



Exploring *IntelliPics Studio*

Tutorial



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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; 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.



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Introduction and Launching the Program

IntelliPics Studio is a powerful, new, multimedia drawing, painting, presentation, and authoring program that is appropriate for students of all ages and abilities. When you use *IntelliPics Studio* to create and explore activities, you will experience the immense potential of this authoring program.

- Students can open a coloring book activity and begin to paint.
- Students can use engaging pre-made activities to learn curriculum and practice with concepts.
- Older students can create professional-quality presentations to communicate their learning.
- Teachers can open a template and author curriculum-based activities appropriate for preschool through high school.

In the *IntelliPics Studio* tutorials, you will:

- Experience how the program can be used by preschoolers who are beginning to draw and paint, count, and work with cause and effect.
- Sample a number of activities and IntelliQuizzes for use by primary and elementary students.
- See how more sophisticated middle schoolers can use the program as a presentation tool.
- Discover how you and your students can begin to use the authoring tools quickly.
- Use features that make the program accessible for all students.

Ready to Use Templates and Activities and Powerful Authoring Tools

IntelliPics Studio includes 24 ready-to-use activities and templates. These can all be modified and adapted for use in creating your own activities, as you will see in this tutorial.

IntelliPics Studio authoring tools allow you to create animations, navigate with buttons, add video and sound, and conceal and show toolbars and palettes using on-screen items or buttons. These features enable you to create complex activities without crowding the screen.

Universal Access

IntelliPics Studio is designed to be accessible to mouse, keyboard, the IntelliKeys or IntelliKeys USB keyboard, and switch users. Built-in scanning and automatic overlay generation make it ideal for switch and IntelliKeys users. On-screen buttons and palettes make it easy to customize access.

Exchange Documents between Macintosh and Windows Computers

IntelliPics Studio operates in a similar manner on either the Macintosh or Windows platform. Documents created using *IntelliPics Studio* will run on either a Macintosh or Windows computer.

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Launching the Program

Once you have installed *IntelliPics Studio* on your computer, use one of the following procedures:

Launching *IntelliPics Studio* on a Windows system

1. From the Start menu, select Programs \ IntelliTools Software \ IntelliPics Studio \ IntelliPics Studio.
2. Click the *IntelliPics Studio* icon.

Launching *IntelliPics Studio* on a Macintosh system

1. Double-click the IntelliPics Studio folder on your desktop (or wherever you placed it during installation) to see its contents.
2. Double-click the *IntelliPics Studio* icon.

Part I: Taking a Quick Tour

To experience the flexibility and power of *IntelliPics Studio*, you will begin this tutorial by exploring a sophisticated middle school curriculum presentation (Mars Activity) and a very simple preschool coloring activity (Color and Play).

Visiting the Mars Activity

Animated images, easy page navigation, direct access to the Internet, and movies are a few of the features showcased in the Mars activity.

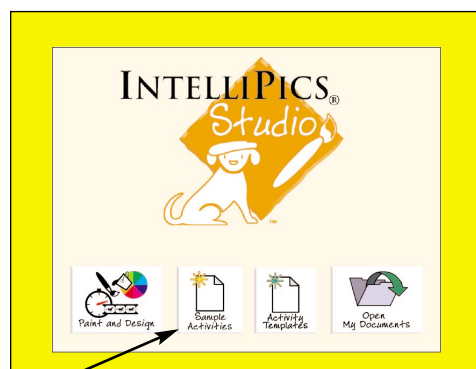
1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page displays.
2. From the Home page, click the Sample Activities button. The Sample Activity page that displays includes ten buttons. Each button opens an activity.
3. Click the Mars Activity button.

Notice that the Mars Activity opens with an IntelliMation (an animation). As you will learn later in this tutorial, it is easy to create such animations using *IntelliPics Studio*!

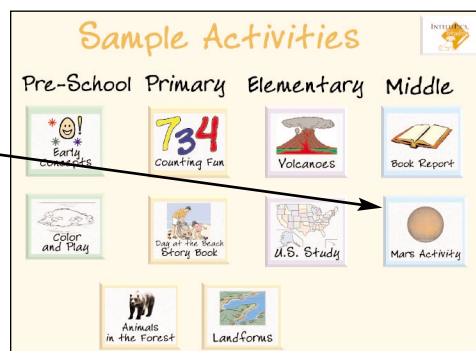
4. When the IntelliMation ends, click the text on the page to hear it read aloud.
5. Click the navigation buttons (with arrows) and the other buttons on each page to explore this activity. If you are connected to the Internet, the NASA Web site (the source of the content in this activity) can be accessed by clicking Mars on the second page. The picture of Mars is a button.
6. Check out these other animations and movies about Mars:

- Landscape.
- Craters. Click Play to see a movie.
- Volcanoes. Click Play to see a movie.
- Moons.
- Missions. Click Play to see a movie.

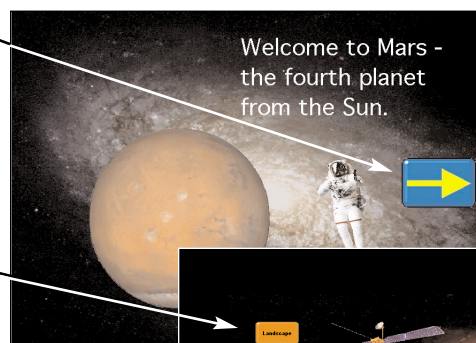
7. Imagine how you and your students might present a similar learning unit using *IntelliPics Studio*.
8. From the File menu, select Close. Do not Save the activity. You will return to the Sample Activities page. Click the program logo (in the upper right corner) to return to the Home page.



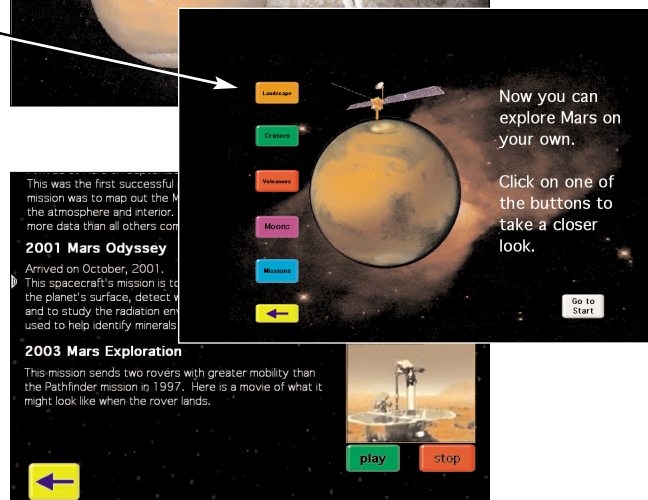
Home page



Sample Activities page



Mars Activity



Using Color and Play

Drawing and painting fun can be combined with learning goals. You will first explore Color and Play as a user. Later in the tutorial, you will learn how you can create your own drawing and painting activities.

1. From the Home page, click Sample Activities.
2. Click the Color and Play button. The first page of the Color and Play activity displays. Notice that it is surrounded by palettes of items (i.e., toolbars) that you can click.
3. Click the Fill item (the paint can). Then click a color. The Fill Tool will paint using this color.
4. Position the Fill Tool cursor over an area of the page that you want to color. Click your mouse. That area of the page will be filled with the selected color.
5. Click the Brush item. Then click a color and brush size. The Brush will paint this color in this width.
6. Position the Brush cursor over an area of the page that you want to paint. Drag your mouse to paint.
7. Use the Fill Tool and Brush to color this page.
8. Click the Next Page item. When the next page displays, follow the instructions in the text box. Notice the directions are read aloud.
9. Browse the pages in the Color and Play activity to see how students can use paint tools to play with color and patterns or to complete assignments.

Notice that unlike paper and crayons, students can color images over and over again. A coloring book can also be printed.

Do not close this activity. In the next section of this tutorial you will learn how to save your work in a portfolio.



Tip Place your cursor over a button or item to identify it. You are seeing Tooltips.



Tip Paint tools can also be selected from the Paint menu.



Fill Tool



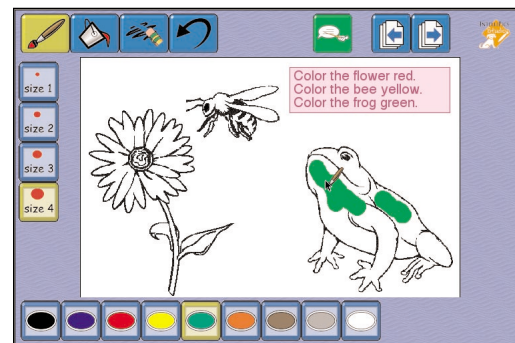
Brush



Color and Play Activity



Next Page



Use the Fill Tool and Brush to color the page!

