



Using the Early Concepts Template Tutorial

Note: This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using *IntelliPics Studio Player*.



Copyright 2002, IntelliTools, Inc.

Copyright Notice

© 2002 IntelliTools, Inc. All rights reserved. The distribution and sale of this software and manual are authorized for the original purchaser only. Unauthorized duplication is a violation of federal copyright law.

Images that appear in *IntelliPics Studio* may not be used in any commercial application without the prior consent of IntelliTools, Inc.

Trademarks and Acknowledgments

IntelliTools, IntelliPics, IntelliKeys, IntelliTalk II, and Overlay Maker, and their respective logos are registered trademarks of IntelliTools, Inc. IntelliMathics, IntelliCritters, IntelliMation, IntelliQuiz, Overlay Printer, and Overlay Sender are trademarks of IntelliTools, Inc.

Adobe and Acrobat Reader are registered trademarks or trademarks of Adobe Systems Incorporated, registered in the United States and/or other countries. Macintosh, QuickTime, and QuickTime logo are registered trademarks or trademarks of Apple Computer, Inc., registered in the U.S.A. and other countries. Windows 95, Windows 98, Windows 2000, and Windows ME are registered trademarks or trademarks of Microsoft Corporation, registered in the U.S.A. and other countries. Other brand and product names mentioned herein are trademarks, registered trademarks, or trade names of their respective holders and are hereby acknowledged.

Some photographic images included with this program are from the CD-ROM, "Picture This... Professional Edition" and are the copyright of Silver Lining Multimedia, Inc. If you would like to obtain more images that can be imported into IntelliTools products, please visit the Silver Lining Multimedia Web site: <http://www.silverliningmm.com>.

Over 90 of the images supplied with *IntelliPics Studio* are Picture Communication Symbols from the Boardmaker software, ©1981–2001 Mayer-Johnson, Inc. and are used with permission. Boardmaker has 3,000+ additional images that can be imported into IntelliTools products. For additional information about Boardmaker images, please visit the Mayer-Johnson Web site: <http://www.mayer-johnson.com>.

Credits

IntelliPics Studio was produced through the collaborative efforts of many staff members at IntelliTools. Design: Arjan Khalsa, Scott Schafer; Project Management: David Robertshaw; Content Development: Suzanne Feit, Arjan Khalsa, Lucinda Ray, Patty Kilroy; Software Engineering: Scott Schafer, Paul Archibald, Fred Ross-Perry; User's Guide: Alan Rhody; Teacher's Guide: Lucinda Ray; Tutorial: Suzanne Feit, Lucinda Ray; Additional Development: Philip Nittenberg, Jeremy Bolan, Linda Finley, Meida Pang, Steve Gensler; Testing: Dale Goetsch, Lisa Carr, Mike Burns, Meida Pang, Chris Finley; Artwork: Patty Kilroy, Chris Santeramo, Michelle Graham, Mary Ann Zapalac, Jeremy Bolan; Support Services: Linda Finley; Packaging: Patty Kilroy.

Technical Support

Hours:	8 a.m.– 5 p.m. Pacific Time, Monday through Friday
Phone:	(800) 899-6687 (U.S. and Canada) (707) 773-2000 (local and international)
Fax:	(707) 773-2001
Email:	tech@intellitools.com (for technical information) info@intellitools.com (for general information)
World Wide Web:	http://www.intellitools.com

Important note: To insure that returns are handled correctly and without delays, please call us for a Return Merchandise Authorization (RMA) before returning any item.

Table of Contents and Introduction

Table of Contents

Introduction1
Universal Design	
Getting Started2
Beginning from <i>IntelliPics Studio</i>	
Beginning from the <i>IntelliPics Studio</i> <i>Fun, Two, Three!</i> CD	
Part 1: Explore Mode and Sample Activity3
Using the Sample Activity	
Simplifying the Page for Students	
Part 2: Using IntelliQuiz in Explore Mode4
Using IntelliQuiz	
Part 3: Using the Early Concepts Template5
Adding Picture Items	
Adding Background Items	
Part 4: Viewing More Sample Activities7
Beginning from <i>IntelliPics Studio</i>	
Beginning from the <i>IntelliPics Studio</i> <i>Fun, Two, Three!</i> CD	
Part 5: Customizing Activities8
Money	
Dinosaurs	
Planets	
Vehicles	

Introduction

The Explore mode of *IntelliPics Studio* enables early learners to add an item to a page, move it, change its size or color, or make multiple copies of it.

Explore mode engages students in simple cause and effect activities. Explore mode also includes the IntelliQuiz feature of *IntelliPics Studio*, so that students can demonstrate their learning of the number, size, color, or movement concepts they are practicing.

