Getting Started with Classroom Suite using your Springboard

Congratulations on receiving your new Springboard. I am sure you will see that with practice and support, the possibilities for language and learning are endless. Prentke Romich Company has partnered with IntelliTools Classroom Suite™ to bring you new and exciting ways to support language and educational goals using your new Springboard.

What is Classroom Suite?
Classroom Suite integrates IntelliTools' three popular and award-winning PreK-8 classroom tools into an incredibly powerful and useful classroom resource.
Intellipics Studio 3 is a multimedia presentation tool.
IntelliMathics 3 is a virtual math manipulatives tool.
IntelliTalk 3 is a talking word processor and writing tool.
IntelliTools *Classroom Suite* is designed to provide one set of cross-curricular tools that steps up with students – from kindergarten through middle school. Powerful yet easy-to-use, it delivers curriculum, creativity, and accountability in one extremely flexible program.

How can a Springboard User utilize Classroom Suite?
There are some new pre-programmed activities and pages that come standard in your new device. The pages are used to control a number of activities already in the Classroom Suite activity library included with the software.
*Preschool students can use coloring book and puzzle activities where they paint and use stamps, explore shapes, patterns and counting or work with cause and effect activities. Because they are accessing the software through their Springboard, all access methods will work.
*Elementary and primary students can use engaging pre-made activities to learn curriculum and practice with concepts. They can create their own electronic books and Slide Shows, practice math concepts with on-screen manipulatives, and develop writing fluency.
The activity row can be used with existing vocabulary on the device to access the talking word processor for journal writing, poetry, letter writing, story telling, etc. The possibilities are endless. We strongly encourage you to explore the power of Classroom Suite with your child. For more information, and a free trial version of Classroom Suite software, check out www.intellitools.com.

# Interfacing IntelliTools Classroom Suite with Your Springboard

The SpringBoard comes with an activity row and a variety of pages already installed in the device that integrate with the IntelliTools Classroom Suite software. To use these functions, you must set up the SpringBoard for computer emulation (directions provided in the Springboard Manual).

IntelliTools items (keys) across SpringBoard pages or activity rows provide the user with a variety of functions in Classroom Suite. Most of the pictured items will be self-evident, as they match the activity. Here are some function keys that may not be as obvious:

Some items (keys) are used for readback functions: Read Word, Read Sentence, Read Sentence and Advance, Read All. The "STOP" item activates the "escape" key.
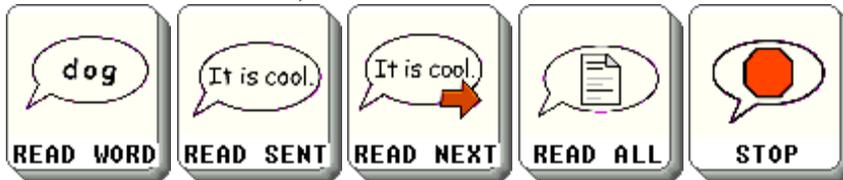
The two items below are for navigation purposes and will provide the page up/down functions in word processing documents as well as turning pages in other files.
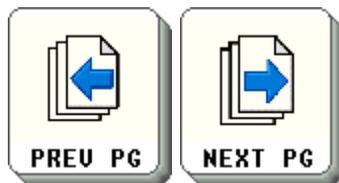
The following items are grouped to be helpful during the writing process: Previous Answer Field, Next Answer Field (tab), Save, and Print:
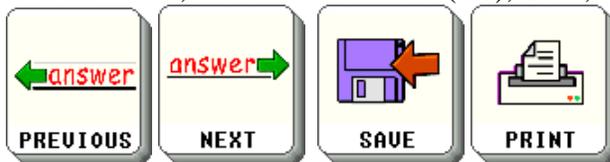
Below are items are grouped for editing purposes: Delete Word, Clear All, Check Work, and Enter.
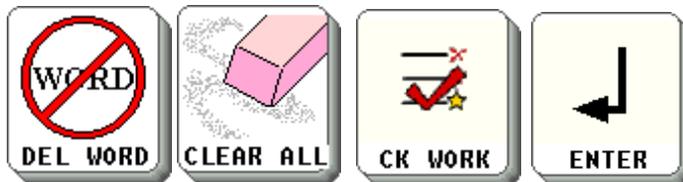
The "PIC LIB" item opens up the picture library in IntelliTools. The user or teacher can type a word and look for it in the picture library. To select the item, use the "Enter" key. The "ENTER" item is commonly used, and also works as a "Return" key.

When animation occurs in the program and you would like it to repeat. Simply hit the "PLAY ANIMATION" key and the action will play again.

The key that simply says "ACTVTY" on the activity row will allow you to turn off the dynamic activity feature allowing the user access to the IntelliTool functions on the activity row to use with core vocabulary in Classroom Suite. Otherwise the activity row will bring up the dynamic activity associated with the word making access to the tools more difficult.

Finding Your Way Around

All Classroom Suite functions have been added to the activity row under the following activity. This way the user can use core vocabulary within the program itself.
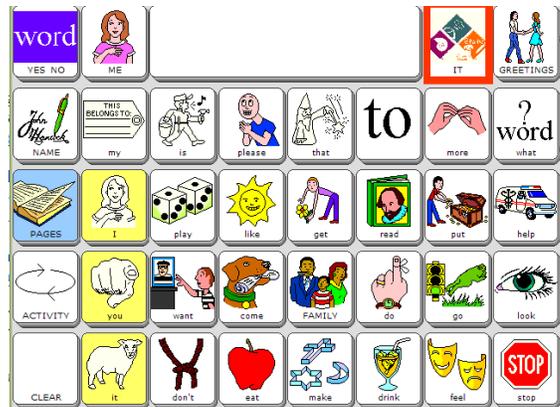
Also included are a variety of pages that directly correspond with specific Classroom Suite activities. You find them on the "PAGES" page.

