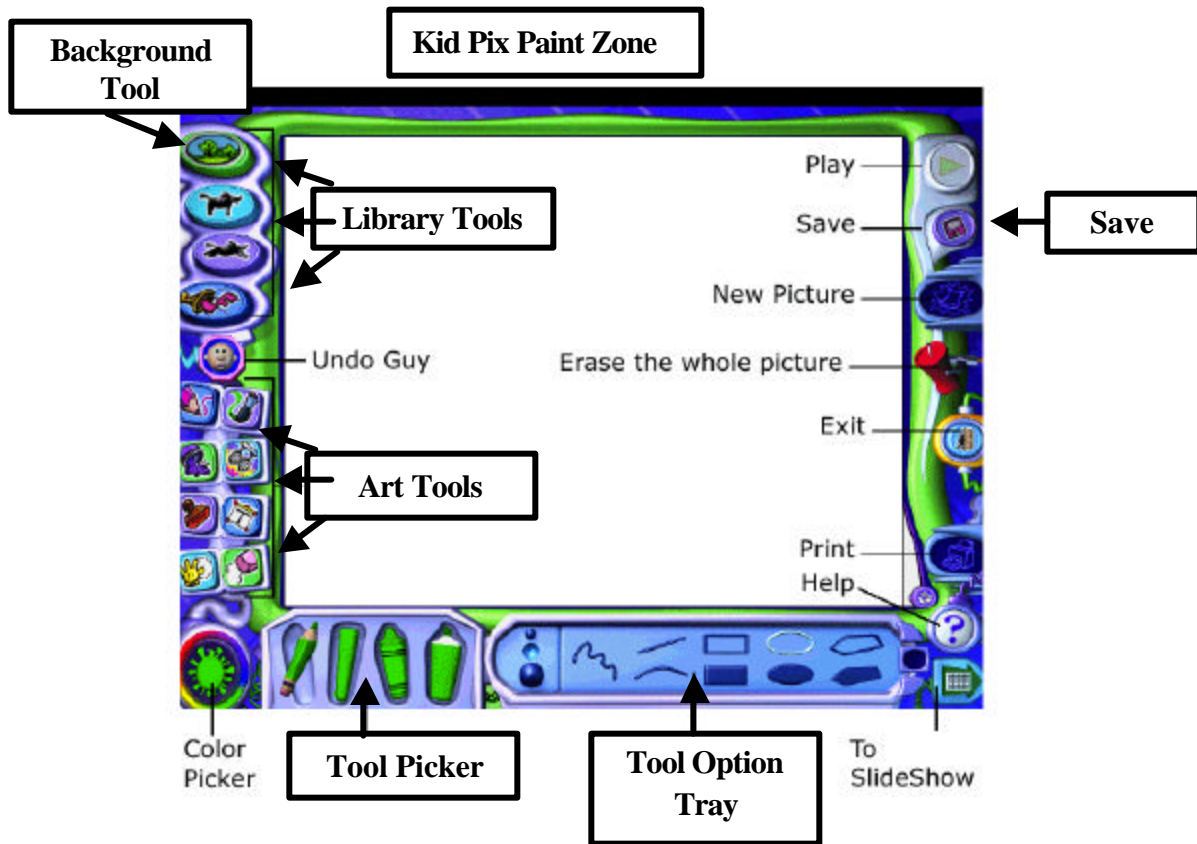# Using Kid Pix Deluxe 3 (Windows)

KidPix Deluxe 3 is a multimedia software program that is especially effective for use with primary level students. Teachers and students can create animated slide presentations to retell stories, present concepts, describe a process, show sequence of events, and summarize information. *Kid Pix Deluxe 3* allows students to put special effects, sounds, art tools, animation, 3D art tools, movable graphics, and a wide array of stickers into their slide shows.

This is the **Kid Pix Paint Zone**. The tools needed to create a picture are found around the drawing area. Throughout the tutorial, specific tools or features will be identified. Refer to the screenshot below when necessary.

Note: Selecting a **Library Tool** or **Art Tool** will change the items available in the **Tool Picker** and **Tool Option Tray**.
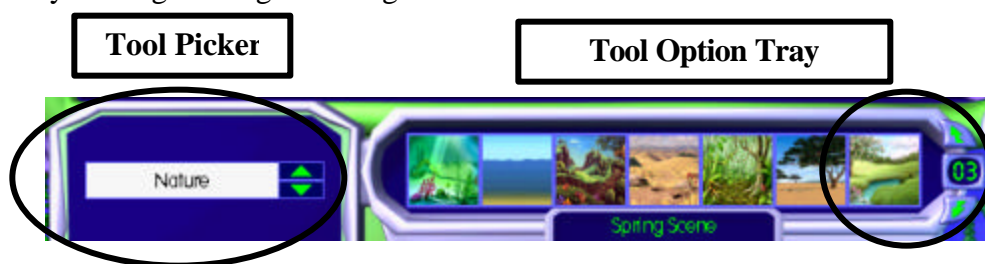
In this tutorial, a slide show containing information on the life stages of a caterpillar will be created.
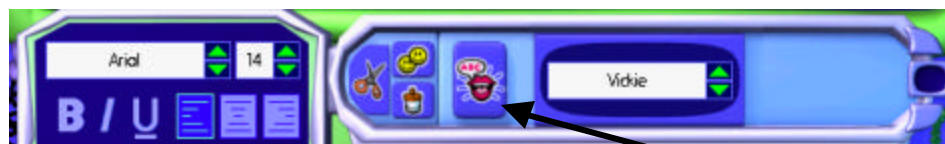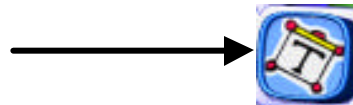
1. Open Kid Pix Deluxe 3 by double-clicking on the icon on the desktop. An Introductory Screen will appear. Click on it.

2. At the **log-in** window, type your name and click **Go**. The **Paint Zone** window will appear.

3. Select the **Background Tool** located on the top left-hand corner. Notice that the **Tool Picker** and **Tool Option Tray** will change appearance

4. In the **Tool Picker**, a **Background** folder is displayed. Scroll through the **Background** folders by clicking on the white box (a pop-up menu will appear) or by clicking on the green triangles. Scroll down this list to the folder titled Nature.

Tool Picker	Tool Option Tray

5. Scroll through the **Tool Option Tray** to find and select the Spring Scene background.

6. To place the selected background on the **Drawing Area**, click on it and drag it up to the **Drawing Area** of the **Paint Zone**.

7. In the **Art Tools,** click on the **Text Tool.**

8. Click on the background where the title should appear.

9. Type "Life Cycle of a Caterpillar".

10. In the **Tool Picker**, font sizes and font styles can be selected. Select **20** as the font size. Click through the font names and select one to use. To resize the text box, click on the text box and drag the corner handles. To move the text box, click on the blue heading and drag to a new location.

11. On a computer with speakers or a headset, click on the **Text to Speech** button**,** located in the **Tool Option Tray**, to hear the title.

12. Save the page by selecting the **Save** button located on the upper right side of the **Paint Zone**. Type "Life Cycle 1" as the **File Name**.

Note: Kid Pix Deluxe 3 sets up a folder on the hard drive in the user's name when the user logs in. However, this folder may be inaccessible in the student setup on some Baltimore County Public Schools Dell computers. If inaccessible, save to **My Documents** on the hard drive.
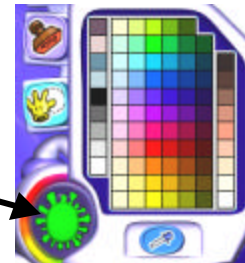
On the next four pictures, the four life stages of a caterpillar will be named and illustrated.

Picture 2

13. Select a new page by clicking on the blue **New Page** button on the right side of the **Paint Zone**.

14. The **Paint Bucket** tool**, Paint Brush** tool, and the **Pencil** tool will be used to draw a simple setting and an egg. These tools can all be found in the **Art Tools**.
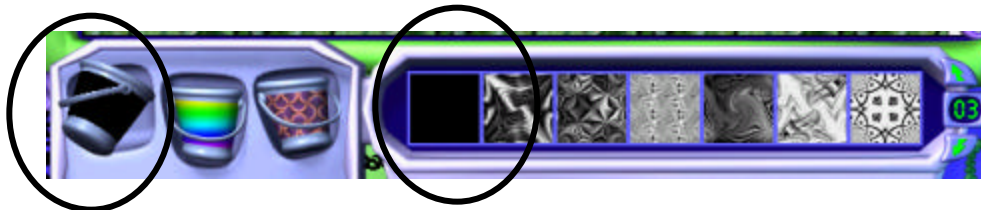
Note: It will be necessary to use the **Color Picker** to access the **Color Palette**. Click on the paint splotch in the bottom left corner to pull up the **Color Palette**.
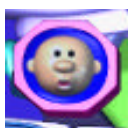
15. In the **Art Tools**, Click on the **Paint Bucket** icon.

16. Click on the solid paint can in the **Tool Picker**. Click on the solid fill design from the **Tool Option Tray**. Choose a shade of blue from the **Color Picker**. Click on drawing area of the **Paint Zone** to fill the drawing area with this shade of blue.

Note: There are two ways to correct a mistake made when using the **Art Tools**. Immediately click on the **Undo Guy** or use the **Erase the Whole Picture** button. The **Undo Guy** will only undo the last action completed in the drawing area.
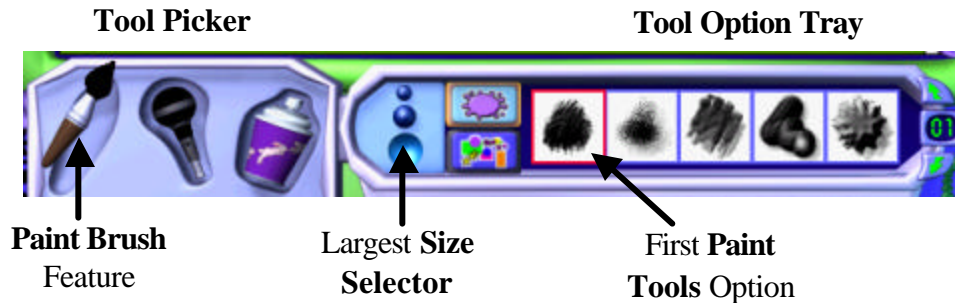
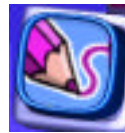**Undo Guy**

Erase the Whole Picture

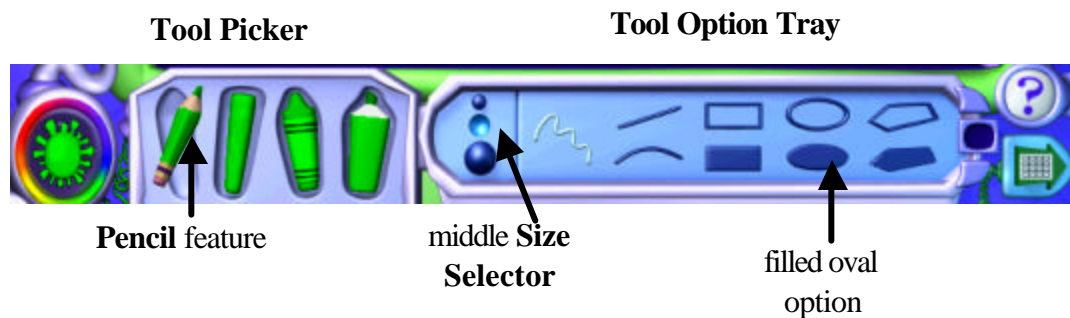17. To draw a leaf , select the **Paint Brush** tool.

18. In the **Tool Picker**, select the **Paint Brush** feature. In the
Tool Option Tray, select largest **Size Selector**. In the **Tool Option Tray**, select
the first **Paint Tools** option. Now click on a green color in the **Color Palette**. On
the drawing area, draw a green leaf.

<div align="center">

Tool Picker   **Tool Option Tray**

</div>

Paint Brush   Largest **Size**   First **Paint**
Feature   **Selector**   **Tools** Option

19. To create the egg, select the **Pencil** tool .

20. In the **Tool Picker**, select the **Pencil** feature. In the **Tool Option Tray**, select the
medium **Size Selector**. In the **Tool Option Tray**, Select the filled oval option.
Click on a brown color in the **Color Palette**. On the drawing area, move the
cursor to the desired area. Click and drag to draw an egg.

<div align="center">

Tool Picker   **Tool Option Tray**

</div>

Pencil feature   middle **Size**   filled oval
Selector   option

21. Next, add animated letters. In the **Library Tools**, located in the upper
left corner of the **Paint Zone**, click on the **Animated Stickers** icon.
This icon looks like a running dog.

22. In the **Tool Picker**, an **Animated Stickers Folder** is displayed. Scroll through the **Animated Stickers** folders by clicking on the white box (a pop-up menu will appear) or by clicking on the green triangles. Scroll down this list to the folder titled **Alphabe**t. Find and drag the letters for "egg" to the **Drawing Area**. To see the animation in the letters, click on the **Play** button. It is the green arrow button found in the upper right corner of the screen.

23. To move a letter, click on it, then hold down on the mouse and drag it to the **Drawing Area**. To delete a letter, click on the letter, then press the delete key on the keyboard.

24. Save this picture as "Life Cycle 2".

Picture 3

25. Select a new page by clicking on the blue **New Page** button on the right.

26. To show Stage 2, **Moving Paint** will be used.

   ➢ First, select the **Brush** tool.

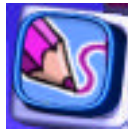   ➢ From the **Tool Picker**, select the **Spray Can** feature.

   ➢ In the **Tool Options Tray**, the **Moving Paint** button looks like a caterpillar. Select it.

   ➢ Find and select the **Moving Paint** button that looks like a caterpillar.

   ➢ Click and hold down the mouse button while dragging the cursor across the **Drawing Area** from left to right.

27. Click on the **Text Tool** to title this picture "Caterpillar." Select a large, clear font and size. Click on the **Text-to-Speech** button in order to have the title read aloud. Use the green up and down arrows to select different voices: Vickie, Sarah, or Big Bert.

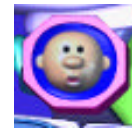28. Save this picture as "Life Cycle 3".

29. Select a new page by clicking on the blue **New Page** button on the right.

30. Click on the **Background** button. In the **Tool Picker**, a **Background** folder is displayed. Scroll through the **Background** folders by clicking on the white box (a pop-up menu will appear) or by clicking on the green triangles. Scroll down this list to the folder titled Habitat. Choose the pond background. Drag this background onto the **Drawing Area**.

31. Use the **Paint Bucket** tool and the **Color Palette** to color in the pond background.

32. Use the **Pencil** tool to draw a chrysalis (cocoon). Briefly experiment with the various effects of these tools.

Remember that if you are unhappy with an effect, immediately click on the **Undo Guy** to undo your last action.

33. Click on the **Text** tool, and type in the title "Chrysalis." Select a large, clear font and size. Choose **Text-to-Speech**, and select a different voice.

34. Save this picture as "Life Cycle 4".

The final page of the slide show will use the **Stickers** tool to illustrate the final stage in the Life of a Caterpillar: Butterfly.

35. Select a new page by clicking on the blue **New Page** button on the right.

36. In the **Library Tools**, select the **Stickers Tool**.

37. In the **Tool Picker**, scroll to the **Stickers** folder titled Bugs. Use the green arrows to scroll through the **Tool Option Tray** and select a butterfly.

38. To place the butterfly on the screen, click on it and drag it up to the **Drawing Area**. Resize it by grabbing and dragging the upper left or lower right handles. Flip it by clicking on the upper right handle. Move it by grabbing the center of the sticker and dragging to a new location. Click outside the sticker to fix it in place.

39. Click on the **Text** tool, and title this picture "Butterfly". Select a large, clear font and size. Choose **Text-to-Speech**, and select a different voice.

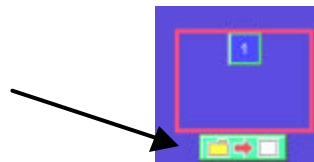40. Save this picture as "Life Cycle 5".

Combining Pictures into a SlideShow

41. After all five of the pictures are saved, go to the **SlideShow** module by clicking on the **To Slide Show** button. It looks like a green arrow and is found in the bottom right corner of the **Paint Zone**.

42. The space for Slide 1 is already highlighted. This is where the picture "Life Cycle 1" picture will go.
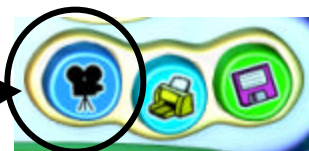
43. Click on the green box under Slide 1 slide.

44. A **Load Picture** window will appear. Locate the folder in which the Life Cycle pictures are stored, and double-click on "Life Cycle 1".

45. Click on the space for Slide 2 to select it. Click on the green box, and find "Life Cycle 2". Double click to place it.

46. Continue until all five pictures fill slide spaces 1 – 5. (If the pictures are out of order, click and drag to the proper locations.)

47. To add transitions, effects, and timings, click on the **My SlideShow** button.

48. Click on the red arrow next to Slide 1.

49. Select a transition and sound. Click **Preview** to see how the selections appear, then click OK.

50. Click on the yellow rectangle beneath the picture in Space 1. This is the **Advance Options** button. Select "Read Text Done", which will automatically advance the slide after **Text-to-Speech** reads the title.

51. For Slides 2 through 5, select transitions, sounds, and timings.

52. Save your slide show by clicking on the **Save** button. If Kidpix is saving in named user folder, it should be saved in the "My SlideShow" folder. Otherwise, navigate to **My Documents**, name the slide show "Life Cycles by _____", and click **Save**.

Save button

53. To run the slide show, click on the **Play** button. To leave the slide show before it finishes running, click on the **Escape** key on the keyboard.
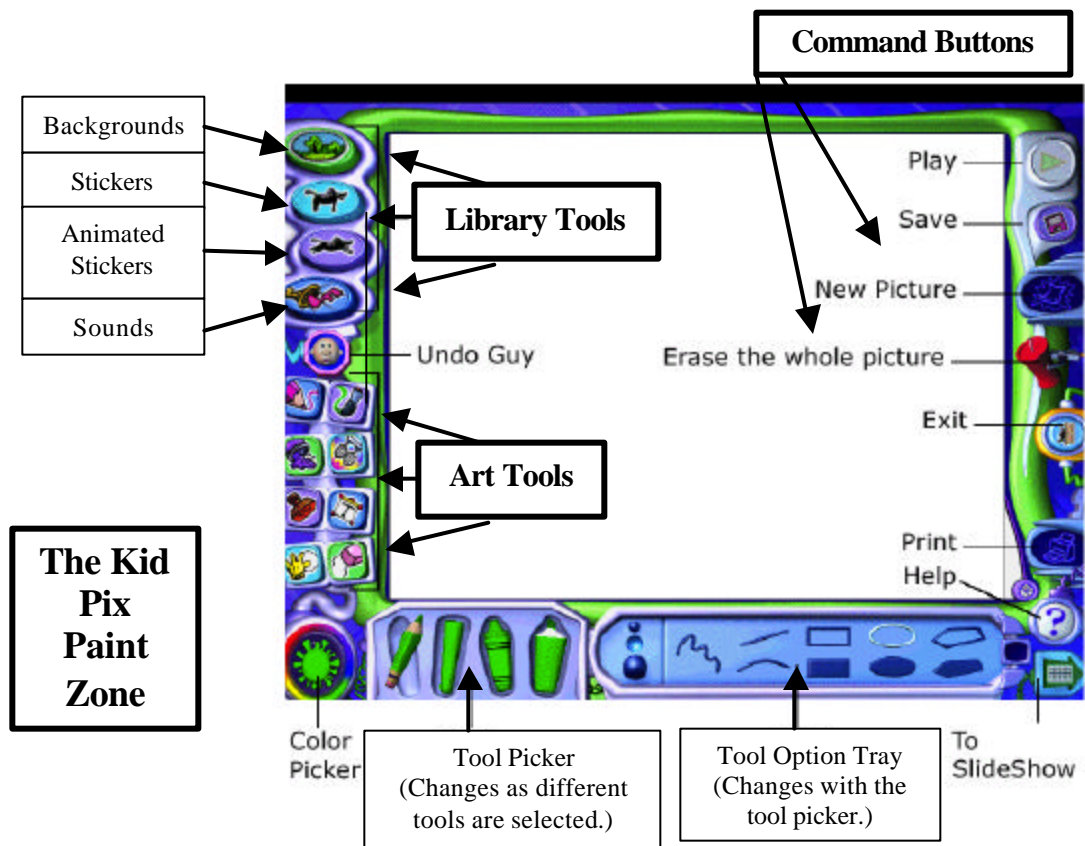
Tips on Using Kid Pix Deluxe 3

This is the **Kid Pix Log In Screen**. On this screen, first time users should type their name and click **GO**. Previous users should highlight their name on the list and click **GO**.

When signing-in for the first time, a folder, in the user's name, will be placed on the hard drive. This folder resides in a Kid Pix Folder within the Program Files folder. However, if this folder is not accessible in the Student Setup, a folder will need to be created in "My Documents" to save all work.

Command Buttons

Backgrounds

Stickers

Animated Stickers

Sounds

Library Tools

Play

Save

New Picture

Erase the whole picture

Exit

Undo Guy

Art Tools

Print

Help

The Kid Pix Paint Zone

Color Picker

Tool Picker
(Changes as different tools are selected.)

Tool Option Tray
(Changes with the tool picker.)

To SlideShow

This is the **Kid Pix Paint Zone**. In this zone, tools are selected to create "pictures." Pictures can be combined to form a "slide show." The **Library Tools** and the **Art Tools** needed to create a picture are located on the left side of the **Drawing Area**. The **Tool Picker** and the **Tool Option Tray**, along the bottom of the drawing area, will change as different items are selected in the creation of a picture. The **Color Picker** is also found along the bottom of the **Drawing Area**. The **Command Buttons** are found along the right side of the **Drawing Area**. They are used after the picture is created. See descriptions on the table found on the next page:
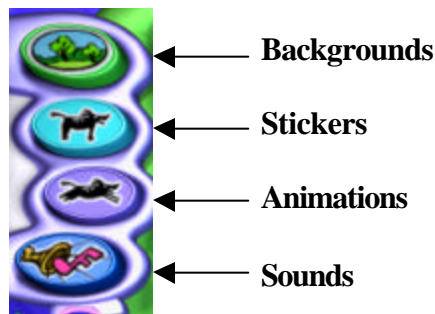
Library Tools	Place backgrounds, stickers, animations and sounds in the picture
Art Tools	Draw, paint, stamp, add words, move, and erase pictures
Color Picker	Change the color of the art tools
Tool Picker	Change appearance to allow selection of a variety of options
Tool Options	Change appearance to allow selection of a variety of options
Play	Play sounds, animations and text boxes
Save	Save the picture to work on later
New Picture	Get a brand new piece of paper
Erase the Whole Picture	Erase the whole picture
Exit	Leave Kid Pix
Print	Prints the picture
Help	Click on this icon and then click once on another icon to see a description of the icon.
To Slide Show	Move to the slide show feature of Kid Pix

