Pixie®

Create Pixie Activities

Credits

Pixie™

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Pixie Guides

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Library

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The library of clip art and music that ships with Pixie would not have been possible without thehelp of some wonderful friends. We want to thank:

> Gene Bias from Orange County, FL for creating the music library; Ann Marie Turpin, Blake Matos, and Irene Gutierrez from Denair Middle School in Denair, CA for their assistance building the clip art collection.

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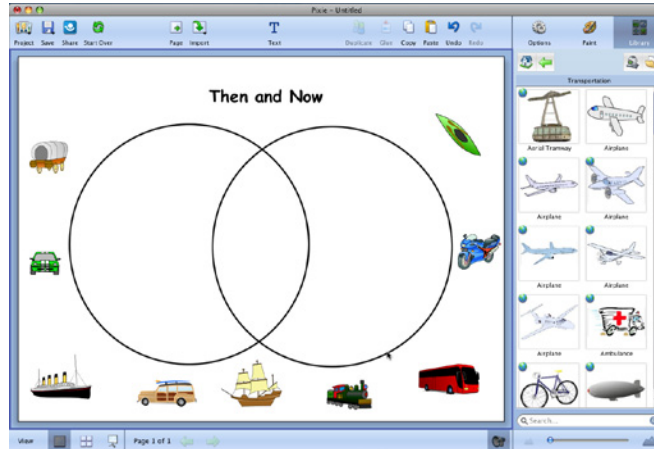> Technical Support: 619-563-5348 or support@tech4learning.com
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Creating Activities
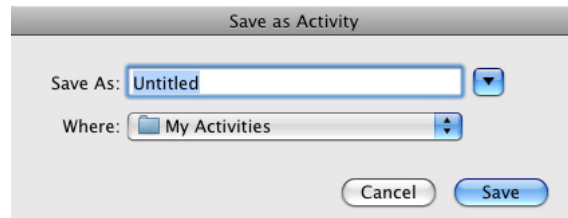
You can create your own activities in Pixie.

Creating a Basic Activity
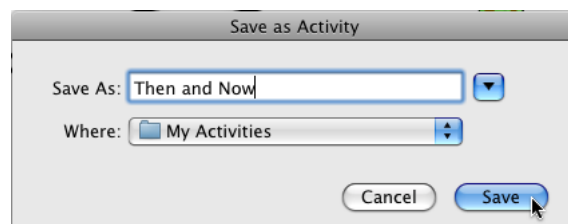
Make a file. Paint, add stickers, and add text.

Go to the File menu and choose Save as Activity.

You will see the Save As Activity dialog.

The default is to save the file in your My Activities folder.

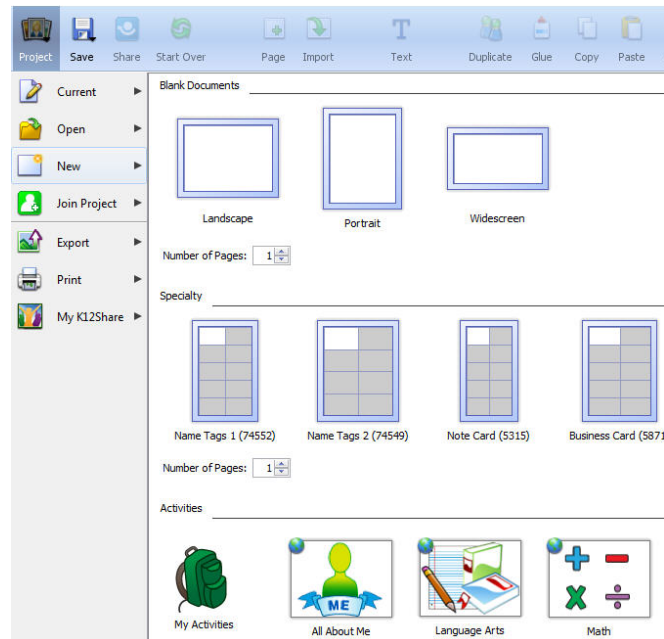Type a name for the activity file in the File name/Save As field.

Click the Save button.

The activity will be saved.

When you want to use the activity, click the Project button on the toolbar.

Select New from the list, then select My Activities folder.

