

Welcome to the Webinar

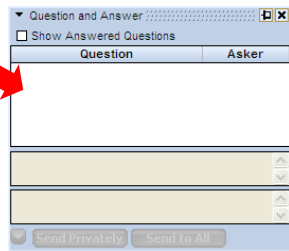
- Remember for sound use a phone and call in using **1-866-907-1016** and enter pass code **549026**
- Please mute your phones by pressing *6 (if you are not muted remember everyone can hear you)
- For technical support call 952-838-9000 and let them know you need help with the KidSmart webinar
- If you don't have your Young Explorer Binder please get it now



Page 1

Question and Answer

1. Look on the right of your computer screen for the Go To Webinar tool bar (find Question and Answer)
2. Type your question in the white box
3. When text is entered, a "send" option will activate
4. Click send



Page 2



KidSmart Early Learning Software Overview October 8, 2009

© 2007, PACER Center

Your KidSmart Training Team

• Your presenters

- Bridget Gilormini
 - Coordinator, PACER Center's Simon Technology Center
- Heidi Kraemer
 - Manager
 - IBM Corporate Citizenship and Corporate Affairs



Page 4

Your KidSmart Training Team

• Technical Support

- Jonathan Campbell
 - Assistive Technology Specialist



Page 5

Learning Objectives

- Set up of Young Explorer
- Overview of KidDesk
- Overview of each of the Early Learning Software Programs
- Resources
 - KidSmart Binder
 - KidSmart Early Learning
 - PACER KidSmart Web Resources



Page 6

Tips for Setting up the Young Explorer Computer

- Need
 - set up guide
 - Electronic screwdriver
- Assemble computer in classroom
- Check computer before putting in furniture
- check proximity of monitor to plexi glass



Tips for Setting up the Young Explorer Computer

- Set volume on speakers before putting in case
- Can be easily moved around
- Once in place lock casters



Tips for Setting up the Young Explorer Computer

- Bench is built for two or more learners
- Built in storage



Tips for Setting up the Young Explorer Computer

- May be familiar with membrane keyboard
- NOT shipped with this batch of Young Explorer computers



Page 10

Tips for Setting up the Young Explorer Computer

- Shipped with two standard keyboards
- Make sure you install the correct cover/bezel
- "standard keyboard learning tray"



Page 11

Software Included

- KidDesk
- Early Learning Software Series
 - Bailey's Book House
 - Millie's Math House
 - Sammy's Science House
 - Trudy's Time & Place House
 - Thinkin' Things 1: Toony The Loon's Lagoon

Page 12

Kid Desk

- Friendly, independent interface for multiple users
- 11 functional desk accessories
- Protects data, files, and applications
- Children given simple desktop w/limited access



- Create custom computing environment

Page 13

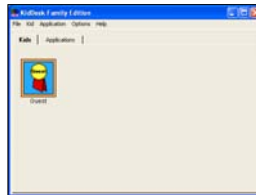
KidDesk Accessories

- Name Plate
- Picture Frame
- Lamp
- Pencils and Pens
- Clock
- Calendar
- Phone
- Answering Machine
- Mailbox
- Note Pad
- Address Card File

Page 14

Adult Section/Program Options

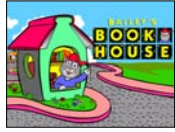
- To access from Kid Desk
 - CTRL + ALT + "A"
 - Add Other Users (No passwords!)
 - Customize icon w/imported photo
 - Add Applications/Limit Applications
 - Set Time Limit and Reminder
 - Allow Exit/Shutdown



Page 15

Bailey's Book House

- 9 activities
- Skills reinforced:
 - Letter names and sounds
 - Rhyming words
 - Adjectives
 - Text relating to visual symbols
 - Positional words and more!



- Built-in scanning
- 7 activities have Explore and Question Modes

Page 16



Bailey's Book House



Page 17



Explore Mode & Question Mode

- Access by selecting "picture frame" in each activity
- Explore & Discover Mode
 - Students learn by exploring and experimenting in the activity room
 - No right or wrong answers
- Question & Answer Mode
 - Character asks student a question and is looking for "right" answer
 - Character gently guides learner to the right answer

Page 18



Adult Section/Program Options

- To access within "House" programs
 - "O" key
 - Scanning, volume, closed captioning
 - Self-pacing: Allows student to interrupt music and audio by pressing "Enter" key
 - Self-Voicing: Allows user to tab over an active area and have action read aloud



- To access within "Thinkin' Things"
 - "CTRL + ALT + A"
 - Track progress and grow slides

Page 19

Millie's Math House

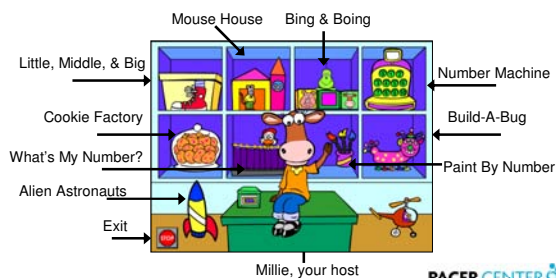
- 9 activities
- Skills reinforced:
 - Numbers/counting
 - Addition/Subtraction
 - Patterns
 - Problem Solving
 - Geometric shapes
 - Size, and more!



