

The Starter

Ready, Set, Activate!

Lesson 2



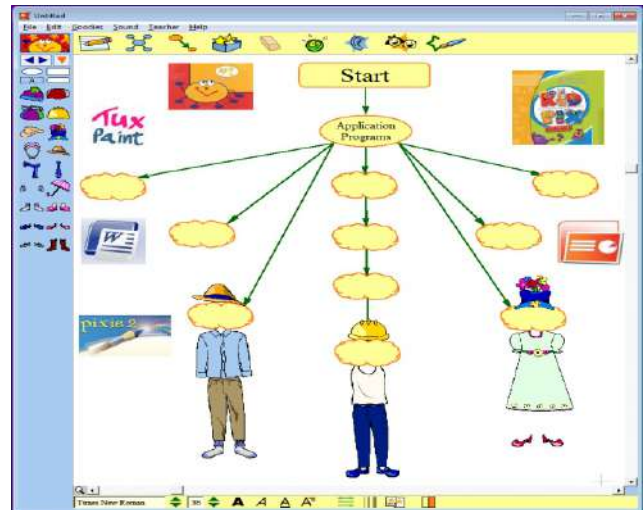
Score

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:



The Actor

Ready, Set, Activate!

Lesson 2



Score

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

5. Save the activity as **The Actor**.

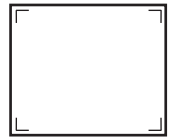
Preview:



Window Parts

Ready, Set, Activate!

Lesson 2



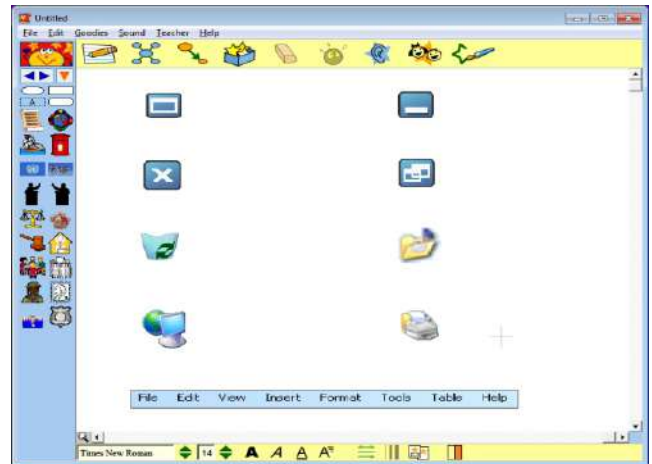
Score

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!

Lesson 2



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:

