

FLASHES

of Inspiration®

Now
6!

VOLUME 3, NO. 1

JANUARY 2000

Inspiration 6 offers educators expanded visual learning tools

Educators now have an expanded set of tools for bringing the power of visual learning into their classrooms — *Inspiration 6!*

Released in January 2000,

Inspiration 6 is the premier tool to develop ideas and organize thinking.

“More and more, educators recognize the impact visual learning techniques have on student learning,” said company president Mona Westhaver. “This upgrade builds on *Inspiration's* visual learning foundation, making it even easier for educators to integrate visual learning techniques into daily classroom activities.”

Inspiration 6 provides teachers with even more tools to help students expand their thinking and strengthen their critical thinking skills.

Inspiration 6 includes enhanced graphics capabilities, Internet connectivity, and expanded support for using visual learning.

Enhanced Graphics Capabilities

Inspiration 6 provides students with more options as they use symbols to represent concepts and ideas.

The program

now contains libraries of more than 1,250 symbols, including photographic, animated, and high-quality illustrated images. Curriculum-based symbol libraries include libraries for Geography, People, Animals-Plants and more.

It is now easier for users to import images into *Inspiration*, create symbols, and modify the libraries of symbols and images. With this feature, teachers and students can create custom symbol libraries for a particular lesson, unit, or class.

Internet Connectivity

Inspiration 6 integrates the power of the Internet with hyperlinks, enabling students to pull the resources of the World Wide Web into their work. Automatic hyperlinks make it easy to tie websites into *Inspiration* reports, presentations, and plans.

Expanded Visual Learning Support

With twice as many curriculum-based templates, *Inspiration 6* provides educators with more ways to quickly get started using visual learning techniques in their classrooms. Each template contains detailed information on the benefits of the technique and how to use it.

The new Webbing Arrange allows users to quickly create and organize webs, a common graphical organizer often used in social studies and language arts curriculum.

Even Easier to Use

Inspiration 6 also includes dozens of additional user-requested enhancements that make the program even easier to use, including refined default settings, a

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Letter from the President

Dear Educators,

Helping students learn to learn has never been more challenging. Students need the best tools available to develop their organizational skills, deepen their understanding of concepts, and broaden their thinking to encompass an ever changing and expanding world.

Inspiration Software, Inc. is the leader in visual thinking and learning tools for educators. We realize that teaching students a specific skill or body of knowledge is not enough. Students must go beyond traditional acquisition of facts to learn how to think out of the box, acquire new skills, process new information quickly, and apply it in new ways. At Inspiration Software, we are dedicated to helping you provide this solid learning foundation for your students — expanding their thinking while strengthening their skills in learning to learn.

With *Inspiration*, the premier tool to develop ideas and organize thinking, we help you provide students with these important skills. With *Inspiration 6*, you now have an expanded set of visual learning tools to integrate the high-quality graphic and Internet technologies now commonly available in schools.

Each student can succeed and each one deserves our support. Working together, we can help students make positive changes as they travel their paths to the future.

Sincerely,

Mona L. Westhaver

Mona L. Westhaver
President and Cofounder
Inspiration Software, Inc.

Character webs and *Inspiration* capture essence of *Macbeth*

This year, Vicki Broadhead is using *Inspiration* to tackle *Macbeth* with her Senior English Honors students. As they read the play, each student uses *Inspiration* for a variety of activities, all designed to help them understand the characters, scenes, metaphors, and major themes in the play. They create character webs, map out the play's scenes, and make graphical organizers about the metaphors they find.

"I've developed a plan of what I want to happen," said Mrs. Broadhead. "But even my best students seem to need more time to understand Shakespeare than they do for other pieces of literature."