The menu bar across the top of the screen is not visible. To reveal the menu bar, move the mouse to the top left corner until the pointer turns into a downward facing arrow. Hold and left click to see the menus. A right click will reveal a short menu in which **Minimize** appears.
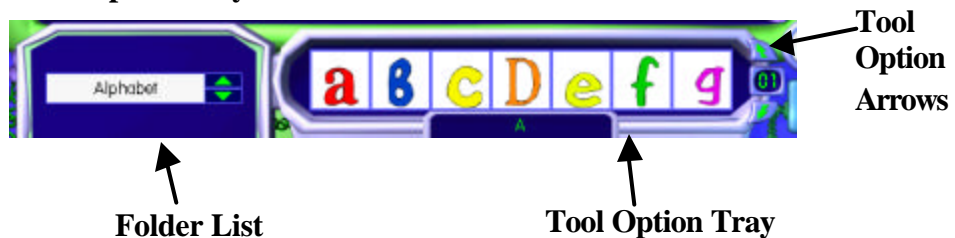
Library Tool Features

There are four **Library Tools**: Backgrounds, Stickers, Animation, and Sounds. These tools can be used to add a variety of effects to your picture.

Library Tools

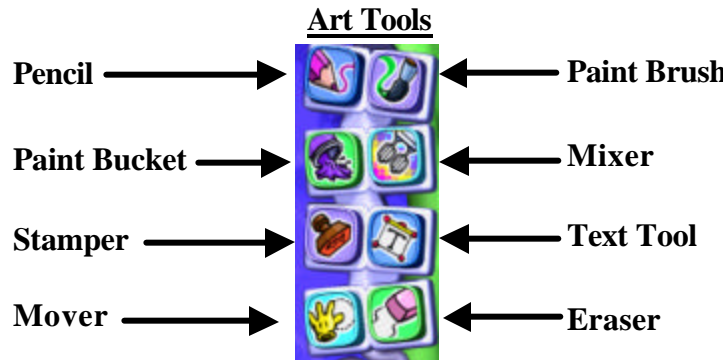Backgrounds

Stickers

Animations

Sounds

Each time a **Library Tool** is selected, the bottom of the screen changes. The **Folder List** provides choices of different categories. The **Tool Option Tray** allows choices of a different background, sticker animation, or sound. On the right side of the **Tool Option Tray** are **Tool Option Arrows**. If a number is visible, these blue arrows allow movement through the other **Tool Option Trays**.
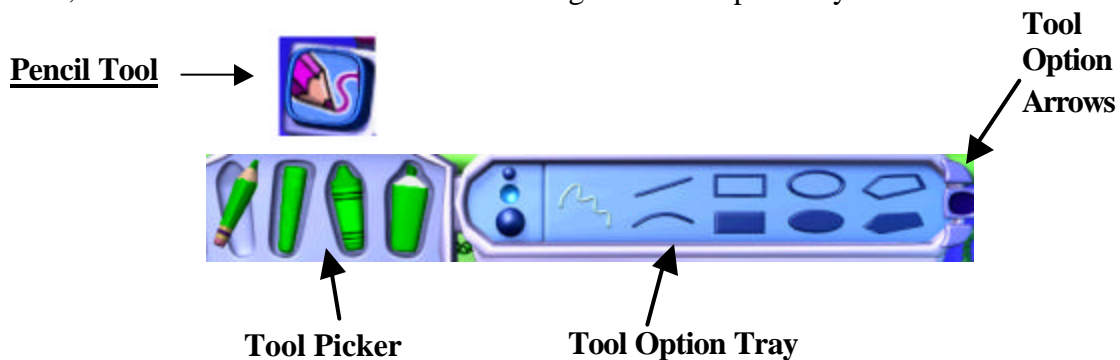

Tool Option Arrows

Folder List

Tool Option Tray

There are 8 **Art Tools**. These tools can be used to create a variety of drawing and painting effects on a picture.

Art Tools

Pencil ➞ Paint Brush

Paint Bucket ➞ Mixer

Stamper ➞ Text Tool

Mover ➞ Eraser

Each **Art Tool** has many ways it draws and paints. For example, the **Pencil Tool** can create many different types of lines and shapes.
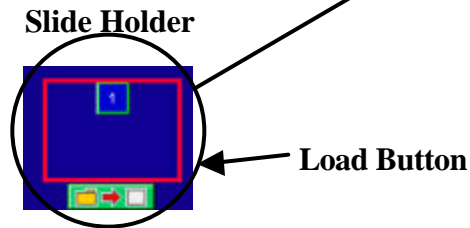
Clicking on an **Art Tool** produces a change at the bottom of the screen in the **Tool Picker** and the **Tool Option Tray**. The **Tool Picker** allows the choice of a different type of tool. The **Tool Option Tray** allows the choice of a different size and effect on the tool. On the right side of the **Tool Option Tray** are the **Tool Option Arrows**. If a number is visible, these blue arrows allow movement through the other option trays.

