

Kid Pix Tools

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The Kid Pix program is really three programs in one: a drawing program, a slide show program, and an animation program.

SIX PARTS of the Kid Pix DESKTOP

1. Title Bar - This shows the Kid Pix title on the left side and the **Close** box (**X**) on the right hand side. Because Kid Pix does not have a minimize option, use ALT-TAB to switch from the Kid Pix screen to any other program. The other program (such as Student Writing Center) must be launched first for the ALT-TAB option to work.

2. Menu

At the top of the screen you'll see a Menu Bar. The menu bar lists the menus available in **Kid Pix** ®. The menus are **File, Edit, Toolbox and Goodies**. Here are the **most common uses**:

- Use **File** to Save, Open, and Exit files. Files are automatically saved in the Kid Pix folder. (**C:/Kidpix**) NOTE: the quickest way to produce a new screen for drawing is to teach students "**File, New, No.**" Students say the three steps aloud to learn the process. This also avoids overuse of the "bomb" tools.
- Use **Edit** for cutting and pasting items.
- Use **Toolbox** for changing the text option in the Wacky Brush tool. Also use this option to **Edit A Stamp**. With this option, you may select a stamp and Kid Pix produces a "mini" drawing screen to modify the stamp (change colors etc.). After designing a new stamp, you must leave the toolbox and select another tool before you can edit another stamp. Remember to restore to the original stamp. If not, when Kid Pix is closed and launched a second time, the original stamp will be restored.
- Use **Goodies** for slide shows and for switching to a different rubber stamp set.

The next three areas of the screen work together to create a multitude of drawing options:

3. Drawing Tool Bar

Along the left side of the drawing screen, you will see the tools for making a **Kid Pix** ® drawing. To select a drawing tool, use the mouse and click the tool. Notice that the background color changes showing that the tool is currently engaged.

4. Color Palette

Below the drawing tools on the left side is the Color Palette. The palette offers seven sets of coordinated color palettes. Click the color square to select a specific color. Click the arrow to show more color options.

5. Tool Options Tray

Many **Kid Pix**® tools let you choose how to draw. These choices are called Tool Options, and the row where they appear is called the Tool Options Tray. Notice that this bottom row of options changes when a different tool is selected. Often students cannot find an option because they have not selected the tool first. For more options, click on the arrows at the side of the Option bar to view even more choices.

6. The Drawing Screen

This is the big white screen. Click the mouse on the screen to engage the tools.

NOTE: Kid Pix always opens to the Wacky Pencil tool, with black as the color, the thin line as the option and using a solid color for the line.

KID PIX TOOLS (the left side menu bar).



Wacky Pencil

- Click on the Wacky Pencil to draw free-form lines. When you do, you'll see options for the style, width and pattern of your pencil at the bottom of the screen. There are two sets of pencil options, giving square or rounded pencil points.



The Tint Option produces a surprise effect by blending with other colors on the screen and sometimes drawing underneath other colors.
The Mystery option cycles through colors while it draws, giving a rainbow effect.

- Remind students that they must click and drag the mouse to make the line appear on the screen.
- Use this tool for the creative drawing process.



Line

- Click on the Line tool to draw straight lines. Again, you will see options for line widths and pattern. The Mystery option (?) causes the color to change. Lifting the finger from the mouse leaves the last color showing.
- To draw straight lines, press and hold down the Shift key while using the Line tool. The line snaps to a straight horizontal, vertical, or a 45 angle. Use this tool for creating graphs, webs, and other graphic organizers.



Rectangle

- Choose the Rectangle to draw rectangles with various patterns.
- Teach students to click and drag "downhill" (left-to-right and top-to-bottom: just as we read).
- The Options tray offers a variety of patterns. The Mystery option (?) creates a rainbow effect.
- Use the third option (transparent/Saran Wrap) for graphic organizers so that text will show through the rectangle shape.
- To create a perfect square, hold down the **Shift** key while clicking and dragging the shape.

Macintosh Users: To draw a rectangle without a border, press the Control key while using the tool.

To draw a perfect square, press the Shift key while using the tool.

To draw a rectangle with a thicker border, press the Option key while using the tool.

Pressing Option and the Command keys draws an even thicker border.



Oval

- Click on the Oval tool to draw in various patterns. When you do, you'll see the Options for the patterns you can choose in the Option Tray. The Mystery option produces a rainbow oval.
- To draw a perfect circle, press the Shift key while using the tool.
- Use the third option (transparent/Saran Wrap oval) for webs and Venn diagrams so that text can show through the oval shape. NOTE: Start the second circle of a Venn diagram at approximately the top of the first circle. Then click and drag "downhill".



Wacky Brush

Click on the Wacky Brush to paint. There are four rows of options, which you will see in the Option Trays at the bottom of the screen.

- Use the 7th option to make parallelograms (looks like a roof top)
- Use the "circle-6" option to make multiplication problems.
- Use the number generator option and the stamp tools (+, -, /, X, =) to create math problems.
- Use the log tool for making sets.
- Use the tree tool for teaching depth (draw the smallest trees first for the background). Use CTRL and SHIFT keys to stamps the trees in medium and large sizes.
- Use the number line tool for teaching coordinates.
- Use the ABC tool for Alphabet Text and creating text that wraps around objects.
- Use the blurring tool (middle of the first row) for softening edges.

Macintosh Users:

Try the Shift, Option, Command, and Control keys for extra Wacky Brush effects.

Windows Users:

Try the Ctrl and Shift keys for extra Wacky Brush effects.



