

# KIDPIX

## AT A GLANCE

The toolbar:

**Pencil** →

← **Click and drag to draw lines**

**Use to draw squares** →

← **Use to draw circles**

**Wacky Pen** →

← **Paint can - Use to fill shapes**

**Electric Mixer** →

← **Eraser**

**Click here to enable you to click and drag letters from the bottom** →

← **Click here to enable you to use the keyboard to type**

**Stamps** →

← **Moving Van**

**Eye Dropper** →

← **Click here to undo your latest mistake**

**Click on the colour you would like to draw in** →

← **Click here to see more colours to choose from**



This is the pencil you can use to draw free hand shapes. Click on a colour at the bottom of the toolbar (clicking on the arrows give you more colours). Click on the thickness of line you would like at the bottom. The textured boxes determine the texture of your line. Try the question mark to make rainbow lines. Holding down **Control** makes your line turn black. Clicking on the crossed lines at the right makes your line change colour when you cross over another line. The arrows at the far right give you more lines to choose from.



This tool enables you to make lines. Click and drag your mouse in the direction you would like the line and let go when it looks good. Again, you choose the thickness and texture of your lines at the bottom. The question mark makes rainbow lines. Hold the **Shift** button down while you make your lines to make them straight. Pressing **Control** makes your lines black.



This box enables you to make squares and rectangles. Click on your screen and drag your mouse diagonally. Let go to create your shape. Click on the colour and texture that you would like at the bottom. Use the arrows at the bottom right to get more really cool textures and patterns to fill your box. The question mark fills your box with rainbows. Hold down **Shift** to create a perfect square.



This box is used to make circles and ovals. It works the same as the box key. Hold down **Shift** to make a perfect circle.



This key is not next but I figured you would find it useful now. Click here to undo your most recent mistake. Clicking again will bring your mistake back.

## **SOME ACTIVITIES TO DO AFTER YOUR CLASS KNOWS THE ABOVE KEYS:**

- Make a creature using circles, squares, lines and the pencil.
- Have each child start a picture, then have everyone rotate computers and continue working on the next person's drawing.



This tool is called the Wacky Pen. Try clicking on different boxes at the bottom and click and drag your mouse on your screen to see what you create. Try holding down the Control key while you draw, hold down the Shift key and see what happens when you hold them both down. Click on the arrows on the far right to get more Wacky Pen tools.

## **SOME IDEAS TO USE WITH THE WACKY PEN:**

- Teach a lesson on drawing pictures that show perspective. Teach them to

Make things look farther away by:

- Making them higher in the picture
- Making them smaller
- Making them look more faded the farther away they are.

Then use this bar of the wacky pen to create pictures that show perspective (click and drag to create trees of different sizes and mountains of different sizes. Use the bricks and logs to create buildings.




-Discuss symmetry and lines of symmetry. Then use both:



to create symmetrical shapes.

-Create dot-to-dots and have the students rotate after they complete their pictures and complete the dot-to-dot someone else created.

-Use the  to make no-smoking, say no to drugs, etc... posters.

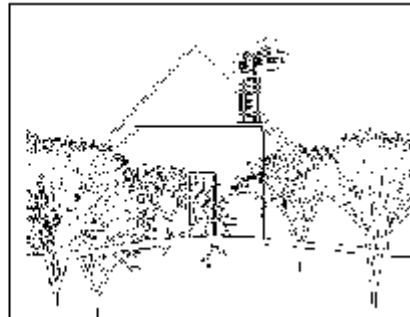
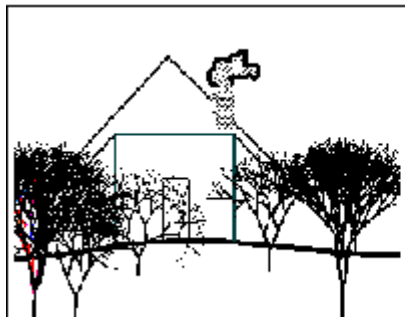


Paint Can-Click on this, then click on the colour you wish to use. Position the black tag on the right on the area you wish to paint, then click your mouse to fill it with that colour. Find more textures by clicking on the arrow keys at the bottom right (there are some really neat ones). Make sure that your shapes are completely closed or your colour will fill the whole screen.



