

# Table of Contents

Introduction to <i>Kid Pix Deluxe 3</i> . . . . .	3
Getting Started with the <i>Kid Pix Deluxe 3</i> Program . . . . .	5
Comparing <i>Kid Pix Deluxe 2</i> and <i>Kid Pix Deluxe 3</i> . . . . .	7
Using <i>Kid Pix Deluxe 3</i> for Teacher Training. . . . .	13
Managing your Classroom with <i>Kid Pix Deluxe 3</i> . . . . .	15
Using Assessment in <i>Kid Pix Deluxe 3</i> . . . . .	26
A Tour of <i>Kid Pix Deluxe 3</i> . . . . .	28
Importing a Photo into <i>Kid Pix Deluxe 3</i> . . . . .	74
Exporting a <i>Kid Pix Deluxe 3</i> Picture into <i>Microsoft Word</i> . . . . .	76
Exporting a <i>Kid Pix Deluxe 3</i> Picture into <i>AppleWorks</i> . . . . .	78
Creating a SlideShow for the Primary Classroom . . . . .	80
<i>Kid Pix Deluxe 3</i> Extras and Shortcuts . . . . .	95
A Tour of <i>Kid Pix Deluxe 3</i> Extras and Shortcuts . . . . .	98
Index of Student Projects . . . . .	110
Student Projects . . . . .	112
Appendix	
Rubber Stamps Guide . . . . .	260
Tool Options . . . . .	280
<i>Kid Pix</i> Storyboard . . . . .	281
Posting <i>Kid Pix Deluxe 3</i> Projects on the Web . . . . .	283
Scoring Rubric for <i>Kid Pix Deluxe 3</i> Projects. . . . .	286
Scoring Rubric for <i>Kid Pix Deluxe 3</i> SlideShows. . . . .	287
Student Project Self-Assessment Sheet. . . . .	288

# Introduction to *Kid Pix Deluxe 3*

Congratulations on your purchase of *Kid Pix Deluxe 3 for Terrified Teachers!* You have purchased a book that will guide you through every step of using this versatile program, as well as provide you with *Kid Pix Deluxe 3* activities you can use with your students.

*Kid Pix* is a classic program that has been widely adopted by primary educators. This book covers *Kid Pix Deluxe 3*, the newest version.

For those of you who are new to *Kid Pix*, this K–5 program allows students and teachers to create drawings and SlideShows. Its ease of use has made it one of the most popular software programs in primary schools.

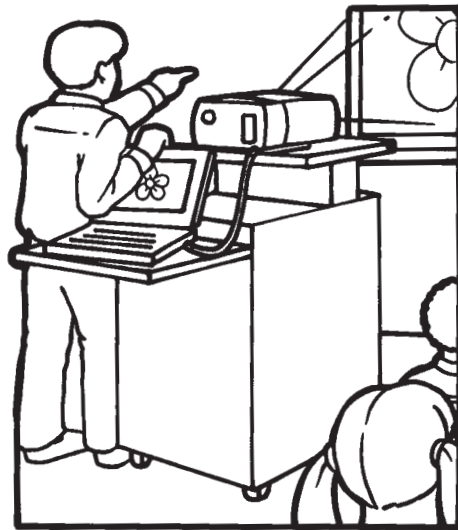
If you have used *Kid Pix* in the past, this book is also for you, because the latest version of the program is very different in its look from previous versions. Do not worry, though. *Kid Pix* is still the same wonderful program it has always been for teachers.

# Managing Your Classroom with *Kid Pix Deluxe 3*

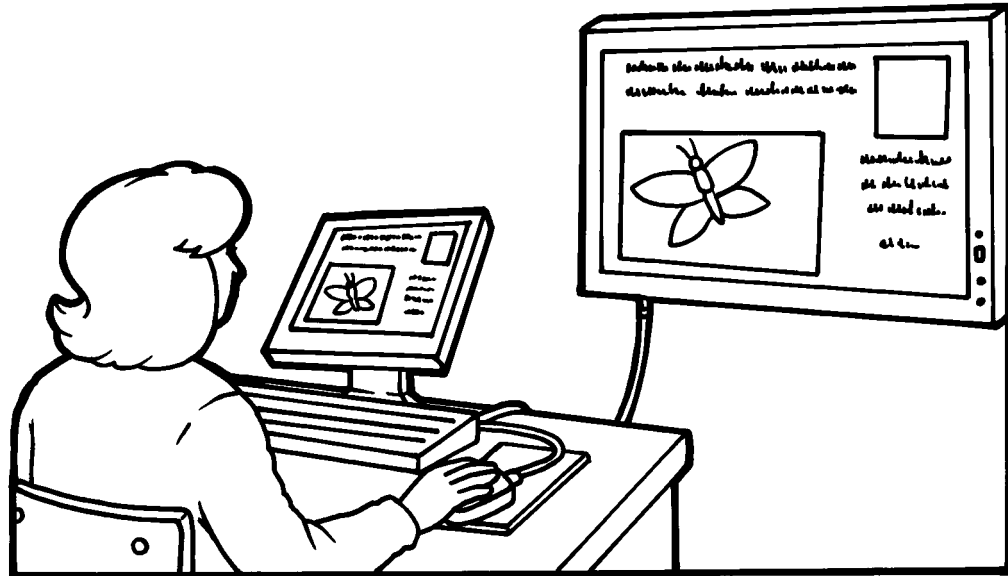
Whether you have one, two or a few computers in your classroom, you can still use *Kid Pix Deluxe 3* with your students. Computers in a lab setting or library can also be useful. The models below will help you manage the use of *Kid Pix Deluxe 3* in your classroom.

## The One- or Two-Computer Classroom

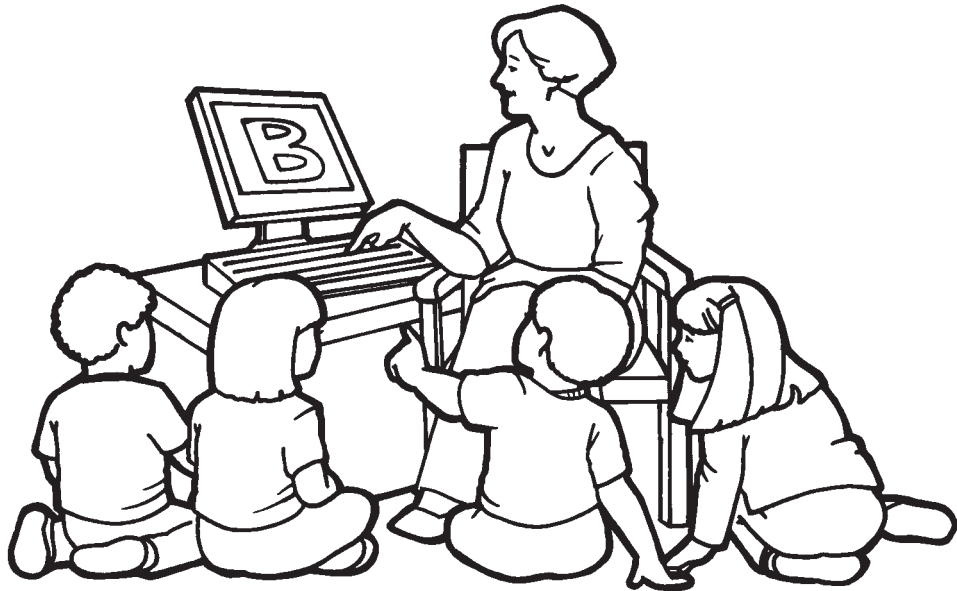
If you only have one or two computers in your classroom you can use the computer as a centre or station. Ideally, you would first show students how to use *Kid Pix Deluxe 3* by teaching a short mini-lesson. If you have access to a data projector you can demonstrate the use of the program on a large screen. Another option is to use a converter, which displays the computer screen on a television. If none of these devices are available, you can simply have students gather on the floor below your computer while you demonstrate the operation of the program. Choose larger pencil and brush sizes so students can see more easily.



Option 1: Demonstrate the program using a computer projector.

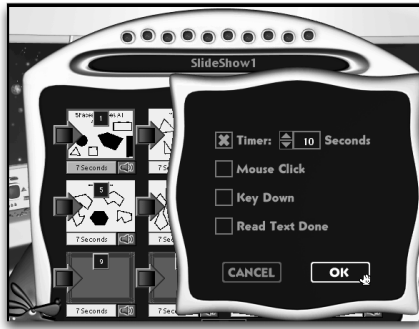


Option 2: Demonstrate *Kid Pix Deluxe 3* using a converter displaying the computer screen on the television.

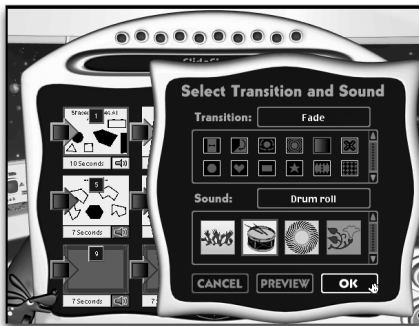


Option 3: Demonstrate *Kid Pix Deluxe 3* while students gather around the computer. You may wish to call half of the class at a time to the computer for a short demonstration.

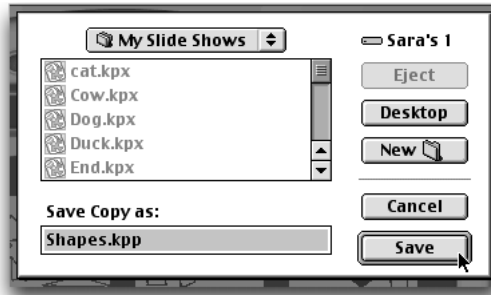
- Now change the timing on each slide to ten seconds by clicking on the **7 seconds** button and changing the time to **10**.



- Now click on the **Transition Arrow** before slide 1 and add the drum roll background sound to it.



- Click on the **Horn** under the last slide and add the applause background sound to it.
- Save your SlideShow. Call it **Shapes**.



- Now play the SlideShow by pressing the **Play** button on the right side.

## What else can I do?

Make a chart of the shapes you used in your shape person.

1. Use the line tool to divide the paper into sections for each type of shape you used. If you used circles, rectangles, and pentagons, then you would draw two lines on your page to make three sections.



2. Use the line tool to draw a line across the top of the page.
3. Use the text tool to type the name of each shape at the top of each section on the page.



4. Under each section add tally marks telling how many of that shape were used in your person.
5. Save your work.