



**Kid Pix 4 Activity Alignment to National Education
Technology Standards for Students (NETS-S)
December - 2004**



Kid Pix 4 Activity Alignment to National Education Technology Standards for Students (NETS-S)

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Open House Slideshow				Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
	6th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Technology Productivity Tools (3)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Biography/Autobiography	2nd			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy **Adult assistance may be required.
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
			PI10 - Gather information and communicate with others using telecommunications, with support from teachers, family members, or student partners.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
Technology Problem Solving and Decision Making Tools (6)				
	PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.			

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

- Animations
- Backgrounds
- Color Picker
- Drawing Tools
- Erasers
- Eye Dropper
- Fill Buckets
- Grab Tool
- Importing Elements
- Mixers
- Painting Tools
- Paper Texture
- Rubber Stamps
- Scissors Tool
- Slideshow
- Sounds
- Stickers
- Text Tool
- Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
More Myriad Slideshows	3rd - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside th	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			
		Technology Research Tools (5)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Animal Charts				
	Pre Kindergarten - Kindergarten			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Animations
Color Picker
Drawing Tools
Erasers
Eye Dropper
Rubber Stamps
Stickers
Text Tool
Undo Guy

**Adult assistance may be required.

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Stone Soup				Animations Color Picker Drawing Tools Erasers Eye Dropper Painting Tools Rubber Stamps Stickers Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 1st			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Patterns				Animations Color Picker Drawing Tools Erasers Eye Dropper Rubber Stamps Stickers Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 1st			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Books				Animations Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Painting Tools Rubber Stamps Stickers Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Butterfly Cycle				Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Split Milk				Color Picker Drawing Tools Erasers Fill Buckets Painting Tools Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Rock Finders	1st - 2nd			Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Painting Tools Slideshow Text Tool Undo Guy **Adult assistance may be required.
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Pizza Fractions				
	1st - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
	3rd - 4th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Stickers
 Text Tool
 Undo Guy

**Adult assistance may be required.

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
Animal Habitats				
	3rd - 4th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Rubber Stamps
 Slideshow
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Strange Weather	1st - 2nd			Animations Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Mixers Painting Tools Rubber Stamps Scissors Tool Slideshow Stickers Text Tool Undo Guy **Adult assistance may be required.
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
			PI10 - Gather information and communicate with others using telecommunications, with support from teachers, family members, or student partners.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Rubber Stamps
 Scissors Tool
 Slideshow
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Bean Sprout Growth				Animations Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Stickers Text Tool Undo Guy **Adult assistance may be required.
	2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd - 4th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Study Organizers				Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Painting Tools Text Tool Undo Guy
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Painting Tools Text Tool Undo Guy
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Egypt Explorers	4th - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Technology Productivity Tools (3)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.***	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Explorer Reports	4th - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Island Maps	3rd - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Book Jackets				Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
	4th - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.***	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Comic Book Reports	4th - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 7th			
		Technology Productivity Tools (3)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Polls				
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
	6th - 8th			
		Technology Productivity Tools (3)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Stickers
 Text Tool
 Undo Guy

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Put Me in the Zoo				Color Picker Drawing Tools Erasers Fill Buckets Painting Tools Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 1st			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
The Gammage Cup				Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
	4th - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th			
		Technology Productivity Tools (3)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Planet Pix Slideshows	4th - 5th			Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 7th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
			PI8 - Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Galaxy Quest	3rd - 5th			Color Picker Eye Dropper Mixers Painting Tools Slideshow Sounds Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			Color Picker Eye Dropper Mixers Painting Tools Slideshow Sounds Text Tool Undo Guy
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Heraldry	4th - 5th			Animations Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Importing Elements Painting Tools Paper Texture Rubber Stamps Scissors Tool Stickers Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th - 8th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.***	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Importing Elements
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Recipe Sharing				Animations Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Painting Tools Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy **Adult assistance may be required.
	2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	

Animations
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Painting Tools
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Three Billy Goats Gruff	Kindergarten - 1st			Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Painting Tools Text Tool Undo Guy **Adult assistance may be required.
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
	Technology Problem Solving and Decision Making Tools (6)			
		PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.		

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Volcano				Animations Backgrounds Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Grab Tool Mixers Painting Tools Paper Texture Rubber Stamps Scissors Tool Slideshow Sounds Stickers Text Tool Undo Guy
	3rd - 5th			
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	6th			
		Technology Productivity Tools (3)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
		Technology Communication Tools (4)		
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Research Tools (5)		
			PI4 - Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI5 - Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	
			PI6 - Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	

Animations
 Backgrounds
 Color Picker
 Drawing Tools
 Erasers
 Eye Dropper
 Fill Buckets
 Grab Tool
 Mixers
 Painting Tools
 Paper Texture
 Rubber Stamps
 Scissors Tool
 Slideshow
 Sounds
 Stickers
 Text Tool
 Undo Guy

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
Stellaluna				Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Mixers Painting Tools Rubber Stamps Scissors Tool Text Tool Undo Guy **Adult assistance may be required.
	Kindergarten - 2nd			
		Basic Operation and Concepts (1)		
			PI1 - Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.	
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI4 - Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.	
		Social, Ethical and Human Issues (2)		
			PI5 - Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	
		Technology Productivity Tools (3)		
			PI2 - Use a variety of media and technology resources for directed and independent learning activities.	
			PI8 - Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Communication Tools (4)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
			PI10 - Gather information and communicate with others using telecommunications, with support from teachers, family members, or student partners.	
		Technology Research Tools (5)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	
		Technology Problem Solving and Decision Making Tools (6)		
			PI9 - Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	

Kid Pix 4 Activity	Grades	Standard	Performance Indicator (PI)	Kid Pix Tool Usage
	3rd			Color Picker Drawing Tools Erasers Eye Dropper Fill Buckets Mixers Painting Tools Rubber Stamps Scissors Tool Text Tool Undo Guy
		Basic Operation and Concepts (1)		
			PI1 - Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently and effectively.	
		Technology Productivity Tools (3)		
			PI4 - Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.	
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
		Technology Communication Tools (4)		
			PI5 - Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	
			PI6 - Use telecommunications efficiently to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.	
		Technology Research Tools (5)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	
		Technology Problem Solving and Decision Making Tools (6)		
			PI8 - Use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	
			PI9 - Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems	