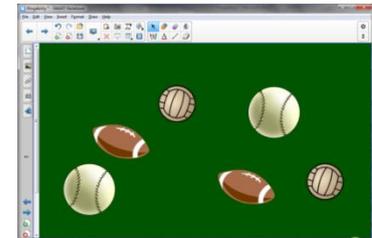


## How to use these guides

These guides are intended to serve a number of purposes. Firstly, a number of 'how tos', designed to explain *how to* create a particular activity. These are accompanied by screen shots to help you see what to do. Each will be accompanied by an image of an example finished activity, ready to save for the children to use on the Interactive Whiteboard. This image is to give you an idea of what you are working towards.



*Example of finished activity*



Each new idea will be accompanied by a light bulb symbol **and a title in blue.**

The second aim of these guides are to provide some sparks for ideas. Every activity can be amended to fit any current themes, relevant topics or the children's interests. None of the activities are difficult. Once you have created an activity you will be able to transfer the technique to your own ideas. The only requirement is a little imagination! Will you have lost unicorns, hidden in the mist? Or will aliens hide behind planets and stars, just waiting to be discovered?



The owl symbol is used when there is an idea that it is wise to consider. For instance, saving your work as you go is always a sensible thing to do. Learning the keyboard shortcut (**Ctrl-S**) saves lots of time!



An exclamation mark symbol is used when there is an important point in the text which may explain something that is happening on your Notebook page.

Each activity has numbered instructions in red. These give the main action that you need to complete. For example,

### **1. Search the Gallery for the images you need.**

The instruction will often be followed with some text in black. This is designed to give helpful additional information, such as where to find particular images.

***Have fun and be creative!***