



Science

Publishing Credits

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Introduction



Overview

This Interactive CD aids children in their understanding of science as it relates to weather conditions; healthy vs. non-healthy foods and the food groups to which they belong; living vs. non-living things; animals and their environment; and the growth process of plants. Children will benefit tremendously from these activities as they provide a way for students to think about things that are vital to their lives. By using these interactive and pertinent science activities, students will gain a better sense of the way things work, themselves, and the environment.

Getting Started

Macintosh Users

1. Insert the CD-ROM into the drive.
2. When the CD icon appears on the desktop, double-click the icon to open it.
3. Choose one of the six activity folders and double-click to open it.
4. Open the activity (Adobe Flash file) by double-clicking it.

Windows Users

1. Insert the CD-ROM into the drive.
2. Locate the CD-ROM drive on My Computer.
3. Double-click the drive to open it.
4. Choose one of the six activity folders and double-click to open it.
5. Open the activity (Adobe Flash file) by double-clicking it.

See page 16 for more detailed instructions on how to navigate the activities.

Animals on the Move

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Procedures:

1. Open the *Animals on the Move* interactive whiteboard activity file. This activity does not require the tool bar. If you need the tool bar, click on the blue square in the bottom right-hand corner to maximize it.
2. Touch or click on the **Directions tab** to reveal the directions. Read the directions aloud.
3. Ask the child if the image in the middle of the screen represents land, air, or water. Then have him or her name each picture at the bottom of the screen.

Screen #1: butterfly, rabbit, fish, whale, snake, zebra

Screen #2: bee, dolphin, duck, elephant, fly, bat

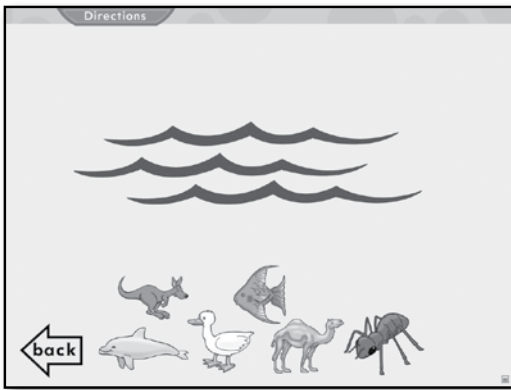
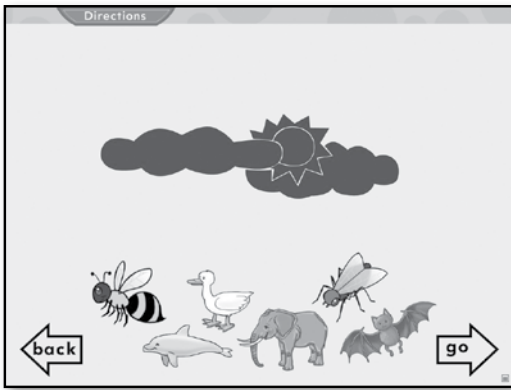
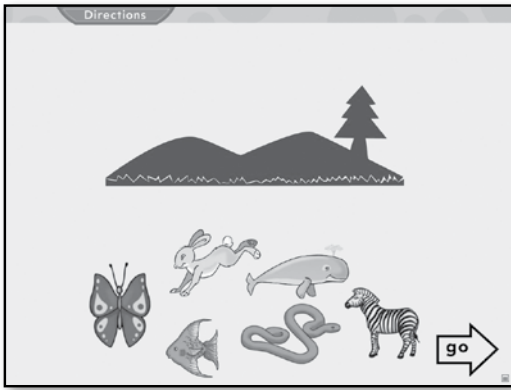
Screen #3: kangaroo, dolphin, duck, fish, camel, ant

4. Ask the child whether each animal lives in or moves through the environment shown on the screen. If the animal lives in or moves through that environment, have him or her touch or click on the picture and move it onto the image.
5. Continue this process with the remaining animal pictures at the bottom of the screen.
6. Continue this process with the remaining screens.
7. To extend this activity, ask the child to name other animals for each scene. Write their ideas on chart paper. You may wish to ask the child to draw a picture of one of the animals. Or, maximize the tool bar and have children use the **draw tool** to draw the animals.

Animals on the Move (cont.)



Sample Screens



Navigating the Activities



How to View the Activity Directions

Directions are provided within each interactive whiteboard activity. To view the directions, touch or click the **Directions tab** at the top left of the activity. To minimize the directions, touch or click the **Directions tab** again.

How to Use the Tool Bar

A tool bar can be accessed from within each activity. It contains all the tools needed to complete the activities. To open the tool bar, touch or click the blue square in the bottom right-hand corner of the activity. The tools include the **move tool**, **draw tool**, **drag/zoom tool**, **highlight tool**, **notebook tool**, and **eraser tool**. With the **draw** and **highlight tools**, you can change colors and size as desired.

***Note:** To change the tool you are using, click on the tool you are using again to deselect it.*

How to Reset the Activity

Once a child has completed an activity, you can reset the activity so that the child can practice again or another child can begin the activity. To reset the activity, press the right-click button and choose **Play** from the pop-up menu. (If you are using a single-button mouse, press and hold the **CTRL** button and then select **Play** from the pop-up menu.)

How to Exit the Activity

To exit the activity, press the **ESC** button and then close the window.