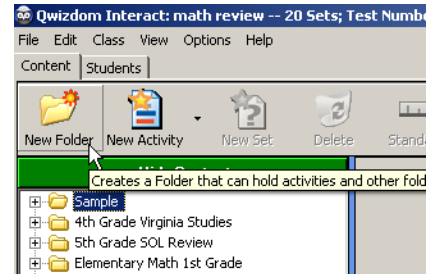


How to Create Content for Qwizdom

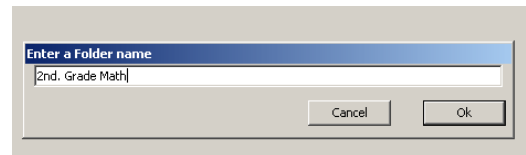
A simple Tutorial By Marion Wood, May, 2005

1. Open *Qwizdom Interact Software*.

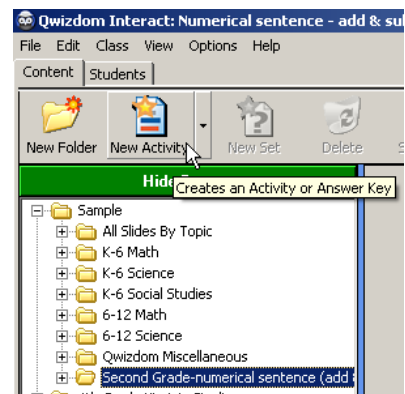
2. Click on *New Folder*. Folders are for your own organization purposes.



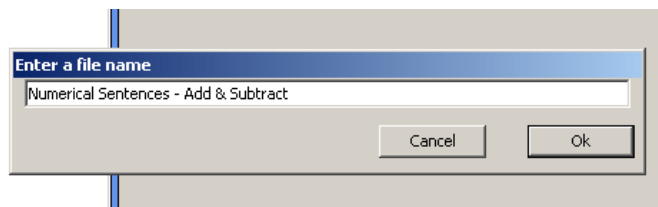
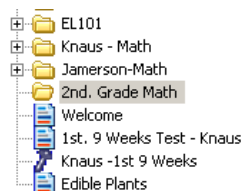
3. Name your Folder a general name, such as *2nd. Grade Math* and click *OK*.



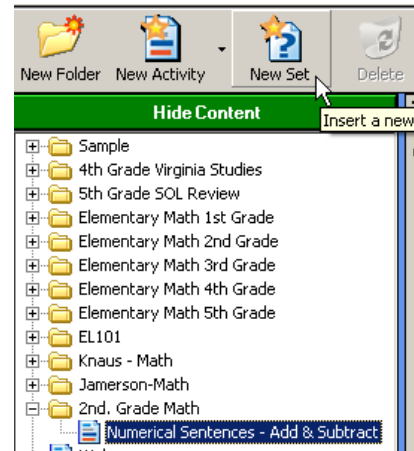
4. With Folder selected, click on *New Activity*.



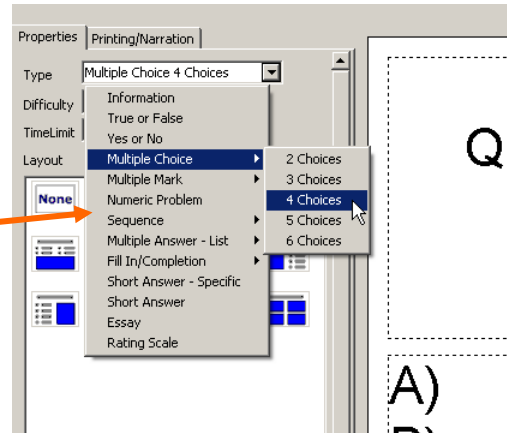
5. Name the Activity something more specific, such as *Numerical sentences - Add & Subtract*.



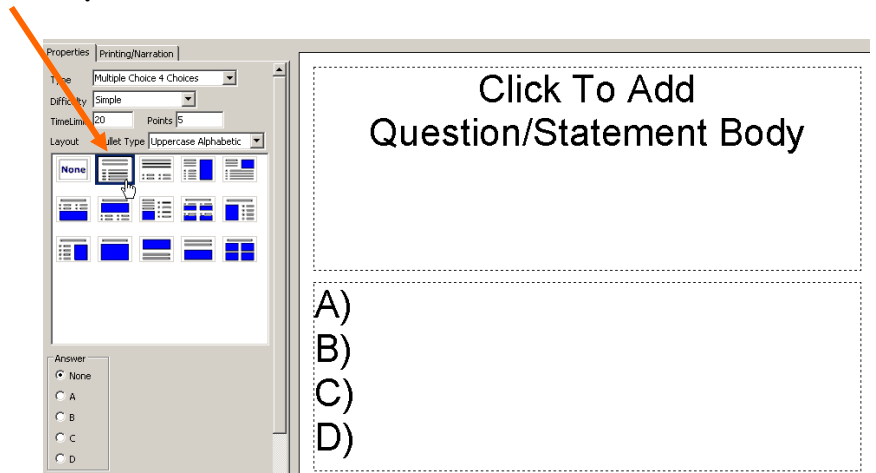
6. Now you are ready to create a new set of slides. With your activity selected, click on *New Set*.



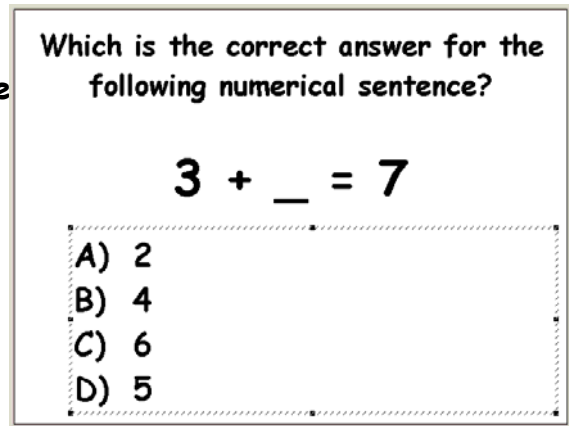
7. This is where you choose what type of question you want to use. Choose *Multiple Choice/ 4 Choices* for this tutorial. Now is a good time to look at some of the other choices to see what kind of slide choices you have with them.



8. Choose the second option.

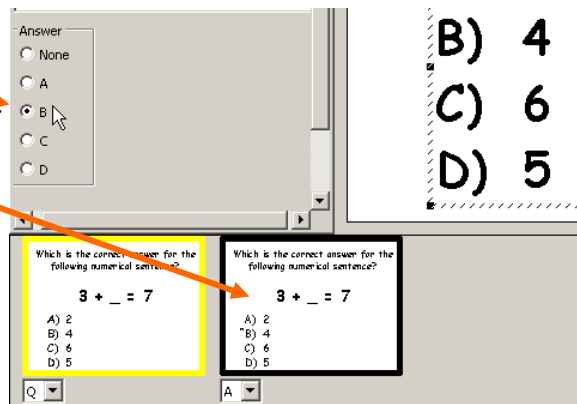


9. Type in your questions and answer choices. Notice that the fonts were changed to Comic Sans. The sizes are different. This can all be done as if you were using a word processor.

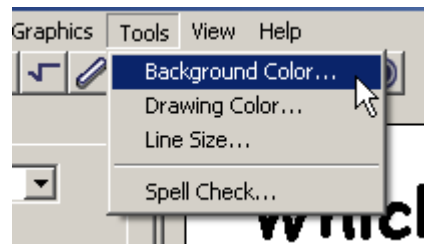


9. At the bottom left, click on the correct answer and the answer slide will appear.

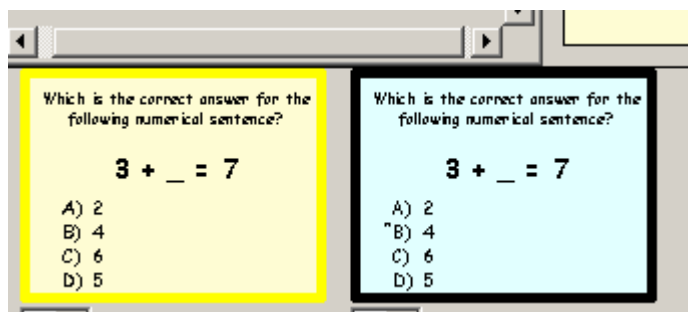
Voila!



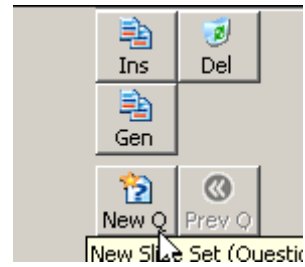
11. Under Tools, click on background color to change the color of the background.



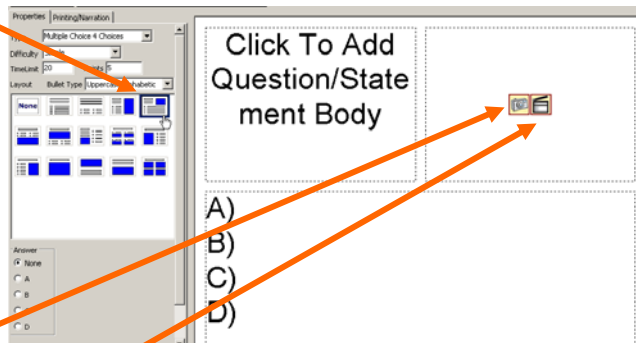
12. You might want to make your question and answer slide a different color. Just select the one you want to change.



13. Create a second slide by clicking on *New Q* at the bottom right.

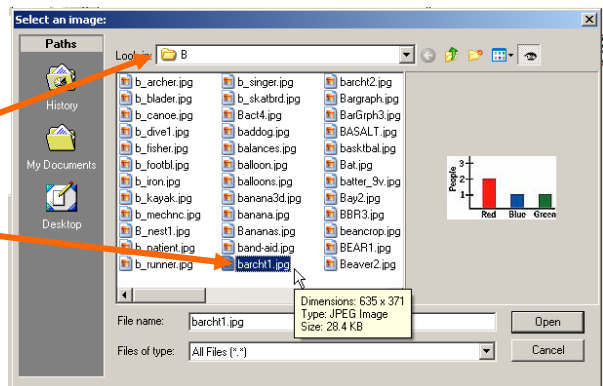


14. To create a slide with a picture, choose the 5th. Option.



15. Click on the picture icon. The other icon is for a video.

16. Browse to the folder containing the Qwizdom images. In the folder of B images, choose the *bar chart* as shown. Click on *Open*.



17. Add your questions, answers, and change background color.

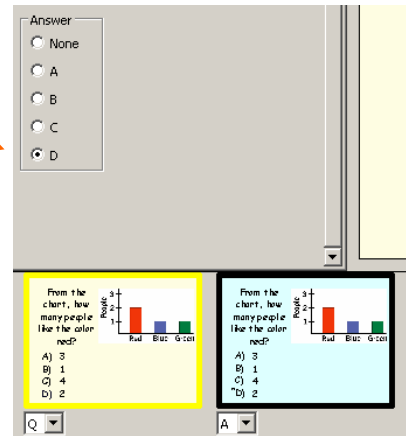
From the chart, how many people like the color red?

Color	Number of People
Red	2
Blue	1
Green	1

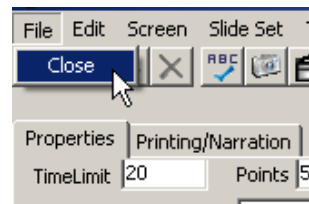
A) 3
B) 1
C) 4
D) 2

- 18 Select the answer *D* and Qwizdom creates your answer slide. Change the answer slide background color if you like.

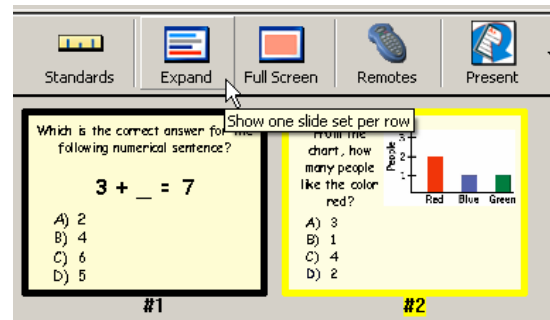
Voila again!



- 19 Now choose *File, Close*.

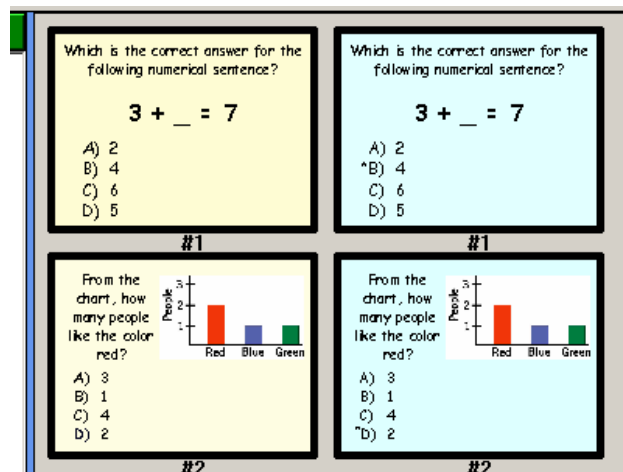


- 20 You will be back to the content screen. Choose *Expand*.

