TECHNOKids®

Microsoft Plus
Technology Projects

A collection of technology projects for Microsoft, Adobe, and KID PIX products.

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Microsoft Plus Technology Projects Overview

About Microsoft Plus Technology Projects

Microsoft Plus Technology Projects are a collection of technology projects that integrate Microsoft products into learning including Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Microsoft Access, Microsoft Publisher, Paint, and Movie Maker. In addition the collection includes technology projects for Adobe Photoshop and Adobe Flash. As well several technology projects designed for kindergarten children use KID PIX 3D. Technology projects help teachers meet curriculum objectives. The instructional materials can be used as a unit of study or as part of a computer course.

What is a Technology Project?

A technology project is a set of theme-based activities that use the computer to create a product such as a story, presentation, or newsletter. A technology project includes a teacher guide, student workbook, and resource files.

- A **teacher guide** is a document that contains lessons that are written with step-by-step instructions. Each step is point and click, meaning that there is a written explanation of where to point the mouse or what to type on the keyboard. Moreover, instructions often include a screen shot, which is a picture of what the screen should look like when the action is complete.

- A **student workbook** is a collection of assignments that are followed independently by students to complete the lesson activities.

- **Resource files** are customizable materials such as templates, sample files, parent letters, certificates, or assessment tools.

How Can I Integrate Technology Projects into Curriculum?

Microsoft Plus Technology Projects include activities that integrate into subject areas such a language arts, mathematics, social studies, visual arts, science, history, geography, or business studies. Technology projects are correlated to *Common Core Standards*.

What Technology Skills do Students Learn?

Microsoft Plus Technology Projects teach word processing, spreadsheet, graphic, presentation, desktop publishing, programming, animation, blogging, video production, internet, and database skills. Students gain proficiency in Information Communication and Technology (ICT). Refer to the *Skill Summary* section in each teacher guide for a detailed list of technology skills or view the *Microsoft Plus Technology Skills Summary*. Technology projects are correlated to *ISTE Standards*.

What is a TechnoKids Site License Agreement?

Microsoft Plus Technology Projects are sold as a site/curriculum license. A site is a <u>single</u> school or learning center. The site license permits unlimited printing/viewing rights of the teacher resources (templates, sample files, parent letters, certificates, or assessment tools) as well as unlimited transfer of digital files to devices at a given location. You are provided with one set of hardcopy teacher guides. Student workbooks (hardcopies) are to be purchased from TechnoKids. It prohibits posting files in the public domain. Refer to your site/curriculum licensing agreement for further details.

How Should I Select a Project to Teach?

TechnoKids Microsoft Plus Technology Projects provides teachers with flexibility. Select a technology project to teach based on curriculum objectives. Below are some tips to help you make a decision:

- *Category* – Technology projects are categorized as Primary (Grades 1-3), Junior (Grades 3-6), Intermediate (Grades 6-9) or Senior (Grades 9-12). Choose an option that is suitable for the grade you are teaching.

- *Technology Skill* – Technology projects includes activities that teach word processing, spreadsheet, graphic, presentation, desktop publishing, programming, animation, blogging, video production, internet, and database skills. Pick based upon the ICT skills required for your program.

- *Subject Area* – Some technology projects create a product that is specific to a subject area such as digital storytelling for language arts, report for social studies, or environmental brochure for science. Make a decision using curriculum objectives as a guideline.

- *Topic* – Some technology projects have open-ended topics that can be tailored to any unit of study. In these cases, sample files demonstrate a range of subject matter. Select a technology project that fits with a topic you are already studying.

- *Student Interest* – Brain research indicates that students acquire new skills best when they have a personal connection to their learning. Allow your students to select a project by giving them two or three options. Describe the focus of the projects and allow them to make a selection by a voting process and choose the most popular selection. Or, pick a project such as TechnoReport, TechnoEzine, or TechnoTravel and let each student decide on a personal area of interest for the focus of their individual projects.

About Student Workbooks

The student workbook is available in hardcopy and is to be purchased from TechnoKids Malaysia. The content of the student workbook is also available as worksheets. These are suitable to working in a paperless classroom as they can be assigned individually.

The use of student workbooks would be extremely helpful for the students. It is just one more resource that TechnoKids offers teachers. There is a lot of flexibility in how student workbooks are implemented. Below are some possibilities:

- The student workbooks are purchased from TechnoKids Malaysia and distributed to students. The students keep the workbooks and write in them.

- Teach students HOW to use the workbook – bolded headings are what students do. (e.g. insert a picture) – Triangular bullets tell each action students must do.

- Demonstrate how to use Adobe Reader (https://www.youtube.com/watch?v=yS9_vsJC6hs) or Kami Chrome extension (https://www.youtube.com/watch?v=0ZioSBA3kwY) to type answers into worksheets. This is applicable for the softcopy of assignments.

- Begin using the workbook by doing an assignment together on a demonstration computer, as students follow along in their workbooks.

- Encourage students to read the tips, hints, and labels of the pictures.

- If an action does not work out as it should, teach students problem solving strategies, for example: first, reread the instructions and make sure they have been followed accurately, second, ask the student sitting beside you for help, and third, raise your hand and ask the teacher for assistance.

- After students are confident with using the workbook, begin each class by introducing the assignment and explaining the purpose. Discuss the steps to the assignment. Have students work independently to complete the task following steps outlined in their workbook. Offer support and suggestions.

Project Matrix

Refer to the table for a recommended order for teaching the TechnoKids projects. This is a suggestion only. Alter the sequence based on your teaching situation.

	Primary Microsoft Plus Technology Projects					
Level PK/K	**TechnoBasics** Complete fun computer activities. Software: KID PIX 3D Skills: graphics, computer fundamentals	**TechnoColors** Create artwork using the computer. Software: KID PIX 3D Skills: graphics	**TechnoLetters** Learn the letters of the alphabet. Software: KID PIX 3D Skills: word processing, graphics	**TechnoShapes** Produce unique designs with shapes. Software: KID PIX 3D Skills: graphics	**TechnoNumbers** Count, sort, and draw numbers. Software: KID PIX 3D Skills: graphics	**KID PIX Activity Book** Activities and workshops for Grades 1-3. Create cards, poetry, stories, brochures, videos, advertisements, pictographs, maps, board games, and more!
Level 1	**TechnoPC** Earn a computer driver's license. Software: Paint Skills: graphics, computer fundamentals	**TechnoPainter** Produce artwork using digital tools. Software: Paint Skills: graphics	**TechnoBook** Create books. Write and illustrate stories. Software: Word Skills: word processing, desktop publishing	**TechnoCity** Report about your community. Software: PowerPoint Skills: presentation	**TechnoCop** Bring crooks to justice. Software: Access, Word or PowerPoint Skills: word processing, database, desktop publishing, graphics	
Level 2	**TechnoAuthor** Write a fairy tale and illustrate the story. Software: Word Skills: word processing, desktop publishing	**TechnoAnimal** Create a multimedia report on an animal. Software: Internet Explorer, PowerPoint, Paint Skills: presentation, graphics	**TechnoCelebrate** Celebrate traditions and festivities. Software: Access, Paint Skills: databases, graphics	**TechnoFit** Take part in the "Be Fit Challenge." Software: Publisher, Media Player Skills: desktop publishing		Software: KID PIX3D Skills: word processing, animation, presentation, graphics

	Junior Microsoft Plus Technology Projects			
Level 3	**TechnoPoet** Compose rhymes, tongue twisters, and other poetry. Software: Word Skills: word processing, desktop publishing	**TechnoJourney** Discover wonders online and be a responsible digital citizen. Software: Internet Explorer Skills: Internet, Digital Citizenship	**TechnoBiz** Develop a plan to increase candy sales. Software: Excel, Word Skills: spreadsheet, word processing, desktop publishing	**TechnoHero** Create a multimedia presentation about your hero. Software: PowerPoint, Internet Explorer Skills: presentation
Level 4	**TechnoReport** Raise awareness about an endangered species. Software: Word, Internet Explorer Skills: Internet, word processing, desktop publishing	**TechnoSales** Use math to make decisions about a bake sale. Software: Excel, Word Skills: spreadsheet, word processing, desktop publishing	**TechnoMovie** Produce an animated story of a magical adventure. Software: PowerPoint *PhotoFiltre V6* for 2007 only Skills: presentation, graphics, photo editing	**TechnoQuest** Learn medieval facts to save the kingdom. Software: Access, Word or PowerPoint, Internet Explorer Skills: database, presentation, word processing
Level 5	**TechnoCorrespondent** Travel to a distant location and report the facts. Software: Word, Internet Explorer, *Paint (only for 2007)* Skills: graphics, word processing, desktop publishing, photo editing	**TechnoLink** Develop a web page that has links to places on the WWW. Software: Internet Explorer, Word Skills: Internet, word processing, desktop publishing	**TechnoDrama** Tell a digital story using basic video production equipment. Software: Movie Maker Skills: video production	**TechnoMummy** Learn about Egyptian life and beliefs by studying artifacts. Software: Access, Word, Paint, Internet Explorer Skills: word processing, graphics, desktop publishing, database

	Intermediate Microsoft Plus Technology Projects				
Level 6	**TechnoEditor** Edit a collection of stories to make it error-free. Software: Word Skills: word processing, desktop publishing, graphics	**TechnoEntrepreneur** Use entrepreneurial skills to operate a restaurant. Software: Excel, Word, PowerPoint Skills: spreadsheet, graphics, word processing, desktop publishing	**TechnoNovel** Create book report that promotes a novel. Software: PowerPoint, Internet Explorer Skills: presentation, graphics, animation	**TechnoClue** Track down the clues to solve the case. Software: Access, Paint, PowerPoint, Word Skills: database, graphics, presentation	
Level 7	**TechnoEzine** Publish an interactive teen magazine. Software: Word, Internet Explorer Skills: graphics, word processing, desktop publishing	**TechnoInvestor** Buy and trade shares on the TechnoStock Exchange. Software: Excel, Word Skills: spreadsheet, word processing, desktop publishing	**TechnoTravel** Plan a weekend getaway for tourists. Software: Internet Explorer, PowerPoint, Word Skills: presentation, word processing	**TechnoMission** Build a database table and form. Create report. Software: Internet Explorer, Access, Paint Skills: database, photo editing, graphics	**TechnoEnvironment** Raise environmental awareness. Software: Internet Explorer, Publisher, Word Skills: desktop publishing, word processing, graphics
Level 8	**TechnoBlog** Become a blogger. Write and comment on posts. Software: blogging service (e.g. Kidblog.org) Skills: digital citizenship, blogging	**TechnoCEO** Report to investors on company performance. Software: Excel, PowerPoint Skills: spreadsheet, presentation, graphics	**TechnoFuture** Make a "Choose your own Adventure" story. Software: PowerPoint, Internet Explorer Skills: presentation, spreadsheets	**TechnoCommercial** Produce a commercial using selling techniques. Software: Movie Maker Skills: video production	**TechnoHTML5** Develop a web page using HTML and CSS. Software: Internet Explorer, Notepad Skills: Internet, programming

Senior Microsoft Plus Technology Projects

TechnoAdvertise Design advertisements including a flyer, catalog, and newsletter. Software: Word Skills: word processing, desktop publishing, graphics	**TechnoSpecialist** Become an information technology specialist. Software: PowerPoint Skills: presentation	**TechnoPlanner** Become an event planner, organizing celebrations. Software: Word, Access Skills: databases, word processing	**TechnoWonderland** Market an amusement park. Analyze data to make decisions. Software: Word, Internet, Excel, PowerPoint, Publisher, Access Skills: word processing, Internet, spreadsheets, presentation, desktop publishing, graphics, databases
TechnoFlash Become an animator and design a Flash movie. Software: Adobe Flash Skills: animation, graphics Version: Flash CC and CS5	**TechnoPhotoshop** Edit photos to create a digital scrapbook. Software: Adobe Photoshop Skills: photo editing, graphics Version: Photoshop CC and CS5		

Primary Technology Project Descriptions

TechnoAnimal

In this project, students create a multimedia report about animal. Using various resources, they gather facts about the diet, habitat, appearance, young, and threats of their selected animal. Afterwards, these facts are organized onto slides. Animation and transitions are applied to the slideshow to create an interesting and informative presentation.

- Session 1: Animal Facts
  Select an animal and research their diet, habitat, appearance, young, and threats.

- Session 2: Paint your Animal
  Paint a picture of the animal in its habitat.

- Session 3: Animal Habitat
  Create a slide that includes a map of where the animal lives and information about the habitat.

- Session 4: Animal Appearance and Food
  Create slides that include a picture of the animal, a description of its appearance, and a list of the food it eats.

- Session 5: Animal Young and Threats
  Create slides that include a picture of the baby, information about the young, and a solution to threats facing the animal.

- Session 6: Animal Show
  Edit the presentation. Apply animation and transitions. Share the report with classmates.

  Technical Skills: Presentation, Graphics
  Technology Integration: Language Arts, Science, Visual Arts
  Software Applications: Microsoft PowerPoint, Internet Explorer, Paint

TechnoAuthor

In this project, students write a fairy tale. Using word processing software, they learn how to format text and create illustrations to produce an original storybook.

- Session 1: The Frog Prince
  Edit the appearance of text in the story The Frog Prince.

- Session 2: Wags Finds a Home
  Illustrate the events in the story Wags Finds a Home.

- Session 3: The Sad Princess
  Complete the story about a sad princess.

- Session 4: Once Upon a Time
  Plan and organize story ideas. Write an original fairy tale and then format the text.

- Session 5: Happily Ever After
  Illustrate the fairy tale.

- Session 6: Publish the Fairy Tale
  Proofread the fairy tale for spelling and grammar errors. Publish the storybook.

  Technical Skills: Word Processing, Desktop Publishing
  Technology Integration: Language Arts
  Software Applications: Microsoft Word

TechnoBasics

In this project, students become acquainted with the computer. This introduction includes activities to identify hardware, rules to follow when using the computer, and the method to turn the computer on and off properly. Concentrating on the development of fine motor skills needed to operate the mouse, students learn how to "click", "click and drag", "click and hold" and "double click" the mouse to achieve the desired result. A *Computer Whiz* certificate is issued at the end of the project to verify competent and safe computer use.

- Session 1: Computer Basics
  Learn about computer parts and their function. Practice mouse skills to paint a picture.

- Session 2: Computer Rules
  Show good behavior when using the computer. Click and drag the mouse to create shapes.

- Session 3: Computer Shut Down
  Turn the computer on and off. Use the Spray Can to create unique animated designs.

- Session 4: The Keyboard
  Type letters, numbers and symbols. Format the font, color, style, size, and alignment of text.

- Session 5: Input and Output
  Categorize computer parts as input or output devices. Use the devices to create a picture.

- Session 6: Computer Confusion
  Identify objects as computer parts. Earn the *Computer Whiz* certificate.

  Technical Skills: Graphics
  Technology Integration: Computer Fundamentals
  Software Applications: KID PIX 3D

TechnoBook

In this project, students publish books. Working with colorful templates, they learn essential word processing skills that allow them edit, type, and illustrate story pages. The focus on the position and function of keys on the keyboard ensures that students will not only become authors but competent typists as well.

- Session 1: A Mess
  Microsoft Word processing skills are applied to clean up the mess on each story page.

- Session 2: At the Zoo
  Illustrate the book At the Zoo using pictures from the Clip Gallery.

- Session 3: I Like You
  Format the font to create an eye-catching book.

- Session 4: Me!
  Write a book called "All About Me".

- Session 5: Look at Me!
  Illustrate the book "All About Me".

- Session 6: All About Me
  Edit the storybook and publish the document.

  Technical Skills: Word Processing, Desktop Publishing
  Technology Integration: Language Arts
  Software Applications: Microsoft Word

TechnoCelebrate

In this project, students learn about celebrations and traditions from around the world. Using the *Celebrations* database, students gain an understanding of how various cultures celebrate. Afterwards, they select their own event and research this occasion. Students then make a picture illustrating the family tradition that makes this event special. Students enter the information into the *Our Family Traditions* database. Upon completion, students engage in a TechnoCelebration that includes festivities and fun!

- Session 1: Celebrations Around the World
  View records in the Celebrations database to learn about celebrations around the world.

- Session 2: Festivities Around the World
  Filter the records in the Celebrations database.

- Session 3: Finding Festival Facts
  Research information about a celebration using facts listed in a database.

- Session 4: Family Tradition
  Paint a picture of a family tradition.

- Session 5: Our Family Traditions
  Enter the record about a family tradition into the Our Family Traditions database.

- Session 6: TechnoCelebration
  Share the Our Family Traditions database with fellow classmates.

  Technical Skills: Database, Graphics
  Technology Integration: Social Studies, Visual Arts
  Software Applications: Paint, Microsoft Access

TechnoCity

In this project, students produce a multimedia report about the city where they live. They create slides that illustrate facts about their city or town. The presentation includes graphics, text, sound, animation, and transitions that combine to make a dazzling report.

- Session 1: Where I Live
  Produce a slide that contains facts about their community.

- Session 2: A Street in My City
  Follow simple directions to produce a detailed map of a street.

- Session 3: The Weather in My City
  Depict a typical day in the city using clip art and motion clips.

- Session 4: The Helpers in My City
  Report on a community helper in the neighborhood including facts and pictures.

- Session 5: My City Comes to Life
  Animate slide objects to bring the presentation to life.

- Session 6: A Report about My City
  Complete the multimedia report by adding transitions and timing. Share reports with classmates.

  Technology Skills: Presentation
  Technology Integration: Language Arts, Social Studies, Science
  Software Applications: Microsoft PowerPoint

TechnoColors

In this project, students celebrate the splendor of all the colors in the rainbow by creating with color. They learn to identify color names, produce shades of color, illustrate their feelings with color, and distinguish objects of color by producing beautiful artwork. In their art pieces, students demonstrate how color is a part of their everyday world by painting, drawing, and singing.

- Session 1: Take the Color Challenge
  Identify the color of objects. Draw a red apple, blue ball, yellow sun, and orange snake.

- Session 2: Shades of Color
  Identify light and dark shades of color. Use the Drawing tools to paint a picture using shades of a favorite color.

- Session 3: Feeling Color
  Study pictures to notice how color changes mood. Paint a picture using color to express emotion.

- Session 4: A Colorful Day
  View the *Sky Photo Album.* Experiment with the Fill Bucket and Paint tools to paint the sky.

- Session 5: Colorful Music
  Watch the visualizations music produces. Use a microphone to create a colorful picture.

- Session 6: Color Comes to Life
  Produce an animated scene that uses objects of the same color.

  Technical Skills: Graphics
  Technology Integration: Visual Arts
  Software Applications: KID PIX 3D

TechnoCop

In this project, students assume the role of a TechnoCop. After some basic training, the young recruits join the force and are awarded a badge. They then add themselves to the TechnoCop database as a fellow officer. Once on the force, they begin to solve cases. Can they bring the crooks to justice?

- Session 1: TechnoCop Training
  Investigate the drawing and formatting tools in Microsoft Word.

- Session 2: Badge of Courage
  Design a badge using AutoShapes, Microsoft WordArt, and text boxes. Format the shapes to look great.

- Session 3: TechnoCop Database
  Add, view, find, and print a record in the TechnoCop Database.

- Session 4: Looking for Crooks
  Use Filter-by-Form to filter the records in the TechnoCop Database.

- Session 5: On the Job
  Discover "who did it" by filtering the crooks stored in the TechnoCop Database.

- Session 6: Wanted
  Solve The Case of the Cookie Crook and create a wanted posted to capture the suspect.

  Technical Skills: Word Processing, Database, Desktop Publishing, Graphics
  Technology Integration: Language Arts, Visual Arts, Social Studies, Math
  Software Applications: Microsoft Access, Microsoft PowerPoint or Microsoft Word for 2007

TechnoFit

In this project, students take the "Be Fit Challenge." To prepare for the task, they learn about healthy eating and exercise by creating a food guide and fitness poster. They prepare for the upcoming Be Fit Challenge Event, which is a celebration that includes fun fitness activities and great tasting food. To plan for the event, students design a menu and send invitations. With the event fast approaching, certificates are created for each participant of the Be Fit Challenge to recognize their efforts to be healthy.

- Session 1: Join the TechnoFit Club
  Join the TechnoFit Club by creating a membership card in Microsoft Publisher.

- Session 2: Eat Right!
  Learn about healthy eating. Create a guide that sorts items into Food Groups.

- Session 3: Be Fit!
  Produce a fitness poster that demonstrates ways to stay active.

- Session 4: Be Fit Challenge Event Menu
  Design a menu with healthy food choices, for the Be Fit Challenge Event.

- Session 5: You are Invited
  Create a side-fold card to invite TechnoFit Club members to the upcoming Event.

- Session 6: Eat Right, Be Fit, Live Well!
  Take part in the Be Fit Challenge Event. Create an award to acknowledge healthy choices.

  Technical Skills: Desktop Publishing
  Technology Integration: Language Arts, Health
  Software Applications: Microsoft Publisher, Media Player

TechnoLetters

In this project, students learn about the alphabet. The fun begins when art mediums, textures, and colors are used to paint letters. Next, students gain confidence with using the keyboard by typing letters and setting the computer to read the text aloud. Afterwards, students animate their name to have letters dance around the screen. To learn about letter sounds, students transform a letter into a picture of an item that begins with the letter. Finally, students produce a Classroom Alphabet Book.

- Session 1: Lots of Letters
  Use various art mediums, textures, and colors to draw the first letter of student name.

- Session 2: Letter Fun
  Type student name. Use the *Read Text* feature to read the text.

- Session 3: Alphabet Fun
  Create a new alphabet song. Type the letters and then have the computer recite the text.

- Session 4: Letters that Move
  Dance, jump, and run to letters. Add animated letters to spell student name.

- Session 5: Letter Pictures
  Transform a letter into a picture to remember the sound it makes.

- Session 6: The Alphabet Book
  Create a page that includes stamps, stickers, and animations that begin with the same letter.

  Technical Skills: Graphics, Word Processing
  Technology Integration: Language Arts, Visual Arts
  Software Applications: KID PIX 3D

TechnoNumbers

In this project, students paint, count, sort, and animate numbers using the early learning software KID PIX. The excitement begins with the *Number Challenge*, where students are challenged to draw a number of objects. Later they create each numeral using various brush styles. More artwork is produced with the creation of a marching line of numerals. Number recognition is reinforced as students locate each digit on the keyboard and format the appearance. The fun continues when stamps and stickers are used to create a *Number Book*. Finally, students make a picture about their favorite number.

- Session 1: Number Challenge
  Take the challenge! Draw a specified number of shapes, and then erase the canvas for more fun.

- Session 2: Numerous Numbers
  Use various art mediums, textures, and colors to draw the numbers from one to ten.

- Session 3: Number March
  Create an animated line of numbers. Add music to make it look like the numbers are marching.

- Session 4: Big Book of Numbers
  Rubber stamps, stickers, and animations are used to make a page for a *Number Book*.

- Session 5: Stylish Numbers
  Cause the computer to count by typing numbers in order. Format the text to look stylish.

- Session 6: My Favorite Number
  Illustrate a scene that shows your favorite number.

  Technical Skills: Graphics
  Technology Integration: Math, Visual Arts
  Software Applications: KID PIX 3D

TechnoPainter

In this project, students become "techno" painters. They produce beautiful artwork using digital paint tools. By applying their artistic talents, students earn an Awesome Artist certificate. The activities develop fundamental computer skills. Spark creativity in your students!

- Session 1: Draw It!
  Experiment with a digital pencil, eraser, and paint bucket to create artwork.

- Session 2: Type It!
  Develop basic keyboard skills. Produce a picture using student name as the subject matter.

- Session 3: Paint It!
  Discover brush styles. Use them to paint a rainbow and a happy picture with a big smile.

- Session 4: Shape It!
  Explore drawing shapes with different outlines and fills. Produce a geometric design.

- Session 5: Frame It!
  Create a picture frame by combining digital art tools. Save the file.

- Session 6: Create It!
  Open the saved frame and create a picture. Celebrate success with an *Awesome Artist* award.

  Technical Skills: Graphics
  Technology Integration: Visual Arts
  Software Applications: Paint

TechnoPC

In this project, students are introduced to the personal computer (PC). This introduction includes identifying computer parts, computer care, and mouse skills. Upon completion, students receive a *Computer Operator's License* that states they are able to use the computer competently.

- Session 1: Point and Click to Paint
  Identify parts of the computer. Point and click the mouse to make a picture.

- Session 2: Click and Drag to Draw
  Learn rules for computer care. Click and drag to draw a picture using basic paint tools.

- Session 3: Click and Hold to Paint
  Develop fine motor skills. Click and hold the mouse to use the Airbrush tool to create a picture.

- Session 4: Left Click and Right Click to Fill
  Use both the right and left mouse buttons to paint a pattern using the Fill tool.

- Session 5: Fastest Typist in the World
  Classify computer parts as input or output devices. Use the keyboard to type and then format text.

- Session 6: Computer Operator License
  Review hardware, computer care, and mouse skills to earn a *Computer Operator's License.*

  Technical Skills: Graphics
  Technology Integration: Visual Arts, Computer Fundamentals
  Software Applications: Paint

TechnoShapes

In this project, students create with shapes. To start, they learn how to use the computer to draw simple shapes. These skills are then applied to produce a geometric design. The fun continues when students transform polygons into objects they see every day. Next, they become familiar with lines by painting straight, wavy, and jagged lines. Afterwards, students decorate a square to produce a classroom quilt. Finally, students become shape detectives making a picture with stamps that are the same shape.

- Session 1: Shape Solver
  Watch a video about shapes. Use KID PIX to draw shapes.

- Session 2: Shape Designs
  Find shapes in artwork. Design a unique geometric pattern in KID PIX.

- Session 3: Dot to Dot Designs
  Find shapes in common objects. Produce polygons from dots.

- Session 4: Lovely Lines
  Study lines in shapes. Create a picture using lines that have various textures and patterns.

- Session 5: Shape Quilt
  Decorate a square for a classroom quilt using rubber stamps.

- Session 6: Shape Detective
 Find shapes in common objects. Make a picture using similarly shaped rubber stamps.

  Technical Skills: Graphics
  Technology Integration: Math, Visual Arts
  Software Applications: KID PIX 3D

KID PIX 3D Activity Book

This collection of 20 activities and 10 workshops is for students in Grades 1 – 3. Integrate KID PIX 3D into curriculum. Create maps, brochures, timelines, poems, pictographs, posters, slide shows, and more!
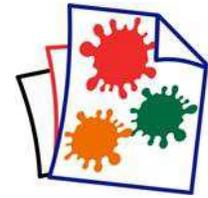
- Activity 1: Make a Greeting Card
  Make a folding card to celebrate an occasion, create an invitation, or announce an event.

- Activity 2: Illustrate a Wee Weekly Book
  Create an accordion picture book to illustrate activities for each day of the week.

- Activity 3: Animate an Acrostic Poem
  Write a poem and bring it to life using wacky moving letters.

- Activity 4: Compose Poetry in Motion
  Learn path animation to make the words and pictures in a poem jump, slither, or hop on the page.

- Activity 5: Produce an Animated Adventure
  Tell a story using a background, animated stickers, animation paths, and sound effects.

- Activity 6: Express yourself in a Video
  Use fun costumes to frame a video. Announce an event, give a book report, and more.

- Activity 7: Advertise a New Invention
  Make a commercial. Create and draw a product, write a slogan, and record a sound clip.

- Activity 8: Raise Awareness with a Talking Sign
  Design a sign to share an important message. Have the computer read the text aloud.

- Activity 9: Design a Postcard
  Use a template to draw and write about a community, a past era, or a storybook setting.

- Activity 10: Organize Timeline of Events
  Arrange events in a timeline. Use stamps, stickers, animations, and drawing tools to illustrate it.

- Activity 11: Map an Area
  Use symbols and a legend to map the classroom, school, neighborhood, or a treasure island!

- Activity 12: What am I? Write a Riddle Book
  Unfold each clue of the folding booklet to guess the identity of the hidden person or object.

- Activity 13: Create a Slide Show
  Assemble saved pictures into a slide show. Apply transitions, sound effects, and timings.

- Activity 14: Stand Up! Design a Brochure
  Make a standing, three fold brochure about an important issue. Inspire action!

- Activity 15: Graph Data using a Pictograph
  Graph survey results using rubber stamp tools. Analyze the results to draw conclusions.

- Activity 16: Counting Fun! Build a Board Game
  Design a counting game. Then print and play it with a friend.

- Activity 17: Host a 100 Day Celebration
  Celebrate the 100th day of the school year by making a number story with 100 rubber stamps.

- Activity 18: Construct a Talking Head
  Use a template to create a three dimensional puppet. Print it, cut it out, and make it talk!

- Activity 19: Express Mood using Line and Color
  Explore the elements of art: line and color. Consider design choices while creating pictures.

- Activity 20: Make a Robot from Shapes and Textures
  Explore the elements of art: shape and texture. Invent a robot. Make purposeful design decisions.

Workshops

- Workshop 1: Get to Know KID PIX 3D
  Discover the Art Tools and the Library Tools in the Paint Zone.

- Workshop 2: Create with Drawing Tools
  Explore the pencil, chalk, crayon, and marker. Adjust thickness, draw shapes, and discover tips.

