

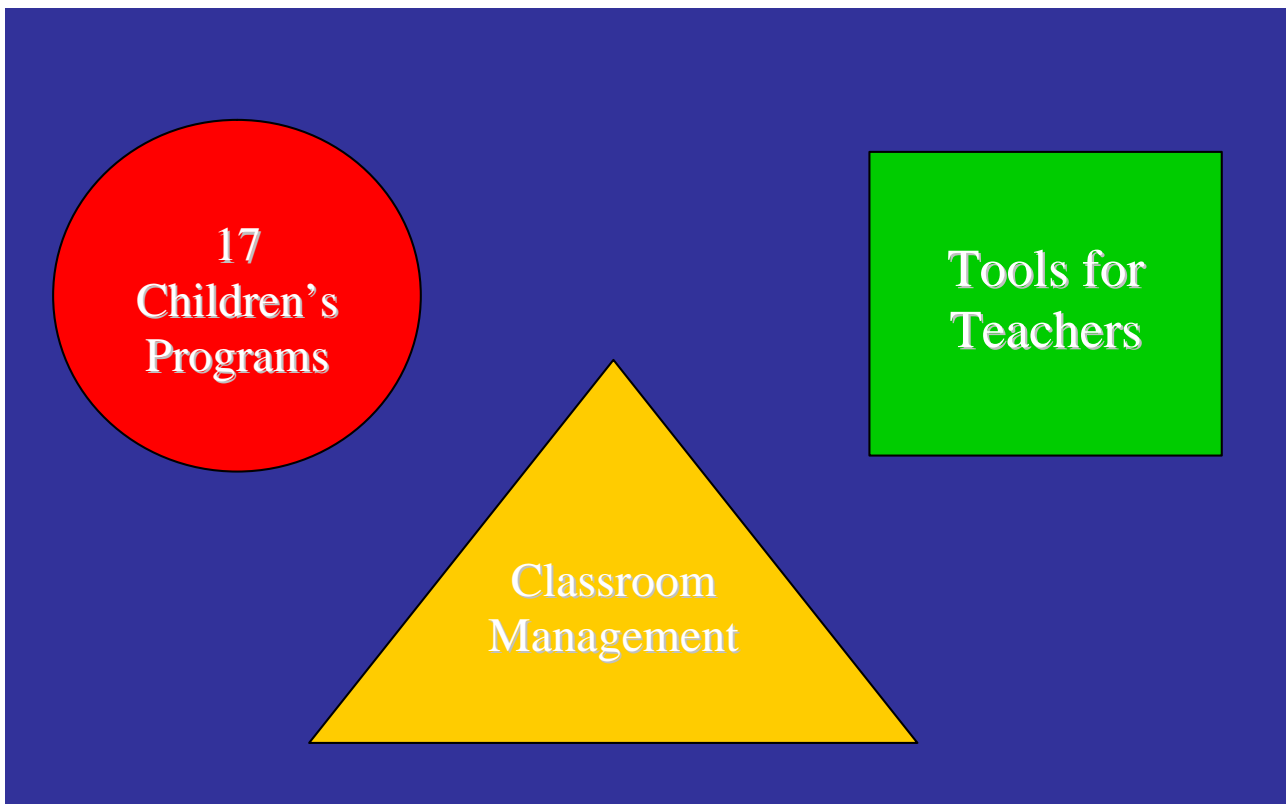
Make the Most of your Classroom Computers



**KIDWARE**®

Tools for Teachers and Learners

# KIDWARE<sup>®</sup> has three components...





17  
Children's  
Programs

KIDWARE<sup>®</sup> builds on each student's potential to use technology to communicate, access, and share information, and to learn.

# 17 Children's Programs...

KIDWARE® is a multimedia set of 17 software programs for Pre-Kindergarten through Grade 2. Older ESL students or those students with limited reading abilities benefit from using KIDWARE®, too.

Students use simulation, the powerful learning strategy, that helps children apply their growing skills in meaningful ways. Students become engaged and motivated learners.

Learning is further enhanced when more than one sensory channel processes information. KIDWARE®'s multi-sensory approach gives students the opportunity to use both auditory and visual channels to learn – a powerful combination!



The 17 children's software programs are organized into five levels for ease of introduction. This organizational structure supports young learner's development of concepts and skills.

# Level One Software Programs

## ***Fun with Animals***



Assemble parts to create a whole animal. This activity helps children build an understanding of parts-to-whole. This concept is a building block for understanding that words can be made up of smaller sounds; these sounds are put together to make a whole word. Identifying the sounds within a word is central to developing phonemic awareness. The software easily integrates with animals and their habitats as a unit of study.

## ***Electronic Easel***



Illustrating concepts through drawing is one way students demonstrate an understanding of what they learn. Mix colors to create your own personal paint box. Choose the size of the line for drawing, or have your paintbrush draw with circles, squares or spray. This drawing program gives students opportunities to symbolically represent concepts. They represent oral and written language in picture form, thereby gaining structures for later abstract thinking. Representing objects and events symbolically is a necessary step in representing the objects mentally and in making sense of language, a key skill for reading.

## ***I can count the petals of a flower***



Counting, whole number concepts, and mathematical operations are all practiced in this software. Students are presented with challenges that require combining and separating groups in order to solve problems. Students use manipulative materials to develop conceptual understanding and to solve problems. They use numbers in labeling and expressing quantities. Students relate mathematics to other subject areas such as ecology and environmental science.

# Level Two Software Programs

## ***Neighborhoods***



This software is a collection of Neighborhoods located in different geographic settings: urban, rural, arctic, and Caribbean island. The variety of environments helps students become familiar with indigenous animals, cultures, geography and climate around the globe. Students develop an awareness of how these differences impact economic and living conditions in these four environments. They investigate how language and culture can affect a community and discuss the interdependence of community members. Students develop an awareness of, respect for, and appreciation of differences including cultural, ethnic and language. Further, they learn to value their own contributions as well as those of others.



## ***Farm***

Build your own farm microworld. Select from the various animal, props, and multicultural characters. Place them anywhere in the three screen farm scene. Record speech files for the people and animals on the farm. These specially recorded sound and voice files assist youngsters in developing auditory discrimination of common environmental sounds.



## ***City***

Create your own bustling metropolis with everything from mounted police officers to mass transportation. Select vehicles, park animals, props, and multicultural characters. Students explore different vocations through identification with workers in the health and safety community service fields.



## ***Alaskan Village***

Explore an Eskimo or Inuit village near the Arctic Circle. Wonder about the indigenous peoples who lived here. Investigate folktales, myths, and legends of days gone by. Find out how such legends were transmitted from one generation to the next. With snow surrounding you most of the year, think about the implications for economic self-sufficiency. What other areas of life are impacted because of such extreme weather conditions?



## ***Island***

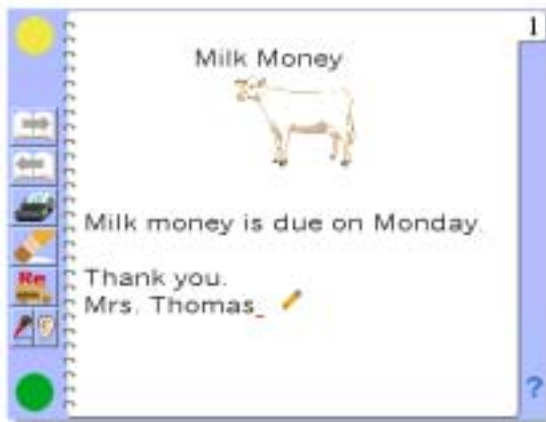
Geography and climate are especially important to inhabitants of this Island community. Compare and contrast life in the tropics with that of the extreme conditions in the Arctic. Students investigate endangered species in both locations and examine why so many indigenous animals (and plants) are faced with extinction. Then compare cultures, legends and histories of this island community with those of other environments. Students begin to build on the concept that this island community is an integral part of a larger society, a global community. The interdependence of people and countries around the world is highlighted.