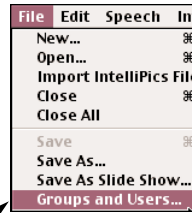
Part II: Setting up Student Portfolios

Creating a Portfolio

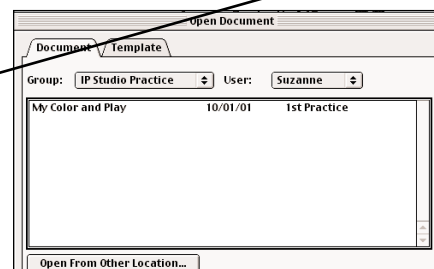
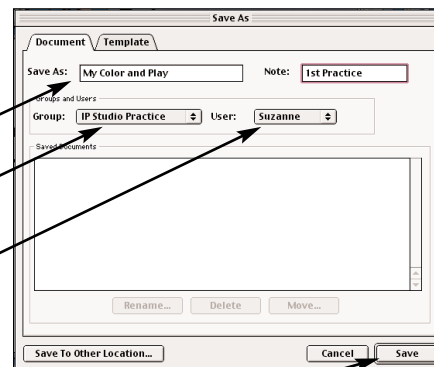
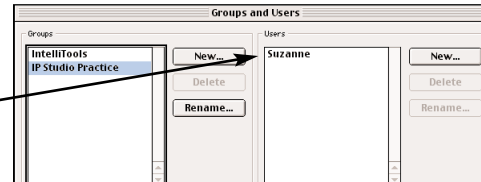
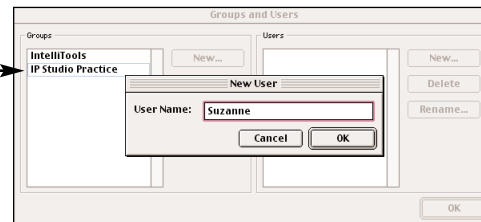
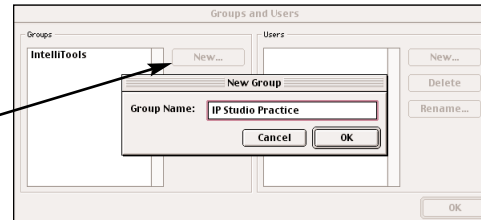
All students can have their own portfolio in *IntelliPics Studio* in which the documents that they work on are saved. Setting up a portfolio (a user folder inside a group folder) makes it easier to locate student files.

You will learn how to create a group first, and then how to add a user or student to the group.

1. From the File menu, select Groups and Users. The Groups and Users dialog box appears.
2. Click New in the Groups portion of the dialog box (on the left side of the dialog box). The New Group dialog box appears.
3. Type: IP Studio Practice in the Group Name text box and click OK to close the dialog box. The new group name appears in the Groups list box.
4. Click IP Studio Practice to select it. Now you are ready to add users to this group.
5. Click New in the Users portion of the dialog box (on the right side of the dialog box). The New User dialog box appears.
6. Type your name in the User Name text box and click OK. The dialog box closes and your name appears in the Users list box.
7. You have created a Group folder and a User folder (a portfolio). Click OK to close the Groups and Users dialog box. You are now ready to save the open Color and Play document.
8. From the File menu, select Save As. The Save As dialog box appears. In the Save As text box, type: My Color and Play.
9. Click the Group drop-down list box to display the existing groups. Select IP Studio Practice.
10. Click the User drop-down list to display the users entered in that group. Select your name.
11. In the Note text box, type 1st Practice. The Note text box allows you to add notes for future reference, such as progress notes or IEP goals.
12. Click Save. You have just saved your unique Color and Play document. Notice that if you now select Open from the File menu and choose your group and user name, your entries are recorded in the Open Document dialog box that appears.



Use the Groups and Users dialog box to create a portfolio for each student.



Part III: Exploring Modes and Templates

IntelliPics Studio includes three types of resources to get you started using the program quickly and easily: Blank Document templates, Sample Activities, and Activity Templates. The seven Paint and Design blank document templates make it easy for you and your students to create activities and presentations from scratch. The ten Sample Activities showcase various features of the program and can be used as is or adapted to your curriculum. The seven Activity Templates enable you to create new activities of your own.

In this section of the tutorial, you will learn to use the Paint, Design, Slide Show, and Explore modes of the program.

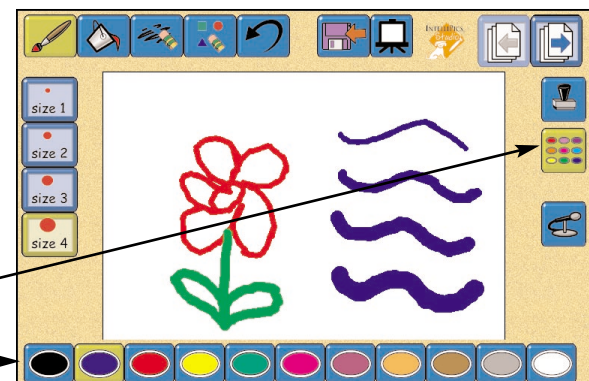
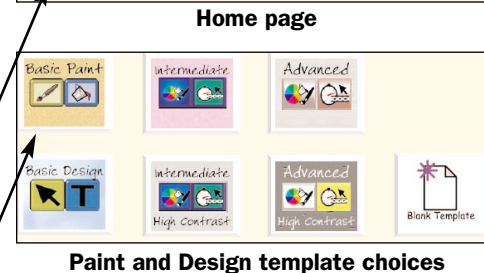
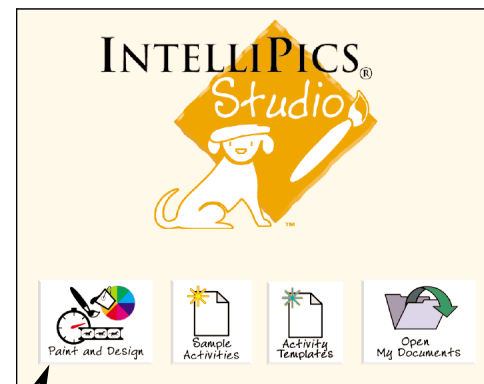
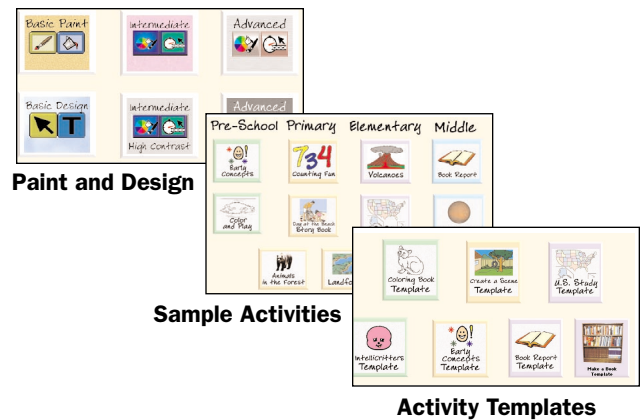
- In Paint mode, brushes, fill colors, and stamped objects can be added to the page background.
- In Design mode, objects that are placed on the page can be moved, sized, animated, and given special actions.
- In Slide Show mode, you can show multiple-page documents as a presentation.
- In Explore mode, users can play with individual objects, work with attributes of those objects (such as color and/or size), and take quizzes.

You will begin by painting a series of pictures in Paint mode and showcasing your pictures as a Slide Show.

Using the Basic Paint Template

When you use the Basic Paint template, you are ready to paint one virtual canvas after another.

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 Paint and Design button. The Paint and Design page that displays includes seven buttons.
3. Click the Basic Paint button to begin with one of the easier templates. A blank Basic Paint document opens.
4. Your mouse is now a brush. Use the mouse to paint something on the page.
5. Click the Paint Box to display a palette of colors.
6. Click a color to change the color on your brush. Paint. Try painting using different brush sizes.



7. Click the Save palette item. Name your document: Junior Artist. Click the Group pull down list and select IP Studio Practice. Click Save.

8. Click Next Page in the upper right corner of the window. You see a new blank page, ready for you to create a new work of art.

9. Use the Brush to draw a circle. Then click the Fill Tool. Select a different color. Place the Fill Tool over the center of the circle. Click. The circle fills with color.

10. Click Next Page again to move to a new blank page. *IntelliPics Studio* enables you to add stamps to a picture. Click the Stamp Tool. This will open a palette of stamps below the page. Click a stamp to select it. Then move your cursor onto the page and click. Continue stamping to create a picture.