In this tutorial, you will start by using the Early Concepts Sample Activity, which showcases the Explore mode of *IntelliPics Studio*. Later in the tutorial, you will learn to create customized Explore activities, using the Early Concepts template. Finally, you will look at several ways Explore mode activities can be customized further for your students.

Universal Design

The activities you create using the Puzzle template and *IntelliPics Studio* are designed for all students, including those with physical or cognitive disabilities. Puzzle activities are ideal for inclusion classrooms, because all students can use them: with a mouse, an IntelliKeys® keyboard, or a switch.

The Early Concepts template includes the Early Concepts Overlay. The four sample activities (Money, Dinosaurs, Planets, and Vehicles) each have custom overlays attached as well.

Important Note:

This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using the *IntelliPics Studio* Player.



Note The illustrations in this tutorial are intended to be similar to what you see on-screen. Some may differ depending on the computer system you are using.

Getting Started

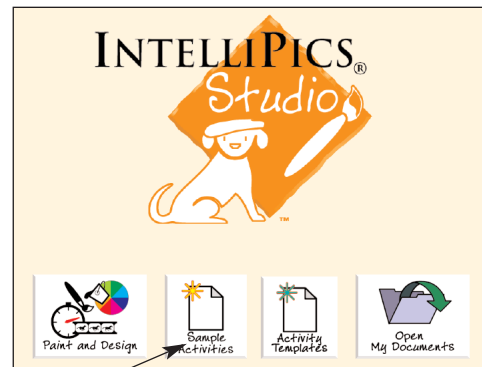
In this tutorial, you will start by using the Early Concepts Sample Activity, which showcases the Explore mode of *IntelliPics Studio*. Later in the tutorial, you will learn to create customized Explore activities, using the Early Concepts template. Finally, you will look at several ways Explore mode activities can be customized further for your students.

Beginning the Tutorial from *IntelliPics Studio*

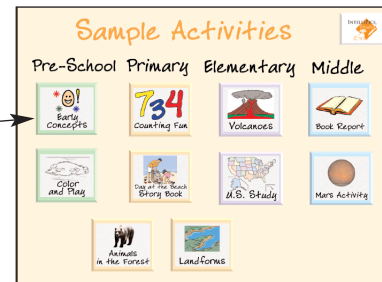
1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page is displayed.
2. From the Home page, click the Sample Activities button.
3. Click the Early Concepts button.
4. The Early Concepts Sample Activity displays. In the next section of this tutorial, you will discover the various ways students can use this activity.

Beginning the Tutorial from the *IntelliPics Studio Fun, Two, Three! CD*

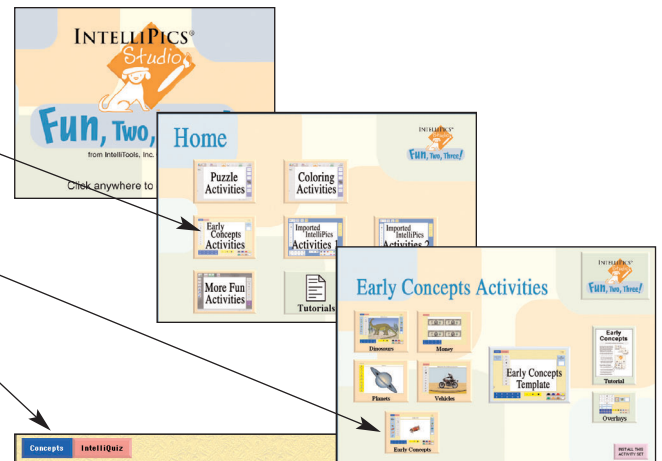
1. Open the *Fun, Two, Three!* CD.
2. Click the Opening Screen to proceed.
3. From the Home page that displays, click the Early Concepts Activities button. The Early Concepts Activities page opens.
4. Click the Early Concepts button.
5. The Early Concepts Sample Activity displays.