# Level Three Software Programs



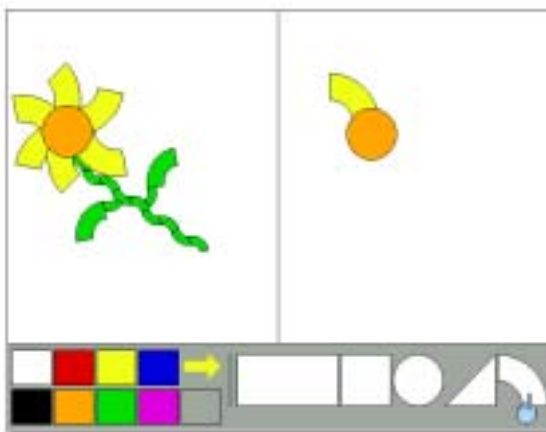
## ***Fun with Letters and Words***

Practice identifying beginning letter sounds. Press on any letter and words appear beginning with that letter along with a picture. Hear the word voiced aloud in English or your home language. Add personal words (family members, friends, pets, etc.) to the list. Print your own picture dictionary. Teachers can add vocabulary lists and spelling words. Customize the graphics in Fun with Letters and Words with your own images created in Electronic Easel, Electronic Builder, or Face Maker. These new images are linked with your own special word list as you build oral and written vocabulary.



## ***Mural Maker***

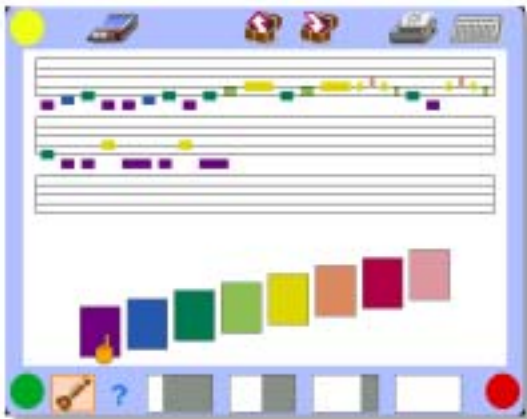
Use Mural Maker to print pictures and word labels (in English and other languages). Post these on the “word wall” to assist students’ development of sight vocabulary. These pictures and words are used as a reference to help students transition through the developmental stages of spelling. Select and print objects that can be used to create thematic mural or make puppets to use in other classroom centers. Objects are organized into six categories and available in two sizes. Teachers can add their own pictures. Teachers can also incorporate pictures with notes to parents. Children are sure to deliver these notes home!



## ***Electronic Builder***

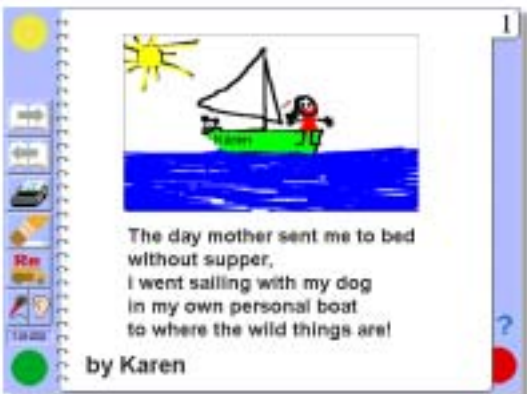
Patterns, relationships and spatial reasoning are what this software is all about. Students use attributes of color and shape to determine how objects are alike and different. They sort objects based upon attributes and describe how groups are formed. Further, students can summarize data by developing bar charts that represent quantities and frequencies. Explore a world of designing and constructing. Create abstract and representational designs. Rotate your shapes as you explore positions in space. Use the rubber stamp to make multiples of a shape or color. Save your designs and offer these as challenges for others to analyze and reconstruct. Teachers can adjust levels of complexity for each student individually.

# Level Four Software Programs



## **Music Maker**

Use this software to promote abilities in auditory discrimination, a key ingredient of phonics and phonemic awareness. Good auditory discrimination is essential to the development of decoding skills. Reading fluency provides the bridge between recognition and comprehension. Use this program to compose your own musical tunes. The color-coded system makes it easy to explore, combine, and discriminate between different notes. Record and play your musical creations or listen to old favorites. Print your tune in color and play it on a xylophone or piano. Add words to make songbooks to share with others.



## **KIDWARE® Writer**

This software scaffolds students through the developmental processes involved in becoming competent communicators. They use the microphone to read back the text they have written. This feature accommodates the transitional nature of spelling which results as students apply their knowledge of phonics. They sound out words as they identify letters that represent those sounds. Students progress from representing words with consonants, groups of consonants and then adding vowels to words as they listen to the words they say and represent the sounds they hear with letters. Students apply their understanding of phonics, phonological principles, and grammar as they narrate stories, poems and non-fiction passages. Use this program to support meaningful literacy experiences for a variety of learners. This basic desktop publisher is easy to use for typing, editing, and printing stories to go with pictures. All KIDWARE® programs easily access KIDWARE® Writer. Select fonts from many different sizes and styles of type including script.

