

Sample Activity

Drawing with kidDraw

Drawing with kidDraw is much like drawing on a Magna Doodle. The image appears on the monitor of the computer. This adaptive peripheral, along with graphic software and adaptive grip devices, make it possible for children with moderate to severe and multiple disabilities to participate in art activities. The stylus can be attached to the right or left side of the draw tablet. The drawing surface is so touch sensitive that even a very light touch creates a line on the monitor.

Teacher's Role

Before inviting the children to draw, plug kidDraw into the computer. Make sure the monitor is placed at the child's eye level and that the keyboard is moved aside to prevent distractions for the child. Attach the printer to the computer and turn on both machines. Boot a graphics program, such as *Kid Pix Deluxe*, and have the screen ready for the child to use. If necessary, model for the child how to make marks by moving the stylus on the touch pad. Encourage the child to do the same.



Outcomes

When participating in this activity, children will . . .

- Experience drawing with a new material. They will track and manipulate concrete objects and acquire an interest in mark-making and drawing.
- Observe peers and adults exploring drawing on the computer. They will increase their fluency and flexibility with a visual art tool and develop fine motor skills.
- Extend peer and adult interaction. They will explore and discover new drawing techniques using the computer. They will increase mark-making, symbol drawing, and emergent writing.
- Use skills with computer drawing tools to represent learning in many ways. They will apply skills with computer drawing tools when participating in *HyperStudio* or *The Amazing Writing Machine* activities.

Materials Needed

- Computer: Macintosh or PC compatible
- kidDraw

- Drawing Programs such as *Kid Pix*, *Disney's Magic Artist*, or *Crayola Make a Masterpiece*
- Color printer

Procedure

Make drawing programs available and accessible to children as often as possible so they become familiar with and explore the medium. Encourage children to explore the color and tool options available on the program and kidDraw. Follow the children's lead, and verbally describe their actions and resulting marks. Invite the children to talk about their pictures if they feel comfortable doing so. Talk about the width of the lines, curves, and colors. When the children indicate that their drawings are complete, save the images. Print all images and display them in the classroom.

Adaptations

kidDraw comes with a non-skid bottom surface. It can be placed on the table in front of the computer, on the child's lap, or on the child's wheelchair tray. The monitor can also be placed on the floor, or in any other position, so that it is at the child's eye level. An adaptive grip device can be attached to the stylus or to the child's hand to facilitate holding the drawing tool.

An overlay can be created that simulates the monitor. This can be placed under the clear vinyl drawing surface of the kidDraw touch tablet. Use sign language while modeling and demonstrating the process when working with a child with a hearing impairment.

Apply a tactile material or puffy paint to a clear transparency and place it on the touch surface when working with a child who is blind or visually impaired. The child is creating his or her picture by touch and sound. Verbally describe the process as the child touches and hears the sounds when his or her marks are being made. Some draw programs, like the *Kid Pix* series, have wonderful sound effects.

Related Activities

- Connect computer drawing experiences to a field trip, a child's interest, or a project.
- Illustrate a favorite book or have the children create their own books for the reading center.
- Use a color printer with iron-on transfer paper. Create a heat-transfer image and use it for a child's t-shirt.
- Draw with crayons, markers, chalk, or paint.
- Draw to music.