Home page



Sample Activities page



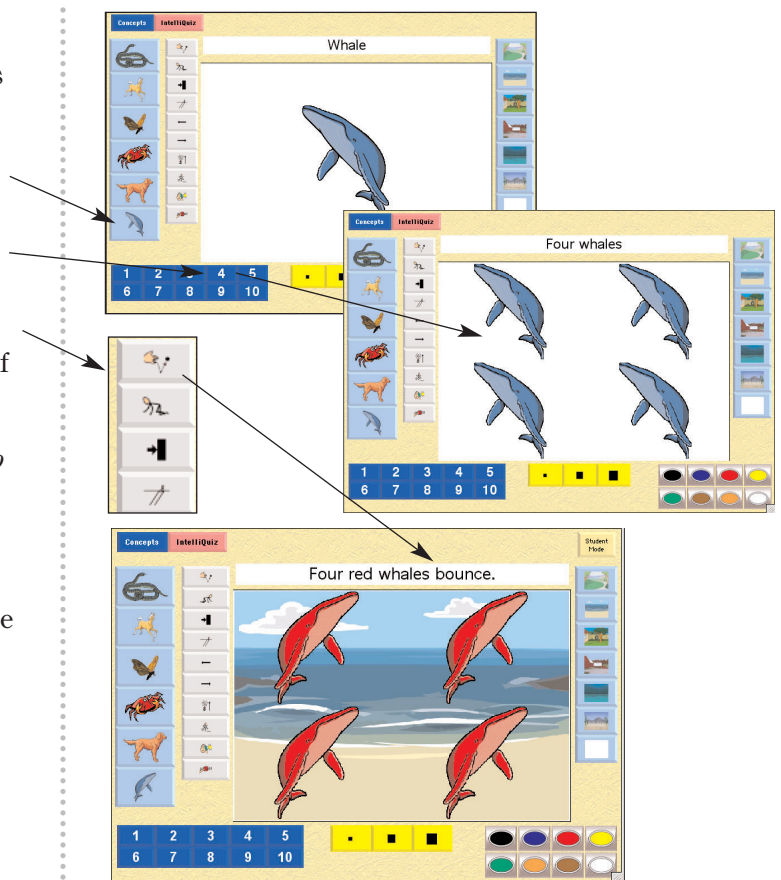
Early Concepts Sample Activity

Part 1: Explore Mode and Early Concept Sample Activity

Using the Sample Activity

The Early Concepts Sample Activity provides palettes of animals, movements, numbers, colors, sizes, and backgrounds. First you will try out these palettes.

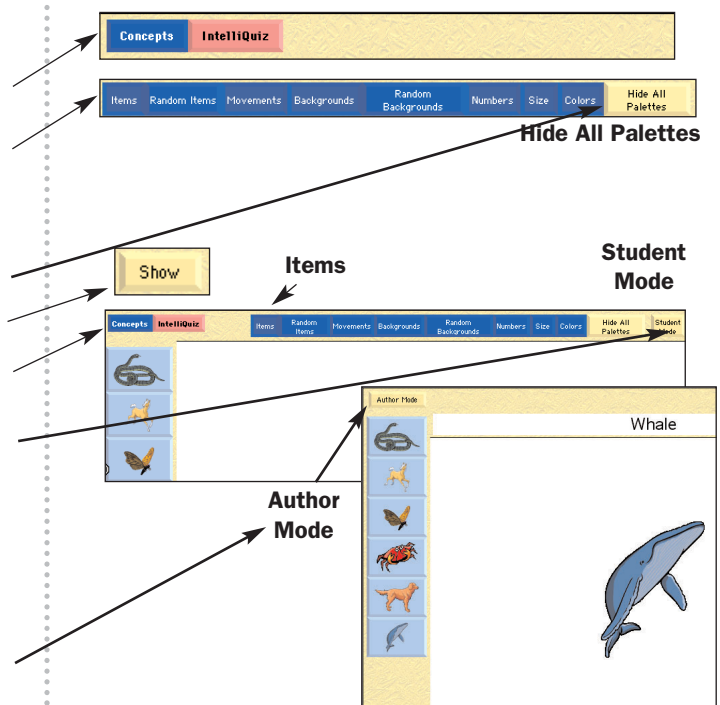
1. Click an animal from the palette at the left of the page. The animal will appear on the screen and say its name.
2. Click a number, such as 4, and that number of animals will appear.
3. Select a movement from the palette to the right of the animals. This Movement palette contains a small sample of the 90+ Mayer-Johnson picture symbols that are included in the *IntelliPics Studio* Picture Library. These symbols can be used to enhance communication and language concepts.
4. Try the color, size, and background palettes.
5. Notice that as the item on the screen changes, the new description is both written above the picture and read aloud, reinforcing learning.



Simplifying the Page for Students

Multiple palettes on a page may be distracting for some users. You can remove unneeded palettes:

1. Click the Concepts item at the top left to see names of available palettes. All of the available palettes are listed (Items, Movements, Backgrounds, Numbers, Size, Colors) as well as two items that will provide random items or backgrounds.
2. Click Hide All Palettes, which will remove all the palettes from the screen. Now click Show.
3. Click Concepts, and then Items, to bring back just this one specific palette (the animals). Note that you see a Student Mode button at the far right.
4. Click Student Mode to remove the concepts choices, leaving only the animal choices. You could save the activity at this point for a student for whom you want only the animal items visible.
5. To continue with this tutorial and learn about using IntelliQuizzes, click Author Mode.

