

Edgewood Elementary

Mac Lab/Mac Student Computer Software Descriptions

Desktop Icons:

Macintosh – This is the hard drive of the computer where all of the software is loaded. Students and staff should not open this. It is for only technicians and lab supervisors.

Launcher – This is the user friendly listing of all of the software on the computer. It is called a “Launcher” because when you click on one of the program icons, the computer “launches” or starts up the program. Note that the Launcher icon button is red and is meant as a “computer safety net” in case a child closes the window of the Launcher. If this happens, merely double-click on this Launcher icon and the Launcher window will reappear. The Launcher is divided into several menus: Applications, Communications, HypterStudio, Kindergarten, and Math. Each of these menus and their related programs are discussed below.

Trash – This is the Mac Trash Can which is used to store documents no longer needed. If you go to the Special pull-down menu, you can “Empty Trash” which permanently removes documents from the computer. This is similar to the Recycle Bin on the P.C.

Applications:

Acrobat Reader - This free program is used to open pdf or portable document files created with the Adobe Acrobat Software. Most common pdf files are found on the Internet. It is not a student program per se, but a necessary piece of software for opening up pdf files. It works transparently behind the scenes when you double-click on a pdf file downloaded from the Internet. A pdf file can be read by any computer platform (PC or Mac) if the free version of the Adobe Acrobat Reader is installed on the machine. For example, the weekly EWE calendar is a pdf file which is read by the Adobe Reader Acrobat software.

AppleWorks - This is one of a few programs which is cross platform. That is AppleWorks is installed on all campus Macs as well as the PC's. If you wish to do a cross platform project...i.e., work on both the PC laptops as well as the student Macs and/or Macs in the labs, then choose AppleWorks. It has a suite of three useable applications: word processing, data base, and spreadsheet. In the Microsoft world, the same suite is available as Microsoft Works. Students from grades 1-5 can easily adapt the word processing module of AppleWorks into their core curriculum. Products including poetry, letter writing, and report writing are all easily done in the AppleWorks word processing module. Student data collection can best be done in the AppleWorks spreadsheet module. Finally, if you wish to keep track of inventory items or categories of information, the data base module is the best choice.

AR Student – Used by students to take Accelerated Reader Tests. The student must use their student I.D. number to access this program. This school year, our district will be migrating to the new web based Accelerated Reader Program which will make this application obsolete.

AR teacher – Used by the classroom teacher to print reports including class rosters and student progress reports for tests completed. See the Librarian for the password to access this application. This school year, our district will be migrating to the new web based Accelerated Reader Program which will make this application obsolete.

Kid Pix – Our all time favorite for many projects from PreK – 5. Remember, there is a slide show program within Kid Pix allowing multimedia productions including the inclusion of sound and photographs as well as pasted work from an AppleWorks word processing document. The Kindergarten section of the Launcher uses many PreK/K templates and lessons for use in Mac Lab #3 during Specials Time.

Kid Works 2 – A PreK/K program loaded on some of the Macs...can be loaded on any machine because we have a site license. This is an exploratory program for early learners including a sound/rebus option for creating stories. It also includes beginning basic drawing tools.

My Own Stories – An older program for constructing stories. It requires the monitor to be set at 256 colors...most in the labs are set at thousands of colors for better viewing of Internet pictures and digital photos. It has the major components of making a story. For example, title, author, and content are included as well as basic drawing tools. You can save, retrieve, and finish as you have time. Finally, components of reading and printing stories are included. The best strategy is to have a story or story ideas ready before using this program with students.

Once Upon A Time, 1 – This program allows you to create a picture with various graphics and drawing tools. At the bottom of each page, you may add text. The nature of this application is that it treats visual objects and text as coexisting parts when writing stories.

Once Upon A Time, 2 – The Part II program allows you to create a picture with a different set of graphics. At the bottom of each page, you may add text. The nature of this application is that it treats visual objects and text as coexisting parts when writing stories.

Puppet Playhouse – This is an older program from 1991 which allows you to print puppet backgrounds and to print 2-sided puppets for use in storytelling and creative dramatics in the PreK-2 classroom.

Social Studies – This is our new program entitled “Exploring Where and Why.” It has been installed on all campus Macs. This is a great program for learning basic geography concepts for grades 2-5.

Storybook Weaver - An older program for constructing stories. It is similar in operation to “My Own Stories.” It requires the monitor to be set at 256 colors...most in the labs are set at thousands of colors for better viewing of Internet pictures and digital photos. It has the major components of making a story. For example, title, author, and content are included as well as basic drawing tools. You can save, retrieve, and finish as you have time. Finally, components of reading and printing stories are included. The best strategy is to have a story or story ideas ready before using this program with students.

The Print Shop Deluxe – This is a classic and is available only in the Mac Labs because of licensing restrictions. However, used in the right context, you and/or your students may create cards, signs, or banners according to your classroom content.

Thinkin' Things, Collection 1 – This is available only in the Mac Labs. It is a great sequencing and visual organization tool for PreK-2nd grade. It has won numerous awards and is very engaging even for older students.

TimeLiner 5.0 – This is a wonderful tool for Social Studies or any content area where you wish to publish a timeline of events. There are many sample templates and ideas from our staff for utilization of this within the K-5 curriculum.

