

Create It with Kidspiration

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Introduction – *Create It with Kidspiration 3* and the Australian Curriculum

We know that all kids learn differently. Some are verbal learners, absorbing information best when words are spoken, and others learn best when words are written out. A lot of children require content to be presented in a visual format in order to retain it. Kidspiration® is ideal for these kinds of learners, allowing educators of F–6 students to teach literacy, numeracy and thinking skills using proven visual thinking methodologies.

This book will show teachers how to use Kidspiration® to its full potential. We provide instructions on program setup and toolbar use, with separate steps listed for Macintosh and Windows users. You will learn how to personalise your work area by changing the background colour or choosing which voice command to use. As a user, you can add to the built-in 3000+ symbols Kidspiration® comes with by creating your own.

The latest version of this program, Kidspiration® 3, features new visual maths tools, which allow students to build reasoning and problem-solving skills. The tips included in this resource have been updated to reflect the functions of Kidspiration® 3, though most steps and terminology are applicable to previous versions. The activity templates provided, however, are only compatible with Kidspiration® 3.

The activity templates covers the four key Australian Curriculum learning areas: English, Mathematics, Humanities and Social Sciences and Science across years F–6. Each template is available with a completed version for your reference and a blank version ready for students to use. It's useful to use the completed version as a guide for students when necessary or to help you assess their work. Each activity comes with directions and an indication of the relevant learning area and appropriate year level. Depending on their capability with the program, students can follow the steps directly or have the option to alter and build their own templates.

All templates are available to downloadable via the password-protected internet portal. To access these resources, visit go.hbe.com.au and select this book from the list of available titles. The password to access the resources can be found on the imprint page of this book.

INFORMATION AND COMMUNICATION TECHNOLOGY (ICT) GENERAL CAPABILITY

The Australian Curriculum identifies seven general capabilities that “encompass the knowledge, skills, behaviours and dispositions that, together with curriculum content in each learning area and the cross-curriculum priorities, will assist students to live and work successfully in the twenty-first century”. *Create It with Kidspiration 3* links with the Information and Communication Technology (ICT) capability, which covers the following skills and practices:

- applying social and ethical protocols and practices when using ICT
- investigating with ICT
- creating with ICT
- communicating with ICT
- managing and operating ICT

This book is also relevant to any content description of the curriculum that calls for students to demonstrate their understanding of a topic using digital technology.



Activities by Australian Curriculum Learning Areas

Template	Mathematics	English	Humanities and Social Sciences	Science	Cross-Curricular
Adding Money	•				
Book Review		•			
Brainstorm					•
Brainteaser	•				•
Character Map		•			
Circle Activity		•			•
Classification			•	•	•
Consensus			•		•
Counting Money	•				
Create a Character		•	•		•
Debate		•	•		•
Ending Sounds		•			
Equations	•				
Farm/City Venn Diagram			•	•	
Five Ws		•	•		•
Giving Change	•				
Green/Legs Venn Diagram			•	•	•
Healthy Food				•	
Impossibilities		•	•	•	•
Key Points		•			•
Landforms			•		
Less Than/Greater Than	•				
Letter Sounds		•			
My Dreams		•	•		•
My Family		•	•		•
Name Acrostic		•	•		•
Noughts and Crosses	•		•		•
Number Autobiography		•	•		•
Observations				•	•
Odd Numbers Venn Diagram	•				
Point of View		•	•		•
Problem/Solution			•		•
Scavenger Hunt			•		•
School/Home Venn Diagram			•		•
Self-Evaluation			•		•
Sequence					•
Shapes	•				
Solar System				•	
Story Starter		•			
Structured Poetry		•			•
T-rrific!		•	•		•
Then and Now			•		
Vowel Sounds		•			
What's My Pattern?	•				•

Adding Money

The drag-and-drop feature of Kidspiration offers a versatile way to teach students how to add and count money.

Learning Area

Mathematics: Years 1–3

Downloadable Templates

- AddingMoney – template
- AddingMoney2 – completed activity

Student Instructions

1. Open the template.
2. Read the on-screen prompt.
3. Drag the appropriate coins from the library on the left side of the screen into the SuperGrouper box.