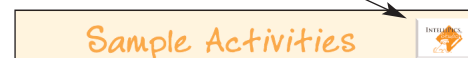
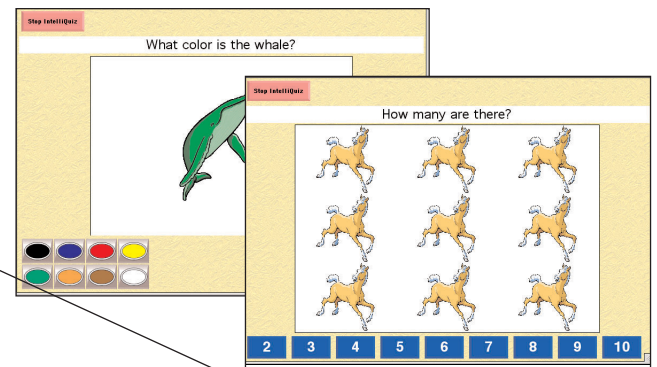
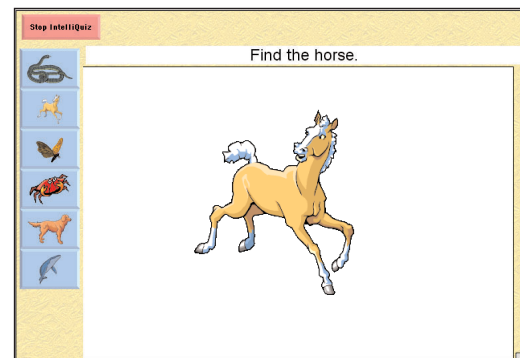
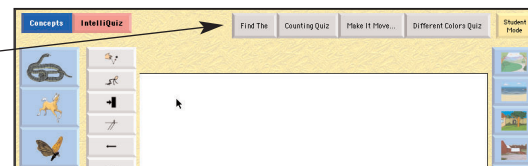
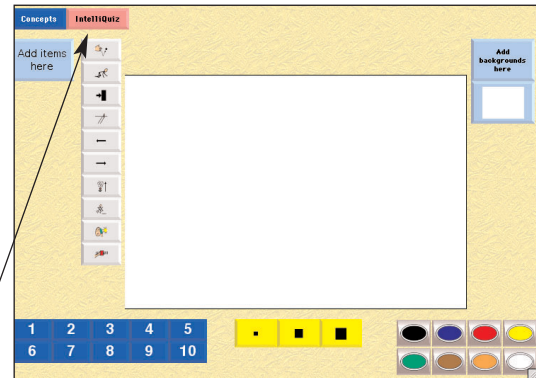


Part 2: Using the IntelliQuiz in Explore Mode

Using IntelliQuiz

Quizzes are one way to assess comprehension. (See the User's Guide, Chapter 13, for more details.) Several pre-made quizzes are included with *IntelliPics Studio*. These IntelliQuizzes are included in the Early Concepts Sample Activity and the Early Concepts Template.

