

FLASHES

of Inspiration®

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Tying together teamwork and *Inspiration*

Peterson Elementary School is a K-6 school located adjacent to the US Coast Guard Base on Kodiak Island, Alaska. This is the largest Coast Guard base in the United States. Each year approximately one-third of the base population turns over, and Peterson Elementary welcomes and says goodbye to over 120 students. With so many new faces, teacher Ron Gibbs concentrates on activities that will help his fifth grade students get to know each other and work together as a team.

On the first day of school, Mr. Gibbs asked his students to introduce themselves in a letter. He encouraged them to write about all of the usual stuff that is so hard to think of when you are 10 (or 40) years old. What things do you like or dislike? Why?



Students who receive training at technology camp become student facilitators. They work directly with other classes as technology mentors, helping students and teachers use Inspiration for a variety of projects.

What do you enjoy doing outside of class? What irritates you the most? What is your family like?

Collecting the finished letters, Mr. Gibbs noted that many were lacking in content or detail. He wasn't surprised. Writing is difficult, and even the best students oftentimes suffer from writer's block or have trouble getting their thoughts organized. What his students didn't know was that Mr. Gibbs already had a plan to help them make the next assignment much more inspiring!

Each year for the past five years, Mr. Gibbs has started the school year by sponsoring a technology camp for his students. This year, he decided to combine the technology training with a team building workshop to help establish some common ground among the students.

During their two-day experience, the students spent their mornings participating in a Project Adventure outdoor ropes course and their afternoons in a computer lab at a local college. Here they learned how to do visual mind mapping using *Inspiration*.

During the first afternoon of camp, Mr. Gibbs showed the students some of *Inspiration's* basic features and then turned the class loose. He asked each

of them to practice using *Inspiration* by planning the letter they had written to him the night before.

Once they completed their diagrams, Mr. Gibbs showed the students how to switch the diagram into an outline. Then he pointed out how easy it was to expand on their work and create a

sentence for each part of their outline. Once they started working with their outlines, many students ended up writing letters of 20 sentences or more!

And Mr. Gibbs' students thought learning *Inspiration* was a snap compared to

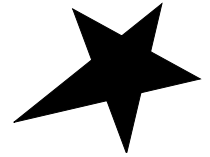
the work they'd done that morning on the ropes course. According to 10 year old Sam, "Learning *Inspiration* only took me a little bit of time. I like working on the computer because everything is faster and easier." He adds, "*Inspiration* is great because you can plan everything. I had to spend an hour or two just thinking about writing my letter, but it only takes about 15 minutes to do the work when I'm on the computer."

Continued on page two



Ron Gibbs' fifth grade students were introduced to Inspiration during the first week of school. They now ask to use the program to map out their ideas every time they are assigned a writing project.

Famous *Inspiration*



Tying continued

Continued from page one

Returning to their classroom, the students were instructed to write an essay explaining what they had learned about teamwork on the ropes course. In their essays, they had to address the four components of teamwork that had been emphasized during the ropes course training: Cooperation, Communication, Caring and Trust. Students were given an hour to brainstorm and plan their essays using *Inspiration*.

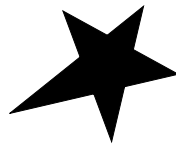
Reading over the assignments, Mr. Gibbs commented, "Almost every student demonstrated improvement in both the amount of details they included and the organization of those ideas." But the best part was that his students enthusiastically told him that they had enjoyed the activity! Brianna says, "*Inspiration* is really easy to use. It helps me because I don't have to spend a long time thinking. I just make a diagram and then it is easy to write."

Unlike the first assignment, the new letters and essays were detailed and revealing. For Mr. Gibbs' students, the ropes course had become a tool that helped them feel free to share information about their lives with their classroom community. Likewise, *Inspiration* provided the support students needed to achieve this end as they thought, planned and wrote with new confidence.

***** Douglas Adams *****

Douglas Adams, a founding partner and the chief fantasist of The Digital Village, a new online and multiple media entertainment company, used *Inspiration* to write the script for *Starship Titanic*. The Village's first release, *Starship Titanic* was the 1999 Codie Award Winner for Best New Adventure/Role-Playing Software Game. When asked in a recent interview which software programs he could not live without, Adams named *Inspiration* as one of his top choices.

***** Wes Craven *****



Horror flick master Wes Craven uses *Inspiration* to map out story lines and character relationships for movies he is working on.

***** Arthur Golden *****

Best selling novelist author Arthur Golden used *Inspiration* to organize all his research notes when writing *Memoirs of a Geisha*. Working his way through the novel, Golden ended up with a 100 page outline of research notes and an almost 250 page outline of his thoughts. He is now using *Inspiration* for the exact same purpose with the new book he is writing.

Inspiration 6 Tips & Tricks:

Changing the colors of a multicolor symbol

You can change the colors of any multicolor symbol in the symbol libraries. You can also change the color of multicolor GIFs that you import.

To change the colors of a multicolor symbol:

1. Select the symbol for which you want to change colors.
2. Do one of the following:

- Click the Multicolor  button on the Draw toolbar.

Or

- On the Effect menu choose Multicolor.

3. The existing colors on the symbol appear on a menu listed in order of most frequently occurring to least frequently occurring. Click the arrow next to a color to choose a new color from the color menu.

Tip... After you choose new colors, you can click Revert on the color menu to return the symbol to its original colors.

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Finally, a visual learning tool especially for students K-3!

Be on the lookout for *Kidspiration*[™] -

Helping kids build strong thinking skills with visual learning!