- Workshop 3: Discover the Painting Tools
  Paint in realistic and wacky modes. Paint with sound. Use a spray can and try Moving Paints.

- Workshop 4: Erase Mistakes
  Experiment with the mini eraser, big eraser, the Undo Guy, and the Firehose.

- Workshop 5: Type with Text Tools
  Format the font, size, style, alignment, and color of words. Try the Read Out Loud button.

- Workshop 6: Animate Stickers
  Make the page come alive with stickers that move, resize, and flip. Learn path animation!

- Workshop 7: Make a Sticker
  Explore your creativity by drawing and animating your own stickers.

- Workshop 8: Design a Scene
  Tell a story. Add a background, animated sticker, sound, and movie to create a scene.

- Workshop 9: Set Up a Slide Show
  Use the Flipbook to add pictures to a slide show. Add transitions and sound. Adjust show options.

- Workshop 10: Share your Work
  Save your masterpieces as JPEGs or QuickTime videos. Print large posters. Email your artwork.

 Technical Skills: Graphics, Animation, Word Processing, Presentation
  Technology Integration: Language Arts, Visual Arts, Math, Social Studies, Science, Health
  Software Applications: KID PIX 3D

Junior Technology Project Descriptions

TechnoBiz

In this project, students research to find out why a famous candy line has been losing popularity. Adding up all the numbers and displaying the results in a chart helps students plan a way to make this candy #1 again. Their findings are recorded in a detailed report.
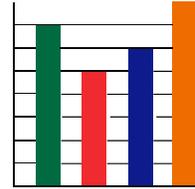
- Session 1: An Introduction to Microsoft Excel
  Participate in Microsoft Excel Bingo to acquire basic spreadsheet skills.

- Session 2: Color Survey
  Conduct a survey of candy color preferences. Enter data into a worksheet.

- Session 3: Graph the Survey Results
  Graph candy survey results using Microsoft Excel. Alter the appearance to make it attractive.

- Session 4: Research Candy Packaging
  Research the number of colored candies in each package. Record results in a worksheet.

- Session 5: Graph Packaging Results
  Graph the candy packaging results using a comparison bar graph.

- Session 6: Write a Report
  Produce a report that summarizes findings and proposes a way to make the candy popular again.

Technology Skills: Spreadsheet, Word Processing, Desktop Publishing
Technology Integration: Language Arts, Math
Software Applications: Microsoft Excel, Microsoft Word

TechnoCorrespondent

In this project, students assume the role of a correspondent traveling to a distant location to report on a famous landmark. They apply their knowledge of word processing and photo editing to write a newspaper article.

- Session 1: Edit an Article
  Edit an article about the Blarney Stone.

- Session 2: Research Landmarks
  Research a famous landmark.

- Session 3: Gather Pictures
  Obtain pictures of the landmark, map of the location, and a digital photograph.

- Session 4: Write an Article
  Write a newspaper article about a landmark and then format the text to look great.

- Session 5: On the Scene
  Edit a digital photograph to place your picture on location.

- Session 6: Read All About It!
  Prepare the article for publication by adding pictures and editing the content.

Technology Skills: Graphics, Word Processing, Desktop Publishing, Photo Editing
Technology Integration: Language Arts, Geography, History, Social Studies, Visual Arts
Software Applications: Internet Explorer, Microsoft Word, Paint for 2007 users only

TechnoDrama

In this project, students form production teams and work together to create a digital story. The story they tell is a re-make of a classic nursery rhyme. As a group, students determine how to give the poem a "new spin." Once the team has a plan, their ideas are organized using a storyboard. Afterwards, actors, marionettes, or puppets enact the story action. The events are recorded using video capture devices and the footage is edited. The goal throughout the activities is to produce a story that children will enjoy today.

- Session 1: Introduction to Movie Maker
  Learn how to use Windows Movie Maker by editing video.

- Session 2: Introduction to the Camera
  Learn how to operate the equipment and record quality video.

- Session 3: Plan and Organize Ideas
  Form a production team and together develop an idea for a digital story.

- Session 4: Capture Video
  Record the action sequences for each shot in the story.

- Session 5: Edit the Story
  Delete frames, add transitions, apply effects, insert text overlays, and narrate the action.

- Session 6: Digital Storytellers
 Complete the video production and share it with others.

  Technology Skills: Video Production
  Technology Integration: Language Arts, Visual Arts, Drama
  Software Applications: Movie Maker

TechnoHero

In this project, students present information about their personal hero. This person is someone who has made a significant contribution which has positively impacted others. Using the Internet, they gather facts to create a profile of their hero. This information is then arranged on slides to produce a multimedia presentation.
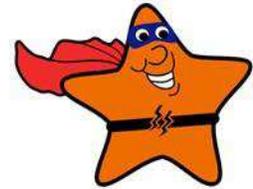
- Session 1: My Hero
  Differentiate between heroes and celebrities. Go online to research a hero.

- Session 2: Hero for a Day
  Direct and create a video clip about the hero.

- Session 3: Biography
  Begin production on Microsoft PowerPoint presentation about the hero.

- Session 4: Make a Timeline
  Use the organization chart feature of Microsoft PowerPoint to create a timeline that highlights the important events in the life of their hero.

- Session 5: Me and My Hero
  Use the table layout to categorize similarities and differences between the student and their hero.

- Session 6: Hero Presentation
  Share hero presentations with class.

  Technology Skills: Presentation
  Technology Integration: Language Arts, Social Studies, Drama
  Software Applications: Microsoft PowerPoint, Internet Explorer

TechnoJourney

In this project, students journey to the Internet. With their passport in hand they travel to the Visitor's Center, e-Library, e-Media Center, e-Playground, e-Mail Depot, and e-Café. At each destination they receive a stamp in their passport granting them permission to explore the sites. This online expedition allows students to discover the wonders online as well as learn the importance of responsible digital citizenship.

- Session 1: At the Visitor's Center
  Familiarize yourself with the Internet. Learn safety tips, search strategies, and how to bookmark.

- Session 2: In the e-Library
  Explore information sources on the. Locate facts and verify their trustworthiness.

- Session 3: In the e-Media Center
  Discover an online collection of photos, videos, and maps.

- Session 4: In the e-Playground
  Play online games, listen to music, and view live images using webcams.

- Session 5: In the e-Mail Depot
  Communicate with friends. Learn email safety tips, netiquette, and how to exchange messages.

- Session 6: In the e- Café
  Socialize with social media. Learn about cyberbullying, identity protection, and safety tips.

  Technology Skills: Internet, Digital Citizenship
  Technology Integration: Language Arts
  Software Applications: Internet Explorer

TechnoLink

In this project, students become web designers. They construct a web page that includes links to fun places for kids on the World Wide Web. Throughout the design process, students pay attention to the ease of navigation, overall appearance, and quality of the content. This will ensure that their web page will get the *Kid Stamp of Approva*l.

- Session 1: Web Critic
  Evaluate websites for kids. Rate the navigation, appearance, and content of the site.

- Session 2: Searching Success!
  Learn skills for finding information quickly on the World Wide Web.

- Session 3: Planning Your Web Page
  Plan and organize ideas for a "Fun Web Links" web page.

- Session 4: Building a Web Page
  Design a web page with links to fun places on the Internet for kids.

- Session 5: Make it Look Great
  Add animation, dividers, bullets, and pictures to make the web page look great.

- Session 6: Upload the Web Page
  Edit the content and design of the web page. Upload the web page to the World Wide Web.

  Technology Skills: Internet, Word Processing, Desktop Publishing
  Technology Integration: Language Arts
  Software Applications: Internet Explorer, Microsoft Word

TechnoMovie

In this project, students become moviemakers. Their animated production tells the tale of a child who journeys into an imaginary world on an adventure. Using digital photos, video clips, and animated gifs, the story comes to life. A voice narration explains each exciting event.

- Session 1: Lights, Camera, Action!
  Take digital photos and record a video clip of falling through a portal into a new world.

- Session 2: Photo Editing
  Edit digital photos to make the background transparent.

- Session 3: The Adventure Begins
  Create a slide that captures the action of entering the new world.

- Session 4: Illustrating Adventures
  Using clip art, digital photos, and animated gifs create adventures in the magical place.

- Session 5: On the Move
  Animate and sequence the story events.

- Session 6: Tell the Story
  Narrate the story and then show the movie at a "TechnoMovie Matinee".

  Technology Skills: Presentation, Graphics, Photo Editing
  Technology Integration: Language Arts, Visual Arts
  Software Applications: Microsoft PowerPoint, PhotoFiltre for 2007 users only

TechnoMummy

In this project, students become Egyptologists. A secret tomb has been discovered in the Valley of the Kings. As experts in their field, students travel to Egypt to help uncover the identity of the mummy. By studying the artifacts in the tomb, clues are revealed about the person and life in Ancient Egypt.

- Session 1: A Trip to Egypt
  Travel to the Valley of the Kings and record the events of the virtual trip in a personal diary.

- Session 2: Ancient Artifacts
  Study the artifacts found in the tomb by viewing and searching records in a database.

- Session 3: An Amazing Find
  Create a picture of an authentic looking Egyptian artifact using Paint.

- Session 4: Catalogue the Artifacts
  Add an artifact to a database. Record information about the object and insert a picture.

- Session 5: Identity Revealed
  Examine the artifacts to discover the identity of the mummy.

- Session 6: Ancient Egypt and the Mummy
  Record the details of the mummy's identity and details of their life in a diary entry.

  Technical Skills: Word Processing, Graphics, Desktop Publishing, Database
  Technology Integration: Language Arts, Visual Arts, Social Studies, History
  Software Applications: Microsoft Word, Paint, Internet Explorer, Microsoft Access

TechnoPoet

In this project, students become poets. They learn how to use word processing software to produce a collection of poetry. Skills such as how to format text and graphics, write using Microsoft Word Art, and edit words using the thesaurus are taught. Students apply this knowledge to compose poems that will make the reader giggle and smile.