### **Picture This**

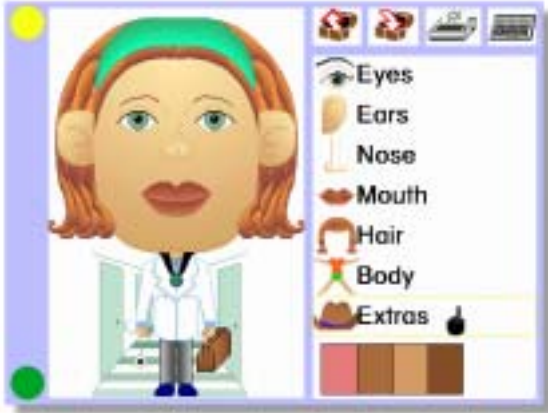
KIDWARE® Writer has a new feature! Write stories using rebus pictures and text. Have fun writing in a new way.



**KIDWARE® Writer** can be accessed directly from all of the KIDWARE® software programs. All stories with pictures are dated and saved sequentially for easy review by teachers and parents. The student's name and the date are automatically printed with each narrative. Automatic dating of each document permits teachers and parents to assess a student's work over time. This provides an ongoing electronic portfolio and a comprehensive assessment of student progress.

# Level Five Software Programs

## **Face Maker**



Practice visual memory skills, a key to developing sight word vocabulary. Students construct their own self-portrait by selecting from a wide variety of features to construct your own character. Options include multicultural and ethnically diverse possibilities. Display printouts on a classroom bulletin board. Introduce the concept of writing an autobiography. Extend the math principles of presenting data in graphic format by creating a bar chart of features shared by classmates. Graphs could include eye color, hair color, or those classmates with pets, and so on. Program your character to dance, smile, wriggle its ears, and more. Practice visual memory skills with an activity that presents an animated sequence and pairs each animation with an alphabet symbol representing that animation.

## **Aquarium**



Aquarium offers learning activities that require problem-solving. Actively explore the set-up and maintenance of a school or home aquarium. Select the plants and the types of fish that live together peacefully to create a balanced ecosystem. Consult books for information needed for a successful aquarium. Use the 'build your own fish' activity for a whimsical experience. Make an underwater creature like no other in nature—lots of creative fun!

## **Tool Kit for Kids**



Students enhance and improve oral language and communication skills. These skills are crucial to reading. Access the easy-to-use recording studio. Students record their own names, scripts and sounds for the many characters in the Neighborhood programs. This exciting software program permits students to create their own multimedia productions, a requirement of many state technology standards. Further, students review, select, and comment on their own computer-based creations. These work samples are part of the student's electronic portfolio. This electronic portfolio can then be uploaded to the school website or sent home on diskette to share with family and friends.

# KIDWARE<sup>®</sup> is simple for ALL students to use!

At the beginning of the school year, introduce students to alphabet letter recognition and meaningful print. Each student chooses an icon as his or her own sign-on picture. When the student uses the computer he is greeted with a special message from the teacher. Then his name is said aloud, and each alphabet letter is identified individually.

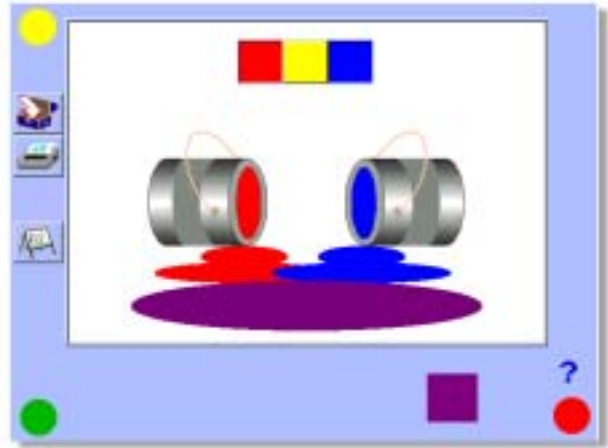


To sign-on the student finds her icon and “clicks”. She is greeted and her name pronounced. Each letter of her name is identified. Students practice letter recognition, phonics and rhyming words. They hear the letters of their names pronounced phonetically as in Spanish or any other language. The student can also record his or her own name, greeting, rap, or rhyme.





