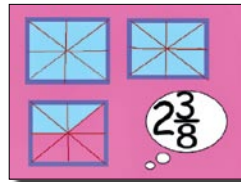


Pixie® 2: Universal Access— Designing Customized Activities

Pixie 2 includes more than 500 curriculum activities to help teachers and students connect their technology work to the classroom curriculum. But no one knows your students' learning needs better than you do, so you can also create your own activities for them to use. When students open a template and try to save, Pixie automatically performs a save as, allowing the template to be used over and over.

"Right now I'm using Pixie with a child with autism that I'm tutoring. Understanding equivalent fractions and mixed numbers can be a challenge for "normal" students. Although Scott is very bright, math concepts often escape him. Higher-level fractions were "foreign" to him until I started tutoring him this summer. But he loves to draw and has discovered the Stickers in Pixie.

I set up the fraction template in Pixie to review fractional parts of a whole and then moved on to a few templates that I



had made to introduce mixed numbers. I then gave Scott a mixed number and had him illustrate it. I was amazed at how easily he grasped the drawing features of the program

and how excited and engaged he was in mixed numbers.

Next, I showed him a picture I had

stamped with various animals so we could work with fractional parts of a whole, adding and subtracting fractions, writing word problems, and simplifying fractions. Scott was totally attentive, made his own picture with no

problem, and retained more than I believe he would have with just paper and pencil when I reviewed with him at the end of the session.



There are days I have trouble keeping Scott on task for our time together, but he is definitely engrossed in Pixie!"

—Judy Berlage, Cobb County, GA



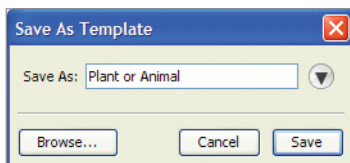
Create and Save a Basic Activity

Using the tools, stickers, text options, and recording feature, create the activity for your students. You may want to browse the existing activities for ideas.

Go to the File menu and choose Save As Template.

You will see the Save As Template dialog.

Type a name for the template in the File Name/Save As field.



Click the Save button.

The template will be saved in the My Activities folder in your Documents folder.

Advanced Activity Building Skills

You can use features in Pixie to control how students interact with an activity.

Locking Objects

You can lock a sticker or text object so that the object cannot be moved or edited.

Select an object.

Go to the Options menu and choose Lock.

The Options panel will change to indicate that the object is locked.

If you need to edit the object after you have locked it, click the object to select it and click the Unlock button on the Options panel.

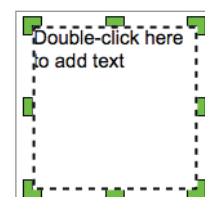
Adding Text Objects

New text objects include the instructions "Double-click..." . This can help prompt students to enter text as part of an activity.

Click the Text tool on the tool palette.



You will see a text object in the middle of the picture.



Do not double-click in the text object. You can use the options on the Options panel to change the font, size, and alignment. As long as you don't double-click the object, or start typing while it is active, you can save the activity and students will be able to double-click the text object and begin typing.

Changing Captions for Stickers

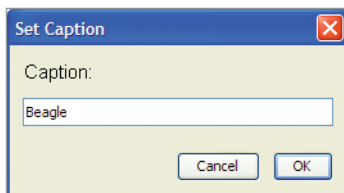
When you click a sticker while Talk mode is enabled, Pixie will speak the caption for the sticker. You can change the caption that Pixie reads aloud.

If you look at a sticker in the Stickers Library, you will see the caption name underneath it.



To change the text for a sticker in a Pixie document, click the sticker. Go to the Options menu and choose Set Caption.

You will see the Set Caption dialog.



Type a new caption for the sticker and click the OK button. The next time you click this sticker with the talking interface enabled, the new caption will be read aloud.

Moving Parts of the Picture to the Background

You can move parts of the picture to the background. Students can see the background, but cannot alter the background with the paint tools. This is useful if you want to create a background that students can paint over or text objects for instructions that students should not be able to change.

Paint your picture and add all objects you do not want students to be able to edit or change.

Go to the Options menu and choose Send All to Background. This will move the painting and all of the objects to a layer behind the picture. You will no longer be able to edit these objects.

Add any additional objects you want students to interact with and save the Pixie file as a template.

Record Directions

You can add a sound or record your voice on a Pixie page. A recorded sound plays immediately when a page is loaded, so if you have recorded directions for an activity, students with limited vision or reading ability can hear the directions right away.

Click the Arrow tool on the tool palette. Click the picture background. You will see the recording options at the bottom of the Options panel.

Click the Record button to record directions.



My Activities Folder

This My Activities folder is unique to each user. To add your activity to the My Activities folder for a different user, navigate to the My Activities folder in your Documents folder. Copy the .PXT file and paste it into the My Activities folder in the user's Documents folder.

To open this template in Pixie, click the Open button.



They will see the Open Picture dialog. Click the Activities folder in the list at the left. You will see the My Activities folder.



Open the My Activities folder, select the activity, and click the Open button.

If you are working with an individual student, it may be easier to simply copy the activity to their desktop. This way either you or the student can simply double-click to open the activity.