- Session 1: Pocketful of Poems
  Edit the appearance of text on the title page of the book Pocketful of Poems.

- Session 2: Poems that Rhyme
  Compose a rhyming verse about What Bugs Me.

- Session 3: Picture Poems
  Produce a picture poem, which is a description of an object paired with the actual image itself.

- Session 4: Descriptive Poetry
  Write descriptive verse using the thesaurus to locate words that perfectly describe an object.

- Session 5: Tongue Twisters
  Create a tongue twister about you. Illustrate the poem.

- Session 6: Poetry Reading
  Proofread the poetry collection. Publish the poems. Share work with others in a poetry reading.

  Technical Skills: Word Processing, Desktop Publishing
  Technology Integration: Language Arts
  Software Applications: Microsoft Word

TechnoQuest

In this project, students go on a quest to save the king. The noble king has been captured and locked away. In his absence, his brother has taken over the throne. Students, as lowly serfs, wish to be knights. They begin their quest in the hope that by rescuing their ruler they may be recognized for their noble deed and granted knighthood.
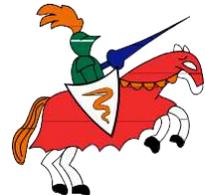
- Session 1: Forge a Shield
  Forge a shield for protection on the journey using a template. Become a *Page*.

- Session 2: In the Forest of Mystery
  Journey into the *Forest of Mystery* to locate the *Master of the Woods*. Demonstrate knowledge about databases to have the woodland creatures appear.

- Session 3: Chivalry, Bravery, Nobility
  Solve numerous riddles using a database to help rid the forest of mischief makers. Become a *Squire*.

- Session 4: In the Library of Knowledge
  Prove you have the Power of Wisdom. Research a Medieval Times topic. Arrange facts on slides.

- Session 5: Knowledge is Power
  Add multiple choice questions and use hyperlinks to transform the slides into an interactive quiz.

- Session 6: The King Returns
  Take interactive quizzes about Medieval Times created by peers. Free the king. Become a *Knight*.

  Technology Skills: Database, Presentation, Word Processing
  Technology Integration: Social Studies, Language Arts, History
  Software Applications: Microsoft Access, Microsoft Word or PowerPoint, Internet Explorer

TechnoReport

In this project, students become reporters for the environmental newsletter "Friends of the Planet." They voice their concerns about an endangered species by writing a factual article. The document attracts attention as it contains advanced formatting techniques.

- Session 1: Giant Panda Report
  Edit a document about the Giant Panda to learn the tools in Microsoft Word.

- Session 2: Research the Facts
  Research an endangered species using the Internet.

- Session 3: Collect Pictures
  Collect images of their chosen endangered animal.

- Session 4: Write the Report
  Reword the facts to produce a report.

- Session 5: Format the Report
  Format the document to appear as a newsletter article.

- Session 6: Friends of the Planet Report
  Insert pictures and format the wrapping to complete the document for publication.

  Technology Skills: Word Processing, Desktop Publishing
  Technology Integration: Language Arts, Science
  Software Applications: Internet Explorer, Microsoft Word

TechnoSales

In this project, students plan a bake sale to raise money. This task requires them to investigate food preferences and analyze financial data to make decisions about the fundraiser. Their findings are organized into a report with graphs, to show why their decisions will make the bake sale a success.
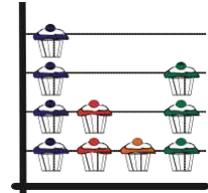
- Session 1: Introduction to Microsoft Excel
  Participate in the game "You Found my X-Cell" to acquire basic spreadsheet skills.

- Session 2: What Desserts do Students Prefer?
  Organize survey results and create a bar graph of the data to learn about dessert preferences.

- Session 3: Are There Differences between Desserts Boys and Girls Prefer?
  Compare girl and boy dessert preferences. Use problem solving strategies to select a dessert for the bake sale that the majority of customers will enjoy.

- Session 4: What Flavors of Dessert do Students Like?
  Graph survey results using a pie chart. Decide flavors there should be at the sale based on evidence.

- Session 5: How Many Dessert Items do You Need?
  Create a line graph of past sale data. Use formulas to calculate a financial goal, price for sale items, number of items needed for sale, and the amount each student in the class needs to bake.

- Session 6: Bake Sale Report
  Write a report in Microsoft Word explaining the decisions for the upcoming bake sale.

  Technology Skills: Spreadsheet, Word Processing, Desktop Publishing
  Technology Integration: Language Arts, Math
  Software Applications: Microsoft Excel, Microsoft Word

Intermediate Technology Project Descriptions

TechnoBlog

In this project, students become bloggers. They use a free blogging service to post articles about a topic. Through a series of language arts activities students share an insight, provide advice, and express an opinion as responsible digital citizens. They form a community of bloggers actively engaging in writing, reading, and commenting on posts.

- Session 1: Introduction to Blogging
  Explore the blogosphere. Register with a blogging service and set up profile. Select blog topic.

- Session 2: Become a Blogger
  Generate a word cloud to get creativity flowing. Write first post about topic and insert word cloud.

- Session 3: Comment on Blog Posts
  Discuss commenting advice and sign Commenting Agreement. Read posts and reply to blogger.

- Session 4: Personal Connection Post
  Learn how to blog responsibly. Write a post that shares an insight based on personal experience.

- Session 5: Advice Post
  Write a post that offers helpful advice. Format the post so that it is easy for readers to scan.

- Session 6: Opinion Post
  Learn how to express a viewpoint respectively. Write a post that states an opinion.

  Technology Skills: Digital Citizenship, Blogging
  Technology Integration: Language Arts
  Software Applications: Blogging service (e.g. Kidblog.org)

TechnoCEO

In this project, students convince others to invest in their company. They develop a business concept, product lines, and a logo. Next, the corporate structure is explained using an organization chart. Afterwards, students summarize financial information by calculating expenses and graphing sales. Information is then presented to investors.

- Session 1: About Your Company
  Choose a company name and product lines. Develop a company logo.

- Session 2: Organization Chart
  Create an organization chart that illustrates the positions and titles of key people in the business.

- Session 3: Organize Financial Information
  Organize financial information so that the revenues and expenditures are easy to understand.

- Session 4: Calculate Financial Status
  Calculate the financial status of the company to summarize their performance.

- Session 5: Graph Financial Results
  Compare the sales of each product by making a graph. Prepare worksheets for printing.

- Session 6: Company Report
  Produce a presentation that reports the financial status of the company.

  Technology Skills: Spreadsheet, Presentation, Graphics
  Technology Integration: Language Arts, Math, Visual Arts, Business Studies
  Software Applications: Microsoft Excel, Microsoft PowerPoint

TechnoClue

In this project, students track down clues as detectives. Their sleuthing skills are put to the test to solve the Mystery of the Stolen Door Knobs, Case of the Power Prankster, and Mystery of the Mischief Maker. Afterwards, they create a composite drawing and enter suspect information into a database. To prepare for the next case, they learn how to use Windows Search to find clues. These skills are then applied to catch the Keyboard Crook. Upon the arrest, students broadcast a news story about the capture using PowerPoint.

- Session 1: Examine the Clues
  Become police detectives. Narrow the suspects in a database to solve the case.

- Session 2: Composite Drawing
  Use Paint to transform a photo into a composite drawing of a possible suspect.

- Session 3: Book the Criminal
  Enter a record into a database to book a criminal.

- Session 4: The Missing Keys
  Use Windows Search to find hidden clues to reveal the identity of the Keyboard Crook.

- Session 5: Inform the Techno Ville Citizens
  Use Microsoft PowerPoint to make a news story about the capture of the Keyboard Crook.

- Session 6: The Evening News
  Add animations and transitions to add interest to the story. Broadcast the news to the public.

  Technology Skills: Databases, Graphics, Presentation
  Technology Integration: Language Arts, Visual Arts, Math
  Software Applications: Microsoft Access, Paint, Microsoft PowerPoint, Microsoft Word

TechnoCommercial

In this project, students become media savvy. To begin, students analyze the content of commercials to gain an understanding of tactics used to sell goods. Armed with this information, students team up to produce their own commercial using all the persuasive and production techniques of the professionals. Throughout each stage of production, consideration is given to the purpose, target audience, and message of the advertisement.

- Session 1: A Look at Commercials
  Analyze commercials to identify target audience, selling techniques, messages, and stereotypes.

- Session 2: A Look at Movie Maker
  Edit a commercial by adding video effects, transitions, and music to learn Movie Maker tools.

- Session 3: A Look at the Camera
  Analyze commercials to notice the use of the camera. Afterwards, learn how to record video.

- Session 4: Film the Commercial
  Video production teams storyboard each shot in the commercial and then film the footage.

- Session 5: Edit the Commercial
  Use Movie Maker to remove frames and add video effects, transitions, voiceover, and music.

- Session 6: Air the Commercial
  Prepare the commercial for viewing and then share the commercial with an audience.

  Technology Skills: Video Production
  Technology Integration: Language Arts, Visual Arts, Drama
  Software Applications: Movie Maker, Media Player

TechnoEditor

In this project, students assume the role of an editor. Using Microsoft Word, they learn essential word processing skills allowing them to revise a collection of stories written for children.

- Session 1: Edit the Front Cover
  Learn basic word processing techniques to edit the title page.

- Session 2: Edit a Poem
  Make words look like their meaning using font formatting techniques to edit a poem.

- Session 3: Edit a Story
  Illustrate a story. Insert clip art, format text wrap, adjust object order, and group images together.

- Session 4: Edit a Comic
  Explore drawing tools. Use shapes, text boxes, and WordArt to complete a comic strip.

- Session 5: Cut, Copy, and Paste
  Use the *Cut, Copy,* and *Paste* tools to edit the story *The Copy Cats*.

