Opening Screen

iKidSkills is developed for children ages 10-13. eKidTools is designed for children ages 7-10. Primary and strong colors are used to attract children’s attention.

Graphic characters serve as “guides” for children and provide step-by-step audio directions in children’s voices.

Following this screen, the child logs in with his or her name. The log-in sets up the recordkeeping capabilities in the program.

Main Menu

There are 25 learning strategies in the program and these are organized into six categories.

When clicking on a category of tools, the associated child gives his/her name and a brief explanation of the tools in the category. The use of children’s voices makes the program more authentic and friendly.

Sound Instruction

Audio is provided for all the directions in the program. Children can click on a passage of text on the screen to hear it spoken. As the child moves the cursor over a passage of text that has audio, the cursor changes to a speaker. If the child clicks in the audio-enabled area, the guide on the screen reads the text passage.
Pull-down Menu

The pull-down menu is provided to allow children perpetual navigation of the six categories of tools. This option provides a quick way to return to the main menu from any screen in the program.

The child can pick to bring up the previous card in each category for editing or to make a new card.

The Sub-Menu Structure

The first screen in each category provides a sub-menu of options. A small screen shot of each tool provides children with a visual of the layout of each tool to aid in choosing a tool to make.

Getting Organized tools are designed to help children keep track of their assignments and materials between school and home.

The Tool Example Screen

The color scheme and functionality developed in KidTools carries forward into KidSkills. The first screen in each tool has a yellow background color to indicate it is the example screen for the tool. The example card shows the tool as it might look with content entered into the tool template and provides simple, step-by-step directions for entering content into the tool.
The Functionality of the Tool Template

The guide at the top of the screen provides simple directions on how to complete the tool. On all the tools, children click on the red words or boxes on the screen to make entries. Red is the cue for a “hot area.”

In this example of an assignment card tool, children click on the red words Do and by to type their assignments and when they are due. More subjects can be added by clicking on the red boxes.

The Tool Bar on the Template

The tool bar at the bottom of the screen is identical on all tools. The icons, starting from the left, allow the child to go back to the example screen for review, to start-over by erasing all the entries, to print the card, and to exit back to the main menu. When printing, the child’s name and date are automatically inserted on the card.

When exiting, the program automatically enters the child’s name and date on the card. The name, date, time of use, and the child’s entries on the card are automatically stored in a text file for recordkeeping purposes.

The Print Function on the Tool

After entering their content, children can print out the card and use it in the classroom or at home. When the tool is printed out, the title for the tool is placed at the top and a mask covers the graphic character and the directions. The child’s name and date are inserted on the bottom of the form.
**Stay on this card** is like a “back” button.

**Exit this card** automatically saves the content into the records and as an “old card that can be edited and re-used.

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**The Exit Function on the Tool**

To prevent accidentally erasing the card, the program asks the child whether he/she wants to “Stay on this card” or “Exit this card.” The child might decide to return to the tool to print multiple copies or to make changes in their entries.

A noticeable semi-transparent mask covers the program, so children can concentrate on the questions on the screen while retaining their image of the card in the background. Some tools provide other options on this exit screen to link to related tools.

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**Example of Getting Organized Tools: Daily Checklist**

In the Daily Checklist tool, children can click on the red numbers to name their classes and click on the checkboxes for the materials needed. This card can be used to prepare materials to take to each class.

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**Example of Learning New Stuff Tools: KWL Chart**

The KWL Chart tool helps children plan their learning. The KWL chart is an advance organizer tool to help children read and learn purposefully.

Children can type in the first box what they already know, type in the second box what they want to learn, and enter the source of information in the third box. The child then prints the card to write their summary notes in the “What I Learned” portion of the card.
**Example of Organizing Information Tools: Big Chunker**

The **Big Chunker** tool helps children organize information. They can type the name of the topic in the center node, click on large red boxes to type sub-topics, and click on the small red boxes to enter more detailed information. The card can be partly filled in, printed, and completed as information is organized, or filled in and printed as a representation of knowledge.

**Example of Preparing for Tests Tools: Make-a-Sentence Memory Card**

The **Make-a-Sentence** tool is a mnemonic strategy to help children memorize a list of words or terms.

Children can type the words they need to learn on the left side of the tool and then create a silly sentence beginning with the first letter of each word on their list on the right side of the tool.

**Example of Doing Homework Tools: Doing Homework**

This **Doing Homework** tool helps children plan their schedules and keep track of homework. The child can click on the red boxes and type activities for the week, create a schedule for doing homework, and note when projects are due or tests are scheduled.
Example of Doing Projects Tools: Getting Information

Doing Project tools help children organize and carry out school projects by themselves or collaboratively with peers. In the Getting Information tool, children enter sub-topics and sources of information they will use for their projects. Then they can print the card and evaluate each source of information as they use it.

KidSkills Resources

The searchable informationbase for educators and parents provides an overview of the interventions and strategies, tips, examples, and suggestions for further resources.