Creating your own

1. Add a SuperGrouper to the page.
2. Enter instructions at the top of the SuperGrouper, for example: Put coins in the box to equal 90 cents.
3. In the library menu, under Maths & Numbers select **Money – Australia**. Students drag coins from the library into the SuperGrouper.

Variations

Lab Setting

1. Create and open files on each computer.
2. Students complete the activity.
3. Students rotate to the right to check the work of the student sitting beside them.
4. Students delete coins in the box and change the amount.
5. Students move back to their computers.
6. Repeat steps 2–5.

One-Computer Classroom

Use as a learning station, or use a large-screen display (television or projector). Complete the activity as a class or as a competition with two teams. Teams can take turns going to the computer to move a coin.


Extensions

Add the following restrictions to the activity:

- Students must use only five cents, ten cents and twenty cents.
- Students must use the least amount of coins possible.

Adding Money

Put coins in the box to equal 90 cents



AddingMoney

Adding Money

Put coins in the box to equal 90 cents



AddingMoney2

Impossibilities

Students brainstorm impossibilities for common everyday objects.

Learning Areas

English, Humanities and Social Sciences, Science: Years 3–6

Downloadable Templates

- Impossibilities – template
- Impossibilities2 – completed activity

Student Instructions

1. Open the Impossibilities template.
2. Use your imagination to brainstorm impossibilities.

Creating your own

1. Add a symbol to the centre of the screen.
2. Type the name of a common object in the centre symbol.
3. Create 5–10 additional symbols and link them from the centre symbol.
4. Change colours if desired.

Variations

Lab Setting

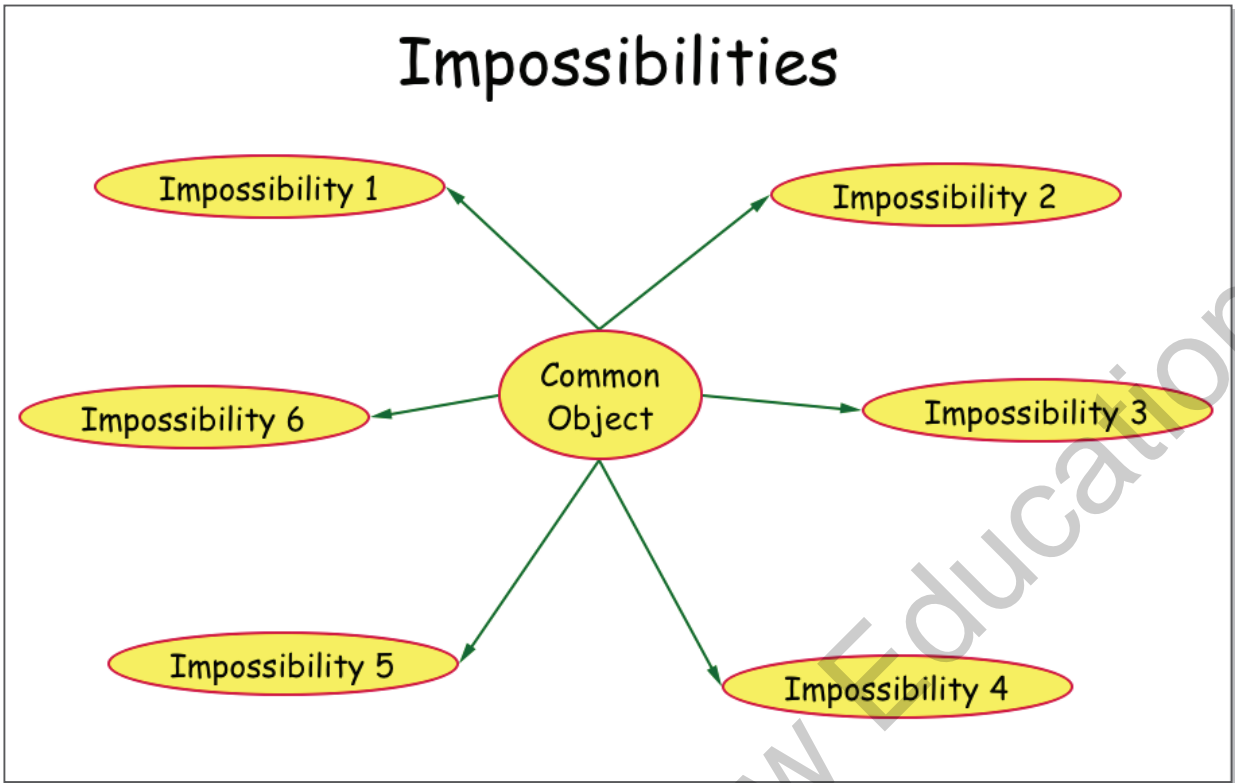
1. Open the files on each computer.
2. Enter a different common object on each computer. Older students can come up with their own object.
3. Students brainstorm possibilities for one minute.
4. Students shift seats to the next computer.
5. Repeat steps 3 and 4.