The Electric Mixer-Click on this, then click on your picture to alter it quite drastically. Again, try holding down **Control**, **Shift** or **Control** and **Shift** together.

Example: clicking on the clown makes everything look outlined with clear middles:



Here is where you can also draw some easy spider webs and rain and snowflakes.



Eraser-You click on the functions at the bottom of the screen to choose the type of eraser you would like to use. The first few determine the shape of your eraser. Use these to erase specific parts of your picture. The next erasers are used to erase your whole screen. Click on them, then click on your picture.



Click here to drag numbers and letters onto your picture. Click on the letter you would like at the bottom, hold your finger down on the clicker and drag the letter to where you would like the letter and let go. The arrows at the bottom right give you more choices. Press **Control** to make letters bigger, **Shift** to make them even bigger and **Control** and **Shift** together to make them really big.



Typewriter-allows you to use the keyboard to type. Change font and size at the bottom. You can click and drag the corners on the text box that appears on the screen to change the shape of it. It automatically gets bigger as you type.



Stamps-Click on the stamp that you would like and move your mouse where you would like to place it. Click to drop it into your picture. Find more stamps by clicking on the arrows on the right. Make them bigger by pressing **Control**, **Shift** or **Control** and **Shift** together.

-To edit the stamp (change colours and the direction that they are facing or draw more onto the stamps), double click on the one you would like to change. Use the drawing tools to draw on them and the arrow keys to change direction. Make sure that you reset it back to normal when you are done using them.

-To get a new set of stamps, click on **Goodies** at the top and then click on **Pick a stamp set**. Click on the set you would like.



Moving Van-helps you cut, copy and paste pictures. If you wish to move an object, click on the box at the bottom that you will need in order to surround the object you wish to move. Click and drag to place the box around the object, then click and drag to move the object in the box. The magnet at the bottom right will allow you to create a box the size you would like. Click at the top left of the object and hold your finger down while you drag down diagonally to bottom right of the object and create a box. Now click and drag to move the object or hold your finger down on the **Control** button while you drag to copy the object.

After you have a box around the object, you can also use the cut and paste commands under **Edit** at the top.



Eyedropper-When you click on the eyedropper then click on a colour in your picture or on a stamp it changes the colour palette to match that colour. This would be good to use when doing fine editing.

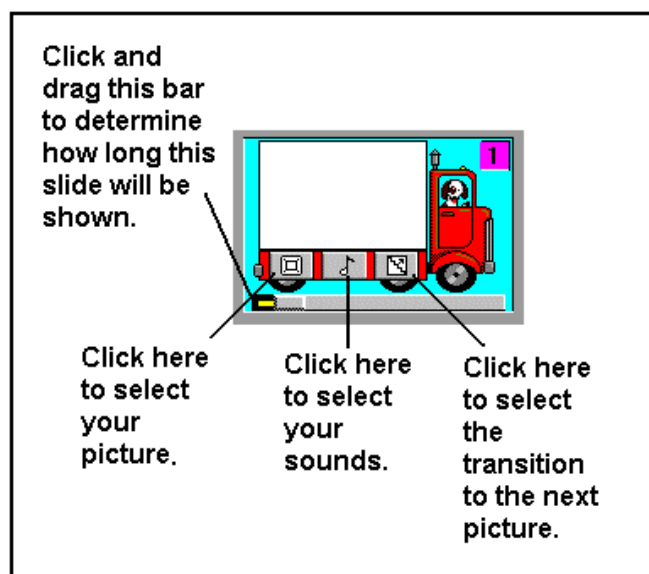
## SOME ACTIVITIES TO DO AFTER YOUR CLASS KNOWS BASIC KID PIX:

- Students can spell their name at the top of the page in big letters, then place stamps that start with the same letters underneath each letter.
- Create an alphabet book using stamps and drawings for each letter.
- Enlarge the stamps and challenge students to divide them into specified fractions (one half, thirds, and fourths).
- Draw a picture of snowy/sunny days to be imported into **Microsoft Works** to go with a story about what the kids like to do on snowy/sunny days. Make the snowflakes with the Electric Mixer or press **Control** to make them melt into raindrops for your April showers story.
- Make a slide show:

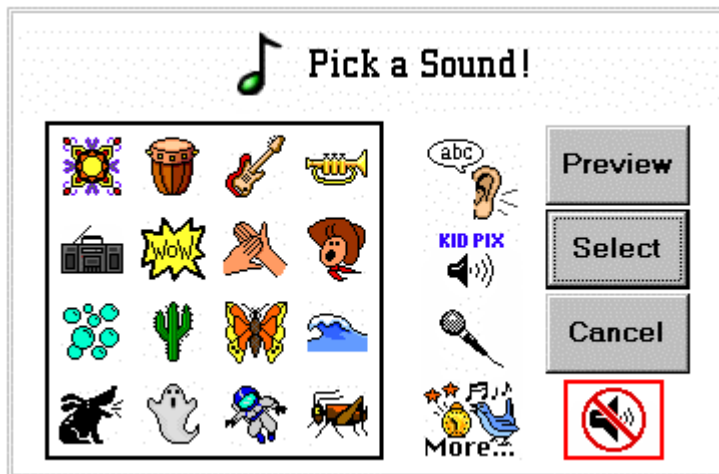
## HOW TO CREATE SLIDESHOWS WITH YOUR CLASS:

Create the first slide show together as a class, but show them how you do it so that later on they can create slide shows in groups, pairs or individually.

1. Have students create pictures in Kid Pix and save the pictures in the designated file for your class in the F drive (please ask if you do not know how to do this).
2. On your computer, open Kid Pix and click on the icon to create a slide show.
3. Click on the first moving van.
4. Click on the picture box in the lower left.



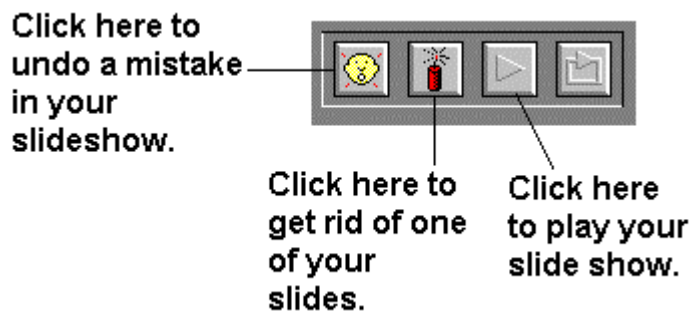
5. Double click on the drive where your picture is (F:\) and then find your picture name on the files side.
6. Click on your picture name and then OK.
7. Click on the musical note in the middle of the bottom.



-If you would like to record voices to go with the picture, click on the microphone. Then click on **Record** and speak into the microphone. When you are done, click **Stop** then **Save**. Then click Select.

-If you are not recording, then choose a sound to go with your picture and click Select.

8. Click on the transition box and choose a transition to move you from one picture to another. Then click **Select**.
9. The yellow bricks at the bottom determine the length of each slide. Click and drag the yellow brick to lengthen or shorten.
10. Click on the next moving van to create the next slide and repeat the above procedure.
11. When you would like to view your slide show, use the tools at the bottom as you would use a tape recorder:



12. If you decide that you don't like the order of your slides then click and drag the moving van to where you would like a picture to appear.
13. Save your slide show by clicking on **File** at the top and **Save a Slide** show.

## **MORE PICTURES TO USE:**

This program also has many different detailed background pictures that students can use for their stories, maps of countries, masks and many other cut outs to use for projects.

To access these you go to **Goodies** at the top and click on **Pick More Pictures**. From here you double click on the category that you are interested in. When the picture that you are looking for appears on the right click **OK**.