Available software choices appear. These available options are set-up by the teacher and correlate with projects or units of study that are introduced in other curriculum areas. Karen selects the two paint cans representing the software, Electronic Easel.



She follows the voiced directions and mixes paint colors that she saves in her personal paint box.



She draws a picture that illustrates part of a story the teacher has just read.



Next, she accesses the word processor, KIDWARE® Writer, and re-tells a summary of what happens in her picture. She selects the microphone icon and reads her story. There is no question of what she has written since she reads into the microphone for future playback. Then with a “click” on the printer icon her picture and story are ready for display in the classroom, or to take home to share with family and friends.

Electronic Easel includes higher levels with additional paint mixing and drawing tools. Advanced paint mixing incorporates combining different proportions of colors. Simulated paint mixing helps students apply and practice mathematical concepts of fractions and proportion.



## Classroom Management

Teacher Utilities are special management software that permit the teacher to organize instructional experiences for small groups of students. Further, teachers can customize and personalize the learning experience for individual students. Students' work is easily retrieved and available for review.

## Teacher Utilities Support Classroom Management

The KIDWARE<sup>®</sup> software provides dozens of unique teacher utilities that enable you to customize computer experiences to suit the needs and interests of your students and help you to manage the computer learning center. Using the Teacher Utilities, you can:

- Create up to five separate groups within one classroom to correspond to children's different learning needs (language backgrounds, levels of ability);
- Personalize the software so children enter KIDWARE<sup>®</sup> through the special icons that they have chosen. They see and hear their names facilitating alphabet recognition within a personalized context;
- Keep track of students' use of software programs;-print reports that summarize concepts covered and suggest activities to extend children's learning at home. Special teacher reports suggest projects and themes that reflect classroom interests;
- Set software program availability for groups of students; and
- Adjust software programs to accommodate specific abilities, interests, languages and themes or study units reflected within your class.



### ***Surprise Box***

You can add another software program to the collection of KIDWARE<sup>®</sup> software programs currently available to the students. Set-up a new program for the Surprise Box as often as you wish. Note KIDWARE<sup>®</sup> reports student's use of this software, too.



### ***Speech Saver***

Use this tool to record children's names. Speech Saver can also be used to re-record any of the prompts, feedback, and instructions voiced in the KIDWARE<sup>®</sup> software. Students from different language backgrounds can have feedback in their native languages. KIDWARE<sup>®</sup> recording accommodates any language you, a parent or volunteer can translate and speak.

Teachers need to report each student's progress and give parents specific ways to extend their child's learning outside the classroom...

Teachers need to motivate students with activities that engage students and challenge their abilities...

### Report of Child's Use: Bar Chart

Name: Karen

| Software                           | Uses |
|------------------------------------|------|
| Fun with Animals                   | 7    |
| Electronic Easel                   | 1    |
| I Can Count the Petals of a Flower | 0    |
| Farm                               | 0    |
| City                               | 0    |
| Village                            | 0    |
| Island                             | 1    |
| Fun with Letters and Words         | 0    |
| Mural Maker                        | 0    |
| Electronic Builder                 | 0    |
| Music Maker                        | 0    |
| KIDWARE Writer                     | 2    |
| Face Maker                         | 1    |
| Aquarium                           | 0    |
| Surprise Box                       | 0    |

**Favorite: 7 Fun with Animals**

Date of this bar chart: July 29, 2002

Parent Report for: Karen

Dear Parent:  
Your child's favorite software program is: Fun with Animals!  
Here are some questions to ask your child about experiences with software:  
What is your favorite program about? How do you use it? What do you make with it? Why do you think you like it? What do you think you learn from it?

Basic educational concepts our child has practiced include:  
Animals need many different kinds of food.  
some animals live on a farm. Some live in a zoo, desert, etc.

Try these activities to extend your child's understanding:  
Take a trip to your local public library to check out books about different animals and their habitats. Focus on the characteristics of different animals that make them best suited to live in their "natural" habitat.  
or  
With your child, talk about different kinds of places where animals live. Look for pictures in books and magazines and create a model environment using clay figures, tiny plastic animals, trees, leaves, snow, sand, etc.