One-Computer Classroom

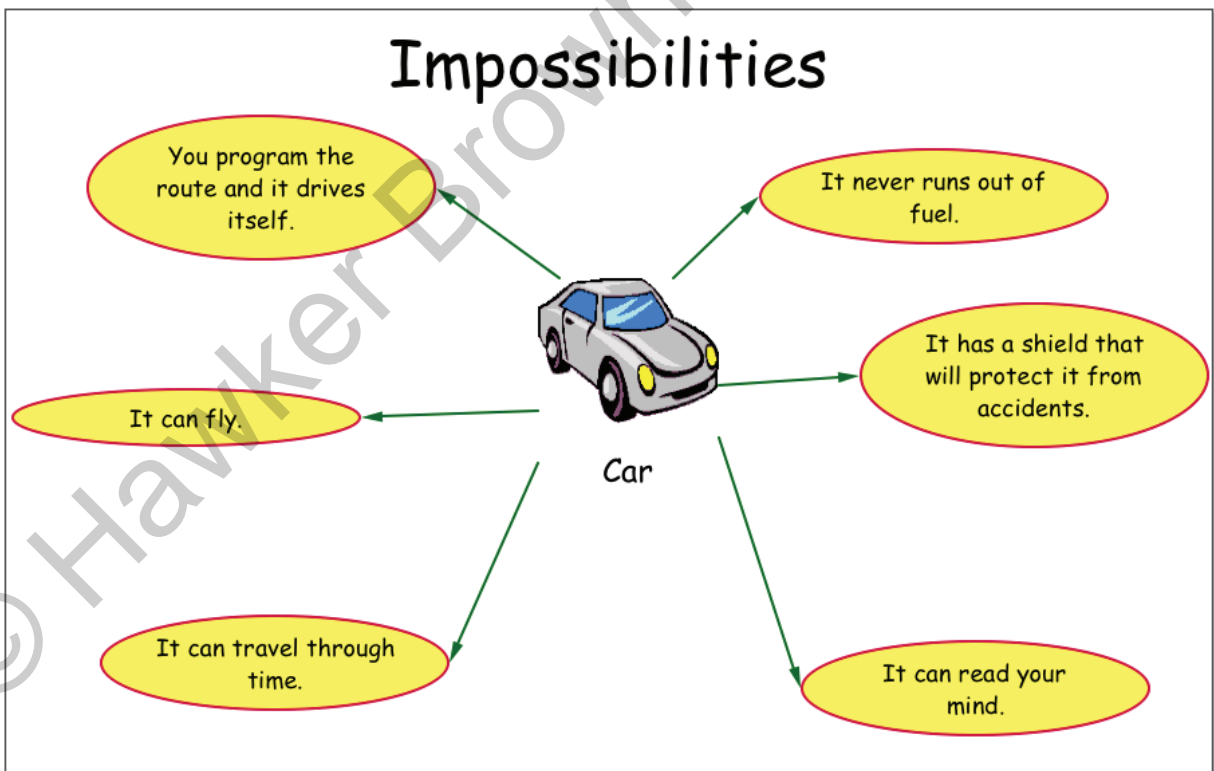
Use as a learning station, or use a large-screen display (television or projector). Complete activity as a class.

Extensions

- Students use their impossibilities list to create a new invention.
- Students do research on inventions and inventors to see what “impossibilities” they overcame.



Impossibilities



Impossibilities2