- Session 6: Final Edit
  Prepare *a Collection of Stories Written for Children* for publication by correcting spelling and grammar errors, and editing the page layout.

  Technology Skills: Word Processing, Desktop Publishing, Graphics
  Technology Integration: Language Arts
  Software Applications: Microsoft Word

TechnoEntrepreneur

In this project, students become restaurant owners. As entrepreneurs, they plan their idea and then produce a report to potential investors. Afterwards, they design a blueprint of the restaurant layout and calculate business earnings. This information is assembled into a newsletter that promotes the restaurant as a franchise opportunity.

- Session 1: Business Survey
  Conduct a survey to determine the type of cuisine to serve at the restaurant. Graph the results.

- Session 2: Professional Letter
  Write a professional letter to an investor requesting money to generate startup capital.

- Session 3: Drawing Tools
  Explore drawing tools. Draw shapes and text boxes. Discover formatting options.

- Session 4: Design a Floor Plan
  Design a floor plan for the restaurant.

- Session 5: Calculate Business Earnings
  Design a worksheet to calculate monthly, quarterly, and yearly restaurant earnings.

- Session 6: Investment Opportunity
  Produce a newsletter to promote the entrepreneurial venture.

  Technology Skills: Spreadsheet, Graphics, Word Processing, Desktop Publishing
  Technology Integration: Language Arts, Visual Arts, Math, Business Studies
  Software Applications: Microsoft Excel, Microsoft Word, Microsoft PowerPoint

TechnoEnvironment

In this project, students educate the public about an important environmental issue. To start, they research facts and organize the information under headings in a Microsoft Word document. Next, they learn how to use the tools in Microsoft Publisher to create a postcard and a poster in order to raise awareness. To inform people further about the importance of this issue, students produce a pamphlet that describes the issue, explains the cause of the problem, and offers solutions.

- Session 1: Research the Topic
  Research an environmental issue. Organize facts in an outline and cite the source. Gather pictures.

- Session 2: Postcards from the Edge
  Create a postcard about an environmental issue using a Microsoft Publisher template.

- Session 3: Help Wanted!
  Make a poster to explain the harmful effects and solutions to the environmental problem.

- Session 4: Educate the Public
  Design the layout for a three-fold, double sided pamphlet to urge people to get involved.

- Session 5: Solve the Problem
  Explain the problem in the pamphlet panels. Make a comparison table about a solution.

- Session 6: Take an Environmental Quiz
  Design a quiz for the pamphlet to inspire people to get involved.

  Technology Skills: Desktop Publishing, Graphics, Word Processing
  Technology Integration: Science, Language Arts, Geography, Visual Arts, Social Studies
  Software Applications: Microsoft Publisher, Microsoft Word, Internet Explorer

TechnoEzine

In this project, students become magazine journalists for an interactive pre-teen magazine. They write articles reporting the events related to their age group. Learning word processing skills, students publish a magazine their peers will enjoy.

- Session 1: E-zine
  Critically examine the content of electronic magazines to determine strengths and weaknesses.

- Session 2: At the Movies
  Edit the appearance of a movie review to learn how to use the font formatting tools.

- Session 3: About Drawing
  Explore drawing tools and experiment with formatting graphics.

- Session 4: Music Mania
  Write an article about a musician or group.

- Session 5: Trendy
  Create an interactive table that illustrates the latest trends, hobbies, and past times.

- Session 6: Making the Cover
 Produce a dazzling interactive front cover. Read electronic magazines.

  Technology Skills: Graphics, Word Processing, Desktop Publishing
  Technology Integration: Language Arts
  Software Applications: Internet Explorer, Microsoft Word

TechnoFuture

In this project, students write a "Choose your own Adventure" story using Microsoft PowerPoint. Various slide layouts are used to produce a science fiction or "fact" story about the future. Action buttons trigger a unique set of events depending on the choices made by the reader. This activity is a fantastic way to imagine how emerging and futuristic technologies can improve daily life.
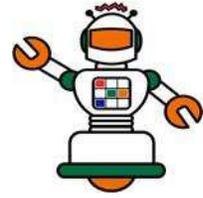
- Session 1: Frame the Future
  Plan and organize a science fiction or "fact" story about daily life in the future.

- Session 2: Envision the Future
  Create a title slide and slide about getting ready for school. Use an action button to connect slides.

- Session 3: Master the Future
  Customize the slide master. Insert action buttons and set transitions to control slide advancement.

- Session 4: Scan the Future
  Produce three slides that explain how school, communication, and household chores are affected by futuristic gadgets. A table, sound clip, and SmartArt Graphic enhance the story.

- Session 5: Plan the Future
  Design three more slides that describe entertainment and travel in the future. A graph and video are used to highlight the story action.

- Session 6: Project the Future
  Complete the story by applying transition effects and animating slide objects.

  Technology Skills: Presentation, Spreadsheet
  Technology Integration: Language Arts, Science
  Software Applications: Internet Explorer, Microsoft PowerPoint

TechnoHTML5

In this project, students become web designers using HTML and CSS. By examining source code, students explore how HTML tags and CSS attributes function. Students then construct a web page that includes graphics, hyperlinks, and formatted text.

- Session 1: Seeking the Source
  Gain an understanding of the Internet and study the source code of a web page.

- Session 2: Cracking the Code
  Learn about HTML tags and CSS attributes by editing a web page. Plan a web page.

- Session 3: Begin Web Page Building
  Begin to construct the web page by composing the content and formatting the page using CSS.

- Session 4: Add Images and Hyperlinks
  Continue to build web page by adding pictures and hyperlinks.

- Session 5: Meta Tags
  Add meta tags so that search engines can catalogue the page.

- Session 6: Upload the Web Page
  Upload the web page. View completed work by classmates.

  Technology Skills: Internet, Programming
  Technology Integration: Language Arts
  Software Applications: Notepad, Internet Explorer

TechnoInvestor

In this project, students become stockbrokers who buy and sell stocks to earn money for their customers. They learn how the stock market functions by purchasing shares in companies listed on the TechnoStock Exchange (TSE). Students keep track of their investments and summarize the information in a report.

- Session 1: The TechnoStock Exchange
  Make an initial investment in stocks listed on the TSE. Record the information in a chart.

- Session 2: Calculate Value of Stock Holdings
  Buy and sell stocks. Record trading information and manipulate data using formulas.

- Session 3: Are you Making or Losing Money?
  Trade stocks on the TSE. Record transactions and then format data using conditional formatting.

- Session 4: The Rise and Fall of Stock Values
  Invest in stocks. Graph the rise and fall of a stock and add a trend line to predict future value.

- Session 5: History of Earnings
  Make final stock trade. Produce a graph of the earning history of the investment portfolio.

- Session 6: Investor Report
  Write a report that summarizes the value of the investment portfolio.

  Technology Skills: Spreadsheet, Word Processing, Desktop Publishing
  Technology Integration: Language Arts, Math, Business Studies
  Software Applications: Microsoft Excel, Microsoft Word

TechnoMission

In this project, students learn database skills. To start, they work on an existing database to view and filter records. Next, students edit photographs of themselves to place their head into space suit. This image and their personal information are entered into a database form. Once students learn the basics, they begin construction of a database. They design a table, data entry form, and generate a report using Access.
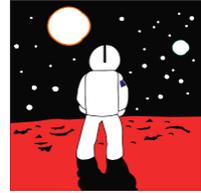
- Session 1: Space Exploration
  Study a database about space exploration to learn skills such as viewing and filtering records.

- Session 2: Join TechnoNASA
  Edit a digital photo to place head into a space suit. Add this photo and other personal information into a database form to practice data entry techniques.

- Session 3: Cyberspace Mission
  Select a topic. Use the Internet to research information about the topic.

- Session 4: Build a Table
  Create a blank database. Build a table to store data collected from the Internet.

- Session 5: Design a Form
  Create a form. Use the form to add records about the information collected from the Internet.

- Session 6: Generate a Report
  Generate a report to summarize information about the topic. Group the information by category.

  Technology Skills: Database, Photo Editing, Graphics
  Technology Integration: Language Arts, Math, Visual Arts, Science
  Software Applications: Microsoft Access, Paint, Internet Explorer

TechnoNovel

In this project, students create a marketing tool for a novel. In the style of a movie trailer, an animated preview of the book is created to entice people to read. This preview includes an introduction to the characters, setting, and plot. Text, graphics, animation, and transitions are combined to produce a dazzling visual display of the novel.

- Session 1: About the Novel
  View a sample book trailer. Afterwards, answer questions about the characters, setting, and plot in their own novel. Once complete, obtain a digital image of their book cover.

- Session 2: Introduce the Novel
  Create the first slide in the book trailer to introduce the novel to viewers.

- Session 3: Meet the Characters
  Learn how to edit clipart. Create a slide in the book trailer that introduces the characters.

- Session 4: Attract Attention
  Use Microsoft WordArt to create a slide of words or phrases that build interest in the plot.

- Session 5: About the Plot
  Create slides in the book trailer that tell about the plot and entice viewers to read the novel.

- Session 6: Animation Sensation
  Animate the slide objects, add transitions, and apply a sound track. Share book trailers.

  Technology Skills: Presentation, Graphics, Animation
  Technology Integration: Language Arts, Visual Arts
  Software Applications: Microsoft PowerPoint, Internet Explorer

TechnoTravel

In this project, students become travel agents. They create a travel advertisement for a weekend getaway. To start, students use the Internet to research the destination. Afterwards, students create an informative advertisement in Microsoft PowerPoint that will entice tourists to take the trip. The vacation is then promoted to customers in the form of a slideshow, website, and brochure.

- Session 1: Select a Travel Destination
  Choose a travel destination and research information about this vacation spot.

- Session 2: Travel Advertisement
  Create a unique design for the advertisement by customizing the slide master.

- Session 3: Travel Itinerary
  Use a table to organize the events and sites scheduled for the weekend getaway.