- Built-in scanning
- 7 activities have Explore and Question Modes

Page 20


Millie's Math House



Page 21


Sammy's Science House

- 7 activities
- Skills reinforced:
 - Sorting
 - Sequencing
 - Observing
 - Predicting
 - Construction

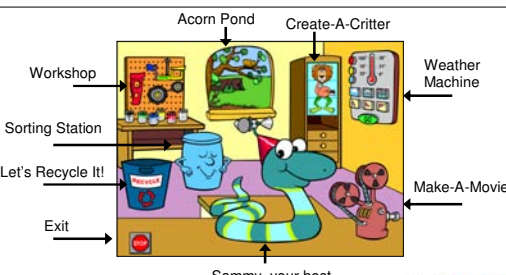


- Built-in Scanning
- 5 activities have Explore and Question Modes


Page 22



Sammy's Science House




Page 23




Trudy's Time & Place House

- 7 activities
- Skills reinforced:
 - Telling time
 - Relationship between earth, globe, and world map
 - Names/location of continents, oceans, etc.
 - Mapping and direction skills

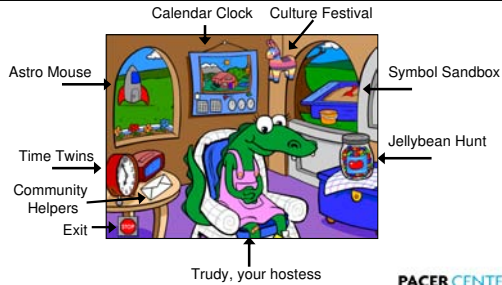


- Built-in Scanning
- 6 activities have Explore and Question Modes

Page 24



Trudy's Time & Place House



Page 25

PACER CENTER
THE UNIVERSITY OF TEXAS AT AUSTIN

Thinkin' Things 1: Toony the Loon's Lagoon

- 6 activities
- Skills reinforced:
 - Memory
 - Critical thinking
 - Problem solving
 - Creativity
- Advanced activities
- Built-in scanning except for BLOX activities
- 3 activities have Explore and Question Modes



Page 26

PACER CENTER
THE UNIVERSITY OF TEXAS AT AUSTIN

Thinkin' Things 1: Toony the Loon's Lagoon

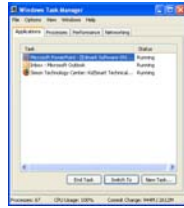


Page 27

PACER CENTER
THE UNIVERSITY OF TEXAS AT AUSTIN

Task Manager

- Control + Alt + Delete
- Task Manager Tool Bar
- Quit Program





Resources

Resources: Young Explorer Binder

- Assemble the Young Explorer Binder
- Divided into sections
 - Individual software programs
 - KidDesk
 - Trouble Shooting Guide

Let's take a look

- Example - Sammy's Science House
 - Page 11
 - Workshop Overview
 - Workshop is the name of one of the seven activities in Sammy's Science House

Workshop Overview



Workshop Overview

Each built in the Workshop! Students construct imaginative toys and machines using the parts and parts that are provided with the same parts, students can also create their own designs in the Custom and Designer Mode. They can print and print their designs in the Question and Answer Mode, for their creative activities when they have built.

Learning Opportunities

- Discover that an object is made of parts.
- Observe that parts of an object are smaller than the whole object.
- Follow a pattern to construct an object.
- Create unique objects from sets of parts.
- Understand that some complete objects can perform functions the individual parts cannot.
- Observe, compare, and test which parts are needed to build a specific object.

Together Time Activities (page 14)

- Storage and send home.
- Sort items.
- Network items.

Curriculum Connections (pages 29-48)

- Math (Measurement)
- Science (Simple Machines)
- Social Studies (Community)
- Language Arts (Writing)
- Art (Design)
- Health (Safety)
- Music (Sound)
- Physical Education (Movement)
- Social Studies (Community)
- Science (Simple Machines)
- Social Studies (Community)
- Language Arts (Writing)
- Art (Design)
- Health (Safety)
- Music (Sound)
- Physical Education (Movement)

- Page 11
- Each activity within the five different software program contains an "Overview"

How to use the Manual

- Each overview contains information about:
 - Learning Opportunities
 - Together Time Activities
 - Curriculum Connections

Resource: KidSmart Early Learning

- www.kidsmartearlylearning.org
- Resource for teachers and parents
- Contains resources and early childhood information
 - Languages supported: English, Spanish, Chinese, German, French, Japanese



Resource: PACER KidSmart Web Page

- www.pacer.org/stc/kidsmart
- Program information
- Links to forms, resources, and FAQ
- Resource for solving technical problems

Thank you for coming

- This webinar will be archived (saved and posted on the website; file is too large to send via email) for anyone on your team who was not able to participate
- Will send email and link when recorded Webinar is available
- Please take a minute to fill out the evaluation at the conclusion of the webinar
 - We appreciate it!
- Have a great day.

Page 40



Contact Information

- Bridget Gilormini
 - Coordinator, PACER Center's Simon Technology Center
 - 952-838-9000
 - Bridget.gilormini@pacer.org
- Heidi Kraemer, Manager
 - IBM Corporate Citizenship and Corporate Affairs
 - hkraem@us.ibm.com

Page 41