The stamps in the Basic Paint template are from a special Stickers category found in the Picture Library. *IntelliPics Studio* has a Picture Library that includes hundreds of pictures. This library can easily be expanded to include your own custom pictures and even drawings!

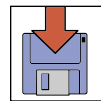
11. Click Next Page again. On this fourth page, choose a stamp, hold down the mouse, and drag the mouse around the screen. Click the Undo button to remove the pattern from the screen. Then make a new pattern by dragging the stamp again.

12. Click Next Page to move to the fifth page. Now combine the stamps and paint brushes to create a new, more complex drawing. Use the Brush Tool, the Fill Tool, and the Stamp Tool to create your masterpiece. Remember, you can use the Undo button to remove your most recent action.

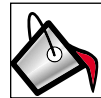
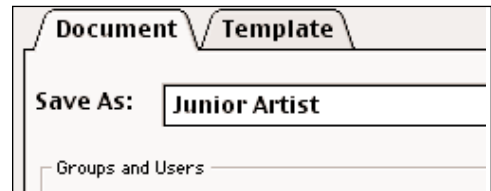
13. Click Save. You have created a five page collection of art work. You could print your pages. However, you may also want to show them off to others.

14. Click Slide Show. Your pages display automatically! (Because you used five pages of this ten page template, the end of your slide show will be blank. When you have more experience with the program, you will be able to delete these unused pages.) Press **[Esc]** on the standard keyboard to return to authoring mode.

15. From the File menu, select Close. Click Home (the program logo), to return to the Home page.



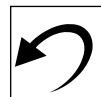
Save



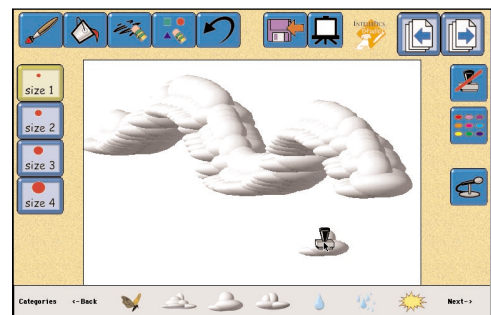
Fill Tool



Stamp Tool



Undo

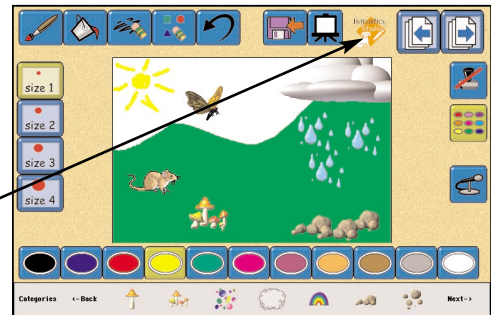


Next Page

Drag a stamp to create an overlapping image



Slide Show



Using the Basic Design Template

The Basic Design template provides a selection of backgrounds with sets of objects that are related to each background. These coordinated pictures will help you build activities quickly.

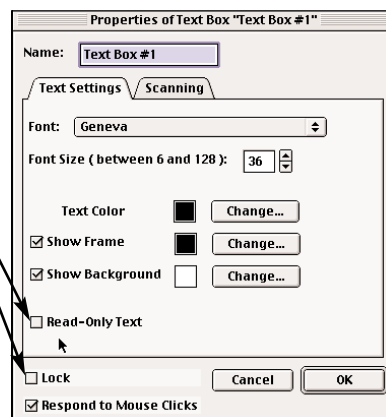
1. Click Paint and Design. Then click the Basic Design button. The Basic Design template opens.
2. From the palette on the right of the page, click the fourth background. A store scene appears on the page.
3. Click one of objects on the palette under the page to insert the object on the store background.
4. To resize or rotate an object, choose one of the Transform tools located at the left of the page.
5. Complete your scene by adding a variety of objects to the background.

Adding a Text Box

1. Click the Text Tool.
2. Drag your mouse across the page to create the frame for your text box. Start typing. (You might type a title or some instructions asking a student to add a specific object to the scene.)
3. Click the Select Tool, the black diagonal arrow, to resize or move the text box.
4. Once you have created the text box and positioned it, you need to lock it to the page. This will allow a student to hear the text read aloud by clicking the box. Press **[Ctrl]** on the keyboard and click the text box.
5. You will now see the Properties of Text Box dialog box. Click Read-Only Text (which will prevent a student from changing what you have written). Click Lock (which will prevent students from moving the text box on the screen). Click OK to close the dialog box.
6. Click the text box to hear the sentence read aloud.
7. Click Save. Name your new activity: Store.
8. Click Home to return to the Home page.

Next, you will expand your authoring skills as you use one of the pre-designed Activity Templates.

Add a background and objects to the Basic Design template to create a scene!

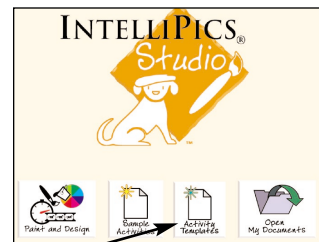


Using an Activity Template

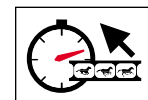
In addition to the Paint and Design templates, *IntelliPics Studio* includes a selection of Activity Templates that aid teachers who are authoring new activities.

You will now explore the Create a Scene Template. In this template, you will see Paint mode and Design mode combined in the same document.

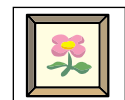
1. From the Home page, click Activity Templates.
2. Click the Create a Scene Template button.
3. Notice this template has both Paint and Design palette items in the upper left corner. Clicking Paint activates Paint mode, shows the paint tools, and allows you to draw on the background layer. Clicking Design activates Design mode and shows the tools that place objects on the Design layer.
4. Click the Directions item and listen to the instructions. Click a background scene. The background will be placed on the page.
5. Click the Paint item. Click the Brush Tool and paint a circle on top of the background. Add lines to make a "sun." Note that any item painted on a background will become part of the background.
6. Now click the Design item. Add some objects to the scene. Click the Select Tool. A new palette appears to the left of the page. Use the Transform Tools to resize the objects.
7. Now, try clicking the sun you drew. Notice that it cannot be selected or resized because it is part of (painted on) the Paint (background) layer.
8. From the Edit menu, select Picture Library. You will see the Picture Library dialog box and be able to choose from hundreds of pictures, organized into categories. Choose the Frame Animations category. Frame Animations are animated pictures that you can put in your scene.
9. Select Butterfly. Click Paste to put it on the page.
10. Click the butterfly and observe its animation.
11. Add a text box if you wish.
12. Click the Save button. Name your document: Using a Template. Close the document.



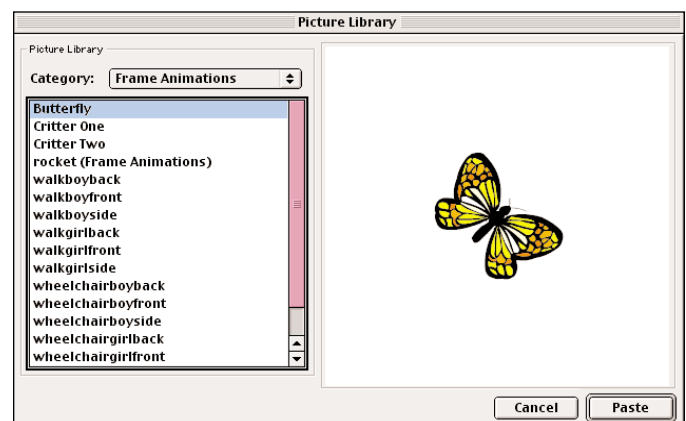
Paint



Design



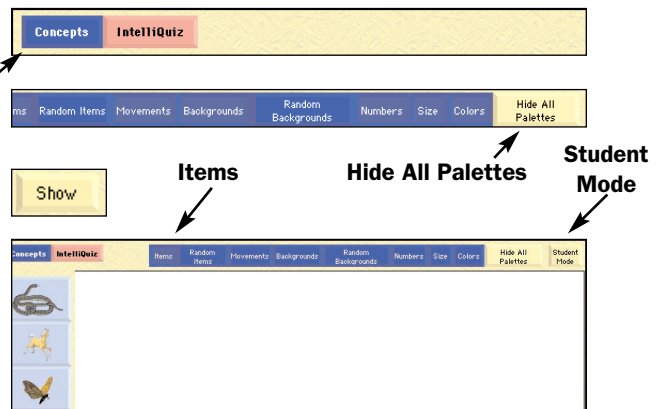
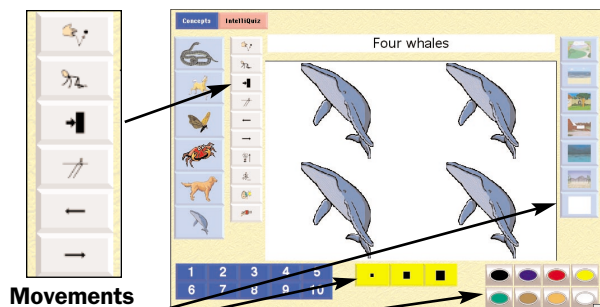
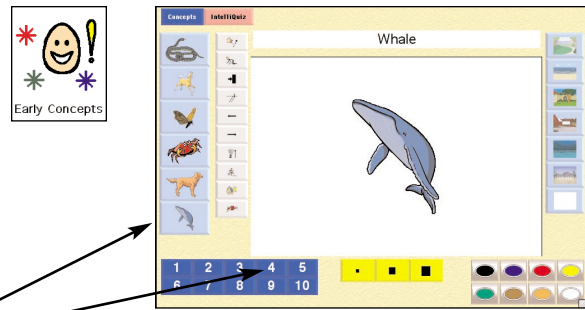
Picture Library



Using Explore Mode

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. You will start by using a Sample Activity and later learn to create a custom Explore activity from a template.

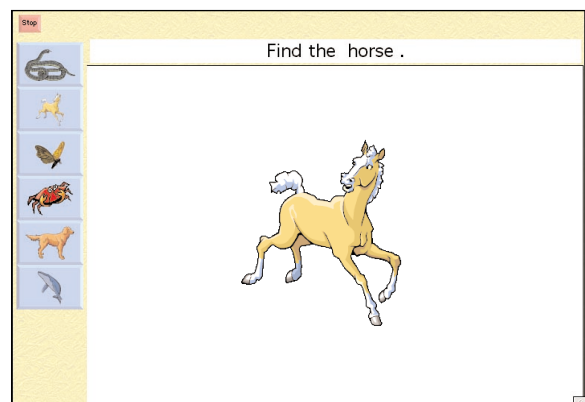
1. From the Home page, click Sample Activities. Then click the Early Concepts button.
2. Click an animal from the palette at the left of the page. The animal will appear on the screen. Click a number; that number of animals will appear.
3. Select a movement from the palette to the right of the animals. 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. As the item on the screen changes, the new description is read aloud, reinforcing learning.
5. Multiple palettes on a page may be distracting for some users. You can remove unneeded palettes:
 - Click Concepts to see names of available palettes.
 - Click Hide All Palettes, which will remove all the palettes from the screen. Now click Show.
 - Click Concepts, and then Items, to bring back just this one specific palette. Note that you see a Student Mode button at the far right.
 - Click Student Mode to remove the concepts choices, leaving only animals.
 - From the File menu, select Save. Name the document: Animals.



Using IntelliQuiz in an Explore Activity

Quizzes are one way to assess comprehension. (See the User's Guide, Chapter 13, for details.) Several pre-made quizzes are included with *IntelliPics Studio*.

1. Click the Author Mode button, revealing palettes.
2. Click the IntelliQuiz item. Four quiz choices appear. Choose the Find The... item. This quiz only asks for animals; other palettes are hidden.
3. Click correct and incorrect answers. Click Stop to stop this quiz. Explore other quizzes.
4. From the File menu, select Close.

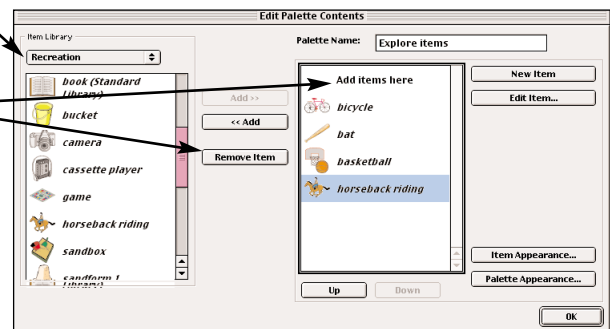
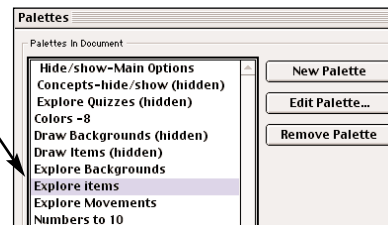
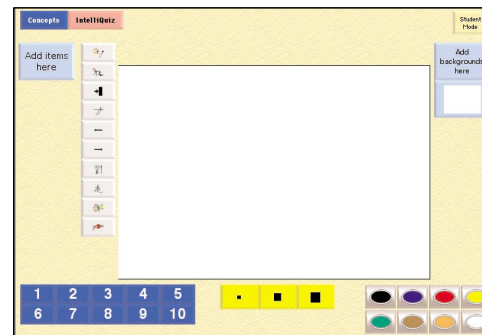
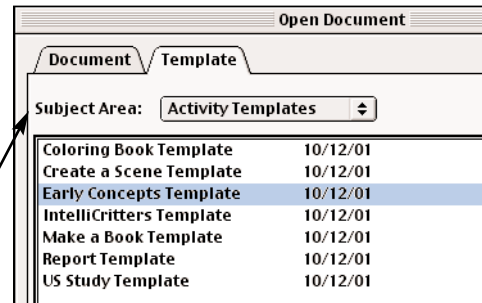


Using the Early Concepts Activity Template

The Early Concepts Template is designed to help you to author your own Explore activities. While the Early Concepts Sample Activity you just used has a set of animal items appropriate for each of the given backgrounds, this template does not have any items or backgrounds. You will learn to add items to the Explore Items and Explore Backgrounds palettes.

You have seen how to open documents and templates using the Home page. Another strategy is to use the File menu.

1. From the File menu, select Open.
2. Click the Template tab. From the Subject Area drop-down list, select Activity Templates and the Early Concepts Template. Click Open.
3. When this template opens, it looks very similar to the Early Concepts Sample Activity you just used. However, this template enables you to select your own items and backgrounds for your students.
4. From the Create menu, select Edit Palettes. You will see a list of the palettes used. Note that the ones followed by the word “(hidden)” are contained within the activity but not visible at this time.
5. Select the Explore Items palette listing (this is the palette that appears to the left of the page) and click Edit Palette. The Edit palettes dialog box appear. Use this dialog box to add items from the Item Library to the Explore Items palette.
6. The Item Library is organized into categories. Select the Recreation category. Select bicycle and click Add>>. Add three more items from the Recreation category to the palette.
7. “Add items here” at the top of the Items in Palette list is only a place holder. Select this item and click Remove Item. Click OK to close this dialog.
8. Next, select the Explore Backgrounds palette and click Edit Palette. From the Item Library, select the Backgrounds category. Add four recreation backgrounds (park, baseball field, etc.). Then select the placeholder item “Add background items here” and click Remove Item.



9. You will notice that the Erase Background item listing is at the top of the list and shows as a blank background in the palette. Move this item to the bottom of the list by first selecting it and then clicking the Down button until it is at the bottom of the list.

10. Click OK to close the Edit Palette Contents dialog box. You will notice that the four backgrounds you have chosen are displayed at the right of the page, with the white (blank) background at the bottom.

11. Select the Student Mode button so that your students will not be distracted by the buttons at the top of the page.

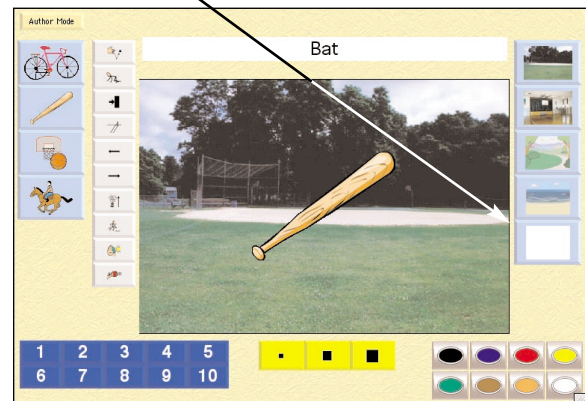
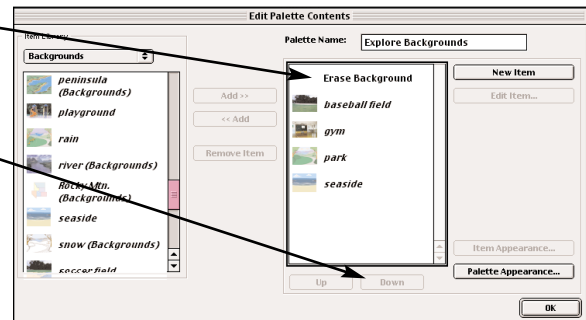
12. From the File menu, select Save. Name the document: Recreation.

13. Try out your activity including the quizzes! (Click Authoring Mode to access quizzes.) You have successfully used the template to create a new Explore activity with a different theme.

14. After you have had a chance to try out your activity, from the File menu, select Close.

In the next section of the tutorial, you will interact with a number of the Sample Activities that are included with *IntelliPics Studio*. These activities can be used immediately by your students, or they can serve as models you can follow to build your own.

In each activity you explore, you will learn to use more of the authoring tools that are available within the program.



Part IV: Using Sample Activities and Templates

Curriculum Adaptations

In this section of the tutorial you will get a chance to look at some pre-made curriculum-based activities and templates. These activities can be used right away with students or adapted to meet your curriculum needs. You will also learn to create an IntelliMation. This powerful feature of *IntelliPics Studio* lets users create animations on any screen, quickly and easily.

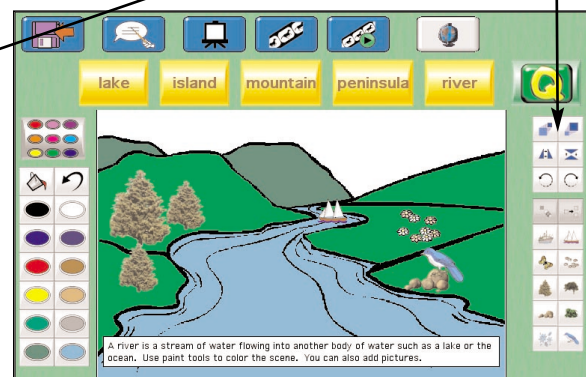
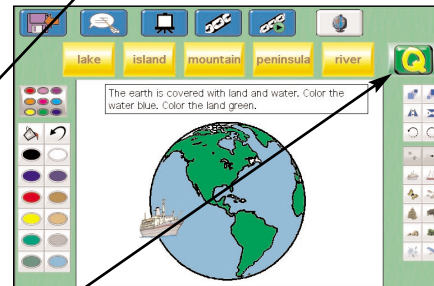
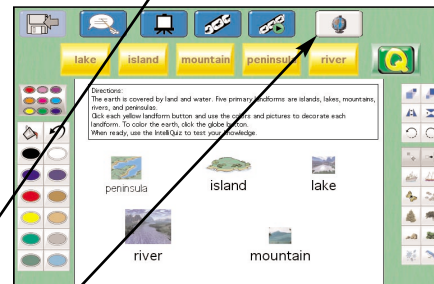
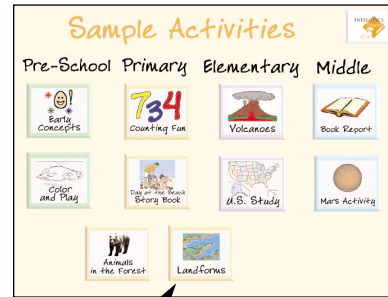
Using the Landforms Sample Activity

The Landforms Sample Activity is an interactive social studies or geography activity. Students use the paint tools to color the earth, lake, island, peninsula, river, and mountain. They can also add objects from a palette or from the Picture Library to complete each scene. After studying about landforms by interacting with the text and pictures, students can test their knowledge by using the interactive IntelliQuiz.

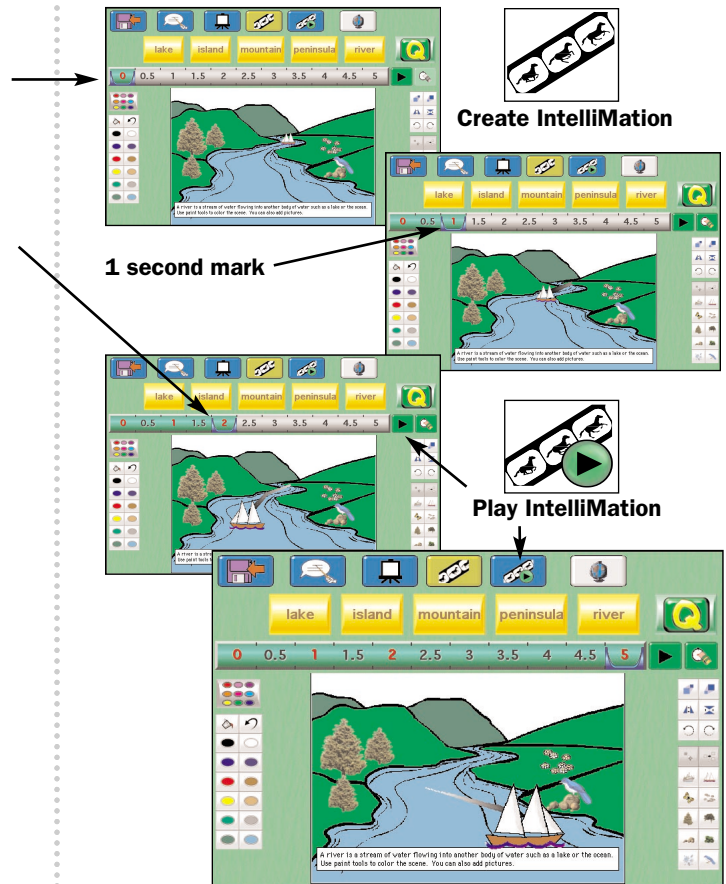
1. From the Home page, click Sample Activities. Click the Landforms button.
2. The opening page of this document shows each of the landforms as well as a number of buttons and tools. Click the globe button at the top right. Use the Fill Tool (it looks like a paint can) to color the land green and the water blue. The yellow buttons above the page with names of various landforms lead to pages that provide a picture and information about that landform. Click the lake button.
3. After you have looked at a few of the landform pages, click the IntelliQuiz button to take the quiz that has been built into this activity. Click the red Stop IntelliQuiz button to stop the quiz.
4. Next, click the River button. The action of this button is to move to the page with a background picture of a river.
5. Click the Fill Tool and color the background layer. To add trees on the hills, click the pictures at the right of the page.

Using IntelliMation

1. You will now add a boat to the river and create an IntelliMation (a path animation), so the boat moves along the river. Click the picture of the boat, and place a boat at the upstream end of the river, toward the top. Use the Transform Tools to make the boat smaller.



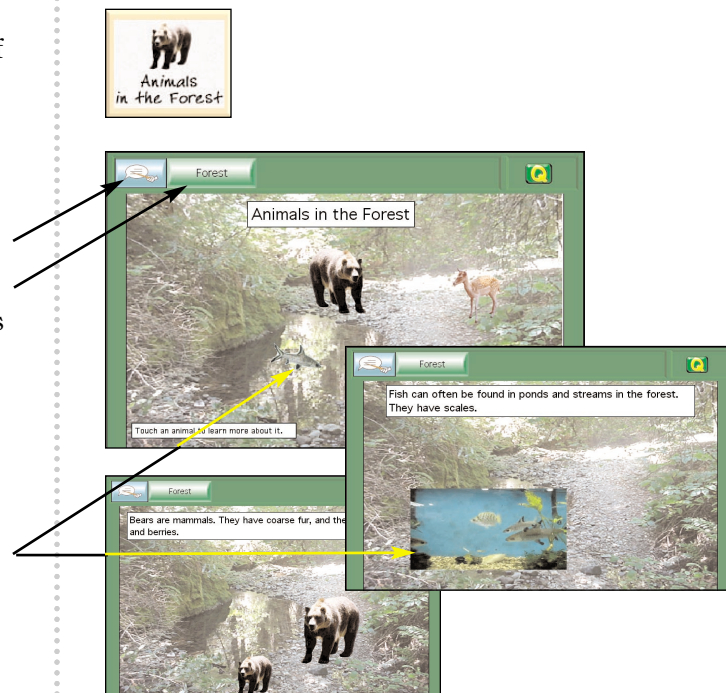
- Click the Create IntelliMation button. A time line will appear above the page, divided into intervals. The time line displays 5 seconds.
- Click the 1 second mark. Move the boat part of the way toward you on the river. Use the Transform Tools to make the boat a little larger.
- Click the 2 second mark. Move the boat closer to you and increase its size.
- Click the 5 second mark, move the boat even closer, and increase its size again.
- Now click Play IntelliMation (or the arrow on the time line) to preview your animation!
- Click the Create IntelliMation button again. This will remove the time line. You can use the special Play Animation button on the toolbar (a smaller movie strip) to replay your animation. The animation will also play automatically each time you open this page.
- Congratulations! You have learned to create an IntelliMation! From the File menu, select Close.