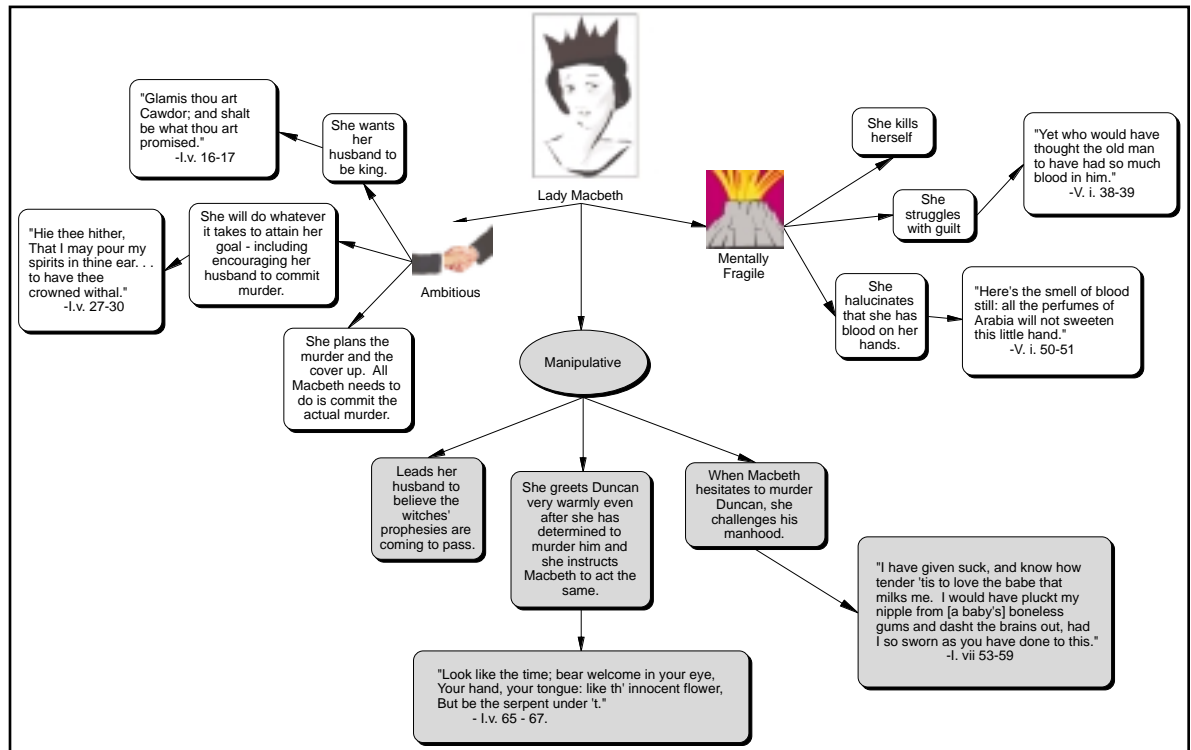
Character webs represent one way in which visual learning can support reading comprehension. Using character webs helps students justify their impressions of literary characters by citing specific evidence from a given text. Making character webs helps students understand the characters more fully by linking their actions, motives, and even their interactions with other characters.

Using an *Inspiration* template, students can easily start a character web. The new *Inspiration 6* templates - all 35 of them - now include a quick "how to" section to help students and teachers get started.

To create a character web about Lady Macbeth, students simply select Template under the File menu. They then select the Language Arts - Character web. This template gives

them a starter document for mapping out the key characteristics of Lady Macbeth. After putting her name into the main idea symbol labeled "Primary Character," students then enter her characteristics into subsymbols, linking

To create this template, Mrs. Broadhead decides the type of graphical organizer she'd like her students to use. Then, she can either customize it for *Macbeth* or leave it more open-ended so that it can be used with any play. When



to examples and supporting details from the text.

While reading the play, students continue to work with, edit, and add to their character webs. And at the same time, they use other graphical organizers to organize and investigate the other components of the play.

Inspiration also gives Mrs. Broadhead the ability to create templates herself. For example, she might create a template for her students to use as they map out the scenes of the play. With *Macbeth* as the main idea, and each scene as a subtopic, students can quickly capture and organize the events of each scene.

she is done creating the topics and subtopics, and has customized the colors, symbols, and font, she clicks on File and Save as Template, naming her template "Language Arts - Scenes of a Play." Now, when her students open the Scenes of a Play template, they are ready to capture the important elements of each scene.

Using graphical organizers to study the scenes, characters, metaphors, and concepts in *Macbeth* helps Mrs. Broadhead's students understand the play more fully. The new templates in *Inspiration 6* makes getting started easy while keeping the students' focus on the play. ⚡

Inspiration goes to Washington

Instructional Technology Specialist Kathie Stewart has been using *Inspiration* with students in her lab to organize a variety of projects, from a report on the Boston Tea Party to a "My Best Friend" essay. With the release of *Inspiration 6*, she has even more ways to tie *Inspiration* into the topics her students tackle, especially their annual trip to Washington D.C.

For over 20 years, eighth grade students from White Brooke Middle School have been taking a trip to Washington, D.C. Last spring, four busloads of students and parents hit the road, following the plan they'd made with *Inspiration*.

At the beginning of the year, the Easthampton, Massachusetts, students use *Inspiration* to plan their three days in Washington. They create a web with "Washington, D.C. Trip" as the main idea and "Wednesday Night," "Thursday," and "Friday" as subtopics of the main idea. Then, from each subtopic, they RapidFire™ a list of the sites they'll see on that day. With a little organization, the students can now see what they will be doing and

where they will be going on each day.

Using the new symbol libraries in *Inspiration 6*, the students have more options for the graphics they will use. In the Government Library they will find high-quality and photographic-quality images to illustrate their ideas. Photographic images of the Supreme Court Building and Capitol Building show the students exactly what they will see.