Available
January
2001

All of the great visual learning techniques you've come to rely on in *Inspiration* will soon be available in a new software package specially designed for use with students K-3.

Kidspiration, the tool to help young students build strong thinking skills with visual learning, supports visual and auditory learners using pictures, words and audio.

Kidspiration is designed to help students:

★ Brainstorm ideas with words and pictures

★ Organize and categorize information visually

★ Create stories and descriptions using engaging visual tools

★ Explore new ideas with thought webs and visual mapping

Kidspiration offers unique features designed to encourage young students to develop and organize their ideas creatively and confidently – while having lots of fun! Check out what they'll discover in *Kidspiration*:

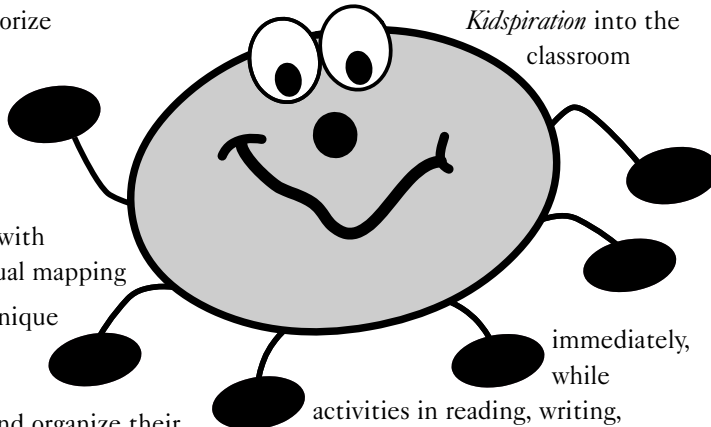
★ **Picture view** – Makes it easy for kids to represent their ideas using over 1,200 student-friendly symbols. And the SuperGrouper[™] – an interactive drag & drop tool for grouping and rearranging

thoughts and symbols makes categorizing ideas a breeze!

★ **Writing view** – Integrates with Picture view to help students connect their visual thoughts with words. From the thought webs and maps they create in Picture view, students can expand their ideas into written thoughts.

★ **Audio** – Gives students the chance to hear their work read aloud or even record their own words. All menus, buttons and text in *Kidspiration* are supported by audio, so emerging readers can use the product all by themselves.

Kidspiration is a great tool for teachers, too! Over 40 built-in student activities help you start integrating *Kidspiration* into the classroom



immediately, while activities in reading, writing, science and social studies support cross-curricular exploration. And, our smart Activity Wizard makes it easy to create and modify activities to match your lesson plans.

Look for *Kidspiration* in January 2001 and help your K-3 students build strong thinking skills with visual learning!

Conference alert!

Inspiration Software, Inc. is hitting the road this fall. Stop by our booth to meet our staff and check out an *Inspiration* demo!

NSBA - Oct. 25-28
Denver, Colorado
Booth #347

Make sure to catch the one-hour Inspiration presentation on Friday, October 27 at 11 am in Room A-105/107 at the Convention Center. This is a concurrent session so no fees apply and the room is open to all. The room holds 125.

GTLC - Nov. 1-3
Athens, Georgia

Mass CUE - Nov. 8-9
Sturbridge, Massachusetts

LACUE - Nov. 9-11
Alexandria, Louisiana

MN TIES - Nov. 18-21
Minneapolis, Minnesota

NYSC&TE - Nov. 19-21
Syracuse, New York

NCETC - Nov. 27-29
Greensboro, North Carolina

TETC - Nov. 28-Dec. 1
Nashville, Tennessee

NSDC - Dec. 4-6
Atlanta, Georgia

VTLC - Dec. 10-13
Roanoke, Virginia



Need more *Inspiration?*

Did you know that Inspiration Software, Inc. offers district-wide cumulative pricing? Volume licenses



include Teacher Take Home Privileges that allow teachers to make copies of *Inspiration* to use at home for lesson planning

and training purposes. All *Inspiration* volume licenses larger than 20 also receive a free copy of our *Exploring Inspiration* training CD-ROM and a *Classroom Ideas Using Inspiration* lesson plan book. To learn more, contact your favorite *Inspiration* dealer or call our volume licensing department at 800-877-4292.

Read about last year's winners
http://www.inspiration.com/press/schol_win.html

Why Visual Learning?
To learn more please visit:
www.inspiration.com/theory.html

Inspiration Software®, Inc. announces third annual **Inspired Teacher Scholarships for Visual Learning**

At Inspiration Software, Inc., we are constantly looking for ways to support improvements in education and to help make a difference in students' lives. We understand how important it is to help students develop critical thinking and learning skills and are committed to championing educators who work to teach students these vital skills.

In order to support educators in their on-going professional development, Inspiration Software, Inc. is pleased to announce the Third Annual Inspired Teacher Scholarships for Visual Learning. As a result of last year's exceptional response, Inspiration Software, Inc. will grant 10 additional scholarships in 2001. In late March, 20 scholarships in the amount of \$500 each will be awarded to educators who champion visual learning and the meaningful use of technology in the classroom. Inspired Teacher Scholarships for Visual Learning are available to defray the costs associated with attendance at a workshop, graduate level class, or conference that focuses on visual learning and technology in education.

If you are a teacher in a K-12 public or private school with at least one year of teaching experience you are eligible to apply for the scholarship. Application materials are available at <http://www.inspiration.com/scholarship.html>.

Scholarship applications are due on or before March 1, 2001. Award recipients will be notified by March 31, 2001. If you have any questions please contact Stephanie Brandt at 800-877-4292 x 38 or sbrandt@inspiration.com.

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