They are organized according to the curricular area that the lesson is associated with. Nineteen different lesson pages are included. You are encouraged to start with these and then create your own according to your own individual learning objectives.

The following Classroom Suite Curricular Activities have pre-made Springboard pages to use with them. These lessons provide learning and creativity opportunities for students.   Refer to your Classroom Suite Teachers Guide for learning objectives, procedures, assessments etc.   You can also find information at www.intellitools.com. All activities are accessible from the free trial version of Classroom Suite for 45 days.

LANGUAGE ARTS

A Day at the Beach (pg. 24 Classroom Suite Teacher's Guide)
> Students read an illustrated story. They respond to the text and illustrations by interacting with objects on the screen.

Easy Writing Fall (pg. 14 Classroom Suite Teacher's Guide)
> Students develop reading and writing fluency by combining sentence beginnings and endings to create a simple, errorless story about the season of fall.

Phonics Sort (pg. 16 Classroom Suite Teacher's Guide)
> Students complete phonics activities by sorting words onto a word wall. Words are sorted based on common word families, also known as chunks or rhymes.

MATH

Explore Dinosaurs (pg. 36 Classroom Suite Teacher's Guide)
Students have an opportunity to explore attributes of size, number, color, and movement by interacting with a set of animals.

Counting Trucks (pg. 38 Classroom Suite Teacher's Guide)
> Students practice counting and matching number symbols with the objects they place on the page.

Shapes and Patterns (pg. 40 Classroom Suite Teacher's Guide)
> Students practice recognizing shapes and patterns and create their own patterns.

Math (continued)

Seashore Animals (pg. 42 Classroom Suite Teacher's Guide)

> This activity features counting, sorting and patterns. Students connect numerals to the quantities they represent. They establish one-to-one correspondence as they enter and move sea animals.

Addition in the Desert (pg. 44 Classroom Suite Teacher's Guide)

> Students explore addition by interacting with a set of animals, placing them in counting boxes, and generating matching equations.

Using Money (pg. 48 Classroom Suite Teacher's Guide)

> Students practice using both bills and coins to solve word problems and to make change.

2-Digit/3 Digit Numbers

> Students work on place values of numbers by placing the correct numeral in the corresponding value column.

Social Studies

US Puzzle Capitol (pg. 58 Classroom Suite Teacher's Guide)

This puzzle is an errorless, cause and effect activity. Students who use the puzzle are reinforced by seeing the animation sequence after the final puzzle piece has been added.

Science

Coloring Ant Colony (pg. 70 Classroom Suite Teacher's Guide)

Students use the paint tools to color a diagram of an ant colony. It is a simple cause and effect coloring activity that is suitable for young students, including switch users.

Productivity

Easy Paint Underwater (pg. 86 Classroom Suite Teacher's Guide)

This is a simple cause and effect coloring activity that is suitable for young students, including switch users. Students use paint tools to complete a coloring book page of an underwater scene.

Puzzle Arch (pg. 88 Classroom Suite Teacher's Guide)

> This cause and effect activity enables students to complete a simple puzzle, one piece at a time. It is suitable for young students as well as switch users.

Coloring Book (pg. 90 Classroom Suite Teacher's Guide)

> Students use the paint tools to complete coloring book pages.

# Thematic Unit / Sports Mania

Sports Mania (pg. 96 Classroom Suite Teacher's Guide)

Sports Mania is a sample thematic unit that demonstrates the way you can customize *Classroom Suite* instant-activity templates to create a collection of thematically related activities. The Sports Mania thematic unit includes activities focused on sports. It showcases a couple of templates included in Classroom Suite that you can use to create your own thematic units in any subject area.

Mouse Accessibility

Many of the activities included in Classroom Suite utilize mouse functions. Not all users are able to operate a standard mouse. The following pages are added to activities that require a user to activate mouse functions. Both Mac and PC pages are included. You may consider hiding the key that you are not using.
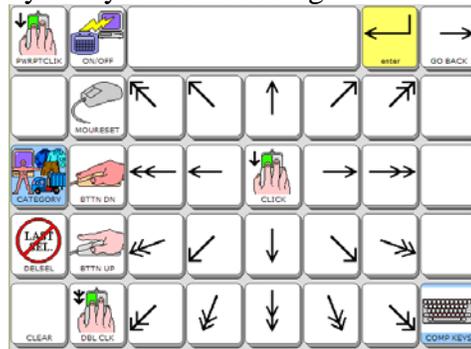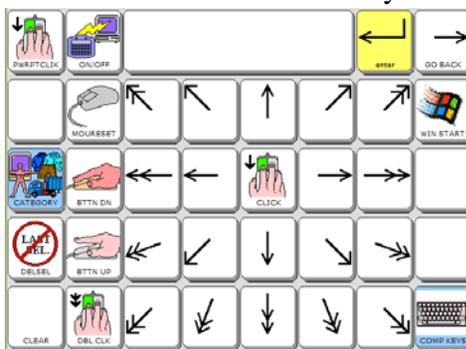
There is a mouse-movement area on your Mouse page. This area contains keys with single or double arrows on them. This is a "step" grid. These keys allow you to move the mouse in the direction of the arrows. The **single arrows** move the cursor in **small steps** in the direction of the arrow. The **double arrows** move the cursor in **large steps** in the direction of the arrow.

These pages also have also been programmed with the computer commands that you will need to access your Classroom Suite activities. Commands such as **click, double click, button up** and **button down** are available. You may also want to check in your IntelliTools manual for more features (such as Sticky Mouse) that might come in handy.