GETTING STARTED WITH KID PIX

Many thanks to Marybeth Kampman for this valuable contribution.

Kid Pix is generally recommended for grades K-2 because of its simplicity and ease of use. If educators, students, or volunteer helpers, are unfamiliar with Kid Pix, it is a good idea to take time to explore the program before jumping into the more structured projects. This guided tour provides focused exploration time for educators and students.

I. GENERAL CONCEPTS

A. Invite the child to click on any tool on the left hand side of the screen. Ask them if they noticed anything else happening. (The **Tool Option Bar** at the bottom of the screen changes.)

B. Let the child explore at his/her own speed and interest. It's important for children to explore now, so that later when we ask them to use particular tools, they will have had some familiarity with them.

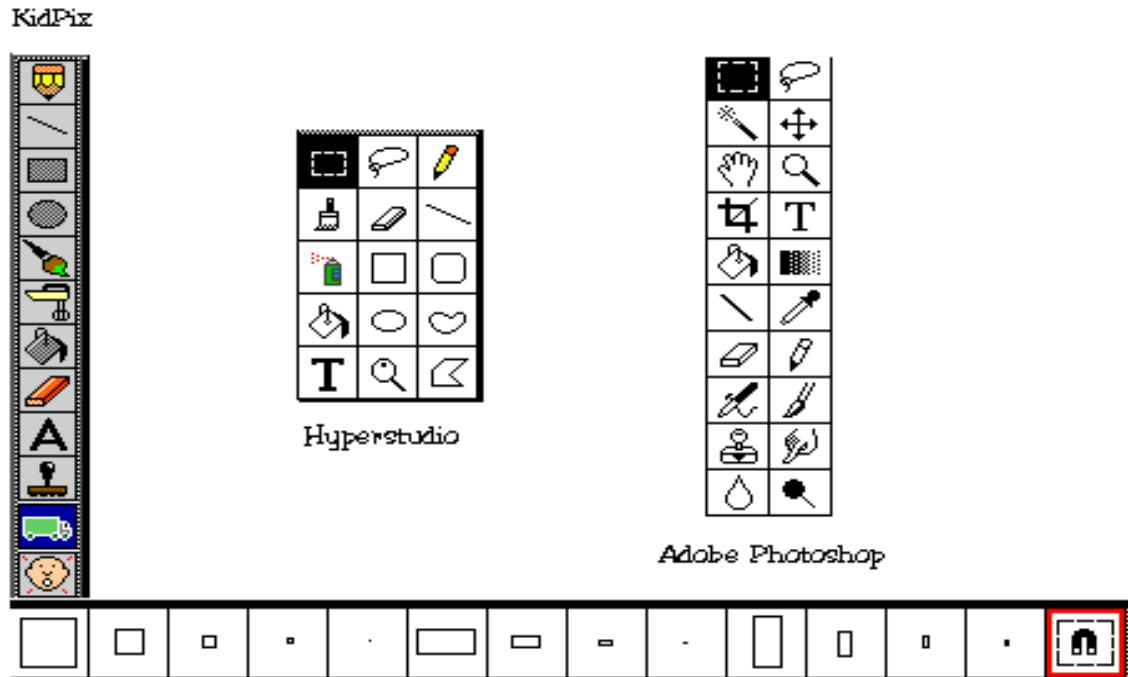C. After a tool has been chosen, remember to click on the screen and continue to experiment clicking and dragging.

II. SOME THINGS TO ENCOURAGE

A. After the child has chosen a tool, invite them to experiment with the tool option bar by clicking on one of it's icons and then clicking and drawing on the screen to see what happens.

B. Point out the **Eraser Tool**. Kids love it and love to explore the various ways in which they can erase.

C. Don't forget the **Undo Guy!** Click on him and watch your last action immediately disappear.

D. Try out the color wheel by clicking on the color of your choice.

E. Try to be consistent in your vocabulary. The tools have names and if we all learn their "proper" names it will be less confusing for kids and adults as the year goes on. The next guide is a listing of "Cool Kid Pix Tools" and descriptions of the more interesting options.

KID PIX COOL TOOLS

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The painting and drawing tools that children learn to use in Kid Pix are very similar to the tools that they will encounter in other, more sophisticated graphic programs. As you can see, these programs all use similar icons to represent selecting, drawing, painting, erasing, straight line drawing, shape selection, bucketing color, and text tools. Once students are familiar with Kid Pix tools, they can move on with ease to just about any painting/drawing program.

KidPix

Hyperstudio

Adobe Photoshop

Wacky Pencil Tool: This acts like a real pencil. Click the options to vary width and shape of the pencil.

Eraser Tool: This erases tiny pieces, or explodes your entire picture.

Paint Can Tool: This fills an enclosed space with color and patterns. Make sure there are no "holes" in your drawing or color will leak onto the rest of your picture.

Line Tool: This draws a straight line when holding down the shift key.

Rectangle Tool: This draws a frame around an object. Choose the first option at the bottom of the screen. Hold down the shift key for a perfect square. Draw a smaller rectangle inside the first rectangle, then bucket in a color to make a picture frame.

Oval Tool: This works in a similar way to the rectangle tool.

Wacky Paintbrush Tool: Click to scroll the option bar to the 2nd set of options.

- **Dot to Dot Option**: This makes any picture into a dot-dot puzzle.
- **Alphabet Line Option**: Edit it by selecting "alphabet text" from the Goodies Menu!

Electric Mixer Tool: This has great options!

- **Day/Night Option**: This inverts the colors on the screen.
- **Zoom in Option**: This makes things larger.
- **Shrink Option**: This makes things progressively smaller.
- **Wrap Around Option**: This moves your picture right/left; hold down option key to go up/down
- **Rain/Snow Option**: This makes it rain, then snow, if you hold down the option key.

Text Tool: This allows you to write on your picture. Hold down the option key to get a variety of fonts and sizes.

Stamp Tool: This offers loads of stamps. You can size them by holding down the **Option** key for middle sized, **Shift** key for large, and **Shift** and **Option** for huge stamps. You can edit stamps by pulling down the **Goodies** menu and choosing **Edit Stamps**.

Moving Van Tool: This really acts as a selecting tool. Choose a size square that will fit around an object on the screen, drag to move it. If you hold down the option key it will make a copy of the object that you are moving.

Magnet Tool: This option is used to select an object, because you need to select an object before you can copy or cut it.

KID PIX SLIDE SHOW

The newest version of Kid Pix is called Kid Pix Deluxe. The main additions to this version are the ability to create text boxes that allow you to style and edit text with the **Typewriter tool** and the ability to import graphics from anywhere. You can also resize and move graphics which you never could do before! You can even export an entire slide to save in a web format! This guide is geared for older versions of Kid Pix but will generally work for the newer version, too.

I. FIRST STEPS

A. Before you begin making your Slide Show, you will need to create several Kid Pix pictures and save them in a folder.

B. Create your pictures (slides) in the Kid Pix Application.
1. Draw a picture with the Kid Pix drawing tools at the left of the screen. Each tool has its own set of options which are displayed at the bottom of the screen.
2. Import clip art, digitized photos and pictures you've created in other programs by copying and pasting or by opening any graphics file stored as PICT.
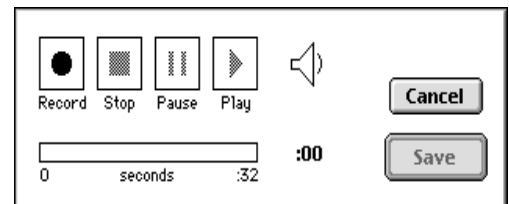Enter text as Alphabet Text or Type Text in older versions:
Alphabet Text: Click on the **Alphabet Text Tool** and you can use your mouse to stamp text on your creation with the letters and numbers you see across the bottom of the screen.
Type Text: Click on the **Keyboard Tool** and select one of the 14 fonts available. Click on the screen where you would like to begin typing.
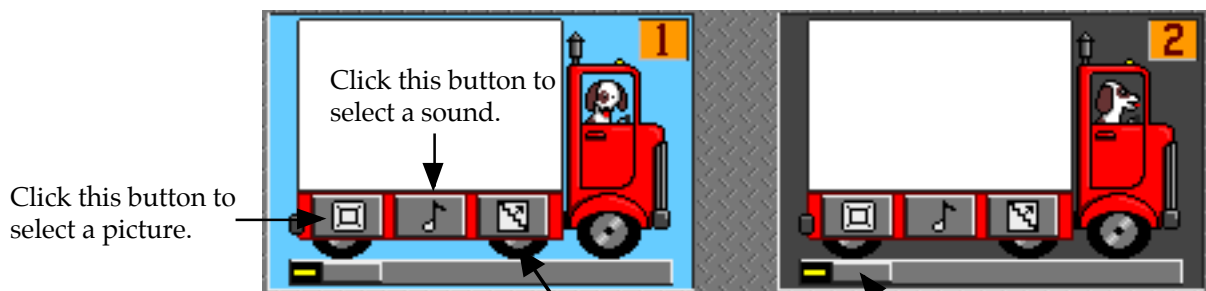
II. ADDING EXTRAS

A. Add a QuickTime movie by selecting **Pick a Movie** in the **Goodies Menu**.

B. Add a Sound by selecting **Record a Sound** in the **Goodies Menu**.

III. CREATING THE SLIDE SHOW

A. When you are ready to create your Slide Show, select **Switch to Slide Show** in the **Toolbox** (or Switcheroo) **Menu**. You will see a screen full of trucks (99 available). This is your storyboard or Slide Show layout.

B. When the moving vans appear, the first one will have a blue background and the dog will be looking at you. This means that slide is active. Click on the icon of a slide.

C. On each truck there are 3 buttons:

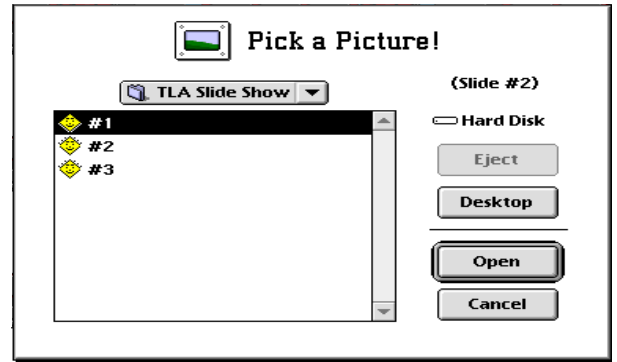Click this button to select a sound.
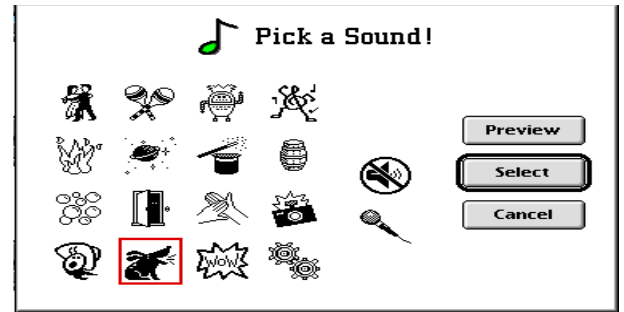
Click this button to select a picture.

Click this button to select a transition (the way one picture changes to the next picture).

This is the slide bar. It controls the amount of time your slide is viewed.

D. Navigate to find the saved document you want to use for each slide and open it. The pictures available on your disk will be listed. Choose a picture and it will appear in the moving van. Double click on the picture to see the full size.

E. Choose a Kid Pix sound or record your own. Click on the icon of a **music** note.   Select a sound by clicking on an icon, **Preview** it and **Select** it if you like it. Click on the **microphone** icon to record.

F. Click on the **Play** button to play your Slide Show once. Click on the **Loop** button to play the Slide Show in a continuous loop. Press the **Spacebar** to pause. Double-click the mouse to exit.

Undo Delete Play Loop

G. Choose the transition to the next slide. Click on the transition icon arrow to choose a transition, preview the transitions and then choose one.

H. Repeat for the rest of the slides.

I. To change the order of the slides, click and "drive" the van to the proper place. The picture that already occupied that space will automatically move over. Pull down the **Goodies Menu** and choose **Clean Up** to get rid of any empty vans.

J. Set the **Time Slider** bar under the van by clicking and dragging to set the time your slide will be displayed. It also reflects the length of the sound on the slide.

K. Pull down the **Goodies Menu** and choose a background color. This makes color frame around each slide.