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Introduction

This book is designed to help you use *Inspiration* in the classroom with your students. All of the English, mathematics, social studies and science projects incorporate the use of *Inspiration*.

Inspiration is a visual thinking and learning program. It allows you to create concept maps, idea maps, webs, storyboards and more. *Inspiration* also allows you to organise your ideas in an outline form. You can use this hierarchical structure to help you and your students compose reports, create presentations and more.

Perhaps you have seen *Inspiration* used at meetings or professional conferences. Even better, maybe you have created some of your own diagrams and outlines with your students at school or for your university course work.

If you are not familiar with the basics of using *Inspiration*, I recommend that you purchase and work through the lessons in *Inspiration for Terrified Teachers* first. *Inspiration for Terrified Teachers* provides you with step-by-step instructions for learning *Inspiration*. It also includes some great project ideas.

About the Projects

In this book you will find eleven projects that you can complete with your students. Each project begins with a description, followed by:

Hardware and Software

Here you will find information about the hardware and software you will need to complete the project. Optional hardware and software may also be listed.

Materials

All of the materials and supplies you need to complete the projects are listed here.

CD-ROM Files

This section provides you with a list of the research organisers, activity sheets, idea maps, concept maps, diagrams, project planners, sample projects and project templates. The list includes the filename of each piece, so you can readily retrieve it from the CD-ROM.

Also listed are ideas for introducing, producing and presenting each activity. Additional project ideas are also suggested, and on the CD-ROM you will find an Additional Resources file that lists resources for each activity. Any resource that is an Internet site is listed as a hyperlink. This means that you can visit the site by clicking on the address. Just remember to keep your browser open.

About the CD-ROM

Please note that the CD-ROM does not contain *Inspiration*. You must have *Inspiration* already loaded onto your system prior to starting the projects in this book.

An index of the CD-ROM files can be found on pages 85 to 88. You will find research organisers, activity sheets, idea maps, concept maps, diagrams, project planners, sample projects, project templates and more.

Fun with Word Families

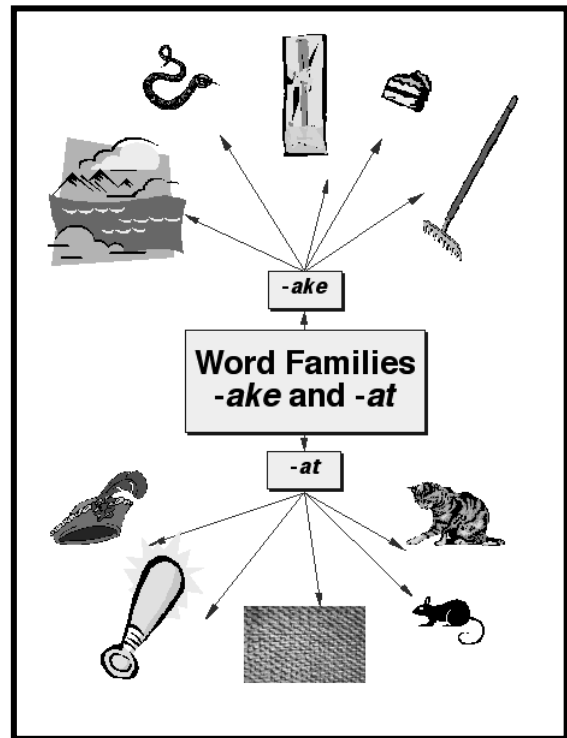
In this activity, students sort pictures according to their word families, such as *-ake* and *-at*. Depending upon their abilities, students may also label the pictures and list other words that belong to the word families.

Hardware and Software

You will need your computer and *Inspiration*.

Materials

Make sure your students have the necessary symbols. Open the *Word Families -ake and -at Without Labels* student activity sheet sample that is shown to the right. The *Word Families -ake and -at Without Labels* file is available on the CD-ROM (*wrdfmnl.ins*). Move the symbols from this activity sheet into a new *Word Families -ake and -at* symbols library. If you do not know how to create a new symbols library and install these symbols, see page 6.



CD-ROM Files

Name	Description	Filename
<i>Word Families -ake and -at Without Labels</i>	resource file and sample student activity sheet	wrdfmnl.ins
<i>Word Families -ake and -at</i>	student activity sheet template	wrdfmtem.ins
<i>Word Families -ake and -at with Labels</i>	sample student activity sheet	wrdfmwl.ins

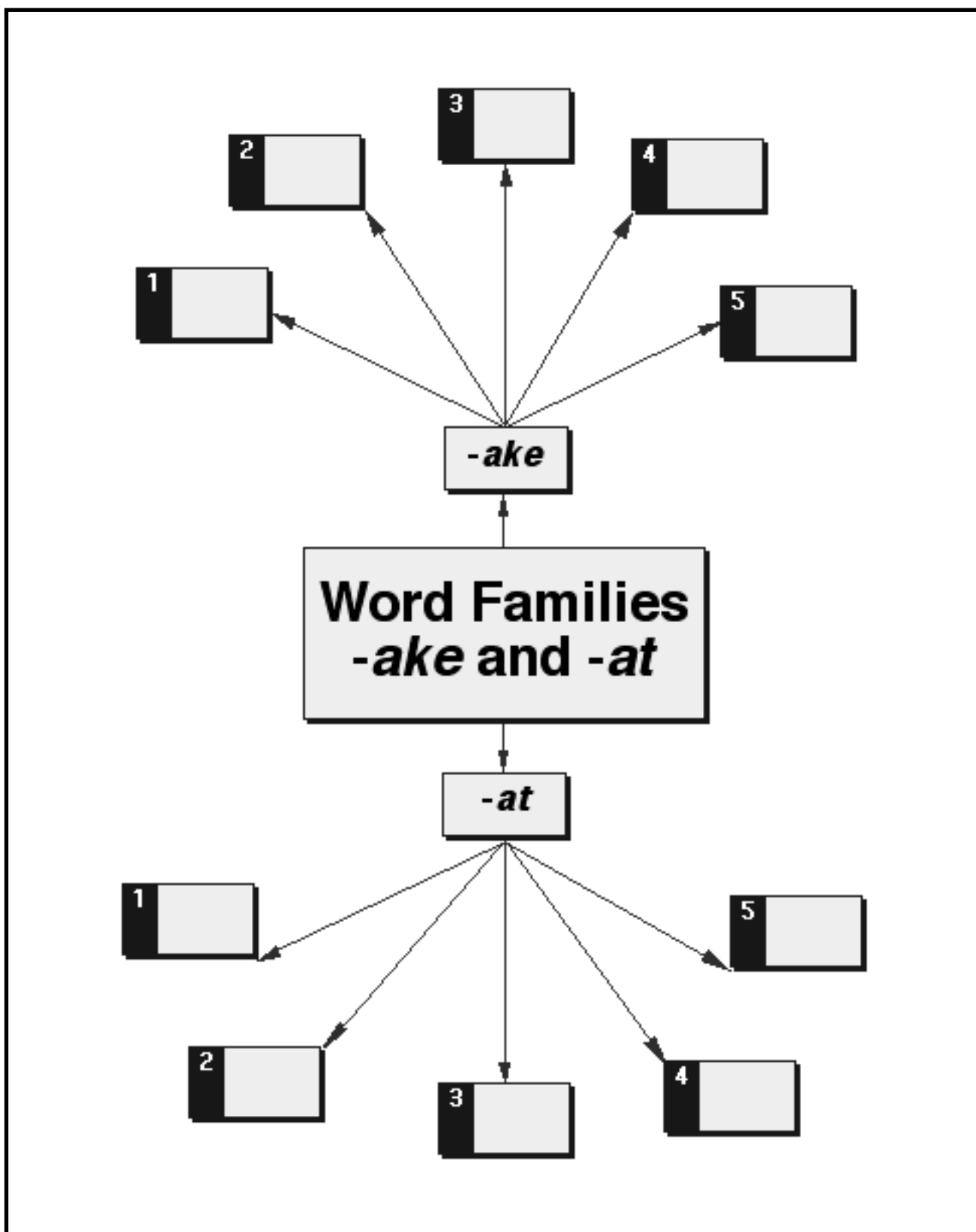
Stage 1 – Introducing the Project

Explain to students that they will be working with words that belong to the *-ake* and *-at* word families. Open the *Word Families -ake and -at* student activity sheet template that is shown on the following page. The *Word Families -ake and -at* student activity sheet template is available on the CD-ROM (*wrdfmtem.ins*). On the symbol palette, navigate to the *Word Families -ake and -at* symbols library.



Fun with Word Families (cont.)

Word Families -ake and -at student activity sheet



Playing with Pets

In this activity, students use *Inspiration* to list all the pets they have at home. Students then create a tally and pictograph. Caring for pets is also addressed.

Hardware and Software

You will need your computer and *Inspiration*. In order to create a pictograph of your students' pets, you will also need a spreadsheet program, such as *Microsoft Excel*.



Materials

Make sure your students have the necessary symbols. Open the *Pets* resource file. The *Pets* resource file is available on the CD-ROM (*pets.ins*). Move the symbols from this activity sheet into a new *Pets* symbols library. If you do not know how to create a new symbols library and install these symbols, see page 6.

