
Kid Pix Deluxe 4

System Requirements

Macintosh:

- OS 8.6–9.2.2, OS X.2 or later
- G3 333MHz or faster
- 128 MB RAM
- 600 MB for full install
- 800x600, thousands of colors
- 4x CD-ROM

Other PC:

- Windows 98, SE, 2000, ME, XP
- 300 MHz or faster
- 128 MB RAM
- 600 MB for full install
- 800x600, 16 bit
- 4x CD-ROM

Optional

- Microphone
- Printer

Software Description

Designed with the classroom in mind, and utilizing technology, *Kid Pix Deluxe 4* combines all the best features of the previous *Kid Pix* programs including the well known features: Rubber Stamps, Stickers, Editable text, Expanded sound system, Animations, over 1,200 Graphics, Slide Show capabilities, bilingual English/Spanish support, and Text-to-Speech functions.

This new version also provides innovative components for both teachers and primary school students. The “rollover” descriptions on the menu bar, improved print and text controls, realistic art tools and compelling graphic management capabilities have been added. The Teacher Tools include a feature called the Idea Machine that allows teachers to manage graphics, and create project templates that can be used to add instructions and customize projects. JPEG and GIF images can be imported and exported, and Slide Shows can be exported as Quick Time movies with great transition effects included. The School version is packaged with a CD for teachers to take home for personal training or lesson planning, as well as a Teacher Resource Binder that has 30 cross-curricular lesson plans. Teachers will find it a snap to document learning and establish portfolios. All of this makes *Kid Pix Deluxe 4* ideal for working with children with special needs or utilizing a theme-based curriculum.

This program will entice students with exciting graphics, and the ease of use will keep them coming back. Children will be able to express their creativity, increase literacy

skills, build presentation and organization abilities, gain confidence, and have fun learning!

Kid Pix Deluxe 4

Introduction:

Everyone lives somewhere, even animals and bugs have specialized homes called habitats. Children have a natural affinity for creatures, so let them satisfy their curiosity by learning about the homes inhabited by their favorite animals and bugs, and meet new friends along the way. *Kid Pix Deluxe 4* provides children with several avenues for exploring creature habitats and re-creating them on their own. Children can use the backgrounds, add figures, draw creatures, or import images, then add text to the pictures as they discover facts about animals, insects, and their homes.

Materials

- Computer
- *Kid Pix Deluxe 4*
- Printer
- Animal and insect habitat books

Introductory Activity

Display pictures of as many different animals and insects as possible – especially a few with particularly unique homes. Introduce the word “habitat,” and discuss the homes of the different creatures pictured in the display. Note that each of the children has a home and a neighborhood, which is their own habitat. If you have any classroom pets (fish, gerbils, etc.), point out that the type of enclosure is distinct – based on the animal’s needs.

Computer Activity

- Using *Kid Pix Deluxe 4* software, children can view and choose habitat backgrounds, animals or insects, and plants or objects for a particular habitat. Children can incorporate their own drawings, or remove parts if needed. Text can be added to provide information, tell a story, or enhance pictures. Digital photos or JPEG and GIF images may be imported if desired. This can be done in pairs, small groups, or a larger group.
- Provide *Kid Pix Deluxe 4* as a choice during free time. Children can view the program individually or in small groups.

Extended Activity

Children can take a walking field trip to discover insect or animal habitats. They can take digital photos that can be imported into *Kid Pix Deluxe 4* and viewed as a slide show, or text can be added and pages printed as a book.

Summary

Ideal for theme-based teaching, *Kid Pix Deluxe 4* offers a top-notch program. The project possibilities are practically endless, and the previously excellent features have been improved and expanded. The Teacher Tools provide control and organization. Although many children will never see the ocean, or a kangaroo from Australia, they can learn about and experience these things through their imaginations and the stimulation provided by *Kid Pix Deluxe 4*.

Kid Pix Deluxe 4

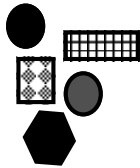
CURRICULUM INTEGRATION IDEAS

Art



- Use markers, paint or draw pictures of animals with *Kid Pix Deluxe 4*.
- Paint wall mural of animals and habitats found in your community.
- Give each child a clipboard and markers for observational drawings of animals in the classroom or outdoors.

Blocks/Manipulatives



- Cut out or color animal pictures. Glue on thin cardboard, and cut into puzzle pieces.
- Use duplicate cards with wildlife pictures and habitat pictures for children to match.
- Build animal habitats with blocks or small boxes, place small plastic animals in “habitats.”

Construction



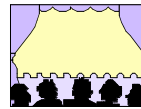
- Construct caves, burrows, hollow logs, or other habitats out of boxes and cardboard tubes.
- Make bird nests with crumbled shredded wheat cereal and white glue. Mold to shape in clean margarine tub. Add plastic or candy eggs when nest dries.
- Make a cozy “classroom habitat” out of large boxes. Paint in browns, greens, and earth tones, then glue leaves, sticks, or dried grasses on the outside for a realistic look – include an area for reading.

Cooking/Snacks



- Fill small cups half full with chocolate pudding. Crumble Oreo cookies on top, and place 2-3 “gummy” worms in cookie crumbles.
- Combine cream cheese with blue food coloring. Spread on crackers and top with Gold Fish crackers.
 - Combine cream cheese with green food coloring and spread on crackers, (add white or green-colored coconut flakes to look like grass) top with Animal Cookies.

Dramatic Play



- Place a variety of animal and bug masks, ears, antennae, noses, and tails in dramatic play area for children to play and experiment with.
- Invite children to pretend to be their favorite insect or animal and describe what they see, feel and smell in their habitat.
- Use the water sensory table. See who can tell the biggest “fish” story. Ask children to describe the size and shape of the “one that got away.”

Group/Individual Story Experiences



- Gather children together and talk about animal and insect habitats in their yards or neighborhoods.
- Make story starter cards

about insects and animals with unusual habitats – ask children to tell stories about these.

- Have children create a new “creature” and its habitat on *Kid Pix Deluxe 4*. Add text to further describe the creature. Print for sharing.

Music and Movement



- Create a medley of animal songs and play it while the children imitate the creature movements as the songs change. (see song list at end of section.)

Outdoor Play/Motor



- Crawl around on the ground looking for bugs in their habitats.
- Look up into trees for birds nests and spread arms to fly like birds or butterflies.
- Use arms like fins, make “fishy” faces, and move in an “S” pattern like fish.

Science/Math



- Choose some animals to sort by habitat, for example: prairie, jungle, desert, mountain, or ocean, and make a chart.
- Make a graph of animals, birds, etc. that children discovered in their backyards.
- Invite a wildlife specialist to the class to share knowledge and pictures about animals and habitats in the area.
- Find animal and nature sounds in the music section of *Kid Pix Deluxe 4*, then find the animal stickers that

match the sounds and play them together.

- Make a graph of pets the children own.

Sensory



- Place small rocks, sand, dry grass, twigs, leaves, feathers, tree bark, pods, flowers, hay straw and other items found in habitats, on sensory table for children to see, touch, and smell.
- Set up a “fishing pond” with aquatic animals the children have created. Use (closed) paper clips, or magnets on the animals, and opened ones on the fishing poles to act as hooks. Add “gummy worms” for bait.

Literacy Links



- Make labels for the different parts of the habitat mural.
- Make lists of what the children know about their favorite animal or insect, what they want to know, and what they have learned.
- Write and color stories about favorite animals in *Kid Pix Deluxe 4*. Place stories or labeled pictures around classroom.

Related Books, Poems, Stories



- *All eyes on the pond*. (M. J. Rosen)
- *Armadillos sleep in dugouts*. (P. Munoz Ryan)
- *The apartment house tree*. (B. Killion)
- *Coral reef* (S. Canizaeres)
- *Families of the deep blue sea*. (K. Mallory)
- *Gopher in the garden and other animal poems* (J. Prelutsky)

- *Feely bugs* (D. Carter)
- *Marshes and swamps.* (G. Gibbons)
- *Monkeys.* (S. Canizaraeres)
- *Otters under water.* (J. Arnosky)
- *The rain forest.* (A. Baker)
- *Spiders and their websites.* (M. Facklam)
- *Welcome to the ice house* (J. Yolen)
- *Where butterflies grow.* (J. Ryder)
- *In the woods: Who's been here?* (L. Barrett George)

Related Software



- *Bug Adventure*
- *Bug Explorers*
- *Stellaluna*
- *FisherPrice Ranger Trail*
- *Graph Club 2.0*
- *Let's Explore the Farm With Buzzy*
- *Let's Explore the Jungle With Buzzy*
- *Magic School Bus: Explores Bugs*
- *Magic School Bus Explores the Rain Forest*
- *Me and My Horse*
- *Sammy's Science House*

Related Web Sites



- Brookfield Zoo:
www.Brookfieldzoo.org
- Enchanted Learning:
www.enchantedlearning.com
- John G. Shedd Aquarium:
www.sheddnet.org
- Kidport: www.kidport.com
- Lincoln Park Zoo: www.LPZoo.com
- Magic School Bus:
[www.scholastic.com/Magic Schoolbus](http://www.scholastic.com/MagicSchoolbus)
- National Aquarium:
www.aqua.org
- National Geographic:
www.nationalgeographic.com/kids

- National Wildlife Federation:
www.nwf.org/kids
- Secrets@Sea:
www.secretsatsea.org

Extensions Beyond Classroom



- Go to the school or public library to check out books on animals and bugs, and other wildlife.
- Establish, or support a recycling program to help save or protect wildlife habitats. Extend the recycling program to homes.
- Take a field trip to a zoo, farm, aquarium, fish hatchery, or wildlife center. Take digital pictures for children to use in other related projects on this theme.

Family Connections



- Ask Parents to take children on a “field trip” around their neighborhood to discover and identify wildlife habitats. Ask the children to take photos or draw pictures to share with other children.
- Send a copy of animal habitat pages or the book home with children to share with parents.
- Invite parents to class to share stories and/or pictures of animal habitats they have seen.