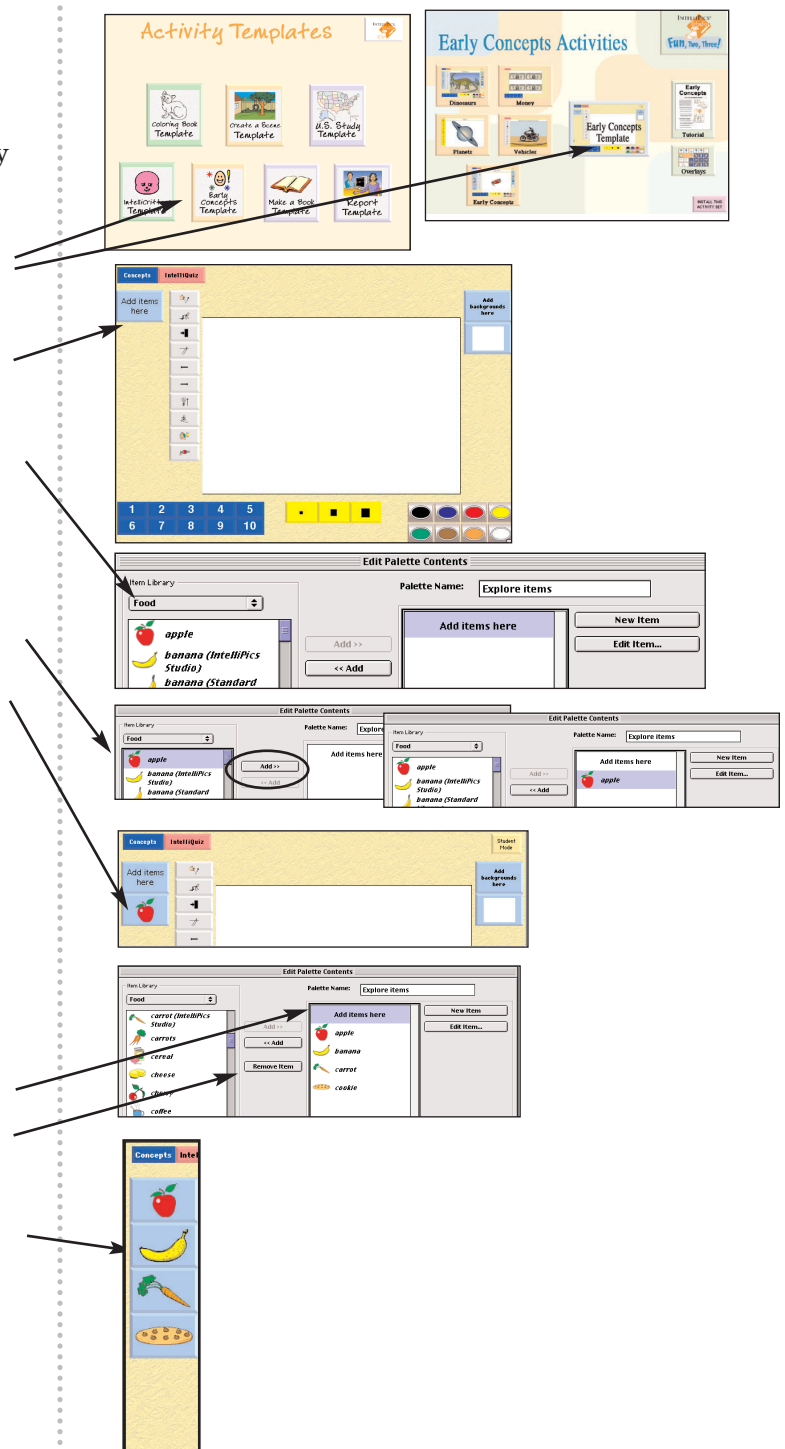
1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page is displayed.
2. From the Home page, click the Sample Activities button.
3. Click the Early Concepts button.
4. The Early Concepts Sample Activity displays.
5. Click the IntelliQuiz item. Four quiz choices appear.
 - Find The
 - Counting Quiz
 - Make It Move...
 - Different Colors Quiz
6. Choose the Find The item. This quiz displays only the palette of animals. Students answer the quiz questions by selecting one of the animals on the palette. Other palettes that may have been displayed on the screen are hidden while the student uses this IntelliQuiz.
7. Click correct and incorrect answers. Click Stop IntelliQuiz to stop this quiz.
8. Click the IntelliQuiz item again and explore the other IntelliQuizzes.
9. From the File menu, select Close.
10. Click the small *IntelliPics Studio* button at the top right of the Sample Activities page to return to the Home page.
11. In the next section of the tutorial, you will learn to use the Early Concepts Template to create your own activity.



Part 3: Using the Early Concepts Template

Add Picture Items

- From the Home page of *IntelliPics Studio*, select Activity Templates.
Or, from the *Fun, Two, Three!* CD, Click the Early Concepts Activities button.
- Click the Early Concepts Template button. You will use the template to create a customized activity about food for your student(s).
- Press the **[Ctrl]** key on the keyboard and simultaneously click the blue Add Items here item. The Edit Item dialog box appears. Click Cancel.
- The Edit Palette Contents dialog box will appear. Look at the left side of this dialog box.
- Locate the Item Library window. From the drop down menu, select the Food category.
- Highlight Apple and click Add>>. Then click OK.
- You will notice that a button with an apple on it appears at the left of the page.
- Repeat steps 4 through 7 three times, selecting other food items.
- Now you will remove the blue item above the apple, named Add items here (It was provided to make sure your specific picture items automatically appear in the correct location.)
- The Edit Palette Contents dialog will appear. Make sure the Add items here item is highlighted. Then click Remove Item.
- Click OK. to close all dialog boxes.
- Your new palette of foods will appear at the left of the page.
- Save your work.