### Report of Class Use: Bar Chart

CLS 1

| Software                           | Uses |
|------------------------------------|------|
| Fun with Animals                   | 15   |
| Electronic Easel                   | 8    |
| I Can Count the Petals of a Flower | 6    |
| Farm                               | 3    |
| City                               | 3    |
| Village                            | 2    |
| Island                             | 3    |
| Fun with Letters and Words         | 5    |
| Mural Maker                        | 5    |
| Electronic Builder                 | 2    |
| Music Maker                        | 3    |
| KIDWARE Writer                     | 6    |
| Face Maker                         | 4    |
| Aquarium                           | 5    |
| Surprise Box                       | 2    |

**Favorite: 15 Fun with Animals**

Date of this bar chart: July 29, 2002

Dear Teacher:  
The favorite software program for this class is: Fun with Animals!  
You can use the following themes to organize curriculum activities and projects that reflect the interests of your students.  
Consult Level 1 of your KIDWARE Teacher's Guide for additional themes and activities that can extend your students' learning.

- Animals
  - Where animals live -- Animal Habitats
  - Mammals
  - Birds
  - Reptiles
  - Living Things
  - Farm
  - Desert
  - Arctic
  - Wild Animals
  - Domestic Animals
  - Pets
  - African Animals
  - Sea Creatures

Reports for parents are a real resource... and so easy to provide!

Reports help *teachers* plan, too

# Tools for Teachers

Teacher Tools facilitate developing lesson plans and keeping records of children's progress. Make banners, draw pictures, use a word processor, and print instructional activities for student use.


# On-Line Lesson Plans and Developmental Checklists

A whole year's worth of curriculum-based lesson plans educators all the support they need for effective classroom computer use.

Domain: **Literacy: - Element: *Print Awareness and Concepts***  
 (Indicator #15--Shows increasing awareness of print in classroom, home and community settings.)

At the computer center use Fun with Letters and Words, one of the 17 KIDWARE Millennium Software programs, to help children achieve the following understandings related to Federal and state curriculum standards in the Literacy Domain -- Print Awareness and Concepts (#15).


Basic educational concepts students practice in Fun with Letters and Words include:



- Words can be read.
- Sometimes pictures (symbols) are used instead of words to share ideas.
- Words and pictures are used in many places--in our classroom, at home and in the community.

These related activities across curriculum areas offer opportunities for the student to generalize and practice learnings included in the software.

**Language Development**  
 Read and display Tana Hoban's book, Signs and Symbols. Go on a sign walk and look for signs using words, pictures, or a combination of both. Prepare sign lotto games.



**Mathematics**  
 Use toddler concept books that picture an item and word per page as models for student's own concept books. Concepts could include colors, shapes, animals, foods, numbers, toys, etc. Students may draw or cut out pictures and glue one picture per page. Adults may label the pictures. Students may label the pictures. Students can read each other's books. Each picture and word from Fun with Letters and Words can be printed. This simple activity reinforces word-picture association.