- Session 4: Places to Visit
  Use various Microsoft PowerPoint Views to experiment with different methods of creating a slide.

- Session 5: Points of Interest
  Create a slide that includes a map of the travel destination. Afterwards, create a slide that includes hyperlinks to websites with more information.

- Session 6: Attract Tourists
  Edit the content and layout of slides. Afterwards prepare the slideshow to promote the getaway.

  Technology Skills: Presentation, Word Processing
  Technology Integration: Social Studies, Geography, Language Arts
  Software Applications: Internet Explorer, Microsoft Word, Microsoft PowerPoint

Senior Technology Project Descriptions

TechnoAdvertise

In this project, students design advertisements using Microsoft Word. To start, students create a cover letter and résumé to apply for a job at the TechnoAd Agency. Once hired, students receive their first assignment: produce a flyer using graphic techniques. Next, students develop a product catalog that includes styles, table of contents, and an index. Afterwards, they learn how to complete a mail merge to produce a personalized form letter to promote an upcoming event. Finally, students combine their skills to design a newsletter. Interwoven throughout the project are activities that involve business-related tasks.

- Session 1: Job Search
  Students apply for a job at the TechnoAd Agency. To prepare for this task, students review cover letters and résumés and then answer questions to determine their qualifications. Once they have a list of their characteristics, skills, and experiences that make them a perfect match for the position, they open Microsoft Word to gain familiarity with the program. Next, they follow detailed instructions to write a professional cover letter and résumé and then address an envelope to send their application using traditional mail. They combine their cover letter and résumé and save the file as a PDF document to send digitally using email. These well-formatted business documents are sure to draw the attention of the TechnoAd Agency!

- Session 2: Create a Flyer
  Students begin work for the TechnoAd Agency. Their first task is to design a flyer for the TechnoTeen Company to promote their *Summer Heat* sales event. To prepare for this task, students answer questions to learn about the Insert tab. Once familiar with the options, they follow instructions to produce an eye-catching ad using pictures, clip art, shapes, and more!

- Session 3: Design a Catalog – Phase 1
  Students are responsible for creating a catalog which contains an itemized list of products for sale. To complete this publication, the task is divided into two phases. In Phase 1, students create the catalog content, beginning with exploring the commands on the Page Layout tab. Next, they select the products to include in the catalog using an organizer. With a plan in place, students start construction of the catalog. They add headers and footers to each section, produce a cover page, apply a watermark to the table of contents, and arrange a message on a page with custom margins, columns, and a border. Students then use tables to produce an order form and product pages.

- Session 4: Design a Catalog – Phase 2
  In Phase 2, students add page references to make the information easy for customers to find quickly. To prepare for this task, students explore the function of commands on the References tab. Upon completion, they use a checklist to verify that their document is ready for publication.

- Session 5: Send a Custom Form Letter
  Students invite customers to an exclusive shopping event using mail merge. Using the Mail Merge Wizard, students add customer records, write a form letter, and merge data into placeholders on the letter to produce a personalized invitation.

- Session 6: Produce a Newsletter
  Students produce a newsletter for an organization to inform members about activities. The publication includes a brief article about a recent event, special appreciation section, upcoming events, reminders, tips, interesting facts, and a calendar. Upon completion, students use commands on the Review and View tabs to improve the content, design, and layout.

  Technology Skills: Word Processing, Desktop Publishing, Graphics
  Technology Integration: Language Arts, Business Studies
  Software Applications: Microsoft Word

TechnoFlash

In this project, students become animators. They learn how to use Flash by animating the story "Out of this World." To begin, they experiment with the drawing tools. They then apply this knowledge to create the first scene in the story. Afterwards, they learn how to animate objects using static, frame by frame, motion tweening, shape tweening, and motion paths. They apply their skills to create the action. To make the story more interesting, sound effects are then added to the production. Once students have mastered the basics of animation, they apply their knowledge to produce their own Flash movie.

- Session 1: Out of this World
  Students are introduced to Flash. To begin, they view a sample called "Out of this World". Afterwards, they open Flash to learn about the environment. Once familiar with the components, they practice drawing using the tools in the Toolbox. They then learn how to manipulate images by scaling, skewing, and rotating objects. With these skills mastered, they apply their knowledge of the drawing tools to create the first scene in a space adventure.

- Session 2: On an Alien Planet
  Students continue animating their space adventure. They create two scenes using frame by frame animation. To start, they create the planet surface that shows grass growing and a flower blooming. Afterwards, they apply their new skills to make a hover craft drive over bumpy terrain. The session ends with students selecting an Animation Challenge.

- Session 3: Blast Off into Outer Space
  Students continue to create scenes for their animated space adventure. This time they have their character blast off into space and fly the ship across the galaxy using motion tweens. The fun begins when students learn how to move an object across the stage and transform the image by changing the scale and orientation. Once these skills are mastered, they animate the ship flying across the sky. The session ends with students selecting an Animation Challenge.

- Session 4: The Strange Planet
  Students animate the adventures that happen on a strange planet. Using shape tweens, they transform an oval into a rectangle to illustrate the unusual moon in the sky. Afterwards they apply shape tweening to show an alien life form talking. The session ends with students selecting an Animation Challenge and creating it using a Shape Tween.

- Session 5: Coming Home
  Students create the final scenes in their space adventure. In these scenes, the alien returns home. Using a motion path, the Spaceship is made to look as if it is blasting off from the surface, perform a loop in the sky, and then land back on the home planet. The session ends with students selecting an Animation Challenge and creating it using a Motion Path Animation.

- Session 6: Add Sound, Export the Movie
  Students complete the movie. Sound clips are added to the timeline to make the hovercraft hum, the spaceship zoom, and the alien talk. Afterwards, students use a checklist to thoroughly review the Flash document. Then the file is exported into a movie file and shared with peers.

- Session 7: Make your own Movie
  Students apply their knowledge to make their own movie. To start they select an idea from a list of suggestions. The movie can be an animated scene, short story, or electronic greeting card. Once students have made a decision, they use the Flash program to create the production, using the hints and tips provided as a guide. When the movie is complete, it is reviewed and problem areas are corrected. Afterwards, it is exported as a movie file, and shared with others.

  Technology Skills: Animation, Graphics
  Technology Integration: Visual Arts, Media Arts
  Software Applications: Adobe Flash

TechnoPhotoshop

In this project, students create a digital scrapbook. To start, students learn how to use a camera to take high-quality photographs. Once a library of images has been established, the program Photoshop is used to transform the pictures into scrapbook pages. Ranging from whimsical to wacky, each page is a creative expression of the artist.
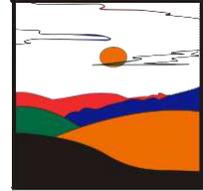
- Session 1: Digital Photographs
  Students learn about digital photography. To start, they learn about the history of the camera. Next, they study the parts of a digital camera and consider its benefits when taking photos. Once familiar with a digital camera, they use it to take high-quality photographs. Students are then introduced to making a Digital Scrapbook. They study sample scrapbooks to notice their content and layout. Afterwards, students take a collection of photographs to use in upcoming sessions.

- Session 2: Filtering Fun
  Students are introduced to Photoshop photo editing software. To start, they learn about the program environment. Afterwards, they open a picture and experiment with filters. Once familiar with this editing technique, they apply different filters to the same image, and save each version. These images are then used to create a scrapbook page. Each image is arranged using both the Free Transform and Warp modes to produce an interesting layout. Text is then added to describe images.

- Session 3: Classic Touch Ups
  Students are introduced to retouching tools that can be used to make an imperfect photo perfect! To start, they work with an image to trim the edges, remove red eye, hide blemishes, and recolor the picture. Afterwards, they apply this knowledge to one of their pictures using at least two retouching techniques. When the touch ups are complete, students create another scrapbook page. This time, they learn how to add styles to each layer to create an eye-catching design.

- Session 4: Recolor the World
  Students learn how to use the Adjustment command to recolor a photo of their choice. Although, these commands are commonly used to correct poor color quality in a picture, they can also be used to create fabulous artistic effects. Using the transformed photo, students make a third scrapbook page. This time, they learn how to use the Brush Tool to add flair.

- Session 5: I Cannot Believe my Eyes
  Students combine pictures to create an unbelievable scene that looks "real". To start, they combine the *door* and *tropic* pictures to make it appear that a person is walking into a tropical paradise. This activity has students experiment with techniques to remove parts of the picture by using the Magic Wand, Rectangular Marquee, Polygonal Lasso, and Magnetic Lasso. Once familiar with each tool, students apply their knowledge to create their own scene. Using the transformed photo, students make a fourth scrapbook page. This time, they use Custom Shapes to make the page look super.

- Session 6: Be Creative
  Students apply their knowledge of Photoshop to create their own unique scrapbook page. Students now have a solid knowledge of the program including how to resize or warp a picture, add and format text, apply filter effects, retouch imperfections, enhance the color, change the layer style, paint with the brush, draw shapes, and remove the background to combine two images. They will use these skills to create their final scrapbook page. Throughout this assignment are helpful tips and photo editing ideas.

- Session 7: Digital Scrapbook
  Students transform their scrapbook pages into a Web Photo Gallery, Contact Sheet, or PDF Presentation. Their digital scrapbook can then be shared with family and friends.

  Technology Skills: Photo Editing, Graphics
  Technology Integration: Visual Arts, Media Arts
  Software Applications: Adobe Photoshop

TechnoPlanner

In this project, students become event planners. They own a company that plans special occasions such as weddings, birthday parties, reunions, or proms. They must create a database to help them organize client and event information. This database will ensure that they can offer top quality service as no detail will be forgotten.

- Session 1: About Databases
  Students use Microsoft Access to study the TechnoPlanner database. It organizes customer and event information for an event planning company. Students study objects such as a table, form, query, and report to gain an understanding of the purpose and structure of a database.

- Session 2: Build Tables
  Students become event planners. To make business operations run smoothly, they begin construction of a database to store customer and event details. Students complete a planning sheet to organize the content of their database. Next, they create the Customers table in datasheet view. An adjustment to the field properties makes data entry quicker. Afterwards, students build the Events table in design view. The data types are set for each field to make data entry consistent. Upon completion, students create a relationship between the tables to allow the event planner to connect customers to their booked events.

- Session 3: Create Data Entry Forms
  Students produce forms that allow for easy data entry. To begin, they create a Customers form using the Form Wizard. The layout of the form is modified to create a customized design. Afterwards, an Events form is made in Design View. Upon completion, the forms are combined so that when a customer record is displayed, any events that are related to that client are also displayed. This is a great way not only to enter data but also easily look up client history.

- Session 4: Enter, Sort, and Filter Data
  Students add records to their database. They then learn how to organize data by sorting it alphabetically, numerically, and chronologically. Next students retrieve information from their database using the Search Box, Selection, and Find features. Afterwards, they consider how an event planner would use each search method to find information FAST!

- Session 5: Confirmation of the Event
  Students follow up on potential leads. They have several clients who have contacted them to plan an event but have not yet confirmed. Event planners design a query by combining data from the Customers and Events tables. This allows them to locate only customers who have not yet confirmed the event. Students produce a report that displays a printout of clients and their telephone numbers. Now event planners can call potential customers to confirm the possibility of working together.

- Session 6: About Upcoming Events
  Students create a report that summarizes upcoming events. To start, they produce a query in Design View that filters the records to list only those that are scheduled for the upcoming month. This information is summarized in a report created in Design View. This professional document can be used at a staff meeting to discuss job duties, as a guide when booking other events, or as a reference document for scheduling services.

  Technology Skills: Database, Word Processing
  Technology Integration: Business Studies
  Software Applications: Microsoft Word, Microsoft Access

TechnoSpecialist

In this project, become IT specialists who work for a company that manufactures and sells computers. The business has launched an initiative called "Your Computer, Your Way!" that has consumers choose components. To help the customer pick the hardware to suit their needs, students create an information package using Microsoft PowerPoint. The package explains the aspects to consider when selecting devices using bulleted lists, tables, graphic organizers, clip art, picture files, video, and sound clips. The information package is transformed into a presentation, interactive tutorial, video, and handout.

- Session 1: Introduction to the Computer
  Students become Information Technology Specialists, whose job is to help customers purchase hardware by creating an information package that explains computer parts in simple terms. To prepare for this task, students learn about types of computers, input devices, and output devices. Afterwards, they use Microsoft PowerPoint to customize the slide master to design their information package. Upon completion, students use the slide master to create a title and introduction slide.

- Session 2: Storage Devices
  Students learn about the importance of data storage. To start, they consider the reasons a computer needs to store data and are introduced to terminology used to measure storage capacity. Next, they learn about storage devices including a floppy disk, CD, DVD, flash drive, and hard drive. They apply their knowledge to create slides about each device to educate consumers about the purpose of various data storage devices. Next, students compare the storage capacity of each device and create a slide that contains a comparison chart.

- Session 3: Types of Memory
  Students learn about RAM and ROM. They read information to discover why the computer needs memory and how it affects performance. Afterwards, students summarize the facts about RAM and ROM using a graphic organizer. This new slide in the information package will help customers gain an understanding of what to consider when purchasing a computer.

- Session 4: The Microprocessor
  Students become familiar with the microprocessor. To understand why this computer part is the main factor in computer speed and efficiency, the history, function, and operation are studied. Afterwards a slide is constructed that explains to customers in a simple way the importance of the microprocessor and what should be considered when making a purchasing decision.

- Session 5: Sight and Sound
  Students learn about the monitor, graphics card, and sound card. To start, they study the attributes that affect picture quality, such as contrast ratio, pixel pitch, and resolution. They summarize this information in a table. Next, students gain an understanding about how the computer produces sound. Afterwards, they write a simple explanation about the sound card and place a recorded sound clip about this component onto the slide.

- Session 6: Your Computer, Your Way
  Students prepare to launch the company initiative *Your Computer, Your Way*. To start, they present the slide show to an audience, using speaker notes and the pen to illustrate important points. Next, they create an interactive tutorial that uses hyperlinks and action buttons to allow customers to access the information at a kiosk. Finally, students print the information package as a handout. Customers will now be able to select computer components competently.

  Technology Skills: Presentation
  Technology Integration: Business Studies, Computer Studies
  Software Applications: Microsoft PowerPoint

TechnoWonderland

In this project, students become marketing executives for an amusement park. This challenging job has them use Office to complete a wide range of job duties. To start, they create a poster in Microsoft Word advertising the thrilling rides and spectacular shows guests can experience. The fun continues when Internet research is conducted for an animal exhibit to develop placards for the enclosure. Their next task has students become involved in selecting a new attraction by graphing survey data using Microsoft Excel. This exciting new addition is promoted by creating a video using Microsoft PowerPoint. To generate a buzz about the attraction, season ticket holders are rewarded for their loyalty with an invitation created using Microsoft Publisher to an exclusive event. With the year drawing to a close, amusement park data is analyzed using a Microsoft Access database with the goal to improve customer satisfaction in the future.
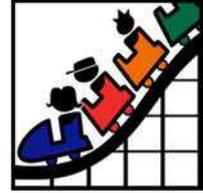
- Session 1: Create an Amusement Park
  Create an amusement park. To start, select the thrill rides, exhibits, shows, and other services available to guests. Once a plan has been developed, use Microsoft Word to promote this exciting tourist attraction. Using text, clip art, pictures, and more, develop the word processing skills necessary to create an attention-grabbing poster.

- Session 2: Research an Animal Exhibit
  Conduct Internet research to prepare placards for an animal exhibit. To start, learn basic search strategies. Then apply these skills to locate facts about the animal that visitors will find interesting. Afterwards, expand your word processing skills to create information signs using Microsoft Word that are posted around the attraction. Learn how to adjust page orientation, set the margin, apply a page border, and more!

- Session 3: Survey a New Attraction
  Develop a solution to increase visitor traffic. Conduct a survey to learn about the types of attractions that appeal to a particular age group. Organize the data in a worksheet and chart the results using Microsoft Excel. Afterwards, analyze the information to determine what needs to be added to the amusement park to attract a particular visitor.

- Session 4: Advertise a New Attraction
  Create a video advertisement to publicize an attraction. This marketing promotion will run on electronic billboards throughout the park. Using Microsoft PowerPoint, create a series of eye-catching slides using text boxes, pictures, clip art, and Microsoft WordArt. Transitions and simple animation are applied to the presentation. Upon completion, the advertisement is saved as a video.

- Session 5: Invite Guests to an Event
  Invite guests to the opening of an exciting new attraction. Only amusement park season ticket holders can attend this exclusive event. Using Microsoft Publisher, create an invitation that encourages people to visit the park and join in the celebration.

- Session 6: Analyze Amusement Park Data
  Examine amusement park data. To start, familiarize yourself with Microsoft Access and database terminology. Afterwards, view a summary of the attractions available to guests. By filtering the records, learn about the popularity of rides, aging exhibits, and location of essential services. Once familiar with how to use a database, enter a record of the latest addition to the park.

  Technology Skills: Word Processing, Internet, Spreadsheet, Presentation, Desktop Publishing, Graphics, Databases
  Technology Integration: Business Studies, Language Arts, Science, Math
  Software Applications: Microsoft Word, Internet Explorer, Microsoft Excel, Microsoft PowerPoint, Microsoft Publisher, Microsoft Access

Getting Started Tips

View PDF Files Using Adobe Reader

Adobe Reader will allow you and your students to add comments and type answers into the files (assignments or worksheets) when using the desktop version. Other PDF viewers may not open the files or will generate a **password-protect error**. If you have other PDF software as the default viewer on your device, you will need to open Adobe Reader and then from the File menu, open the TechnoKids file. You can download Adobe Reader for free: https://get.adobe.com/reader

View a video about using a worksheet: https://www.youtube.com/watch?v=yS9_vsJC6hs

View PDF Files Using Kami Chrome Extension

If you are using a Chromebook, the TechnoKids teacher guide and workbook files can be viewed using the Chrome extension, *Kami (formerly Notable).* This extension will allow your students to add comments, type answers, and save the edited file to Google Drive.

View a video about using a worksheet: https://www.youtube.com/watch?v=0ZioSBA3kwY

Share Files with Students

Each project contains a folder with resources that students must be able to access. It is located in the *Resources* folder and shares the name of the project, for example, the *Report* folder inside the *TechnoReport Resources* folder, *Hero* folder inside the *TechnoHero Resources* folder, *Novel* folder inside the *TechnoNovel Resources* folder etc.

The folder contains templates, samples, and/or worksheets. It also contains a folder called *Workbook.* The *Workbook* folder is similar to the Student Workbook, but has all the assignments and extension activities as separate pdf files for ease of use by the students in a paperless classroom. Using the latest version of Adobe Reader or the Kami Chrome Extension, students can add comments, type answers, and save their edited files.

You can place the folder on a local computer, memory stick, school server, Google Classroom, or private web-based folder. If the location is web-based, it must be password protected and require students to log in to gain access.

Read Out Loud Using Adobe Reader

Adobe Reader has a text-to-speech feature that allows students to listen to the text in the any assignment file in the Workbook folder.
1. Open the file in Adobe Reader.
2. Click the *View* menu and select *Read Out Loud* and pick *Activate Read Out Loud.*
3. Click the *View* menu again, select *Read Out Loud* and pick a choice, such as *Read This Page Only.* Select *Pause, Resume,* or *Stop* from the *Read Out Loud* sub-menu to interrupt the reading.

Contact Information

TechnoKids Malaysia offers free curriculum support.

Contact our support staff by email at support@technokids.com.my or by telephone 03-3343 3128.

We want to be your partner in computer education. If you have any comments or questions regarding our instructional materials, please contact our Head Office.

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