Part 3: Using the Early Concepts Template

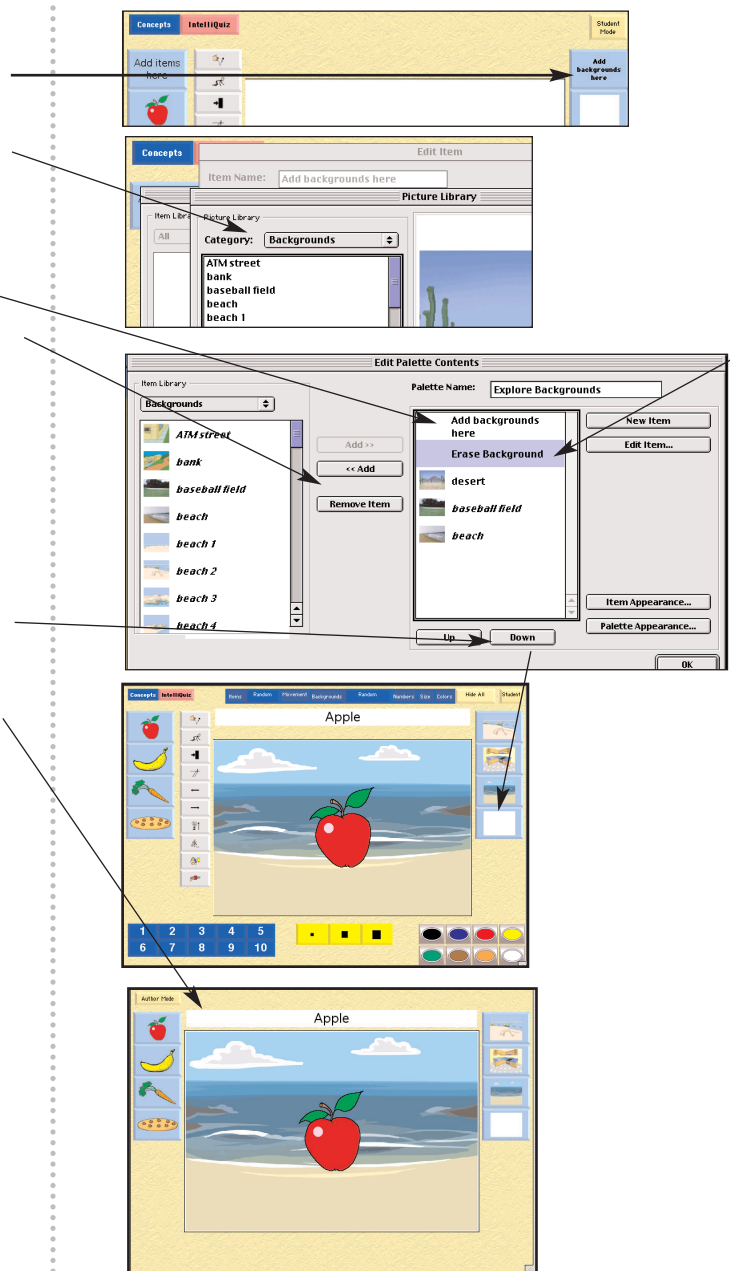
Add Background Items

1. **[Ctrl]**+click the Add backgrounds here item.
2. Follow steps 4 through 7 on page 5, but select a background from the Backgrounds category of the Item Library rather than a food.
3. Add two more background items.
4. **[Ctrl]**+click the blue Add backgrounds here item at the right of the page. The Edit Item dialog box will appear. Click Cancel.
5. The Edit Palette Contents dialog box will appear. Make sure the Add items here item is highlighted. Then click Remove Item. Do not close the Edit Palette Contents dialog.
6. Highlight Erase Background item. This white background is valuable for students who need to work without the distraction of a background.
7. Click the Down button to move it to the bottom of the palette. Click OK to close all dialog boxes.
8. Simplify the palettes on screen, if appropriate, as described on page 5 of this tutorial.
9. Save your work and close this activity.

Congratulations! You have learned how to make a custom activity using the Early Concepts template. As you have discovered, you only need to modify the Explore Items and Explore Backgrounds palettes. Because the other palettes are already built into the template, including the IntelliQuiz features, your activity is ready for student use.

With a little practice, you will soon be able to create a new activity in just a few minutes.

Go on to the next section of the tutorial to see how a set of sample activities have been customized.



Part 4: Viewing Sample Activities

Four sample activities (Money, Dinosaurs, Planets, and Vehicles) demonstrate additional ways you can customize activities created with the Early Concepts template, making them even more engaging. In this section of the tutorial you will see how these activities have been customized.

Beginning from *IntelliPics Studio*

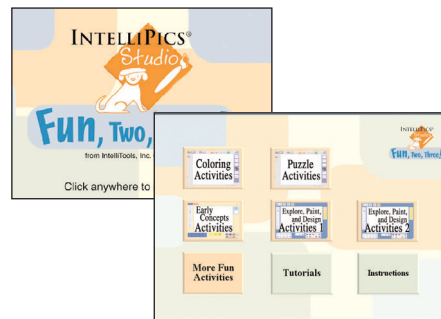
1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page is displayed.
2. Click the Open My Documents button.
3. Click the Template tab. Select the Fun, Two Three folder and open it. Locate and open the Activities folder.
4. Inside the Activities folder, locate and open the Early Concepts Activities folder.
5. The four sample activities discussed in that folder are in this folder. Select Money. Click Open.



Beginning from the *IntelliPics Studio Fun, Two, Three! CD*

1. Open the *Fun, Two, Three!* CD.
2. Click the Opening Screen to proceed.
3. From the menu page that displays, click the Early Concepts Activities button.
4. Click the Money button. The Money activity opens.

NOTE: Use the procedure described above to locate and open all four of the activities discussed in this section of the tutorial.



Part 5: Customize Your Activities—Money and Dinosaurs

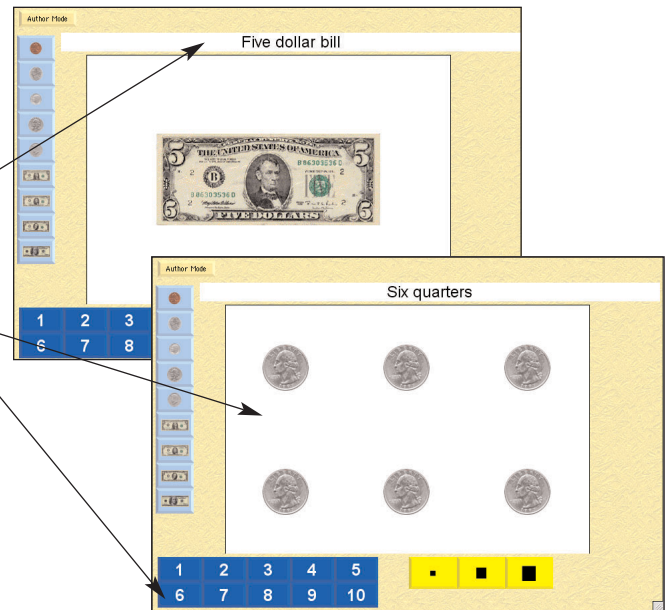
Money

The Money activity opens with an animation of a one dollar bill and three palettes visible: the money items, the numbers, and the sizes.

1. Click each of the items of money.
2. The coins and bills each appear on the page. A caption with the name of the coin or bill appears at the top of the screen and is read aloud. Try clicking a number as well as a money item.
3. Use the author mode button to provide other palette choices for students to use, such as movements, colors, or quizzes.

See page 3, Simplifying the Page for Students, for details about saving an activity with only targeted choices available.

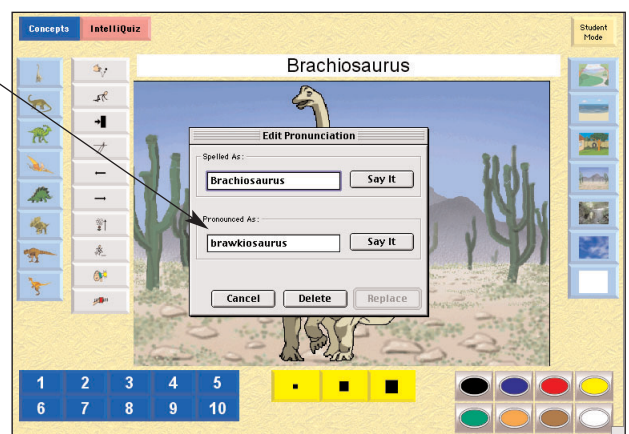
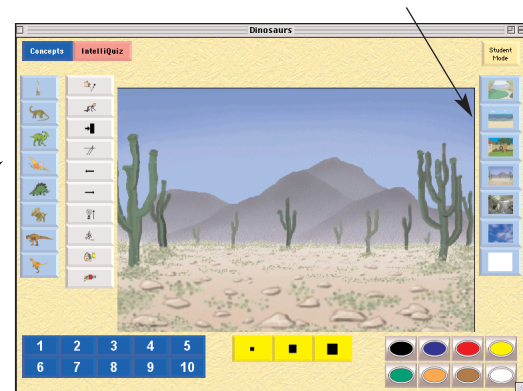
4. Close this activity.



Dinosaurs

The Dinosaurs activity opens with all of the available palettes for students to work with. (See page 3, Simplifying the Page for Students, for details about saving an activity with only targeted choices available.)

1. Click each of the dinosaurs.
2. Notice that each dinosaur's name is pronounced appropriately.
3. *IntelliPics Studio* allows you to customize the pronunciation of difficult or unusual words.
4. From the Speech menu item, select Edit Pronunciation.
5. In the Spelled As: text box, type in Brachiosaurus.
6. Notice that a phonetic pronunciation of Brachiosaurus has been entered in the Pronounced As dialog box.
7. Click Cancel to close this dialog box.
8. Use the Student Mode button and then the Author Mode button to provide other palette choices for students to use, such as movements, colors, or quizzes.
9. Close this activity.