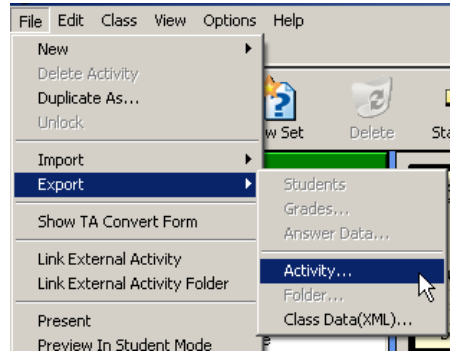


- 21 Now you can see both the Question and Answer slides.

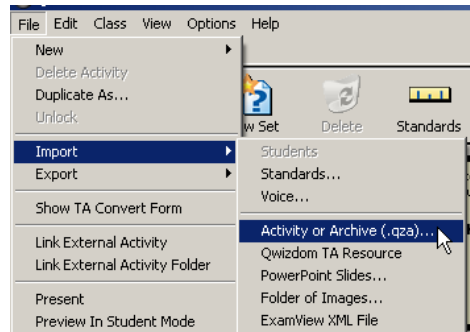
- 22 Qwizdom automatically saves the file. If you want to take the file to another computer, you will have to export it.



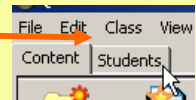
23. Choose *File, Export, Activity...* and Browse to where you want to save the file. It will save as a .qza file.



24. This file can now be imported to another computer. Choose *File, Import, Activity or Archive* and Browse to where the file is. Qwizdom will pull it into the new computer.

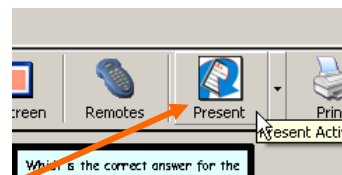


Before you can Present an Activity, you have to have a class. I created a fictitious class for the APS unit. If you use a different computer, you will need to create a class by clicking on the student tab.



One of the wonderful things about Qwizdom is that when you create your class roster, and make sure you give each child the same number remote, Qwizdom will keep track of the scores for each student.

25. You are now ready to Present your program. Make sure the Base Unit is plugged into your computer via a USB port. You should see a light on it. Mount it high and in front of your class.

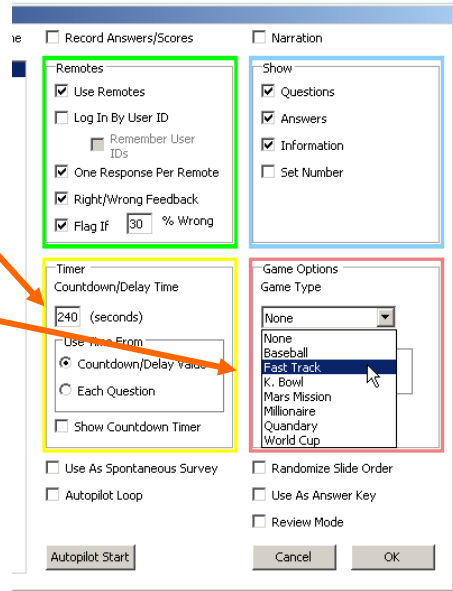


26. Open your project and Choose *Present*.

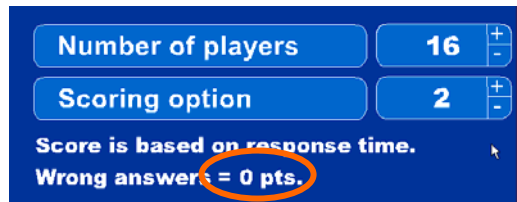
27. The only 2 things I changed here were the time, I changed to **240 seconds**. That gives 4 minutes which should be more than enough time for everyone to answer.

28. I chose **Fast Tract** for the Game type. You might want to experiment with other games.

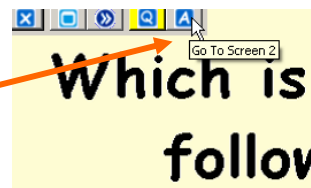
29. Click **OK**.



30. You will learn more about scoring later, for now just click on the + sign by the 1 and make it a 2. You don't want anyone to end up with a negative score. Notice, instead of -300, wrong answers are now 0 points.



31. To show the answer, click on the **A**.



32. The answer is the one with the * in front of it.

33. To see the scores, click on the next slide icon. You will see the Points.



Team	Time	Points
1	-	0
2	-	0
3	-	0
4	-	0

34. To see the cars, click on *Track* in the lower right (not pictured).

35. To go to the next question, click on *Question*.



36. For Online Video Tutorials, go to www.qwizdom.com and click on *Support/Downloads* and *Video Tutorials*.