Animals in the Forest Sample Activity

IntelliPics Studio enables you to import digital pictures into activities, as both backgrounds and objects. In *Animals in the Forest*, the digital images of the animals are also animated, using IntelliMation.

- From the Home page, click Sample Activities.
- Click the *Animals in the Forest* button. The document opens to a forest scene with animals. Click the Directions button to hear instructions.
- Next, click the Forest button to return to the opening page, and then click the bear. The bear is actually a button. The action of the bear button is to navigate to a page that gives general information about bears.
- Click the Forest button to return to the first page.
- Click the fish. The fish page contains a movie. *IntelliPics Studio* enables you to import movies into any document.
- Explore the other pages. You can move the animals and reset their path animations if you select Create IntelliMation from the View menu.

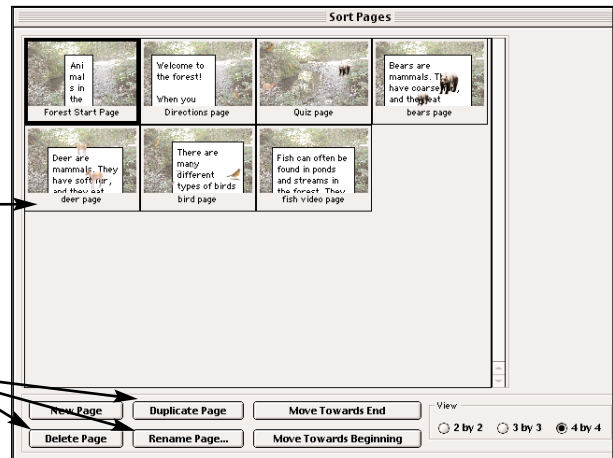
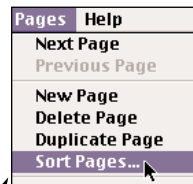


Working with the Sort Pages Feature

An important feature of *IntelliPics Studio* is that activities can be either linear (with left and right page arrows) or nonlinear. Nonlinear activities like *Animals in the Forest* use buttons (like the bear button) or other special actions to move from page to page.

The Sort Pages dialog box shows you thumbnail images of pages and enables you to organize them. This is very helpful in nonlinear activities like *Animals in the Forest*.

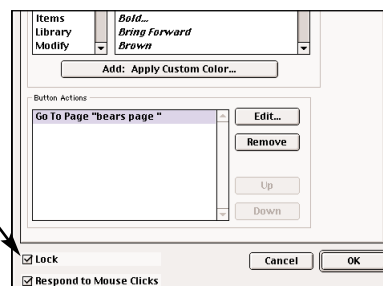
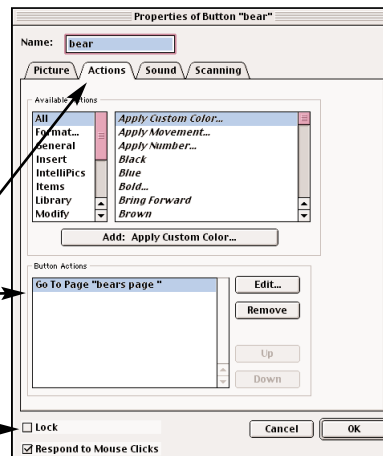
1. From the Pages menu, select Sort Pages... to display the Sort Pages dialog box.
2. Notice that each page in this document has been renamed with a text name, rather than a number (the program numbers the pages as a default). Using names rather than numbers is a useful strategy when creating nonlinear documents.
3. Notice also that you can reorganize and rename pages from this dialog box. Click OK to close the Sort Pages dialog box.



Locking and Unlocking Buttons

Buttons (like the bear button) need to be in a locked state in order to function. In order to change a button's position on a page, its appearance, or its action, you need to unlock it.

1. Click the Forest palette item to go to the first page of this activity.
2. Press **[Ctrl]** and click the bear button. The Properties of Button dialog box appears.
3. Click the Actions tab. Notice that the action is Go to Page "bears page."
4. This button is locked. Click the Lock check box to deselect and unlock this button. Click OK to close the dialog box.
5. Now click the bear. The cursor will appear as a grab icon. Move this bear button to another place on the screen. However, until the button is locked, it will not act to link to the bears page.
6. **[Ctrl]**+click the bear and relock this button. Click OK. Now click the bear button. You will now link to the bears page.



Next you will see how the quiz in this activity has been customized.

Taking an Attributes Quiz

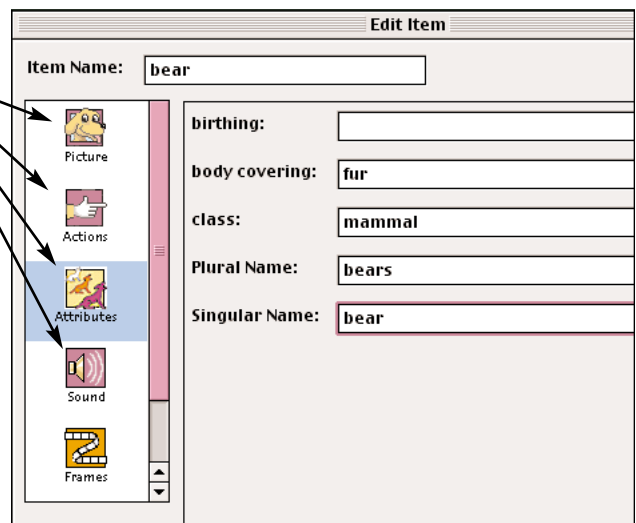
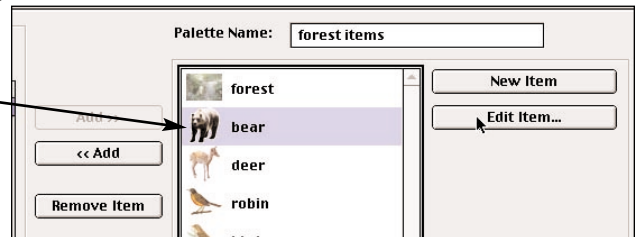
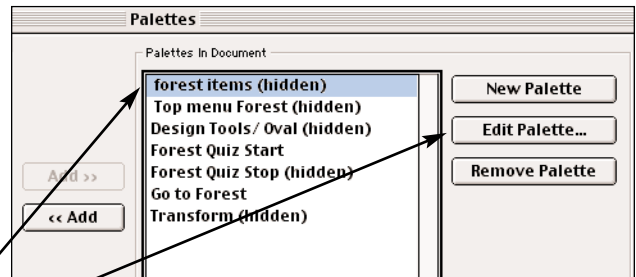
In the previous activities you have explored in this tutorial, you used quizzes that asked students to locate a specific item, color, number, or movement. The quiz in this activity showcases the ability of IntelliQuiz to ask other questions, about attributes that can be assigned to items. For example, a bear is a mammal and it also has fur.

1. Click the IntelliQuiz button.
2. Listen to and answer five or six questions. Notice the variety of questions and the possible answers. Each item can have several attributes assigned to it. Click Stop Quiz.
3. To learn more about attributes, you can view the attributes assigned to each animal in this activity. From the Create menu, select Edit Palettes.
4. Select the palette at the top of the list, titled “forest items (hidden),” and click Edit Palette.
5. Select the bear item listing, and click Edit Item.
6. There are five icons on the left side of the Edit Item dialog box. These icons represent properties that can be applied to a palette item. The top icon shows that a picture is part of the appearance of the bear item. The third icon (which has been selected in this picture) shows the listing of attributes that have been assigned to the bear. The fourth icon shows the sound that has been assigned to the bear, making the bear growl each time it is selected.
7. Consult the User’s Guide, Chapter 5, to learn more about assigning attributes to items.
8. Click OK to close the dialog boxes and return to the activity.
9. From the File menu, select Close.

You have learned to lock and unlock buttons and work with quizzes. In the next part of the tutorial, you will see how you can create interactive electronic books in *IntelliPics Studio*.



IntelliQuiz

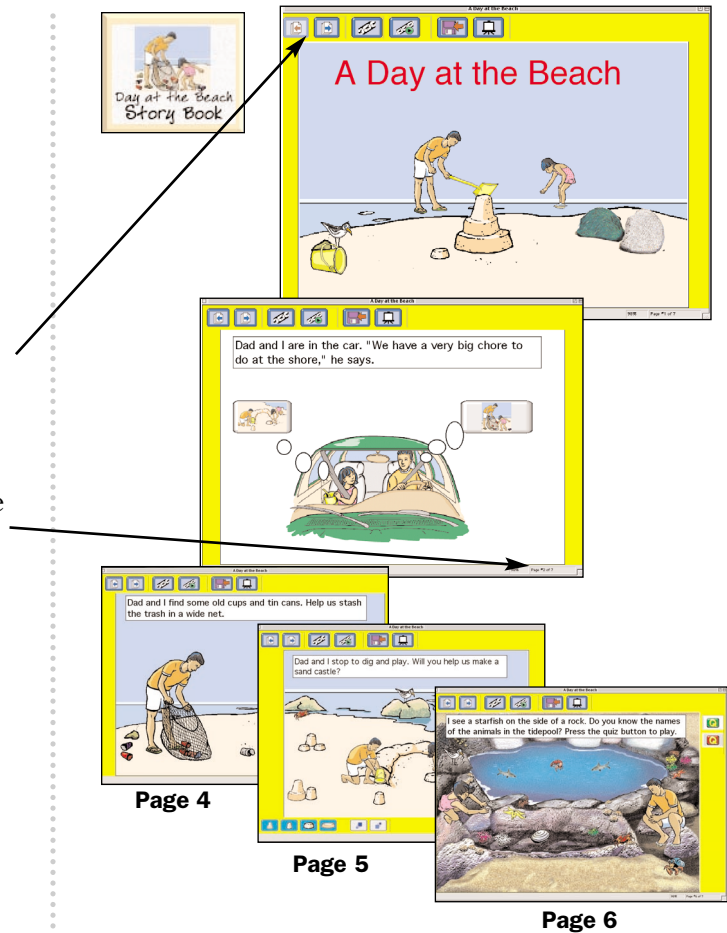


Selecting the Attribute icon displays the attributes assigned to the “bear” item.

A Day at the Beach Sample Activity

This language arts activity contains parts of a story from *IntelliTools Reading: Balanced Literacy*. Even if you have not read that story, this activity will show how you can create or adapt a story, encouraging children to read actively and even interact with the characters and story content.

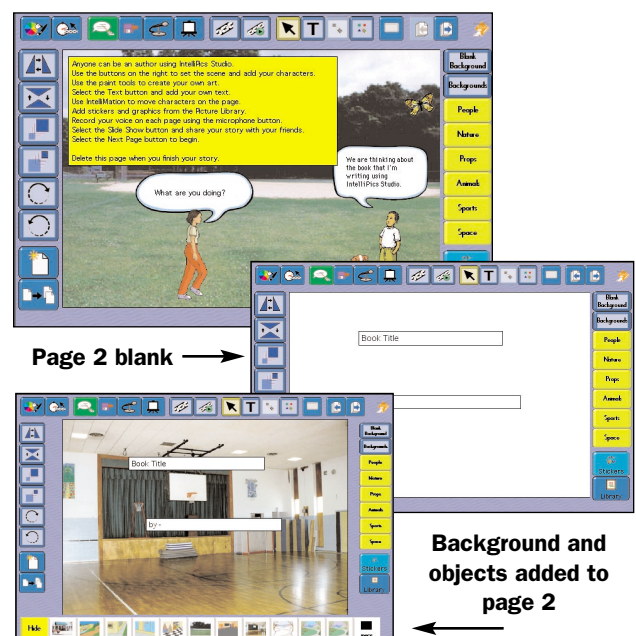
1. From the Home page, click Sample Activities. Click A Day at the Beach Story Book.
2. Using the Next Page and Previous Page arrows on the top of each page, spend a few minutes reading through the story.
3. Notice the status bar in the lower right corner of the window. It displays the number of pages in the activity and the page you are currently reading (i.e., Page #1 of 7).
4. In this sample story, students can interact with the objects on many of the pages. They can help pick up trash on the beach on page 4, help build a sand castle on page 5, and take a tidepool quiz on page 6.
5. Click a text box. Text boxes can be set to read aloud to help early learners develop reading fluency. In the next section of this tutorial, you will learn how to edit text boxes.
6. From the File menu, select Close.



Make a Book Activity Template

In the previous section you explored a sample book. In this section you will see how you and your students can create your own books. This template provides ready-to-use pages with text boxes, text tools, backgrounds, and objects. Teachers and students can select coordinated backgrounds and objects to illustrate their own stories. They can record themselves reading the text out loud. By saving the stories as Slide Shows, they create an electronic book.

1. From the Home page, click Activity Templates. Click the Make a Book Template button.
2. Read the directions on the opening screen. Then use the blue Next Page button to move to page 2, the title page.
3. Select a background, such as the gym. Then click one of the categories of objects, such as People or Sports, and begin to add objects to the screen.



4. Click the Text Tool. Click inside the text box that says Book Title. As you type in your text, notice that the box will expand down to accommodate your text.
5. To change the size of the text box or the font, press **[Ctrl]** and click the text box. The Properties of Text Box dialog box appears.
6. Deselect Lock and click OK. The text box is now unlocked. Click the Select Tool to move the text box to any location on the screen and/or resize it. When you are satisfied with the new location, **[Ctrl]**+click the text box and reselect Lock.
7. Use the page arrows to go to a new page. You or your students can continue your story by adding backgrounds, objects, and text to each new page.
8. Do not close this document yet.

Saving as a Template

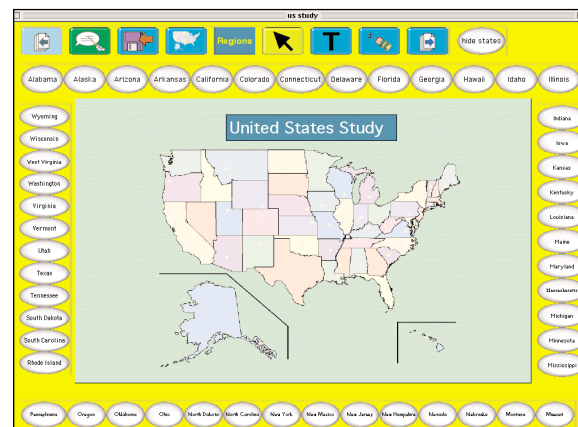
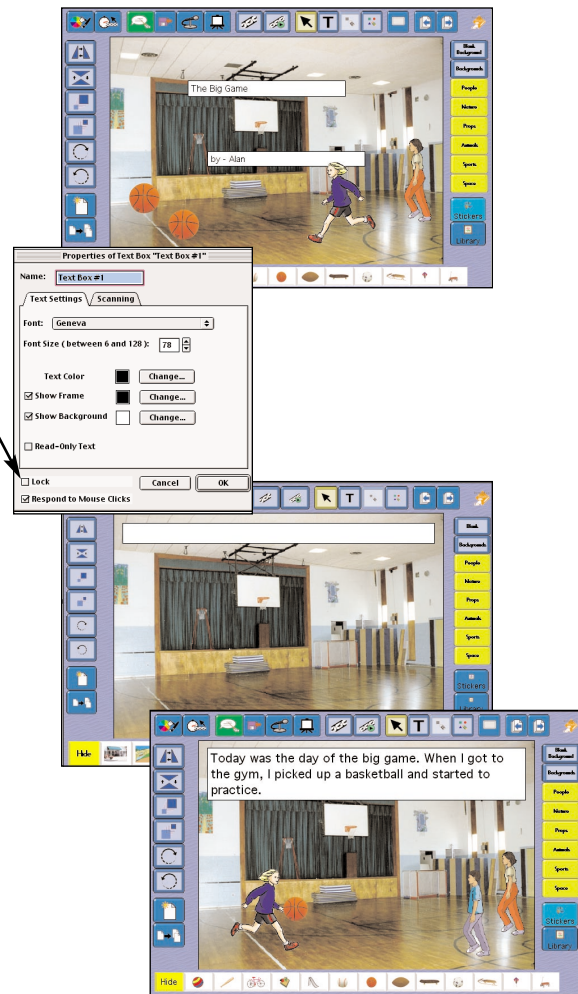
Once your story is complete, you may choose to save it as a Template. The Template feature will retain the original format of the story but students can play within the story, revise the text, and expand on the original. A Template will always open as an untitled new document that allows students to save it with a unique name.

1. From the File menu, select Save As. Click the Template tab; name your file: My Story. Click OK to save the template in the Subject Area: Activity Templates.
2. Now open the template you just saved.
3. Notice that your template is now ready for students to use and rename. Close the file.

United States Study Sample Activity

Do you know the location of all the states and their capital? Can you name all the states bordering Colorado? What are important products of Kentucky? Whether your students are learning about their own state or the entire nation, this activity will provide a wonderful place to begin.

The United States Study Sample Activity includes a map of the United States and a page for each state. Students can locate any state, type in the name of the capital, and add other text. The activity also includes a linked document, the New England Region.



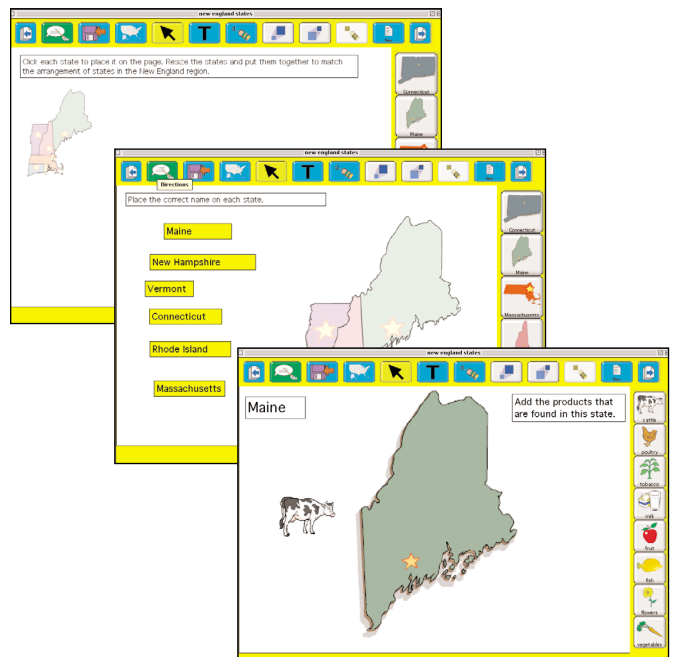
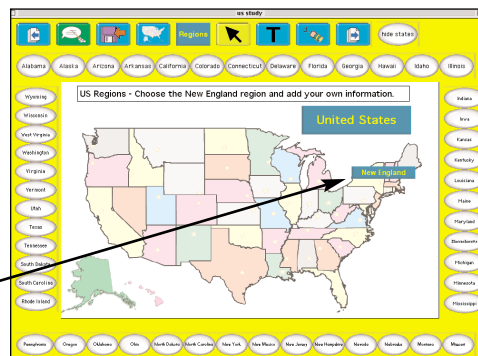
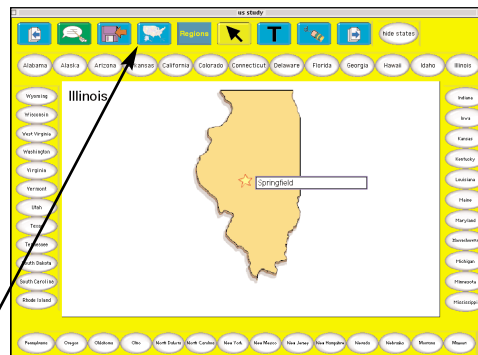
Clicking the New England button opens a special document that targets only that region.

IntelliTools' multimedia word processor, *IntelliTalk II*, also includes several templates that can supplement this New England States regional study in *IntelliPics Studio*.

1. From the Home page, click Sample Activities and then U.S. Study.
2. Notice that individual palette items appear with the name of each state.
3. Click the Directions button and read the instructions for the activity.
4. Click the name of your state. When the state page appears, fill in the name of the capital. Notice that you can use the page arrows or the palette items to go to another state page.
5. Click the Start Again item (it looks like a map of the United States). This will take you back to the first page of the activity.
6. Click the Regions button (to the right of the Start Again item) to view the map of the US with one Region identified, New England.
7. Click the New England button. The action of this button is to open the New England Region document. (The other regions are available in the US Study Template.)



Directions



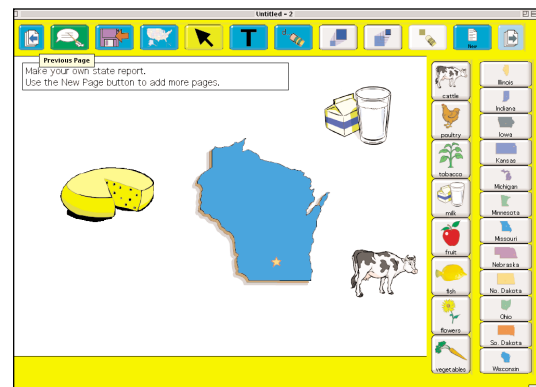
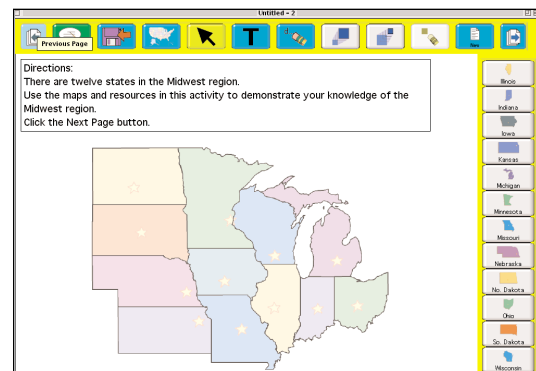
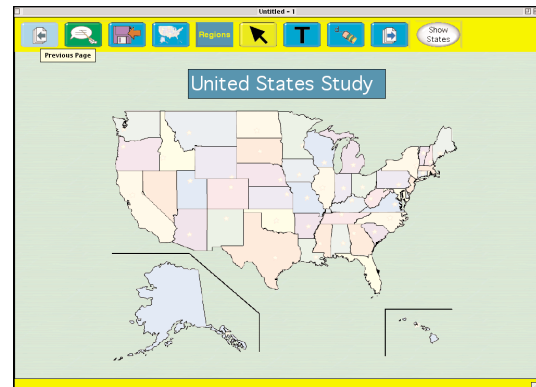
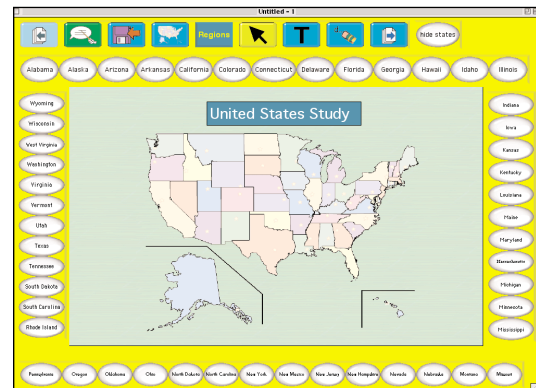
Exploring New England

1. The first page of the New England region previews the activities available.
2. Click the Next Page button. The next page invites you to place the individual states on the page and move them, puzzle style, to their correct orientation.
3. The next page asks students to move the state names to match the states.
4. A final page gives students the opportunity to add icons of appropriate state resources.
5. You do not need to save this activity. From the File menu, select Close. You should also close the US Study activity.

United States Study Template

Many students complete state reports or other explorations of United States maps and geography. The United States Study Template enables you to create customized activities that are tailored to meet the needs of your particular curriculum and students.

1. From the Home page, click Activity Templates and then click the U. S. Study Template button.
2. This Template consists of eight linked documents. The first document that opens is similar to the US Study Sample Activity. It contains buttons for each of the fifty states. The Regions page contains links to seven related regional Templates. Buttons have been given the action of opening these additional *IntelliPics Studio* templates. Dividing the content between eight templates makes the activity work more quickly.
3. Like the United States Study Activity, the Template opens to a map of the United States. Individual palette items appear for each state. A Hide States button enables you to remove these States buttons if you prefer.
4. Click the Regions button. You will see a map with buttons for seven regions. Each button will open a separate Template for that region.
5. These regional Templates provide resources for you and your students to create customized state reports and other geography activities.
6. Click the Midwest button. The Midwest Template consists of three resource pages. The opening page shows a regional map and provides directions.
7. Click the Next Page button. A puzzle-style activity, like the one you saw for the New England region, opens.
8. Click the Next Page button. On this page, you can add an individual state, its resources, and text.
9. From the Edit menu, select Picture Library to locate any other pictures your students might want to add to a report for a state.
10. Click the New Page button to add additional pages with additional instructions, research information, pictures, maps, movies, or other information to the report.



11. Now that you have explored the structure and resources for the United States Study Template, consider how quickly you can customize this template for a specific group of students.

- You might ask students to add black and white maps from the Coloring Book category of the Picture Library.
- You can change the resource pictures available in each region's template to products and resources produced in that region.
- Students can add graphics and maps they locate from Web sites. See the Mars Activity for examples of such downloads.
- Students can report on particular cities or national parks within a state.

Congratulations! You have explored a sampling of the tools, features, activities, and templates available in *IntelliPics Studio*.



Note The Teacher's Guide contains 17 lesson plans to help you use the Sample Activities and Activity Templates in the context of your curriculum. The User's Guide provides more detailed instructions about the many tools and features of the program.



Tip

Be sure to check the IntelliTools Web site, www.intellitools.com, for more ideas and activities related to using *IntelliPics Studio*.