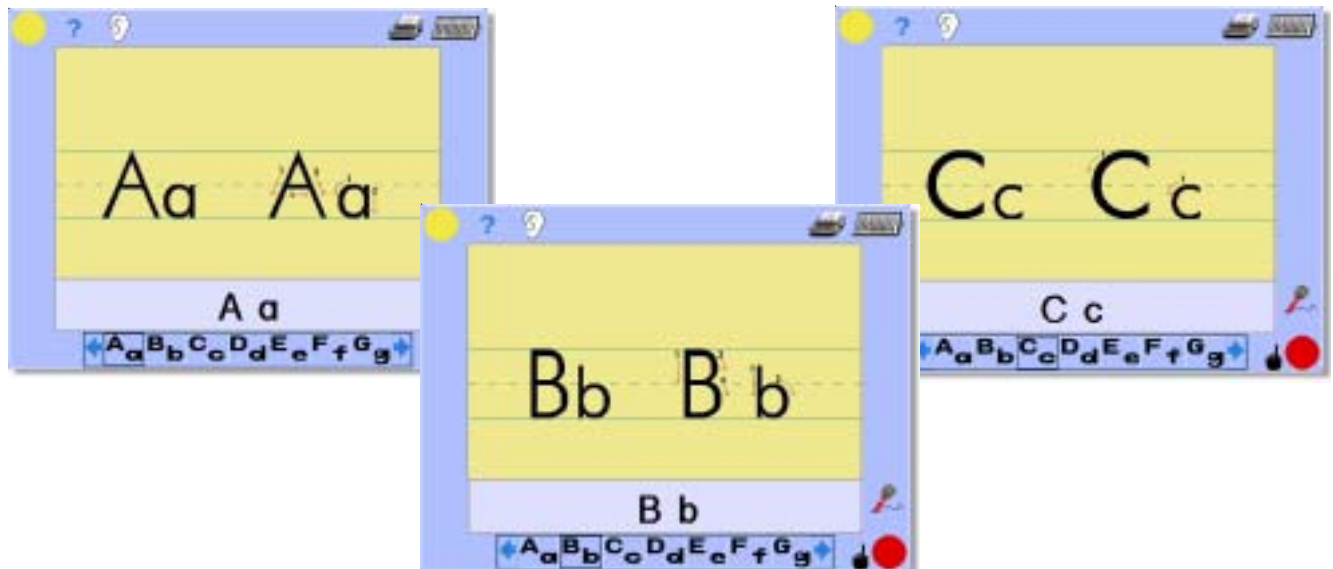
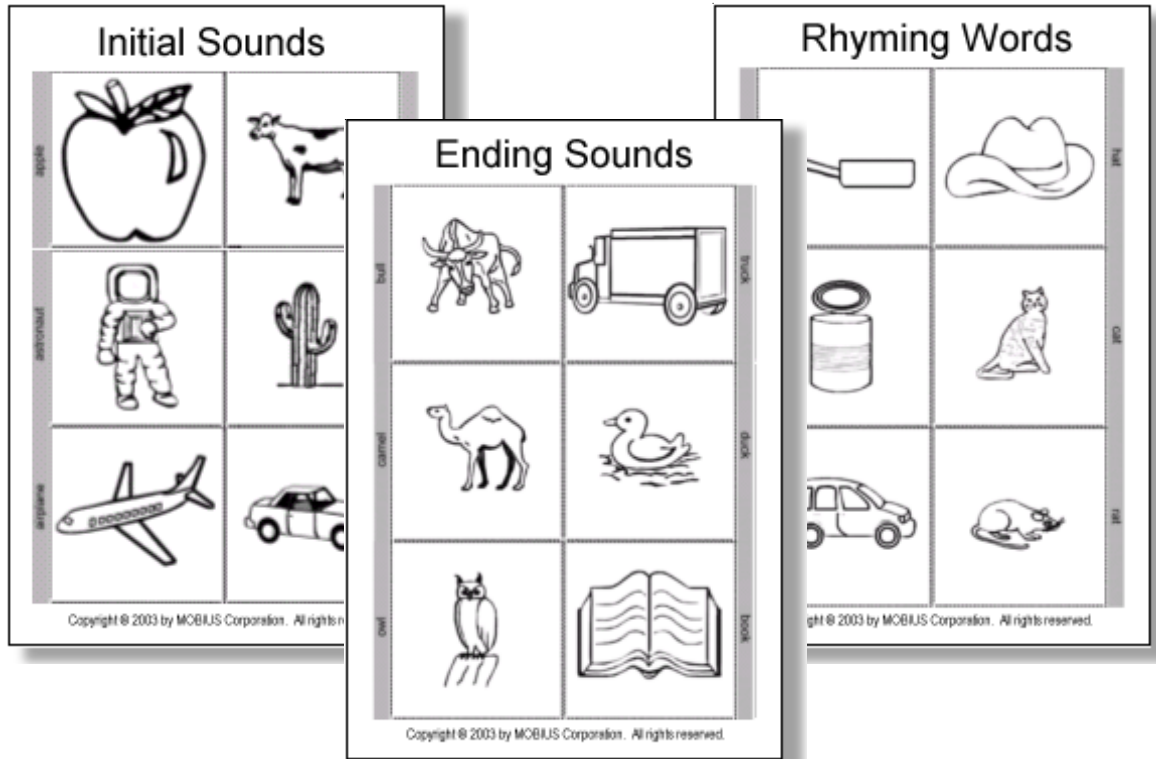
**Science**  
 Have alphabet sand molds for sand table and sand box manipulation. Can a student spell his/her name, names of family members and friends in the sand?

| Developmental Profile  |                 |                   |
|--|-----------------|-------------------|
| Child's Name _____   | Birthdate _____ |                   |
| Teacher _____  | School _____    | School Year _____ |
| Skill or Behavior  | Fall            | Spring            |
| Uses strategies to solve problems                                  |                 |                   |
| Observes and formulates relationships                              |                 |                   |
| Draws logical conclusions  |                 |                   |
| Groups objects according to common attributes                      |                 |                   |
| Understands number concepts 1 through 10                           |                 |                   |
| Determines numbers which come before or after a given number       |                 |                   |
| Exhibits understanding of the concept of one-to-one correspondence |                 |                   |
| Classifies objects by shape  |                 |                   |

# Printable Student Work Sheets

Activity sheets:

- ✓ Help students apply skills in phonological awareness;
- ✓ Give practice in rhyming words;
- ✓ Provide options for small group work while teachers conduct guided reading;
- ✓ Promote integration of skills;
- ✓ And more.



# Use Outcomes Express™ to directly link assessment with recommended learning activities across all domains



## What is Outcomes Express™?

Outcomes Express™ is a series of computer-based activities and teacher input used to evaluate a student's development, knowledge and progress in the following:

1. Alphabet Letters Recognition
2. Beginning and Ending Sounds
3. Phonological Awareness
4. Rhyming Words
5. Book Knowledge
6. Oral Language (receptive and expressive)
7. Shapes and Colors
8. Spatial Relations

Outcomes Express™ incorporates federal and state mandated requirements for reporting child outcomes. These outcomes, important for academic success in school are assessed at the beginning, middle and end of the year in these domains.

**Language development** – listening and understanding; speaking and communicating;

**Literacy** – phonological awareness, book knowledge and appreciation of print, print awareness and concepts, early writing and alphabet knowledge;

**Mathematics** – number and operations, and spatial relationships; and

**Social and emotional development** – self-concept, self-control, cooperation, social relationships, knowledge of families and communities.

## The benefits of using Outcomes Express™ include:

- Giving teachers immediate assessment results to guide changes in instruction and curriculum;
- Evaluating children's progress in a motivating and non-threatening way;
- Utilizing information for parent/family conferences without needing extra interpretation, lowering the cost of assessment;
- Generating individual child progress reports automatically for parents (and family members) that incorporate easy-to-understand graphics and minimum text (these reports support communication with ESL and low-literacy parents and the young child);
- Monitoring child outcomes throughout the year by supporting baseline, mid-point and year-end assessment requirements;
- Aggregating summary scores across classrooms, centers/schools and the program office;
- Supporting communication with Spanish-speaking students and their parents.

# The KIDWARE<sup>®</sup> Advantage with Outcomes Express<sup>™</sup>

## Comprehensive – Developed by Teachers for Teachers

- ★ Incorporates assessment as a key element of instructional planning
- ★ Supports all learners – including at risk, ESL, and Special Education
- ★ Supports all subjects – Language Arts, Science, Math, Social Studies
- ★ Includes classroom management programs for teachers
- ★ Contains full-year curriculum material, thematic units, and project ideas
- ★ Adapts to diverse language needs
- ★ Easy for students and teachers to use

## Cost effective – An Investment That Lasts all Year, Every Year!

- ★ Includes 17 multilevel educational children's programs
- ★ Provides essential classroom management programs for teachers
- ★ Additional benefits – FREE lifetime technical support

## Globally Acclaimed – Used Worldwide in Different Languages

- ★ Acclaimed by educators from Helsinki to Houston, Melbourne to Miami, San Francisco to San Juan, New Jersey to Nova Scotia, Japan to Sao Paulo
- ★ Loved by millions of teachers and children

## Award Winning – KIDWARE Awards...

- ★ Technology and Learning Award of Excellence
- ★ National Council of Teachers of Mathematics Award of Excellence
- ★ Developmentally Appropriate Software Award for the multicultural program Alaskan Village
- ★ Developmentally Appropriate Software Award for the programs Farm, Electronic Easel, Electronic Builder, Fun with Animals, Face Maker and more!

## For More Information:

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