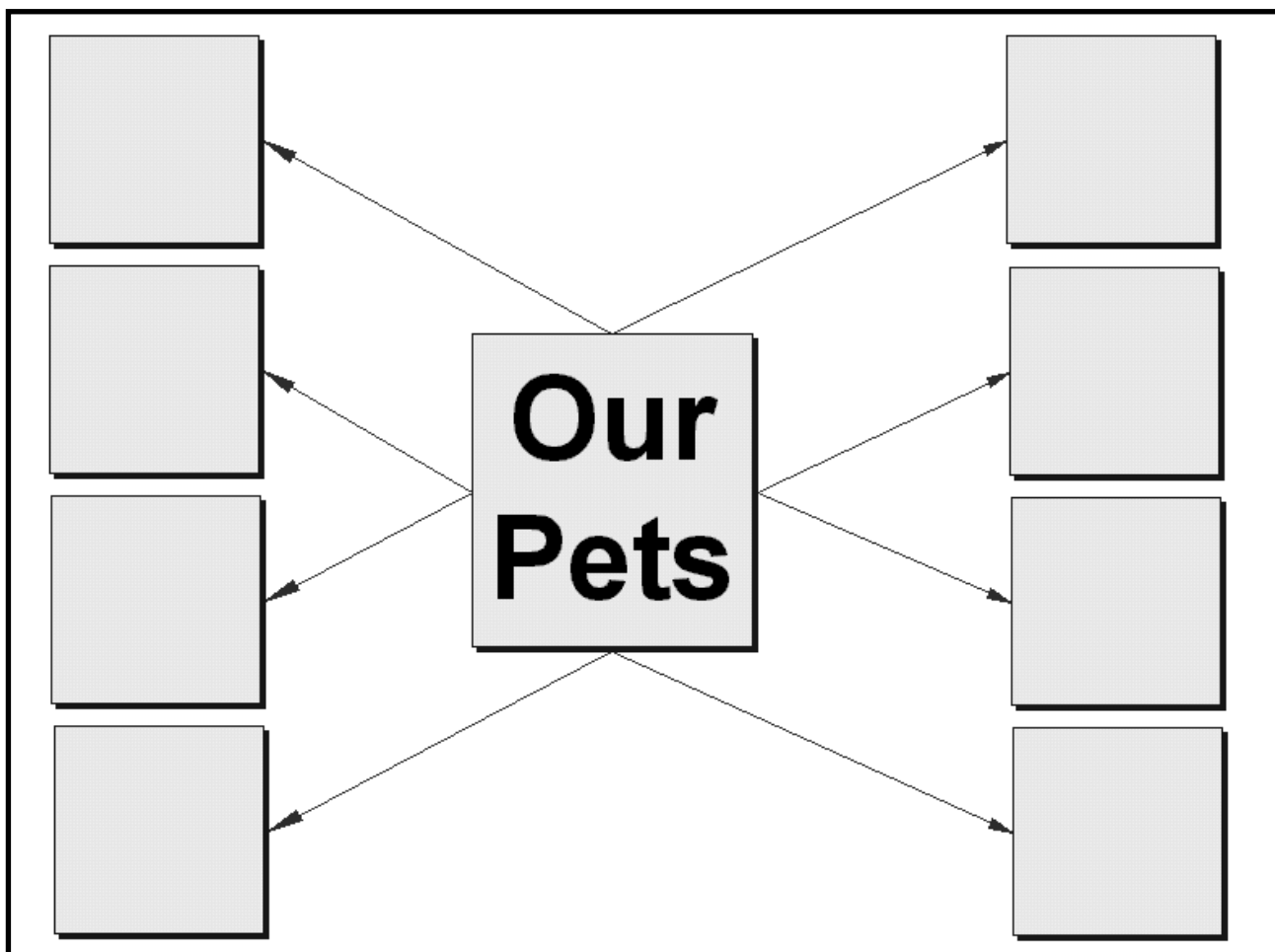
CD-ROM Files

Name	Description	Filename
<i>Pets</i>	pets resource file	pets.ins
<i>Our Pets</i>	idea map template	petstem.ins
<i>Our Pets Sample</i>	sample idea map	petssam.ins
<i>Our Pets Tally Chart</i>	tally chart template	tallytem.doc
<i>Our Pets Tally Chart Sample</i>	sample tally chart	tallysam.doc
<i>Our Pets Template</i>	data and pictograph template	pictotem.xls
<i>Our Pets Sample</i>	sample data and pictograph	pictosam.xls
<i>What This Pet Needs</i>	idea map template	needstem.ins
<i>What This Pet Needs Sample</i>	sample idea map	needssam.ins

Stage 1 – Introducing the Project

Explain to students that they will be talking about pets and creating a pet pictograph. Open the *Our Pets* idea map template that is shown on the following page. It is available on the CD-ROM (*petstem.ins*). You could also provide students with hard copies of the *Our Pets* idea map, so they can draw in the pets they name as you complete the idea map using *Inspiration*.

Playing with Pets (cont.)



Once *Inspiration* launches and the *Our Pets* idea map template appears on your screen, open the Symbols Palette, if it is not already displayed, and navigate to the Pets symbol library that is partially shown to the right.

Click on one of the blank symbols to select it. Elicit from students one type of pet they have, such as a dog. Click on the dog symbol within the **Pets** symbol library. The dog symbol will replace the blank symbol. Re-size the symbol if necessary. Click below the symbol and type in the name *Dog*.

Continue in this manner until students have named all of their pets. If you run out of blanks, simply click in the background area and select a pet. The pet symbol you selected will appear.



- + Our Pets**
- I. - Cats
- II. - Dogs
- III. - Hamsters
- IV. - Gerbils
- V. - Birds
- VI. - Fish
- VII. - Ferrets
- VIII. - Horses
- IX. - Turtles
- X. - Mice
- XI. - Lizards
- XII. - Spiders
- XIII. - Goats
- XIV. - Rabbits
- XV. - Snakes
- XVI. - Ants
- XVII. - Pigs
- XVIII. - Iguanas