Pencil Tool ➞

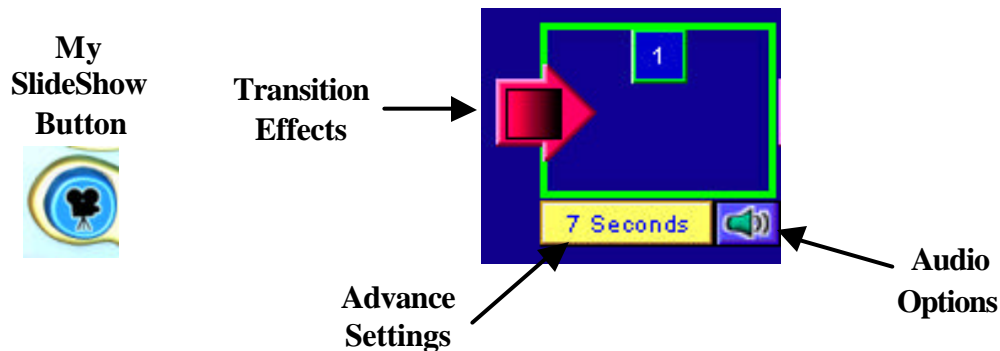Tool Option Arrows

Tool Picker   Tool Option Tray

Assembling a SlideShow

There are 12 visible slide holders on the screen. If additional slide holders are needed, click the green down arrow to reveal more slide holders. The slide holder is a green **Load** button. Click on the **Load** button to place a picture in that holder.

Slide Holder

Load Button

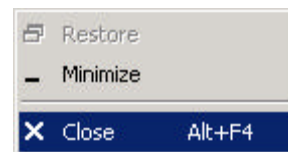## Adding Transitions and Sounds to a SlideShow

Add transitions and sounds to the slide show. Click on the **My SlideShow** button. The appearance of the slide holder will change to reveal the **Transition Effects, Advance Settings,** and **Audio Option** buttons. Clicking on each of these three buttons will allow the user to add various effects to their show.

My SlideShow Button

Transition Effects

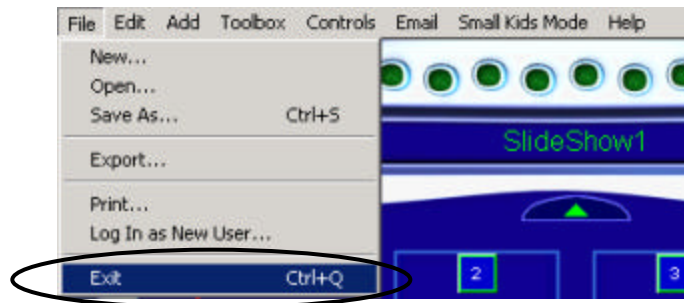**7 Seconds**

Advance Settings

Audio Options

Exiting Kid Pix

There are three methods of exiting Kid Pix from the **SlideShow** window.

Move the mouse to the top of the page. When a small triangle appears, right click to view a menu. Select **Close** to exit Kid Pix. This method also applies to the **Paint Zone** window.

| Restore |
| Minimize |
| X Close | Alt+F4 |

Move the mouse to the top of the page. After a small triangle appears, hold the left click. The menu bar for Kid Pix will become accessible. Navigate to the File menu and select **Exit**. This method also applies to the **Paint Zone** window.

On the **SlideShow** window, click the **To Paint Zone** button located in the bottom right-hand corner. On the **Paint Zone** window, click on the **Exit** button located in the center of the right side of the screen.

Exit Button