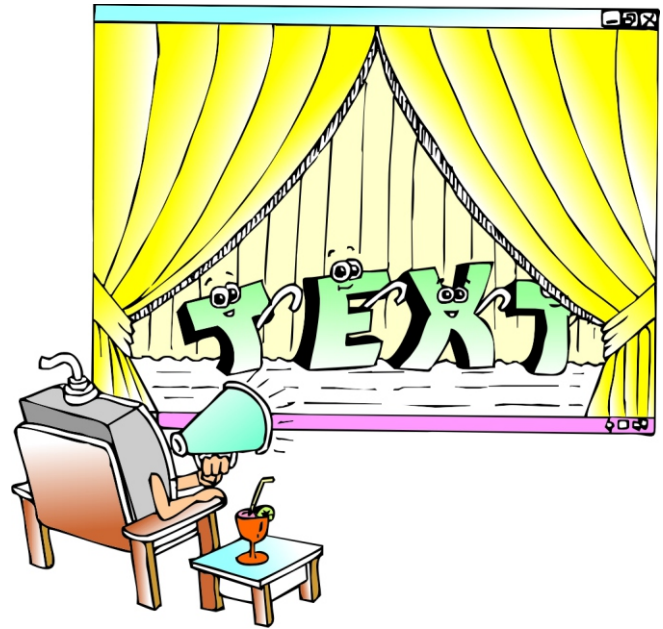


UNIT 5



DO MORE WITH MAXSHOW

Learning Objectives

After completing this unit, you should be able to:

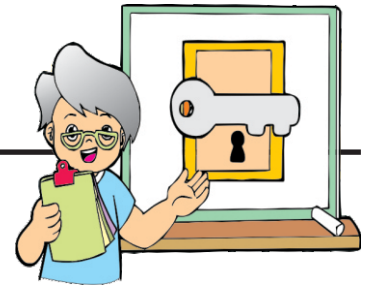
- define MaxShow;
- get into the overview;
- launch MaxShow;
- work with presentations;
- identify the different formatting toolbars;
- prepare slides;
- manipulate tables; and
- apply slide transition and animation.



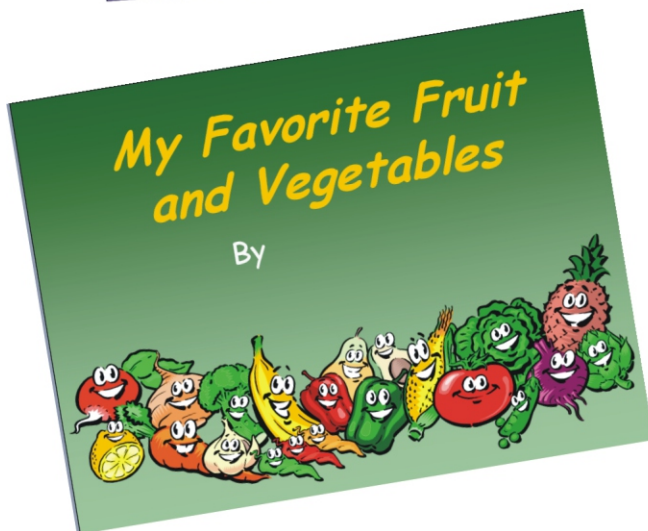
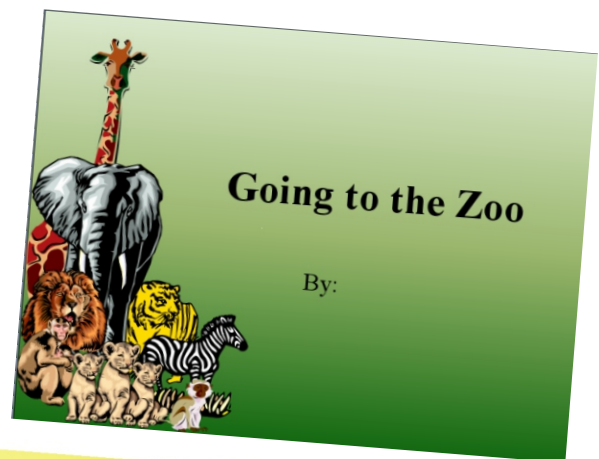
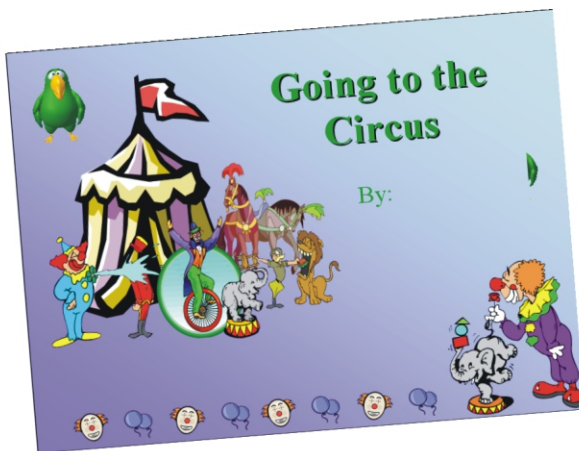
Lesson 1

MaxShow ON About MaxShow

MaxShow



MaxShow is a presentation software that allows children to create exciting presentations with pictures, animations and movies. Children can record their own sounds and voices and insert it to their presentations. The Text-To-Speech feature lets them present nonreading presentations to their friends.

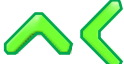



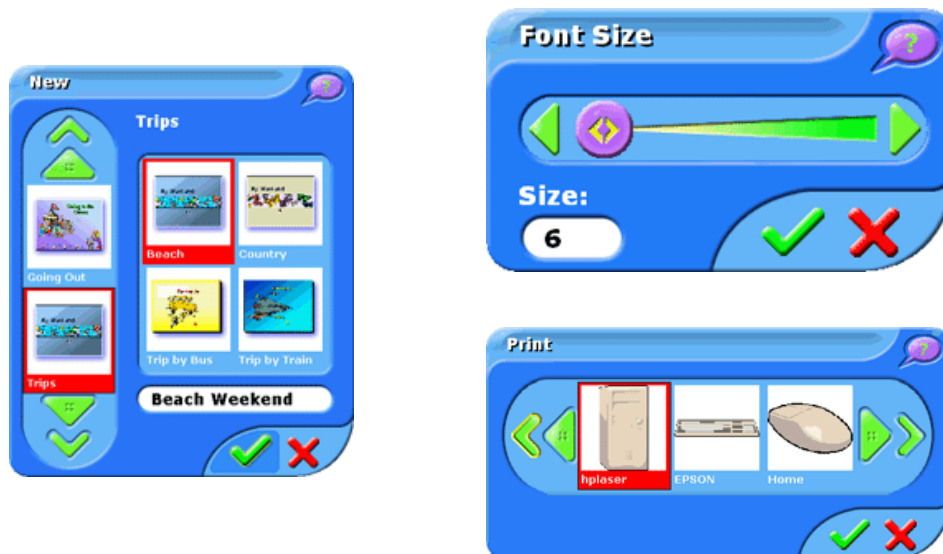
Children can create a story book in MaxShow through slides shows with kid friendly features such as easy voice narration (MaxRecorder).

MaxShow has common buttons and dialog boxes that perform certain functions throughout the suite.




All the dialog boxes within MaxShow have common look and feel as shown below.

The  Next buttons and  Previous buttons move through categories or objects such as clipart, backgrounds, symbols, bullets, printers, templates.

The  First buttons and  Last buttons move to the first or last categories or objects available.



To select a category or object, click on the category or object preview. A red border around the category or object indicates that it has been selected.

The  slider button moved to the left or right will increase or decrease the size of an object. Alternatively, clicking the  Increase or  Decrease button will increase or decrease the size of an object by a specified point number or percentage.

The  OK button will apply your selected action.

The  Cancel button will cancel your selected action.