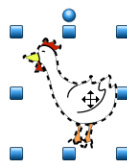You will see the activity you created.

Advanced Activity Building Skills

You can use features in Pixie to control how students interact with an activity.

Locking Objects

You can lock a sticker or text object so that the object cannot be moved or edited.

Select an object.

Go to the Options menu and choose Lock.

The Options panel will change to indicate that the object is locked.

The selected objects are locked. You cannot change locked objects.

Unlock

To unlock the object, select the object and click the Unlock button on the Options panel.

Text Objects

It is possible to add text objects that are double-clickable to enter text. This is useful if you want students to enter text as part of an activity.

Click the Text tool on the tool palette.

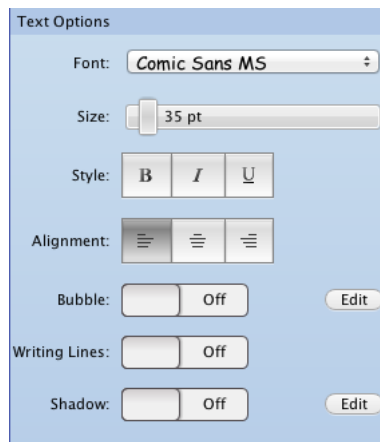You will see a text object in the middle of the picture.

If you save the activity without adding text to this text object, students will be able to double-click the text object and begin typing.

You can resize and format the text object without adding any text.

While the object is selected, use the resize handles to change the size of the object. Click and drag the object to the place you want it on the picture.

While the object is selected, you can change the font, the font size, style, and alignment.
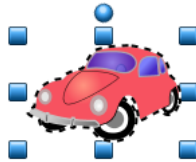
As long as you do not double-click the object and add text, students will be able to double-click the object when they use the activity.
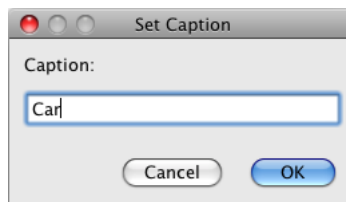
Changing Captions for Stickers

When you click a sticker while Talk mode is enabled, Pixie will speak the caption of the sticker. You can change the caption that Pixie reads aloud.
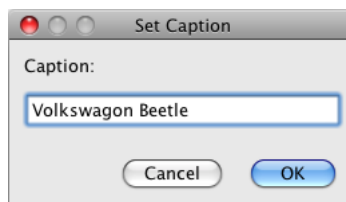
Click a sticker to select it.

Go to the Options menu and choose Set Caption.

You will see the Set Caption dialog.

Change the text in the Caption field to what you want Pixie to speak.

Click the OK button to dismiss the dialog.

Moving Parts of the Picture to the Background

You can move parts of the picture to the background so that students can see them but cannot edit objects or alter the background with the paint tools.
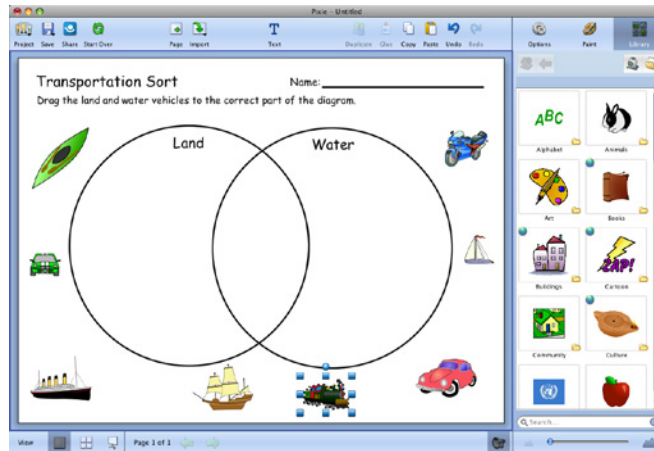
This is useful if you want to create a background that students can paint over or text objects for instructions that students should not be able to change.

Paint your picture and add all objects you do not want students to be able to edit or change.

Go to the Options menu and choose Send All to Background.

This will move the painting and all of the objects to an anchored layer behind the picture. You will no longer be able to edit these objects.

Add any additional objects you want students to interact with.

Save the activity.