Inspiration 6 has also made it easier for students to find new symbols to illustrate their ideas. After searching for the Smithsonian Institute on the Internet, the students drag and drop the

Smithsonian's logo into their diagram to illustrate their trip to the museum. If they plan to use the symbol regularly, *Inspiration 6* makes it easy to save it in their own personal library.

Now that they're using *Inspiration 6*, the students can also create hyperlinks on their diagram. They found the Smithsonian Institute's home page when they were looking for the graphic. Why not create a link to it from the Smithsonian Institute symbol? Simply highlight "Smithsonian," go to Internet on the Utility menu, and select URL Hyperlink. *Inspiration* gives them a place to type in the URL for the Smithsonian

Institute and shows us there is a hyperlink from the Smithsonian symbol.

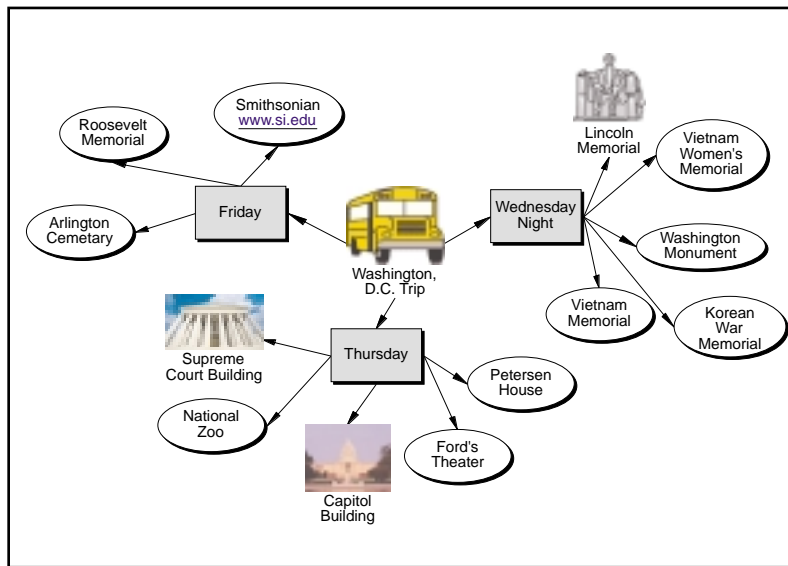
Students can also simply type the URL itself into a symbol and *Inspiration* will automatically recognize the hyperlink.

Mrs. Stewart posts the completed diagram on the school's website: "We make the *Inspiration* diagram as a visual way to show both students and parents what we will see on the trip," she said. "I then put it on the website so students and parents

can see where we went."

After they return from Washington, students can look back to their diagram to reminisce or to show family members what they saw and learned. They can also use the diagram or outline as a pre-writing tool as they write a report about their trip.

Every year, *Inspiration* helps them plan where they are going and provides a visual reminder of what they saw. With the new symbol libraries and Internet features in *Inspiration 6*, White Brooke Middle School students have even more tools for writing about and sharing what they learned on their trip. ⚡



Set your sites on *Inspiration*...

- ★ See what's new with *Inspiration 6*! www.inspiration.com
- ★ Kathy Stewart plans her Washington trip: users.javanet.com/~whitbrok/annou.html
- ★ TOPS at Los Alamos: www.electronic-school.com/199906/0699f2.html
- ★ Don't forget to check out our scholarship: www.inspiration.com/schol_ship2.html
- ★ Check out stories from past issues of *Flashes of Inspiration*: www.inspiration.com/newsletter.html



6.0 continued

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fully indexed and searchable help system, spell check on the toolbars, simplified network installation, and more. For a more complete list, see the enclosed information sheet and order form.

HOW TO ORDER

Inspiration 6 is available in single copies or volume licenses. Single copies retail for \$69 and ship on a hybrid CD-ROM. Registered users of *Inspiration* can upgrade their single copy for \$39.95. For more information, see the enclosed order form, contact one of our *Inspiration* product specialists at 800-877-4292, or call your favorite education software dealer. ⚡

Visit our website for more information on *Inspiration*® — scholarships available, where you can catch us at educational technology shows, classroom uses and more!
www.inspiration.com

FLASHES STAFF

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Tips & Tricks: Tying the Internet into your Diagrams and Outlines

A hyperlink is a “hot spot” that allows you to jump from *Inspiration*® to a location on the Internet. To add a hyperlink to your diagram, you can type a URL (Internet address) where you want the hyperlink to appear or you can assign a URL to selected text in the diagram. When you click a hyperlink, your browser opens and goes to that web page.

You can add hyperlinks to symbols, links, notes and draw tool text, as well as Outline topics. The hyperlinks are active in Diagram view, Outline view and Notes List view.

Adding a hyperlink

1. Type the Internet address (URL) where you want the hyperlink to appear. For example: www.inspiration.com

Moving the mouse pointer over the hyperlink changes the cursor into a pointer finger. This cursor indicates the hyperlink is “live” and ready to start your browser. It’s that easy!

Note... To add a hyperlink, make sure URL Hyperlink Auto-detection is turned on. On the Utility menu, choose Internet, and then select URL Hyperlink Auto-detection. A check mark next to the menu item means it is turned on.

Adding a hyperlink to selected text

You can assign hyperlinks to selected text.

1. Select the text to which you want to assign the hyperlink. For example, type and then select “Inspiration Software.”
2. On the Utility menu, choose Internet, and then select URL Hyperlink. The URL Hyperlink dialog box appears.
3. The text you selected appears in the Hyperlink Text box.
4. In the Hyperlink Address box, enter the Internet address (URL) that you want to assign to the text. For example: www.inspiration.com
5. Click OK.

FORWARDING SERVICES REQUESTED

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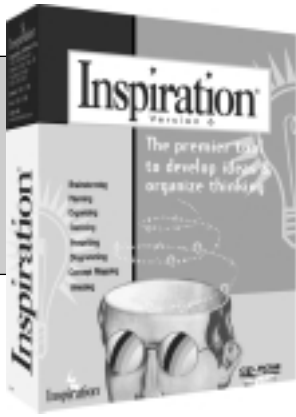
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What's new in Inspiration 6!

The premier tool to develop ideas & organize thinking

Enhanced symbol libraries

- ☆ **Over 1,250 symbols** — Colorful new symbols include high-resolution photographs and animated GIFS grouped in curriculum-based libraries.
- ☆ **Simplified graphics importing and symbol creation** — Create your own symbols just by dragging and dropping graphics into *Inspiration*.
- ☆ **Multicolored symbols** — Customize *Inspiration* colored symbols using the new Multicolor button on the Draw toolbar.
- ☆ **Reinstallation of symbols** — Take an existing symbol and change it, then reinstall it as a new symbol.
- ☆ **Frame enhanced symbols** — Add a rectangular frame to symbols.

Expanded visual learning

- ☆ **Twice as many templates** — Begin with one of 35 templates to help you get started quickly with visual learning. Categories include Language Arts, Social Studies, Science, Teacher Planning and Thinking tools. Templates include Brace Maps, Venn Diagrams, Cause and Effect and more.
- ☆ **Webbing arrange** — Great for story webs, character webs and other related diagrams.
- ☆ **Size-by-level arrange option** — Enhances visual learning by highlighting levels through symbol size.
- ☆ **Picture-to-topic** — Move from a diagram to an outline and the symbol label appears as an outline topic.
- ☆ **Checklist** — Check off completed project items in either the Diagram or Outline view.
- ☆ **Notes list** — Notes are automatically included as a second document when you print your diagram.

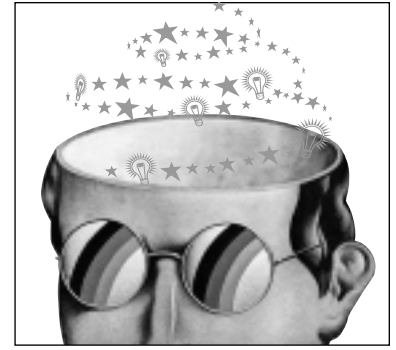
Internet enabled

- ☆ **Direct Internet connection** — Type in a web address to instantly create a hyperlink.
- ☆ **Improved HTML Exports** — Create web pages with hyperlinks through HTML export.
- ☆ **Internet graphic support** — Supports JPG and GIF, so you can add images to your diagrams straight from the web.

Easier to use

- ☆ **Expanded Help system**
- ☆ **Spell check option on toolbars**
- ☆ **Default print setting is "Fit to 1 Page"**
- ☆ **Dozens of user-requested features** — Resize symbols from any corner; selective text color; continuous nudge and more!

Inspiration[®] ORDER FORM



To place an order, simply copy this page and fax (503-297-4676) or mail to:
 Inspiration Software, Inc., 7412 SW Beaverton Hillsdale Hwy., Suite 102,
 Portland, OR 97225-2167.

For volume orders, please call 800-877-4292.

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<input type="checkbox"/> Inspiration single unit	30600UG	\$69.00	\$7.00 ea.		
<input type="checkbox"/> Inspiration 5-computer license	3060AUV	\$310.00	\$7.00 ea.		
<input type="checkbox"/> Inspiration 10-computer license	3060BUV	\$550.00	\$7.00 ea.		
<input type="checkbox"/> Inspiration 20-computer license	3060CUV	\$895.00	\$9.00 ea.		

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