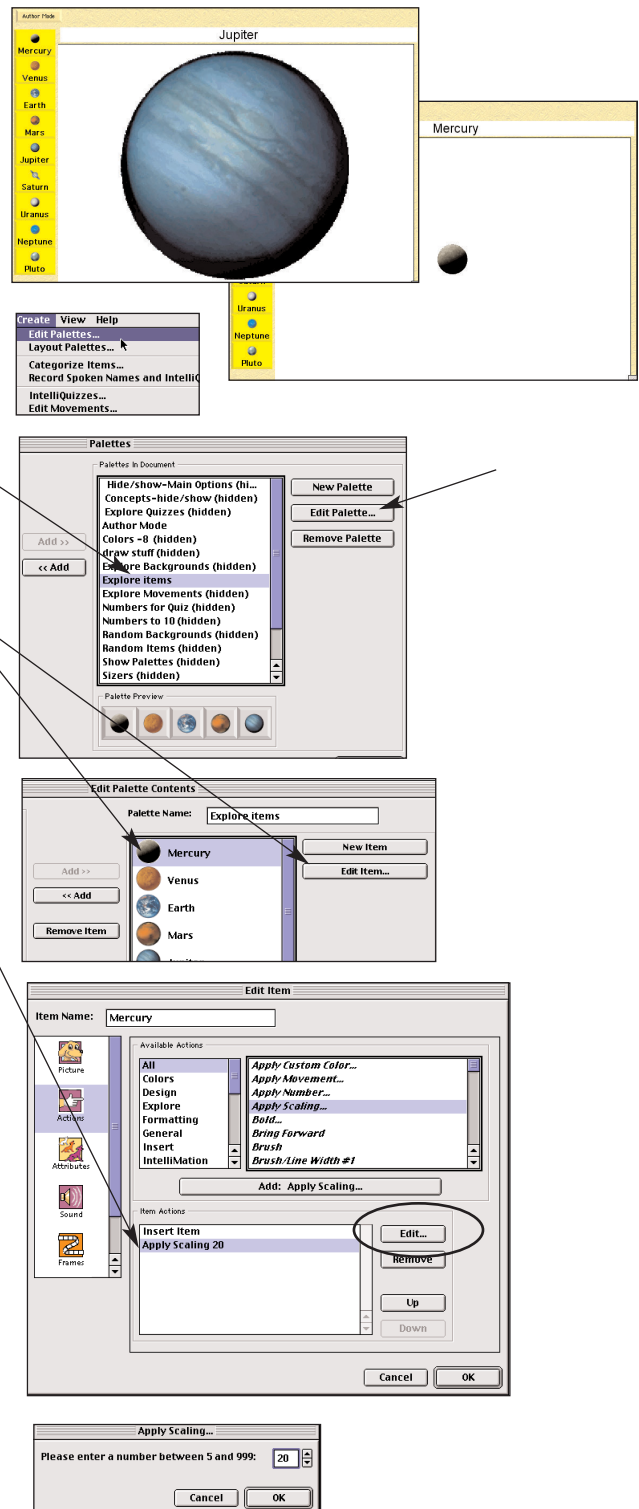


Part 5: Customize Your Activities—Planets

Planets

The Planets activity opens with only the palette of picture items visible. (See page 3, Simplifying the Page for Students, for details about saving an activity with only targeted choices available.)

1. Click each of the planets.
2. Notice that each planet shows on screen at a specific size relative to the other planets. How did we do that?
3. From the Create menu, select Edit Palettes.
4. From the Palettes in Document window, select the Explore Items palette. Then click the Edit Palette button. The items in the Explore Items palette (the planets) will display. Select Mercury.
5. To see how each planet has been given a specific size, click the Edit Item button.
6. In the Edit Item dialog box, click the Actions icon. Notice that two actions have been assigned. Insert Item adds the planet to the page, and Apply Scaling 20 specifies the size of the planet.
7. Highlight Apply Scaling 20 and click the Edit button to see that you can scale items on a scale between 5 and 999. Click OK to close all dialog boxes.
8. Use the Author Mode item to provide other palette choices for students to use, such as backgrounds, movements, colors, or quizzes.
9. Close this activity.



Part 5: Customize Your Activities—Vehicles

Vehicles

The Vehicles activity opens with only the palette of picture items visible.

1. Click each of the vehicles.
2. The selected vehicle appears on an appropriate background and moves across the page. A sentence describing the vehicle also appears in the caption window and is read aloud.
3. Notice that a sound and movement has been added to each vehicle. Follow steps 4–7 to learn how this effect was created.
4. From the Create menu, select Edit Palettes.
5. From the Palettes in Document window, select the Explore Items palette. Click the Edit Palette button. The items in the Explore Items palette (the vehicles) will display.
6. To see why the airplane flies across the screen and makes an airplane sound, select the airplane item and click the Edit Item button.
7. In the Edit Item dialog box, click the Actions icon. You will notice that four actions have been assigned. Insert Item adds the airplane, Select Item Sky adds the background, and Apply Movement “fly” causes the airplane to move. Customize caption causes the sentence to appear.
8. Now click the Sound icon. You will notice a list of sounds that have been imported into this activity. (These sounds are all available in the Sounds folder on the *IntelliPics Studio* CD.) Notice that the jet_flyby sound is highlighted, indicating that this sound is associated with the airplane.
9. Click OK to close all dialog boxes.
10. Close this activity.