Paint Can

- Click the Paint Can tool on an area to fill your picture with colors and patterns from the Option trays.
- Remind students that any area to be filled must be enclosed or the paint will spill out onto the rest of the screen. This usually happens with Wacky Pencil, when the student does not have the lines connecting.
- For solid color fills, the student can change the color with another fill. For pattern fills, the Paint Can appears not to work because it only identifies enclosed spaces and a pattern represents hundreds of enclosed spaces.
- It is the small black tip in the Paint Can that is the "hot spot". This must be in the enclosed space for the fill option to occur.



Electric Mixer

- Click on the Electric Mixer to transform your drawing. Use the Option tray arrow for two more rows of options.
- Most of these special effects are permanent and cannot be undone!
- Use the colored tile for making a 5 X 5 grid. (use the grid for fractions; quilt patterns, classifying stamps etc.)
- Use the Shift key in the snowflake/raindrop tool to make only raindrops.
- Use the black/white square to reverse colors.
- Use the wavy lines to create ocean waves.

Macintosh Users:

Try the Shift, Option, Command, and Control keys for extra Electric Mixer effects.

Windows Users:

Try the Ctrl and Shift keys for extra Electric Mixer effects.



Eraser

- One of the most important tools to understand since students will make mistakes and want to change their drawings.
- Click on the Eraser to select an eraser. When you do, you will see there are four erasers in various sizes and shapes that will "undraw" the screen when the student clicks and drags the mouse. To the right are options that erase the whole screen.
- Students will get frustrated and use the "bomb" to wipe out the entire screen. Discourage this habit because too much work is lost and time is wasted redrawing. Instead, encourage problem solving to correct any mistakes. Teach students to identify a mistake, stop, and visit the Undo Guy to fix any errors. Even an entire

screen that was wiped out with a "bomb" tool can be brought back by the Undo Guy. If they forget to use the Undo Guy, careful use of the appropriately sized eraser can remove many unwanted errors. The student can patch blank spaces by re-drawing the lines (Wacky Pencil or Line Tools) and filling with color (Paint Can).



Alphabet Text

- Click on the Alphabet Text tool, and you can use your mouse to stamp text on your creation. Letters and numbers are available in the Option tray across the bottom of the screen.
- Click on each letter or number, and it will call out its name.
- Click on the arrows to scroll through them.
- Use this tool for labeling graphs (stamp the words in a vertical column).
- No lower case letters are available in this tool.



Text from Keyboard

- Click on the Text from Keyboard tool, and choose from the 14 fonts available in the option tray. Use your mouse to plant the cursor in your Kid Pix picture and students use the keyboard much as they do with a word processing program. The **Shift**, **Enter**, and **Spacebar** keys all work accordingly.
- Teach students that look for the blinking cursor. As long as the cursor is blinking, the text can be edited.
- Use this tool for most writing work.
- Use this tool in conjunction with the rectangle tool (third option) to create "text boxes" on the screen.



Rubber Stamps

- Choose the Rubber Stamp tool to stamp pre-drawn pictures into your picture. Remember, you can swap to other stamp sets by using the "Pick a Stamp Set" from the "Goodies" menu (top menu bar). Each stamp set has 8 rows of stamps.
- Use CNTRL to make a medium-sized stamp. Use CNTRL + SHIFT to make a large-sized stamp.

Macintosh Users: Hold down the Shift, Option, and Command keys to resize your Rubber Stamps.



Moving Van

- Choose the Moving Van that's the right size and shape you need. Position the van over the section you want to move. Move the section by holding the mouse button

down and moving the mouse. Lift your finger from the button when you've got the section where you want it.

- The magnet allows you to drag the mouse around the area you want to select and move it with the magnets. Use this for detailed work.
- Use Edit (in the File menu) to cut, copy, clear or paste the current selection. Teach students to design labels, letterheads, logos etc. in Kid Pix, and then CUT the picture. Exit Kid Pix. Launch Student Writing Center. And PASTE the picture there.
- **MMEC**: An important process to remember. The letters stand for **M**oving **V**an/**M**agnet/**E**dit/**C**ut or **C**opy. Select the Moving Van. Then select Magnet. Click and drag the mouse around the area to be cut. Select Edit from the menu. Select Cut.

Windows Users: To copy a section and then put the section someplace else in your drawing, use the adjustable size option (last option), then hold the Ctrl key while you move the mouse.



Eyedropper

- The Eyedropper tool allows you to grab any color you want. Click on the Eyedropper tool. Then click on a color in your Kid Pix picture. The color you click on will appear in the current color box, and you can paint or draw with that color using the Kid Pix tools.
- Use this tool after you have erased part of your drawing and then you can "patch" your picture using the identical color.



Undo Guy

- Choose the Undo man whenever you want to do something you don't want to keep. Click on this tool, and your last action will be undone. You can do the same thing by selecting Undo from the Edit menu (top menu bar).
- Teach students to **STOP** when they have made a mistake. The letters stand for: **S**top/**T**ake your hands off the mouse/**O**bserve the screen to decide what went wrong/**P**roblem solve. (This prevents students from making two mistakes in a row, which causes an even worse problem since the Undo Guy only fixes the most recent mouse movement).
- Even a screen that was wiped out by a "bomb" can be restored with the Undo Guy.

Kid Pix has other features. For example, in the "**Goodies**" menu, Kid Pix offers:

1. ColorMes are like coloring book pages. Parts of the pages can be cut and pasted for student use. (MMEC)
2. Hidden Pictures are pictures that you undraw. Used to practice the eraser tool.
3. DrawMes are super silly suggestions of pictures to create. Can be used as a "drawing prompt".
4. Make a slide show of student drawings. This is a long-term activity that can represent another "form" in the FAT-P.