of the Rings and a bulleted fact: "• Baldness usually runs in families. Boys whose fathers and grandfathers do not go bald in later life are more likely to keep their hair as they grow old."

4. Save sidetrip as **Our Hair**.

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Unit 5

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