Type To Learn – This is a stand-alone program on every Mac computer on campus. It is used by many staff to teach keyboarding skills. Since it is an older program, it is not a networkable application. This means that the program resides on the hard drive of each Mac. Therefore, you must set this program up for each student. However, the benefits in keyboarding progress are worth the upfront setup. Option-Command-T gives you the Teacher pull-down menu. From there, you can set up a class and students for assigned computers in the lab or a rotation within your classroom (i.e, half your class on one student Mac and the other half on the other...then, use a daily/weekly rotation schedule). Later this school year, our district will be migrating to the newer version of Type-To-Learn and will be available via a network server. This means that your students will be able to access their progress file from any computer on campus.

Communications:

ClassWorks – This is a large network program for use in helping students deficient in a variety of content areas. However, at this time, it is not available on our campus network due to unavailable upgrades to match the state of Texas TEKS.

Internet Explorer – We recommend using the Macintosh version of Internet Explorer with your students since many sites are “intertwined” with these Microsoft browser components. Using the style of Macs we have on campus (soon to be upgraded to all G3 machines) has some quirks on PC based web pages. For example, on our home page the banner does not replicate as accurately as on a PC.

Netscape Communicator – This used to be the standard browser for Macs. It is still usable...but, see the information about IE above.

PictureViewer – This is a free program which allows you to view and size digital images before printing them.

TIFF Grant – This is the access point for our student saved files. Remember the password is TIF. Once opened, there is a folder for each grade level, teacher, and student to store files or work in progress.

HyperStudio:

Home Stack – This is a true multimedia program designed like a stack of index cards that are connected with electronic buttons. The “Home Stack” is one way of beginning this program.

HS Manuals – These are imbedded manuals on how to use this program with students.

HS Samples Library – The “HS Samples Library” is a good beginning point in viewing student projects completed by other teachers.

HyperStudio 3.3 – This is the main application program for HyperStudio. We have many ideas and templates used in the past with our students and staff at EWE. Check with your Technology Specialist on template ideas as related to content. This product lends itself nicely to both Science and Social Studies curricula.

Kindergarten:

Series of Templates/Lessons – These templates were created during the 2003-2004 school year in collaboration with the Kindergarten Staff and other personnel. Explore to see if any of these will work with your students. Many lessons on sequencing and patterns are included. These are appropriate for PreK, K, and the beginning of 1st grade.

Math:

Fraction Munchers – This is a great program that can be modified and customized for your students in their practice of fraction concepts. Go to the Management pull-down menu and select Enable Management. The password is “Athena” Now, you will be able to customize the content and clear the “Hall of Fame.” Leave the “Network...” and “Change Password...” section alone! When done and before using with students, “Disable the Management” options.

Geometry Vol. II – This is one of four Math Keys programs SBISD owns. Geometry, Volume II includes Pattern Blocks, Shape Blocks, Geogrid, and Mirrors. You can choose either English or Spanish. It is a great follow-up to hands-on activities already conducted in the classroom. It is not intended as a substitute to such equipment as pattern or shape blocks. Rather, it is a supplement. We have detailed information on each component of Math Keys and can offer training if there is enough interest as we have done in the past.

Math Blaster – This is a classic for drill and practice of basic math facts. Be sure to familiarize yourself with the Activity pull-down menu where you can view the problems and well as the problem format. Students should be directed to choose both the Subject and Level through those respective pull-down menus. On individual computers in the classroom, the File pull-down menu allows the teacher to view records and print reports of students’ progress.

Math Blaster Mystery – This is a wonderful program for story problem solving strategies. Be sure to read the Instructions under the Help pull-down menu. Like Math Blaster, there is a built-in record keeping module. There are four components in Math Blaster Mystery...Follow the Steps, Weigh the Evidence, Decipher the Code, and Search for Clues.

Number Munchers – This is similar in nature to Fraction Munchers. This involves only whole numbers including prime numbers. The password to “Enable Management” is “digit”

Probability Vol. I – This is similar in scope to “Geometry Vol. II” above. The components are Coins, Cubes, Spinners, and Marbles. All of these components are excellent reinforcement to elementary probability studies.

Probability, Vol. II – This is a more advanced module that would fit high 5th and above. The components are Coin Machine, Number Machine, Spinner Machine, and Mystery Machine. Again, all of these components are excellent reinforcement to elementary probability and statistics studies.

Sequencing Fun! – This program is installed on all of the Macs in the computer labs. It is appropriate for beginning sequencing activities beginning in K and through the primary grades. Included are randomizers with either video or cartoon clips making the games engaging and productive for the early learner.

Talking NumberMaze – This older program talks to the student as they traverse a maze. Be sure to use the Help pull-down menu and read “Information” to find out more about the program. Work with students the first time they use this program. They should log-on as a new student using both their first and last name (use the projector in the lab to illustrate this...). When students use this procedure, they can choose the correct pronouns of “she/her” or “he/him” for use within the program when it “talks” to them. The next menu allows you to choose both level of difficulty as well as curriculum. When used correctly, this can be an excellent tool for review of previously taught math concepts in a game arena.

Treasure MathStorm – This is an all time favorite at EWE because of the obstacles and adventures encountered when trying to find the “treasures” on the mountainside. Once you are past the new player log-on, be sure to review the Customization and Help menus. This program automatically advances students to harder levels as they successfully complete a current level.

Whole Numbers, Vol. I – This is a beginning module for Math Keys. It focuses on Base-Ten Blocks, Hundred Chart, Counters, and Money. Again, this should not take the place of read base-ten blocks, etc. The emphasis of this module is beginning whole number concepts. This would be appropriate for K and grade 1.

Whole Numbers, Vol. II – This is the second module with the same components as Volume I, but at more difficult level. This would be appropriate for grades 1-3.