Wizteach Manual

Getting Started

Inside the manual you will learn all about the Wizteach Software

For more information, please visit
www.touchittechnologies.com

Installing WizTeach

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INSTALLING WIZTEACH

The WizTeach installation should start automatically; if it does not start automatically please go to My Computer, double-click on your CD/DVD drive, and then double-click on Setup to start the installation process.
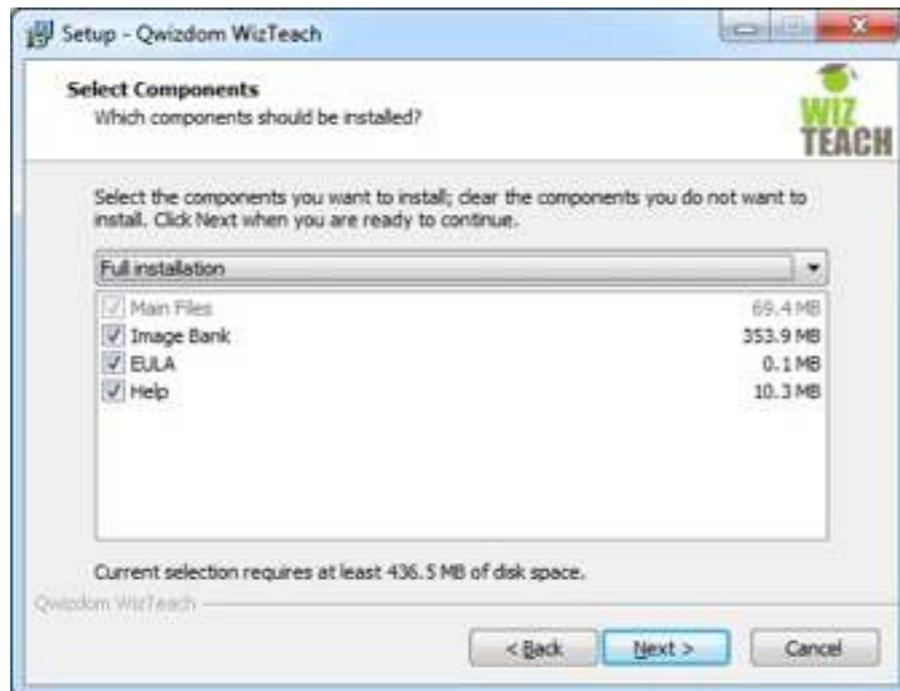
You will be asked to select your installation language as shown below. Click OK to continue.
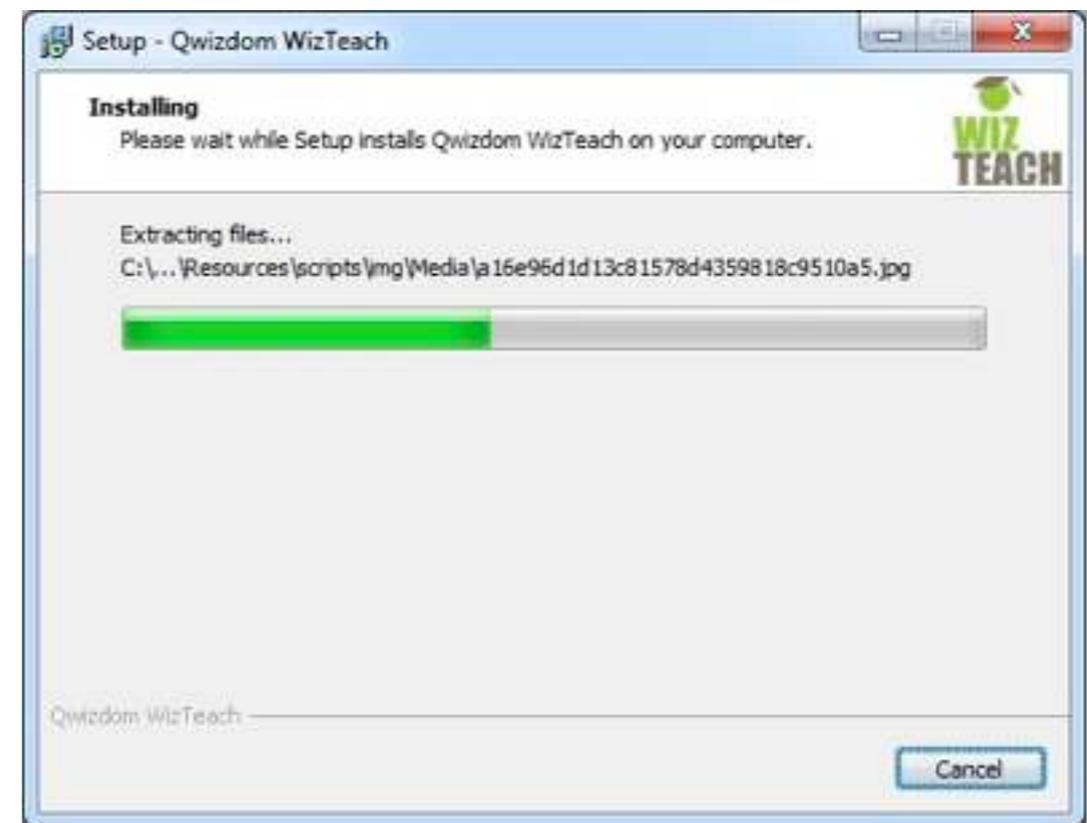

You will then see the following screen:

Click Next to Continue.

You will be asked to agree to the End User License Agreement. Click Next to continue to select the type of installation you require; choose from Full, Compact or Custom.

You should then select where to install WizTeach. Click Next.

You will then be asked whether you want to launch WizTeach. Check or uncheck the box and click Next to continue. You will then be shown any further pre-requisites that will be installed along with WizTeach. Click Install to begin the installation.

N.B. This only applies if Microsoft .NET 2.0 is to be installed. If it is already installed please go straight to the next page. You will see the following:
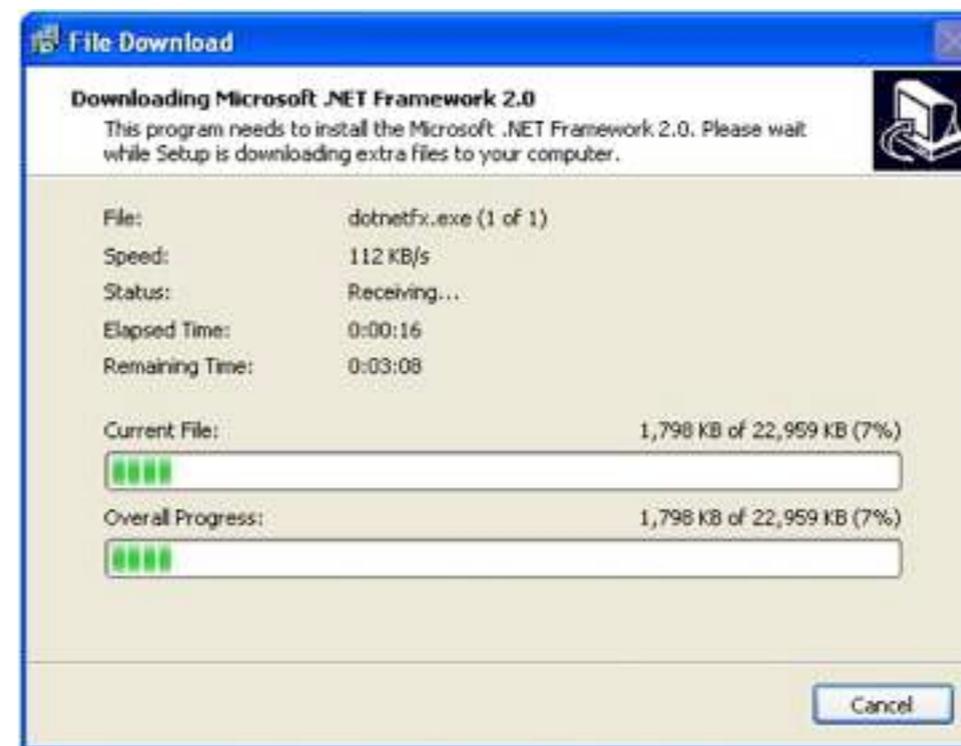
.NET will be downloaded if you are installing from a WizTeach download. If you are installing from CD you will go straight to the following:
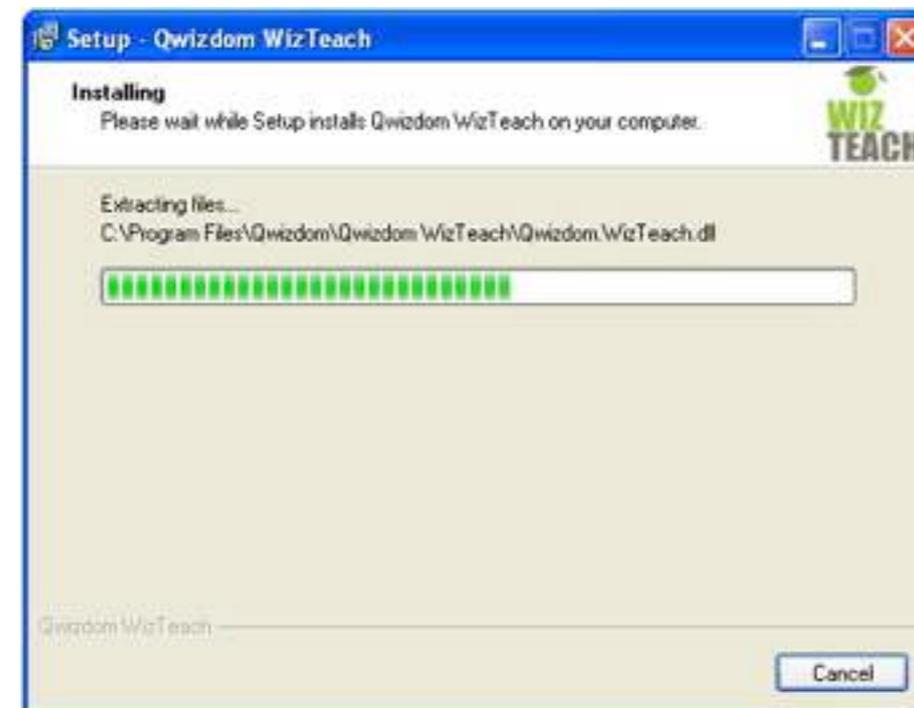
Click Next to go to the End User License Agreement for the Microsoft .NET Framework. You need to check the box to accept the Agreement then click Install. You will then see the installation progress bar and the Setup Complete windows as below . Click Finish to continue the WizTeach installer.
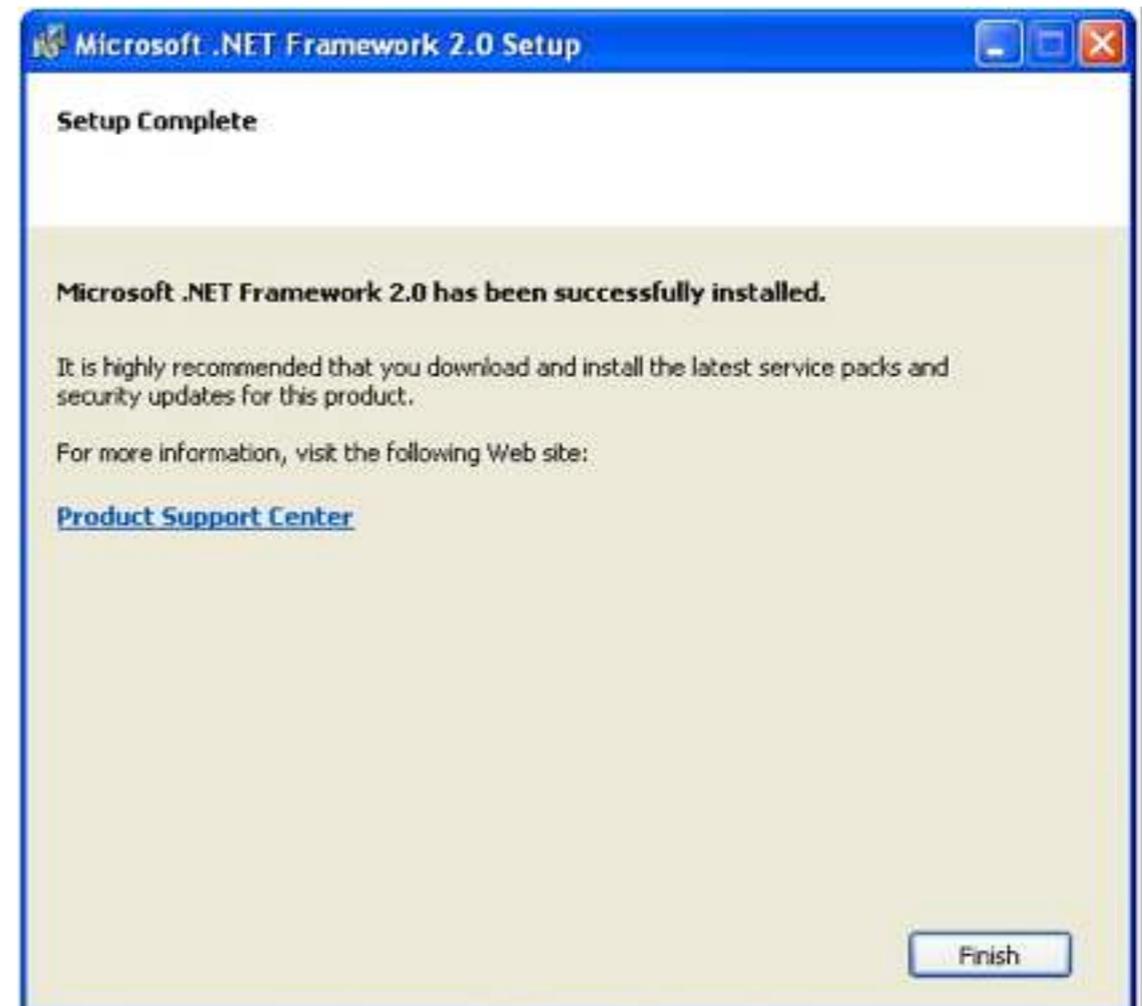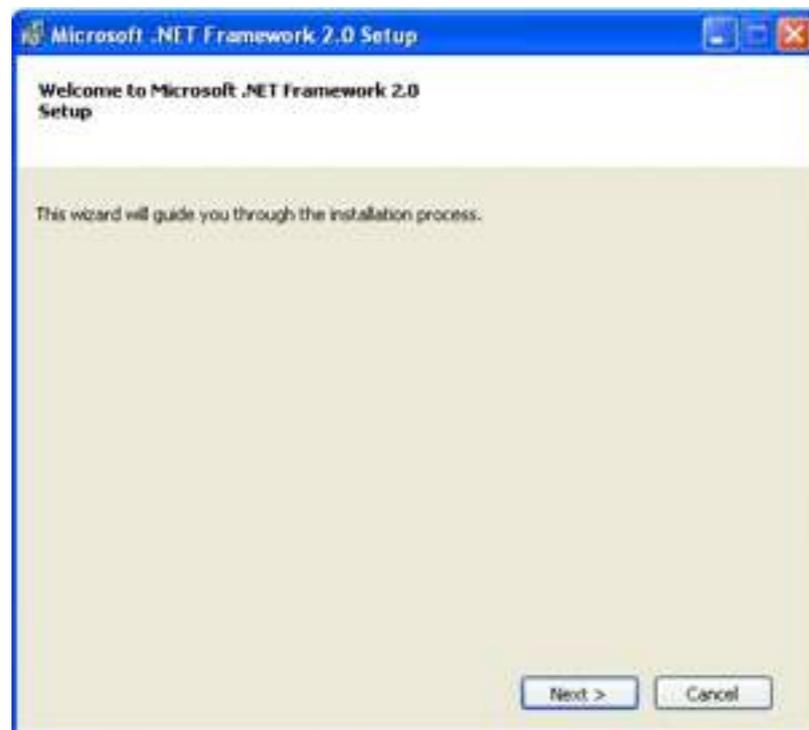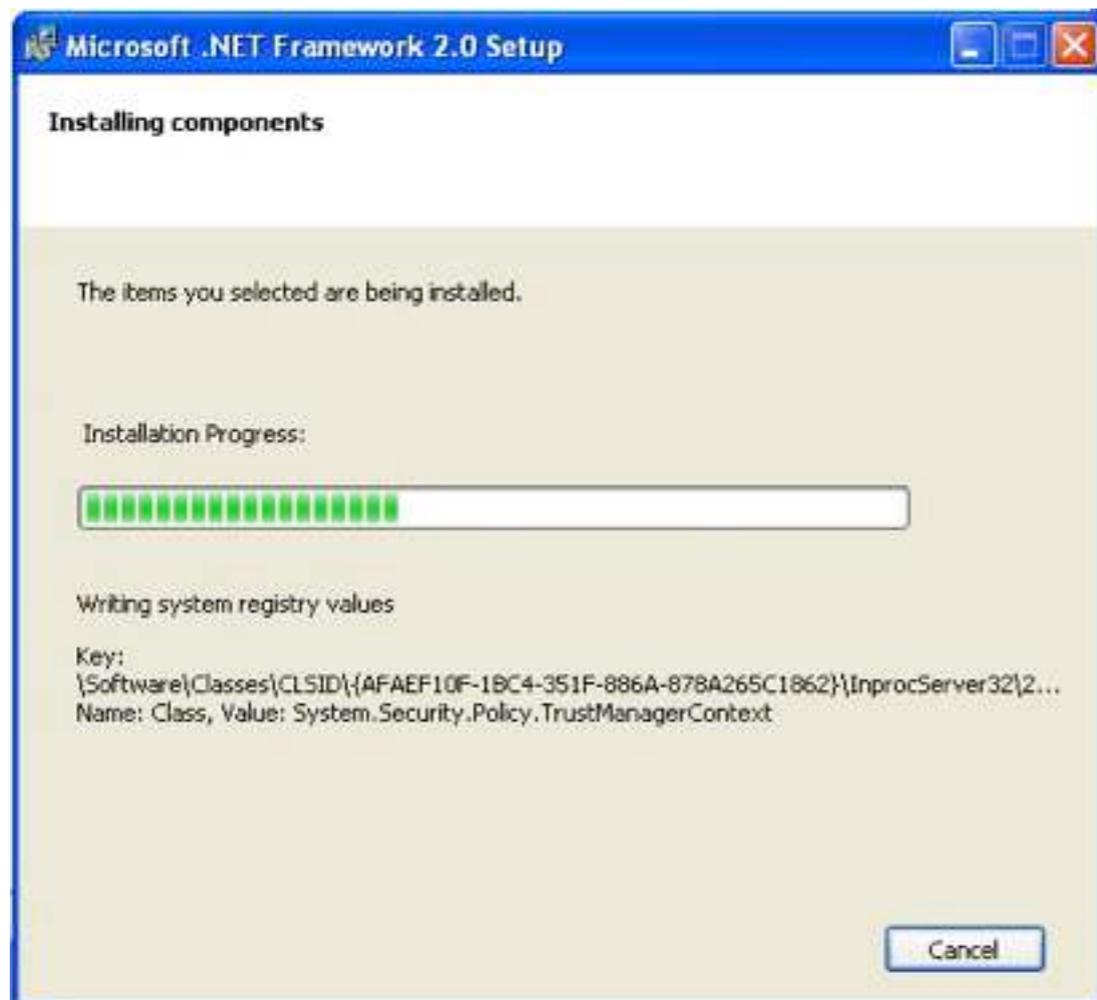
WizTeach will continue to install as follows:

You will see the WizTeach installation progress bar and once installation is complete you will see the Setup Complete window as shown above. Check the box depending on whether you wish to start WizTeach immediately and click Finish to finalize the installation.

Installation is now complete.

WizTeach Registration

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1. **Registering Wizteach**

WizTeach Registration & Activation

When you open WizTeach for the first time, you will be asked to enter your Product Key and activate your software license.

N.B. you will only be asked to do this once.

The following window will appear:

Enter the Product Key supplied into the box. When you have entered all 16 digits of the Product Key and press OK, the software will attempt to activate your licence via the internet.

If there is no internet connection available or your connection is blocked by a Firewall you will see the following:

You can try automatic activation once again, or click Next to try an alternative activation method.

You now have three options for activation of your WizTeach software:

Activate Via Phone: You can contact the Qwizdom Office and quote your Serial Number, and you will be provided with an Activation Code to fill into the eight empty boxes.

Activate Via Website: This will provide you with a link to the WizTeach activation website, for use from any computer. You can then enter your Serial Number, and you will be provided with an Activation Code to enter into the boxes.

Activate Via Email: This will open an email in your default mail client, addressed to activations@wizteach.com. A member of the WizTeach team will send you your activation key at the earliest opportunity.

Once you have entered your Activation Code, either via Website, Phone, or Email, click OK, and WizTeach will then start automatically in the top right-hand corner of your screen.

WizTeach will remain on top of every other open application unless you choose to minimize it. It can then be maximized from the Taskbar at the bottom of your screen.
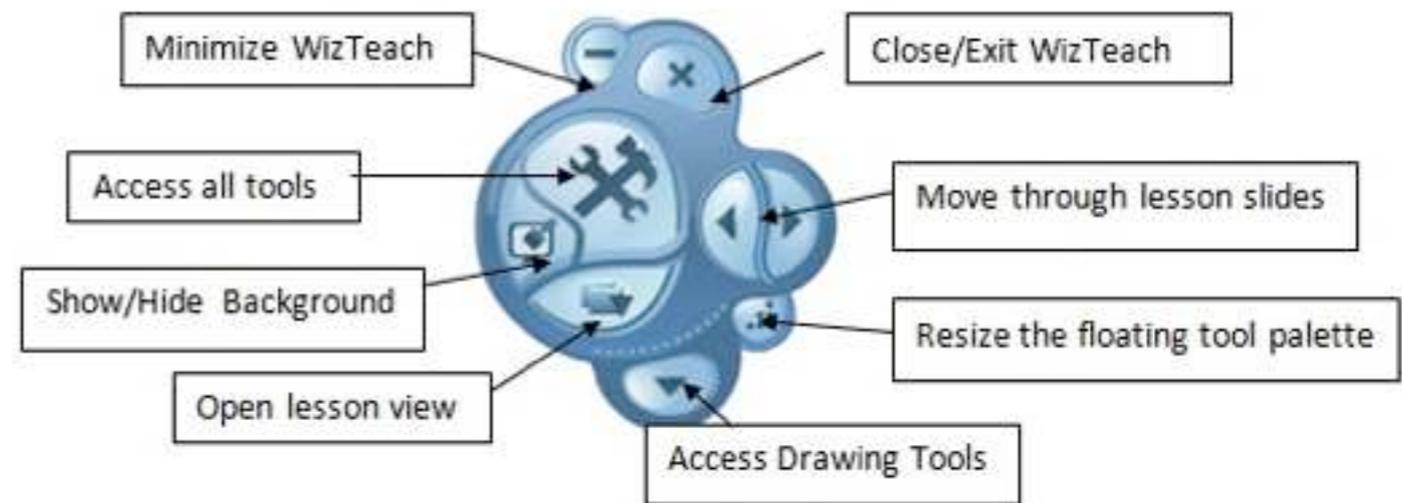
General Information

CHAPTER CONTENTS

1. General Information

GENERAL INFORMATION

Click on the [icon] button on the floating tool palette to bring up the tools list

The tool palettes available are Standard Tools, Maths, Vote Tools, Literacy, Geography, Science Tools, and Settings. To select any of the tools simply click on the set of tools you wish to navigate to. We will take a look at all the tools available in turn.

VIEWING LESSONS AND SLIDE THEMES

The lesson view allows you to apply various backgrounds to your lessons, move onto new topics without losing previous activity and save the work you have done for future use.
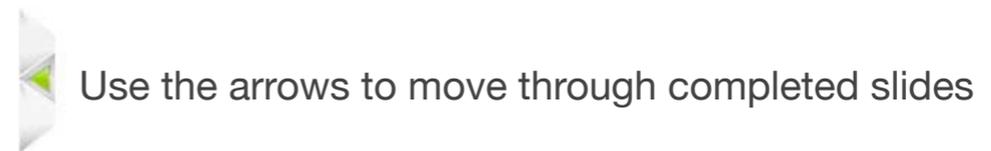
 Use the arrows to move through completed slides
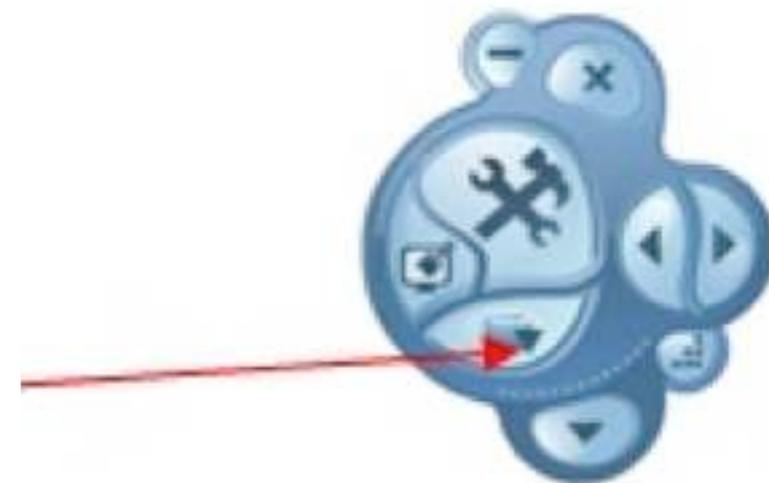

Click here to open 'Lesson View'

You can also use the arrow at the side of your screen to show/hide the Lesson View.

To change your background, click on the Backgrounds button. The Backgrounds options will then appear.

Select the Background you wish to use for this part of your Lesson or Slide. We will choose squared background paper.

Your selected background will appear over your desktop and any open applications. You can then use any of the WizTeach tools.
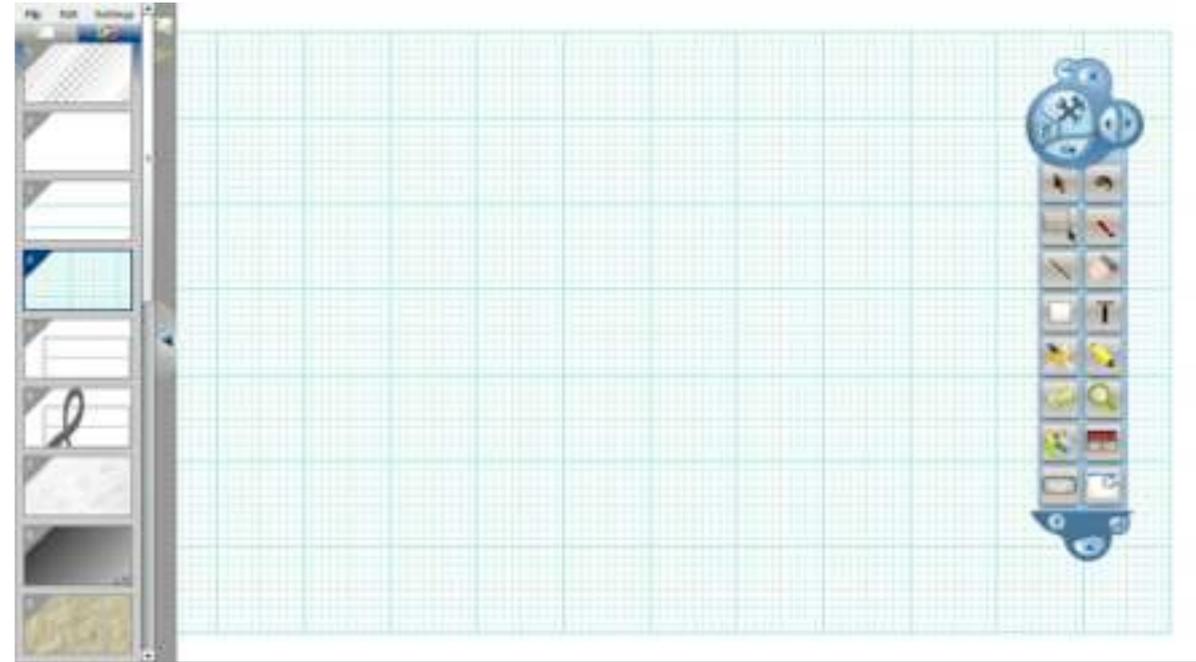
If you click on the Lesson menu you will then see the slides you have created as part of your lesson. If you want to move to a new topic or section you can either click the Right Arrow in the Lesson Menu or in the WizTeach palette:

You can see the slides that have been created as you move through your lesson, change slide themes, draw, and use the various WizTeach tools.
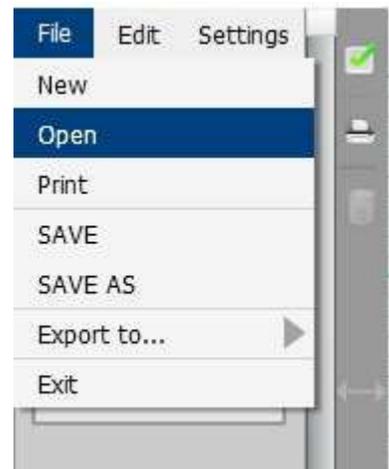

From "File", you can create New Lessons, Open previous Lessons, Save/Export your Lesson, and Print.

From "Edit", you can copy, paste, and insert slides into your lesson between other slides.

To delete a slide, tick the checkbox and click the trashcan icon.

You can resize the Lesson View by clicking and dragging the edge of the bar.

Click and drag to the other edge of the screen to make the Lesson View snap to full size. Click and drag it back to make it small again.

If you prefer, you can dock the Lesson View on the opposite side of the screen. To do so, click Settings > Flip Menu. Alternatively, simply drag the Lesson View to your preferred side.

When the Lesson View is full size, adjust the scale to view smaller screenshots

You can click and drag the screenshots to rearrange them in any order.

Standard Tools

CHAPTER CONTENTS

1. Learn about the standard tools

The Following tools are available;

1. Cursor		2. Undo	
3. Select objects		4. Pencil	
5. Lines		6. Eraser	
7. Shapes		8. Text	
9. Colors		10. Highlighter	
11. Flashlight		12. Magnifying Glass	
13. Images		14. Window Shade	
15. Keyboard		16. Clear screen	

1. Cursor

Clicking on this icon will return your pointer to the cursor arrow, deactivating whichever WizTeach drawing application you have been using.

2. Undo

Clicking on the Undo icon will cancel any highlighting, shapes or drawing made using WizTeach in reverse order. It can be used repeatedly to remove previous actions.

N.B. This will not undo actions in other applications (e.g. MS Word, MS Excel, Internet Explorer, etc.)

3. Selection Tool

The Selection Tool allows you to select all of the objects that fall into an area and manipulate them as if they were a single object.
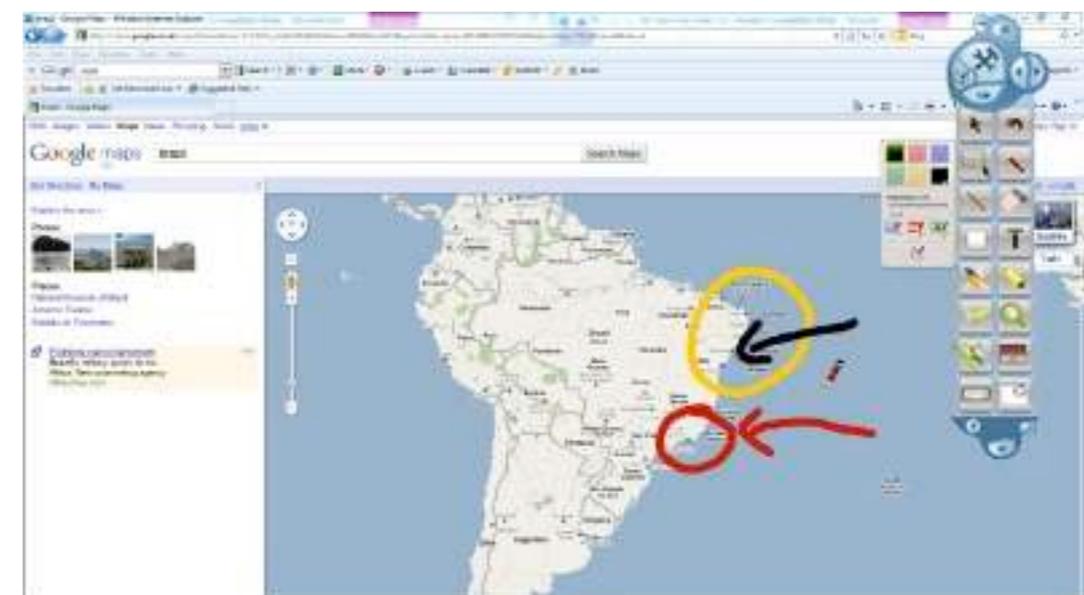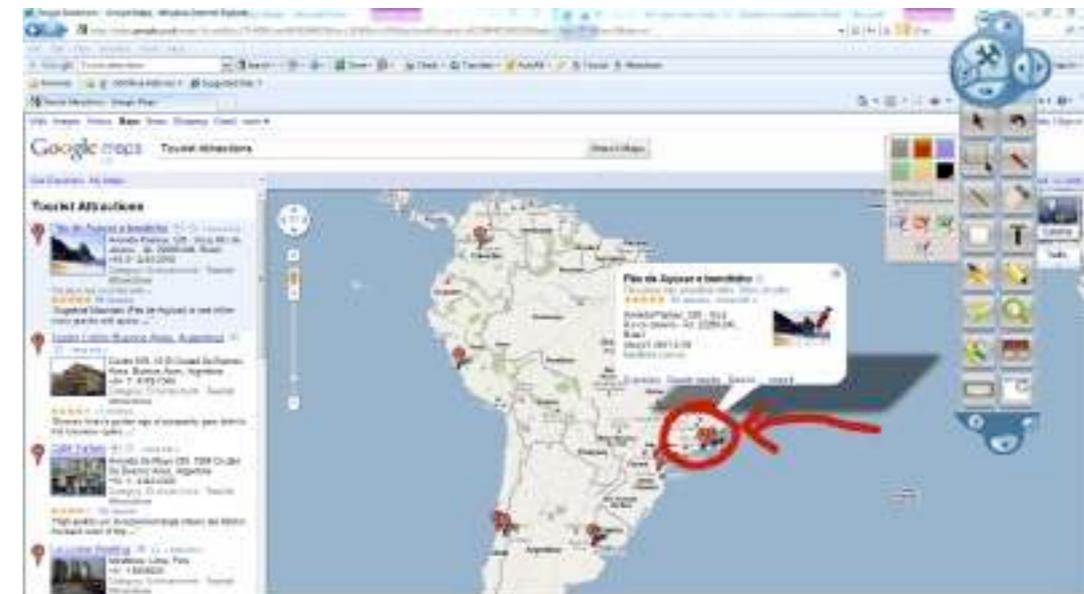
When you click the selection tool icon the pointer will turn into the crosshairs. This allows you to draw the selection area.

Here you can see the objects moved together using the Selection Tool. Drag to the Recycle Bin to delete them.
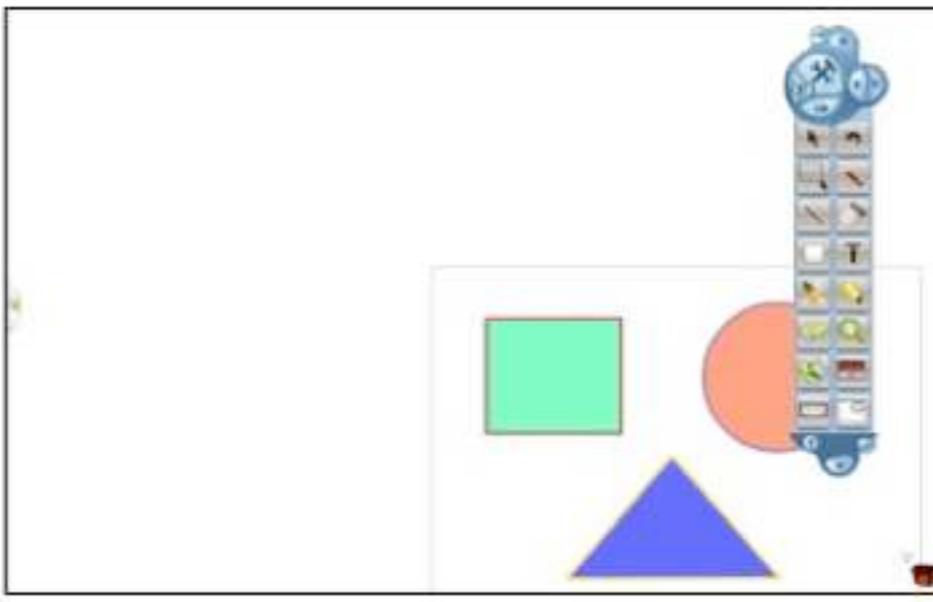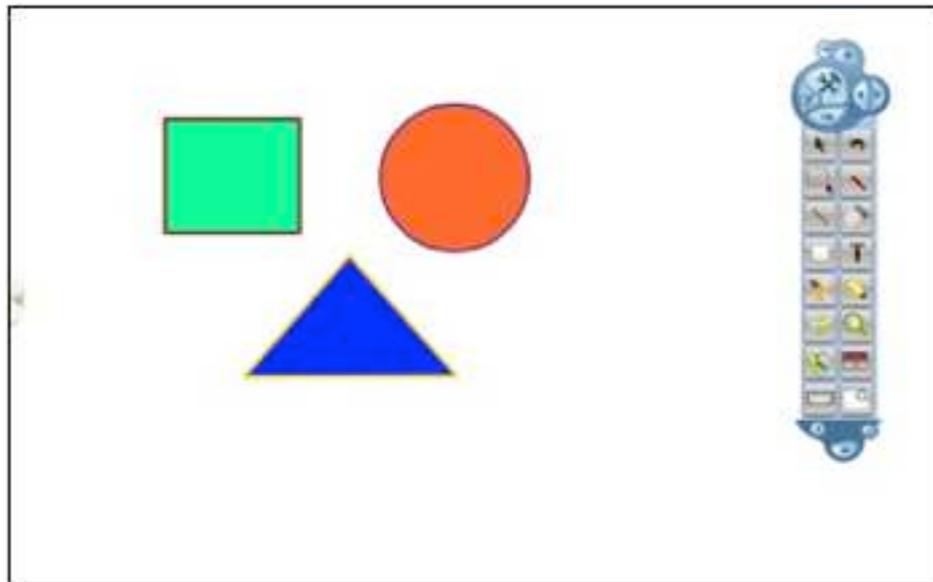
4. Pencil

Use the Pencil tool to directly draw over your active window (e.g. Internet explorer- MS PowerPoint etc.). You will still be able to actively use the open application without losing any of your drawing:

Adjust color and line thickness of your on screen pencil

If you have Microsoft Office installed, you can draw directly into MS Word, PowerPoint or Excel.

These drawings are saved into Office format and not WizTeach.

5.   Lines

The Lines tool allows you to draw a straight line between two points on screen. Click where you want the line to begin and hold

down the mouse button, or keep your pen/finger on the whiteboard, and then release where you want the line to end.

You will also see that the pointer turns into a target when you are drawing lines.

Examples of the lines are shown below:
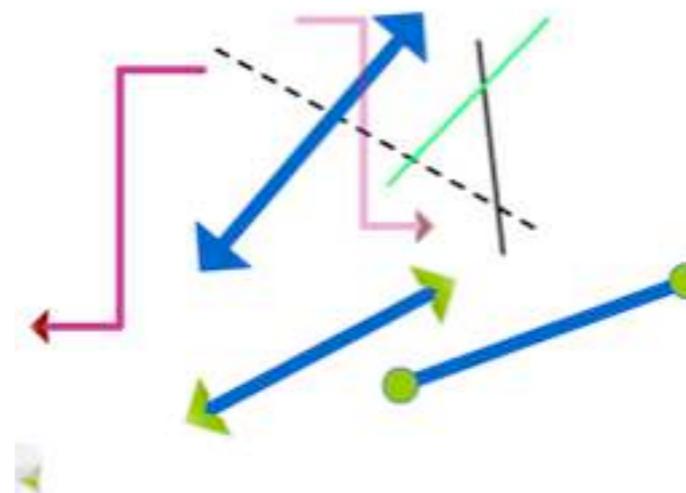
6.   Eraser

Use the Eraser tool to delete screen objects. There are four options for deleting drawing, highlighting and annotations:

 Eraser

 Single Line or Object

 Within an Area

 Delete All

 Drag to the Recycle Bin
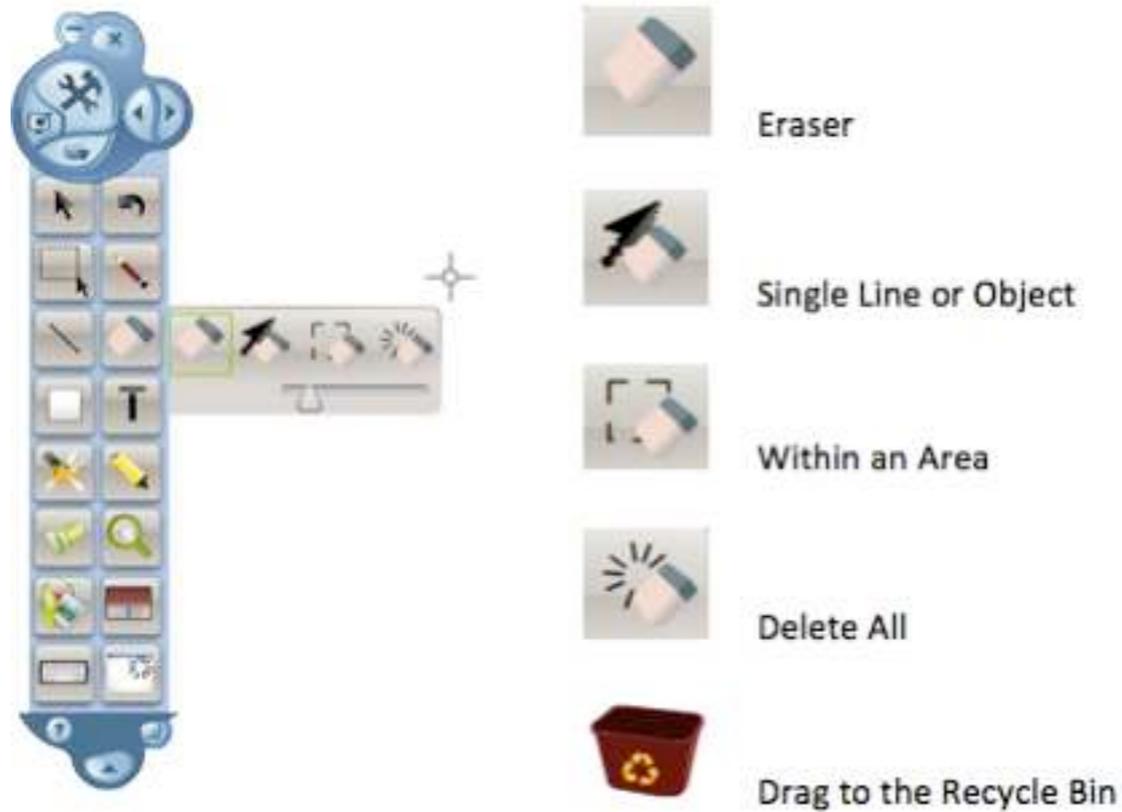
Deleting a Single Line or Object:

This allows us to click on any single line or object, drawn in a single mouse click/drag as shown below:

Deleting within an area:

Click and drag to form a box around whatever it is you wish to delete. When you release, every WizTeach object within the box will be deleted.
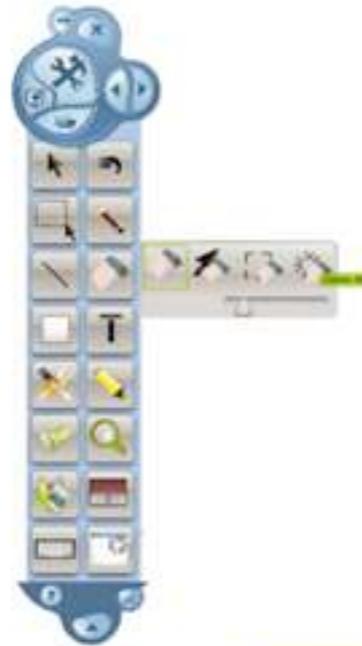
Delete All:

Click on delete all to remove all of the WizTeach objects onscreen at once.

Using the Recycle Bin:

You can also delete items by dragging them over the Recycle Bin which appears in the bottom right hand corner of the screen.

N.B. This can be done at any time and you do NOT need the eraser tool active

7. Shapes

Use the Shapes tool to create any of the following: squares, rectangles, triangles or custom shapes.

There are various shape options:

 - Rectangles

 - Triangles

 - Circles

 - Freeform Shapes

 - Shape Recognition

When using the Shape Recognition tool, draw the shape you would like using the pencil and the shape will then be automatically converted into a geometric shape as shown below. Existing color and transparency settings will be used for the shape drawn:
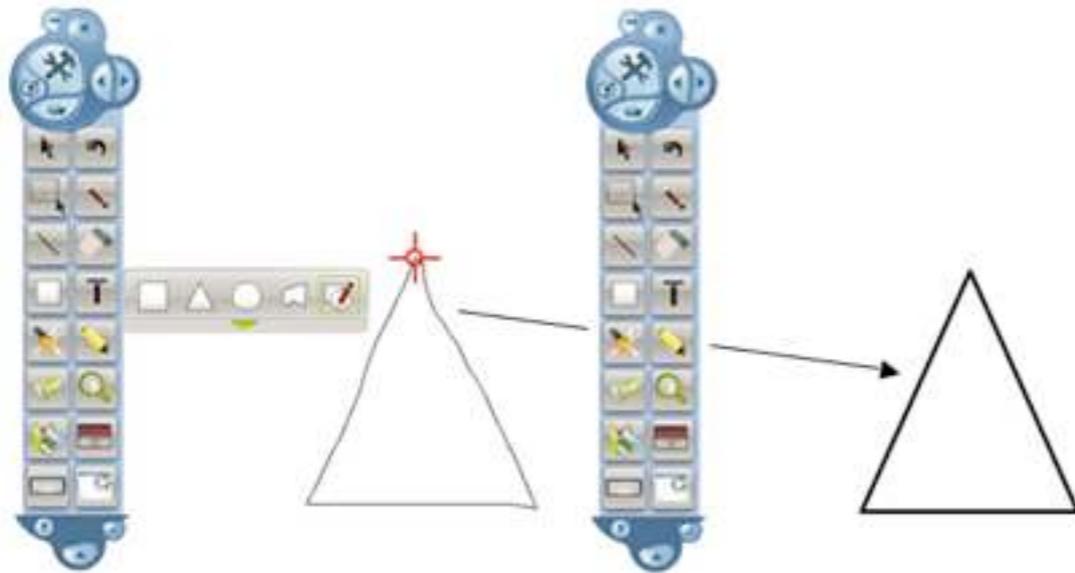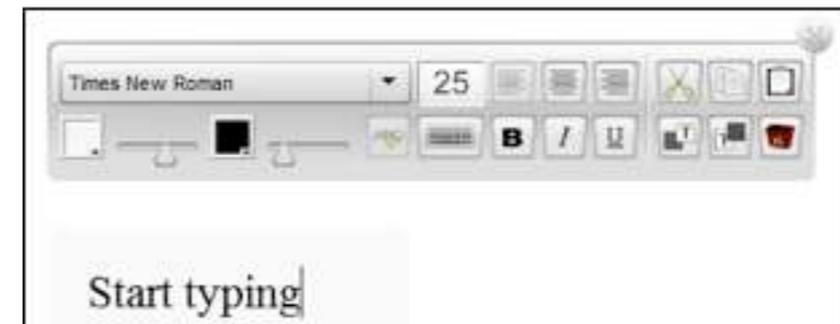

8.   Text

The Text tool allows you to create new text boxes, alter their appearance, text formatting, etc.

When you click on the Text Box icon the toolbar controlling the text box will appear as shown:

You can select the text font using the settings menu as shown:

You can also change text color, cut and paste, underline, etc.

You can use the Color box and the alpha slider to adjust the color and transparency of any new Text Box and the color of the text.

9.   Color

The Color Palette allows you to change the line color of your drawing, lines, highlighting and shapes. You can change the line color and the fill color of the shapes.

You can also change the transparency and thickness of the lines and the transparency of the fill.

When you click on the color for either line or fill you can then select from the color palette as shown:
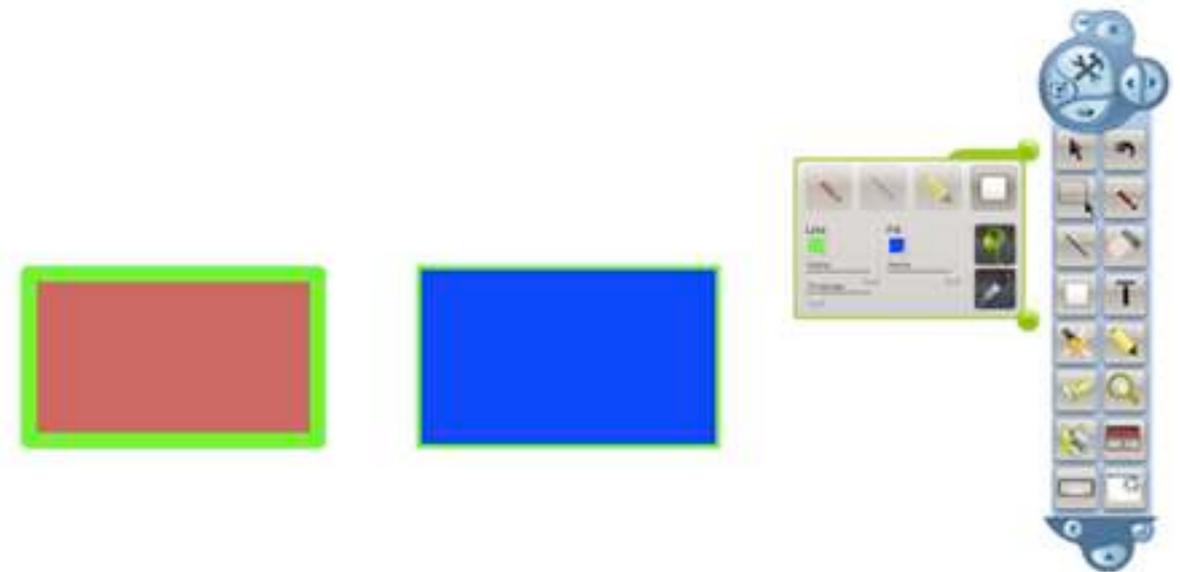

You can also change the line thickness and the transparency (alpha)

You can also change the color of any drawing, line, highlighting or object to match any other drawing, line, highlighting or object by selecting the Dropper tool.
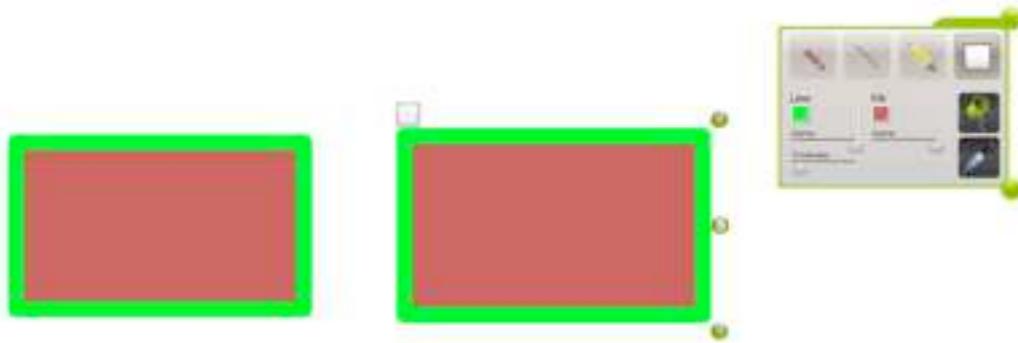
This can be seen below:

Above we have two objects that have been drawn with different color settings. When we click on the Dropper we can then select the settings for either object:

We can then combine the Dropper with the Fill Tool to re-color any other objects or to draw new objects with the same settings:


10.   Highlighter

The Highlighter tool is to allow you to highlight anything onscreen. By selecting the Highlighter tool your pointer will show a

highlighter and will highlight by clicking and holding the mouse while you highlight. With multiple clicks over the same area the highlighter will build up several layers.

11.   Torch

The Torch Tool will blacken the screen and only reveal the area where the mouse pointer is. This is similar to a flashlight being operated in a darkened room. You can close the Flashlight by releasing the mouse and clicking on the ✖ that appears
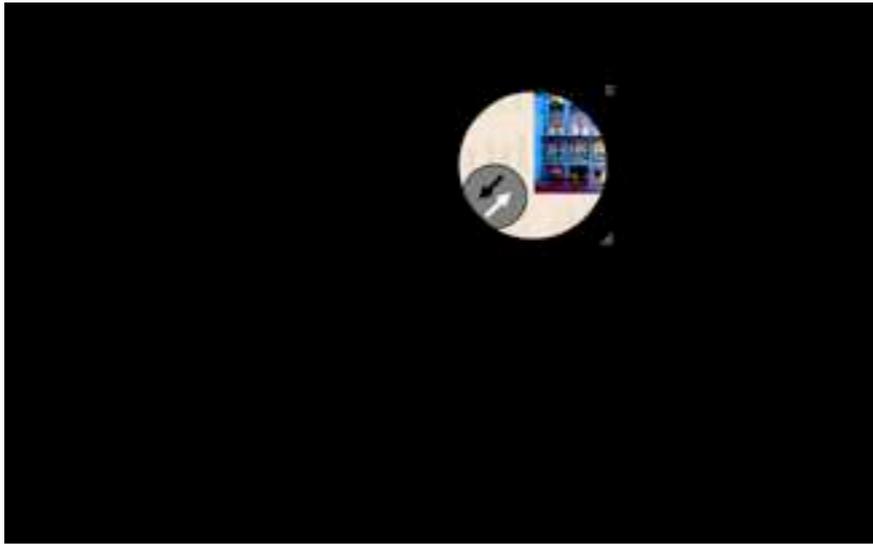
12. Magnifying Glass

The magnifying glass allows you to magnify anything that appears on screen as shown below:

N.B. The Magnifying Glass restricts the use of additional tools or applications while it remains open

13. Images

The Images Tool allows you to show images relating to various topic areas. These appear in the Image Bank. You can also search your computer for images to be used within WizTeach.

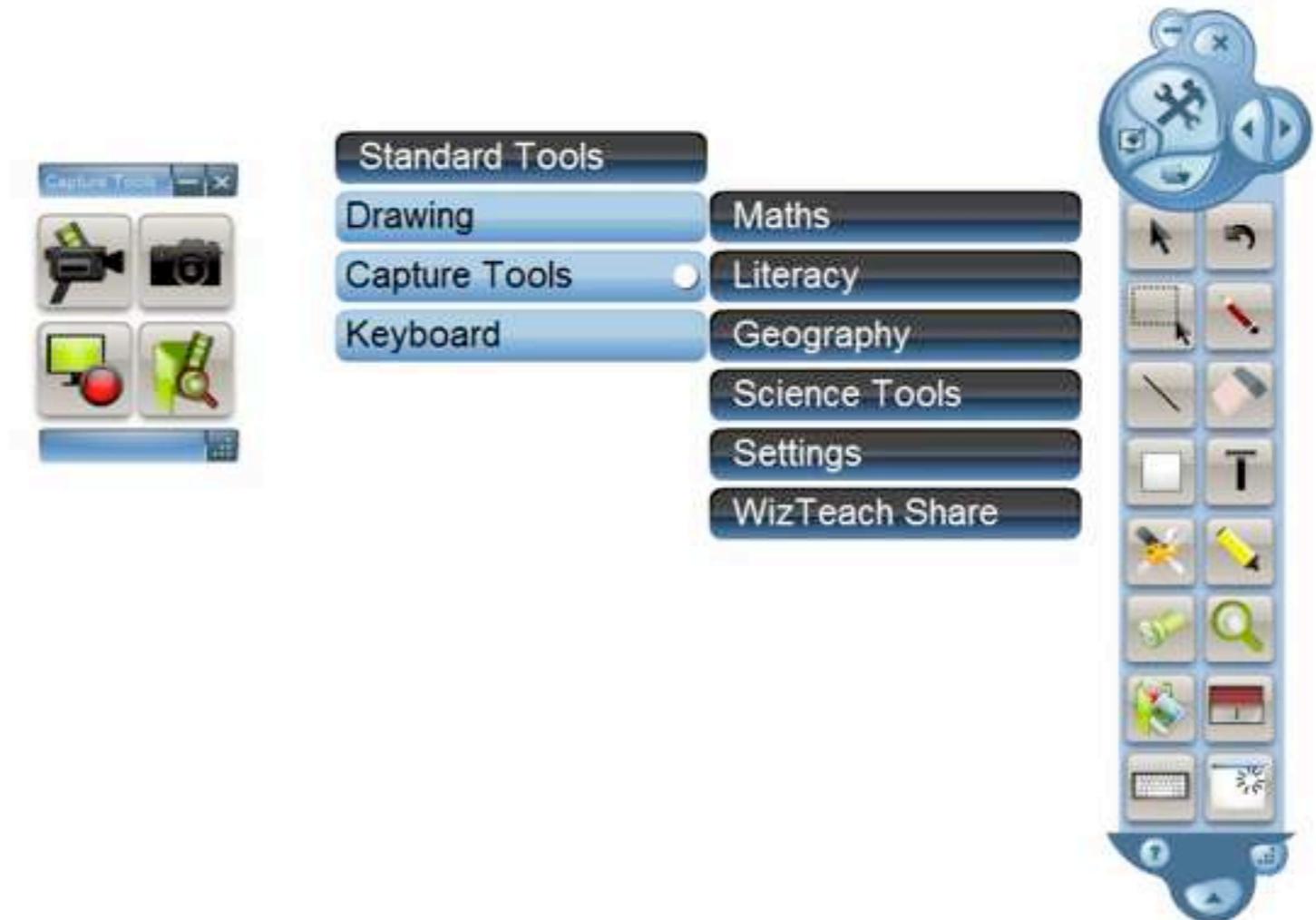You can use more than one shade if you want to hide multiple parts of your screen

14. Window Shade

The Window Shade gives a blind that will hide either the whole screen or a part thereof. Click on the arrow buttons to adjust the blind.

Video Capture

CHAPTER CONTENTS

1. Learn about the Video Capture Tools

The Video Capture software is used in conjunction with a visualizer, document camera, webcam or video camera to capture and record video and still images.

The options within Video Capture are as follows:

1. Video Device
2. Screen Capture
3. Screen Record
4. Archives

1. Video Device

Video Device allows you to display a live video feed from an external source such as a Visualizer or video camera.

A new window will appear displaying the video input feed.

2. Screen Capture

Screen Capture allows you to save a snapshot image of your screen. You can choose to capture an image of a specified area or the full screen.

When you have selected your Image Area or clicked Full Screen Image you will be asked where to save your picture.

Saved images are available for quick viewing in the Archives.

3.   **Screen Record**

This gives you the option to record your onscreen activities.

When you want to start recording you click on the Record button. Click Stop to end the recording and you will be asked where to save your recording.

Stop   Record

Saved recordings are available for playback in the Archives.

4.   **Archives**

The Archives allows you to select and view previously recorded videos and images:
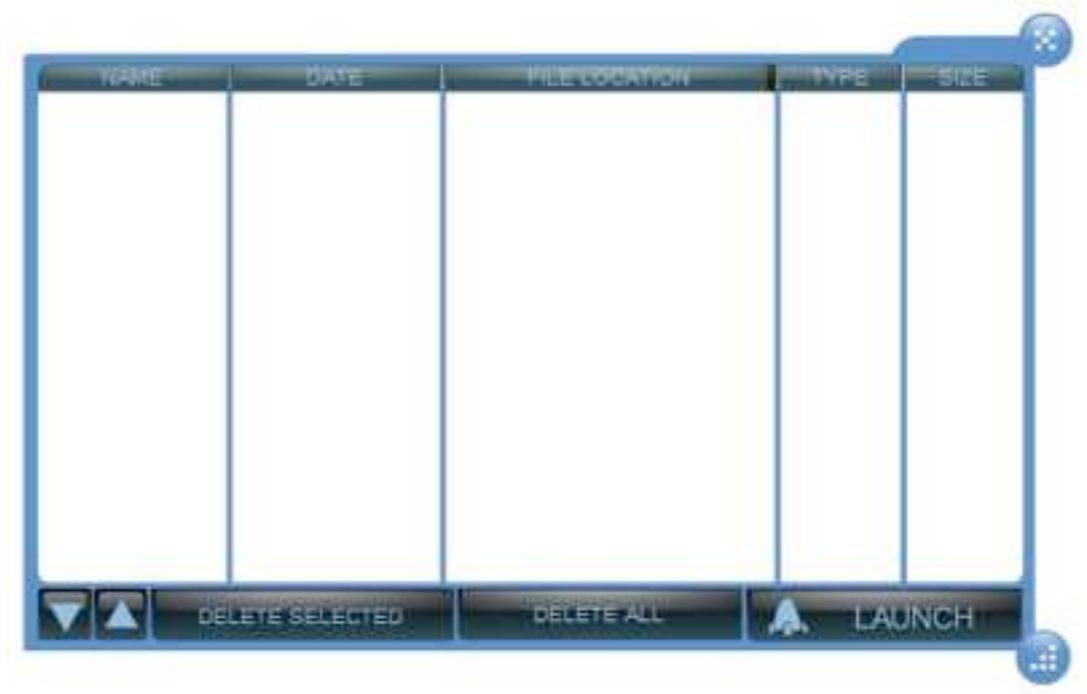
Click on the LAUNCH button to open the video or image you wish to view.

Keyboard

CHAPTER CONTENTS

1. Learn about the Keyboard Tool

The WizTeach Keyboard will appear onscreen and allow you to type into any open application, such as Microsoft Word, MSN Messenger, etc., or directly into WizTeach Text Tool. You can also open text boxes directly from the Keyboard as shown:
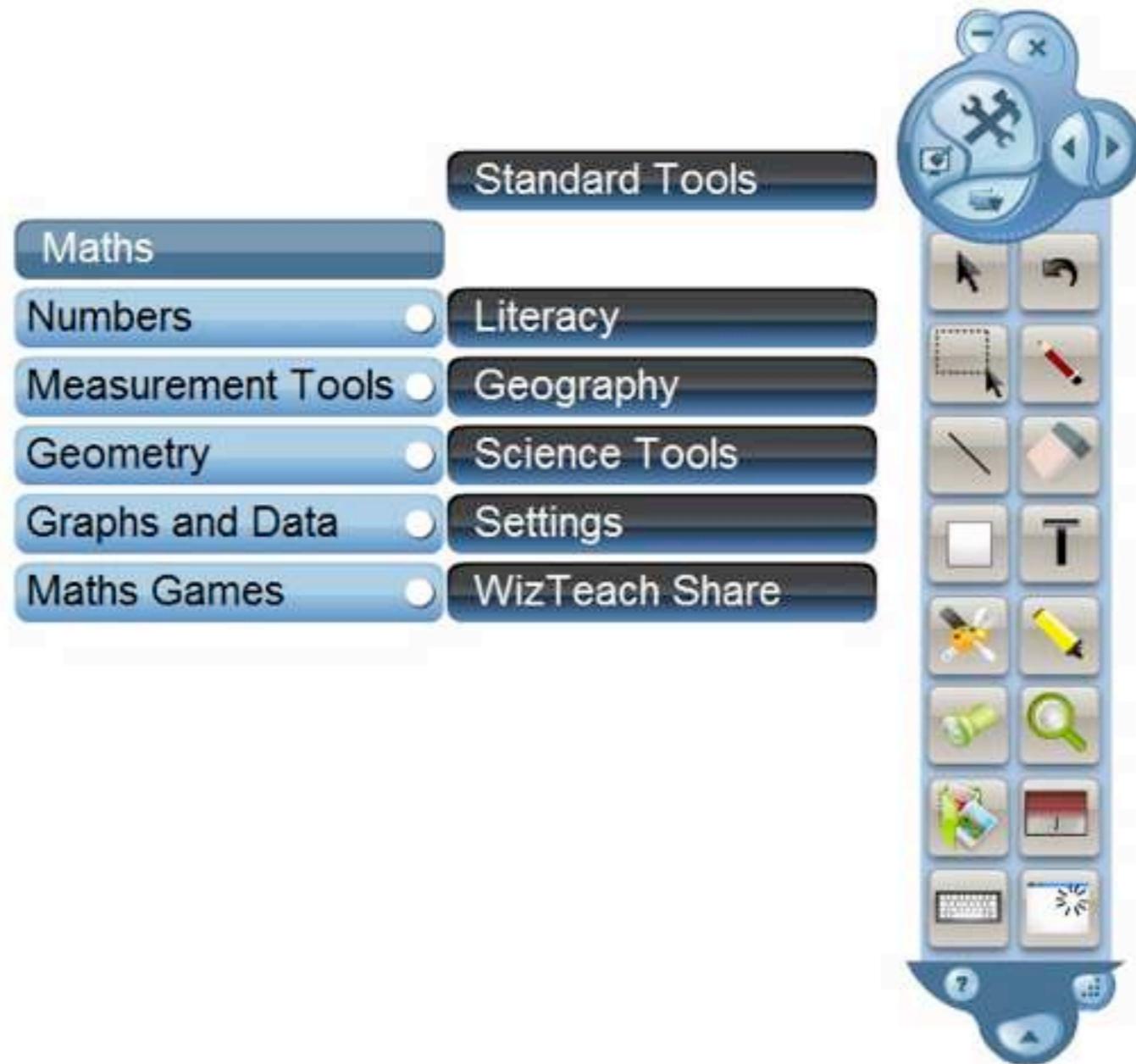

N.B. The keyboard language can be changed using the drop down menu to the top left of the keyboard.

Maths Tools

CHAPTER CONTENTS

1. **Learn all about the Math's Tools**

Within Maths Tools we have the following:

Numbers

Measurement Tools

Geometry

Graphs & Data

Maths Games

NUMBERS

The Tools contained within the Number tools are:

1. Numbers
2. Symbols
3. Function Calculator
4. Abacus
5. Number Lines
6. Grids
7. Fractions
8. Calculator

1.   Numbers

Drag numbers out from the number line

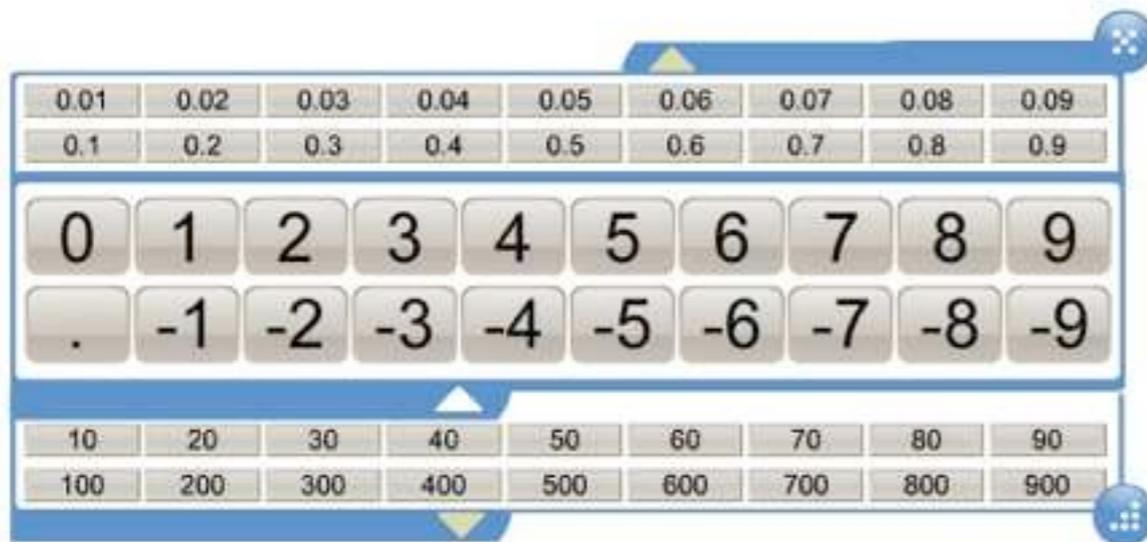Join numbers together by bringing them close to each other.

Expand/collapse number line to see smaller/larger numbers

2. Mathematical Symbols

Drag a symbol alongside your existing number, add another number and place an =

34 × 500 = ?

Click the '?' to reveal the answer

34 × 500 = ?

Replace symbols or numbers by dragging another on top- the calculation will now change.

60 - 500 = ?

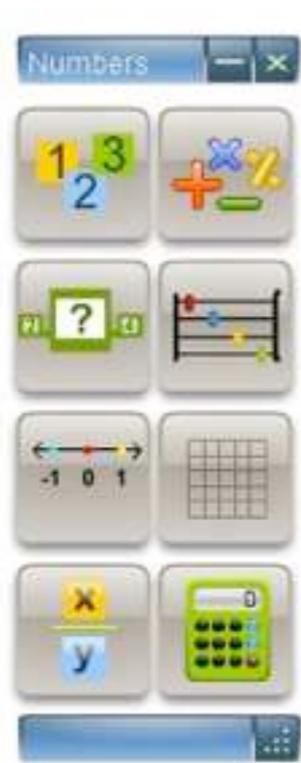You may want to close some existing tools as we proceed. To do so, click on the close icon.

You can also drag your sum into the trash can.

N.B. The Recycle Bin only appears when you are dragging WizTeach objects around the screen)
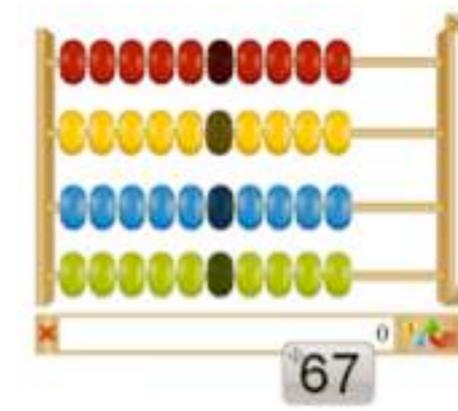
3. Function Machine

Set the number/symbol by using the arrows…

Alternatively drag numbers and symbols into the relevant areas.
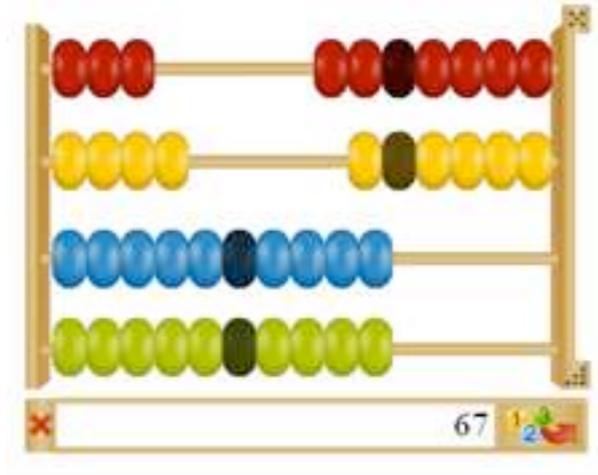
Equations can then be calculated based on what has been selected as your calculation. This can be symbols that are required or numeric answers.

4. Using the Abacus

Drag the beads to reveal numbers

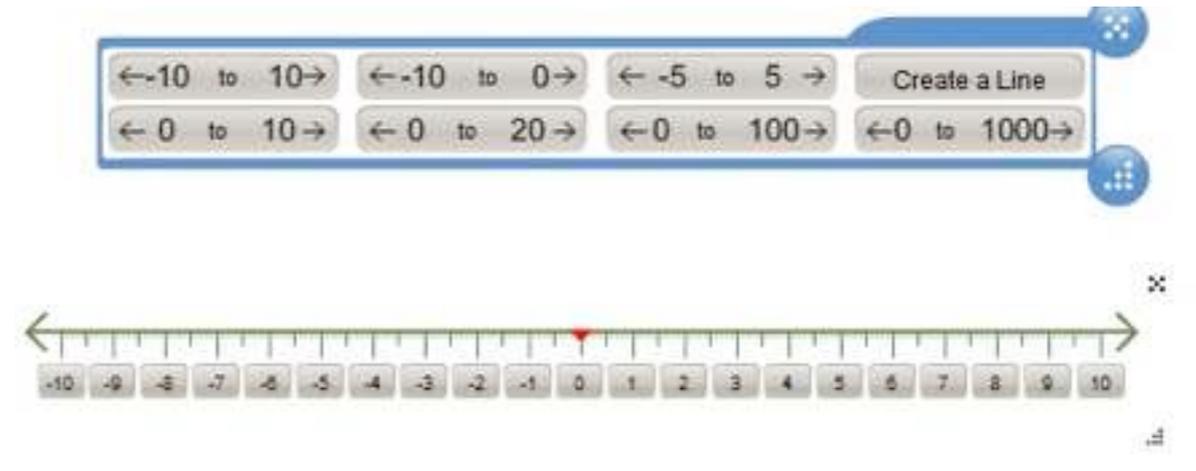Drop a number here to show it on the abacus

The number 67 as dragged above will be displayed as shown:

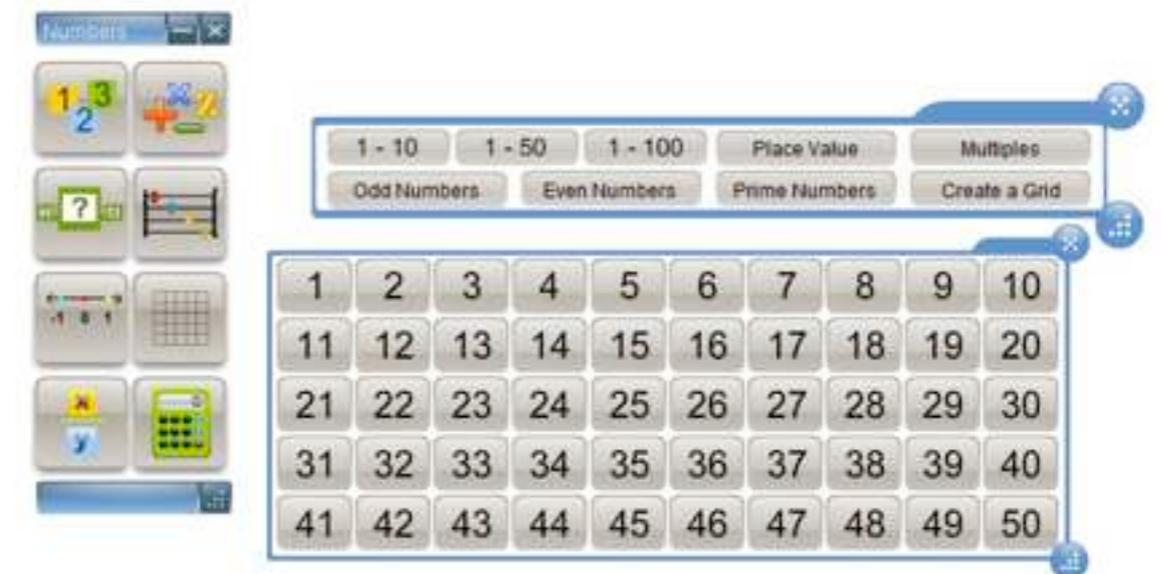You can also extract any number displayed on the abacus by clicking

5. Using number lines

Select the type of line you want. You can remove numbers from the line by clicking on the number and dragging it away from the line.
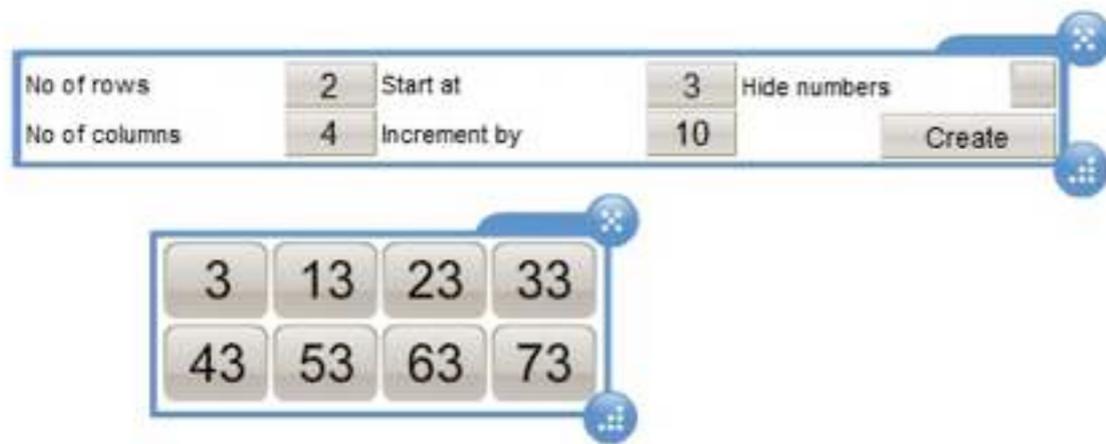

6. Grids

Use the Grids function to create a grid of numbers. These can be selected using the preset options or a new grid may be created

from scratch by selecting 'Create a Grid' and then typing in how we would like our new grid to appear:

The Grid we have created above will look like above:

If we decide to hide numbers in the grid then the numbers will only appear when clicking in each individual box in the grid as shown:
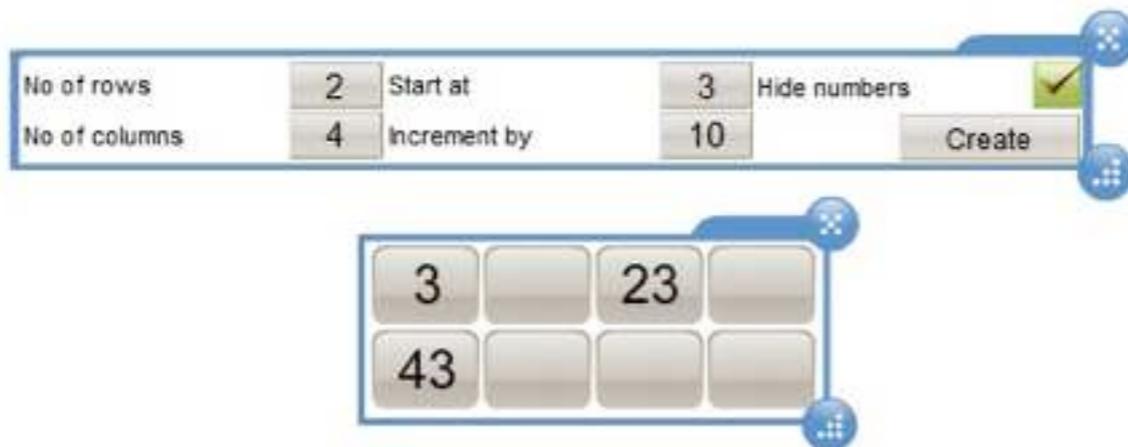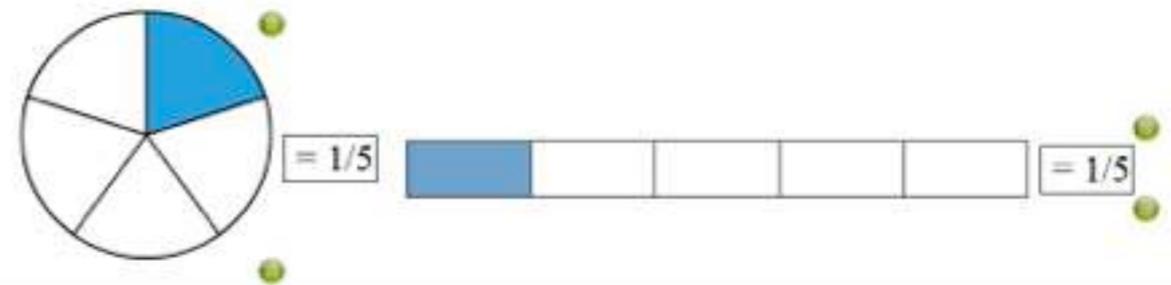

7. Fractions

Drag out a pre-made fraction or create your own fraction

Click on the ↓ to expand the window to view fractions as a pie or fraction bar

Use the Mathematical symbols to show adding, subtracting, dividing and multiplying fractions.

You can see the lowest common denominator by clicking on the
↓

8. Calculator

The calculator gives a basic on-screen calculator with functions including percentage, square root, squared and cubed.

A scientific calculator can be found in the measurement tools.

Measurement Tools

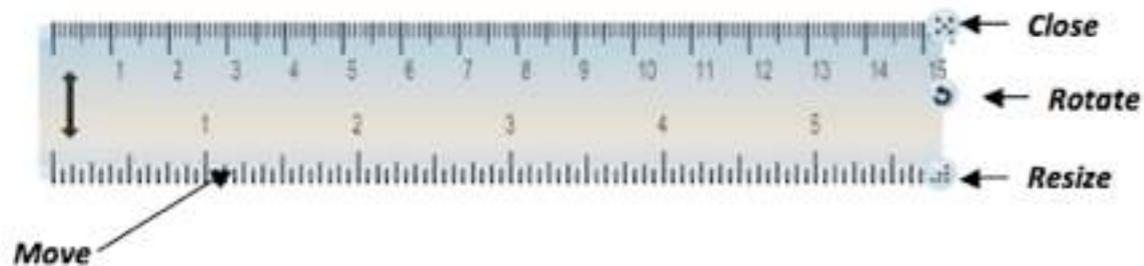## CHAPTER CONTENTS

1. Learn all about the Measurement Tools

There are 8 measurement tools

1. Ruler	
3. Compass	
5. Clock	
7. Stopwatch	

2. Protractor	
4. Convertor	
6. **Scientific** Calculator	
8. Measuring Tape	

1.   Ruler

The Ruler tool allows you to measure straight edges and between two points. It can be rotated, resized and moved to measure distances anywhere onscreen.

2.   Protractor
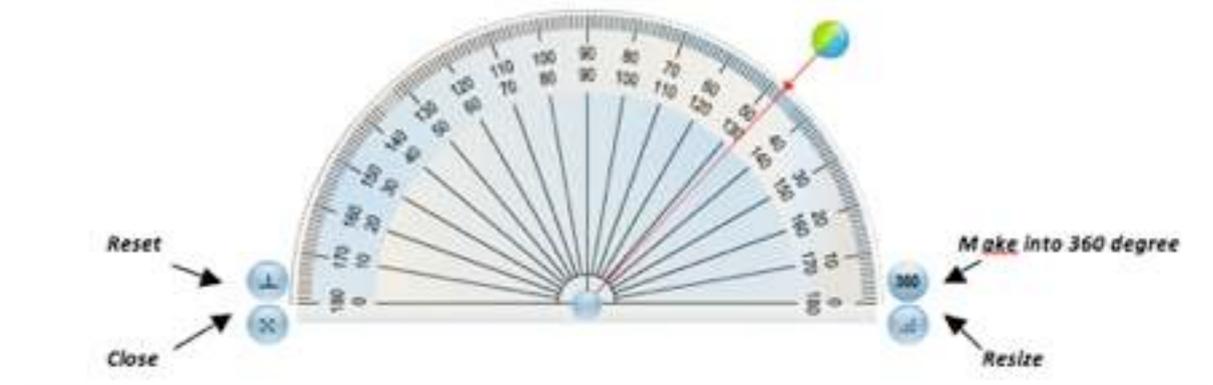
The Protractor allows you to measures angles anywhere onscreen. It may be moved, rotated, resized and turned into a 360˚ Protractor to measure angles greater than the basic 180˚ Protractor allows:
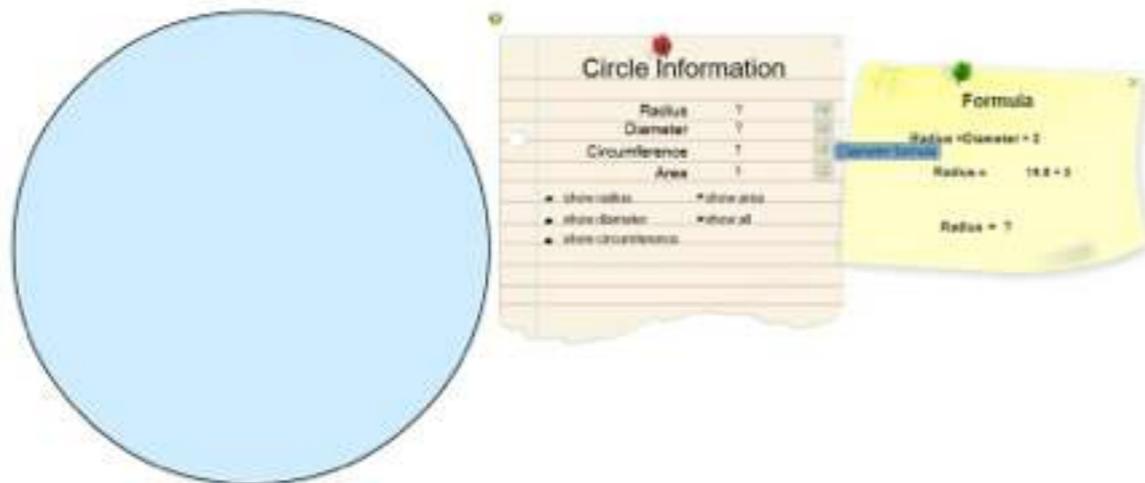
3.   Compass

Click and hold on the pencil- drag left or right to select radius length. Drag pencil down to select the color of circle you desire.

Release the pencil and the circle will be drawn
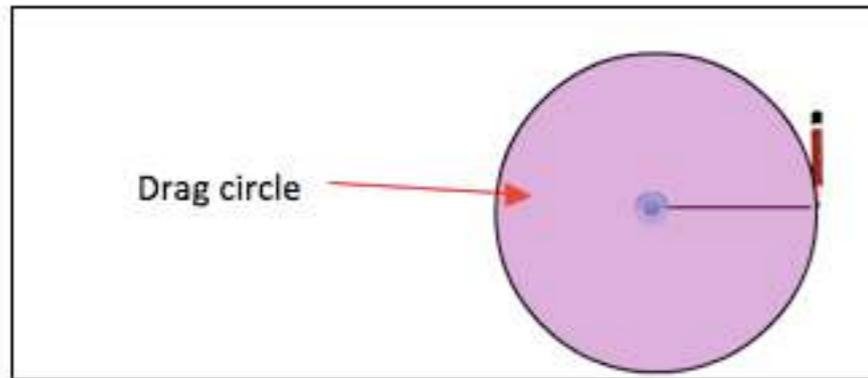
Click on the 'i' to reveal information on your circle

4. Convertor

The Convertor tool can be used to convert units of weight, volume, distance, temperature, time and area from one unit of measurement to another, e.g. yards to meters, Celsius to Fahrenheit, etc.

You can click on the converted measurement to drag out an interactive number.
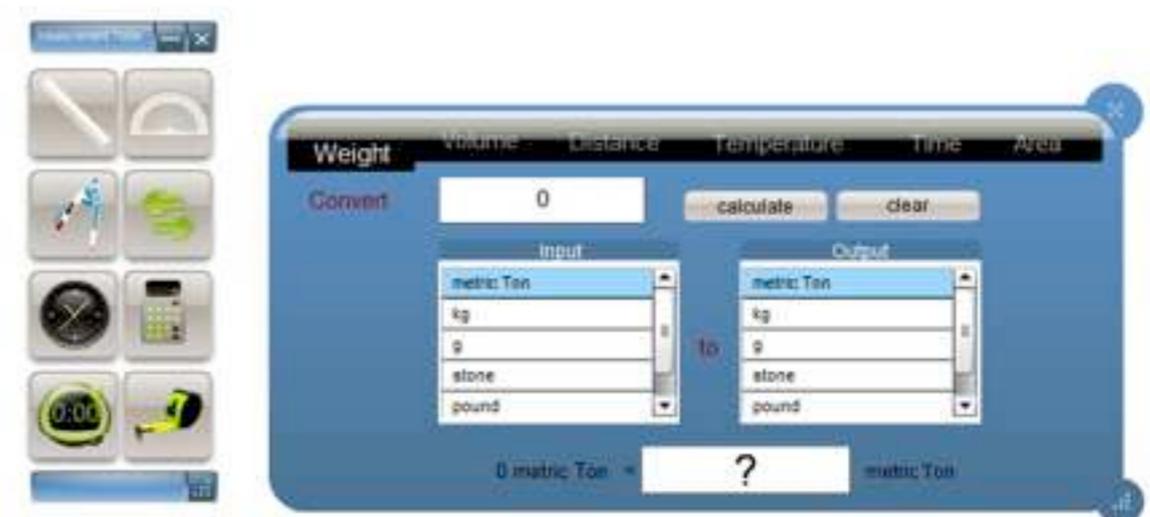
5. Clock

When you click on the Clock icon the analogue clock will appear:

To set the time on the analogue clock you should click on the clock hand you wish to move and drag it round to the correct dial position (e.g. the hour hand to 2 and the minute hand to 3 to show 2:15).

You can switch to the digital clock by clicking the button on the clock face.

To enter the time on the digital clock use the up or down arrows above and below each of the numbers on the clock. You can switch between 24hr and 12hr displays by clicking the buttons on the right of the clock.

It is also possible to convert the digital clock time to analogue by clicking on the button at the bottom of the clock

6.   **Scientific Calculator**

The scientific calculator gives an on-screen calculator with advanced scientific functions.

You can also see what calculations you have done previously from the drop down memory section

7. Stopwatch

The Stopwatch can be used to record the time taken to complete an activity.

You can start the stopwatch using the , reset the stopwatch using the and pause using the

The option is also there, using the button, to record split times. This can be seen below:

8. Tape Measure

The Tape Measure can be used to measure the length of objects onscreen. The Tape Measure can be moved by clicking on it and dragging it to the point the wish to start measuring from.

To record a new measurement click on the end of the tape and drag it to the point you wish to measure. The measurement will appear in the box and the tape will return into the measure.
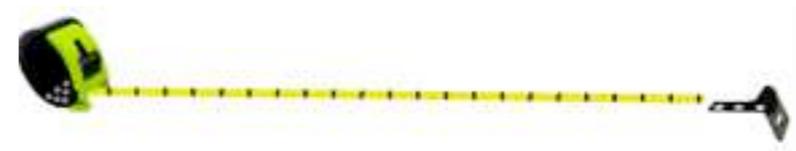
Geometry

CHAPTER CONTENTS

1. **Learn all about the Geometry Tools**

Geometry contains the following tools:

1. Prisms
2. Pyramids
3. Angles
4. Drawing Tools
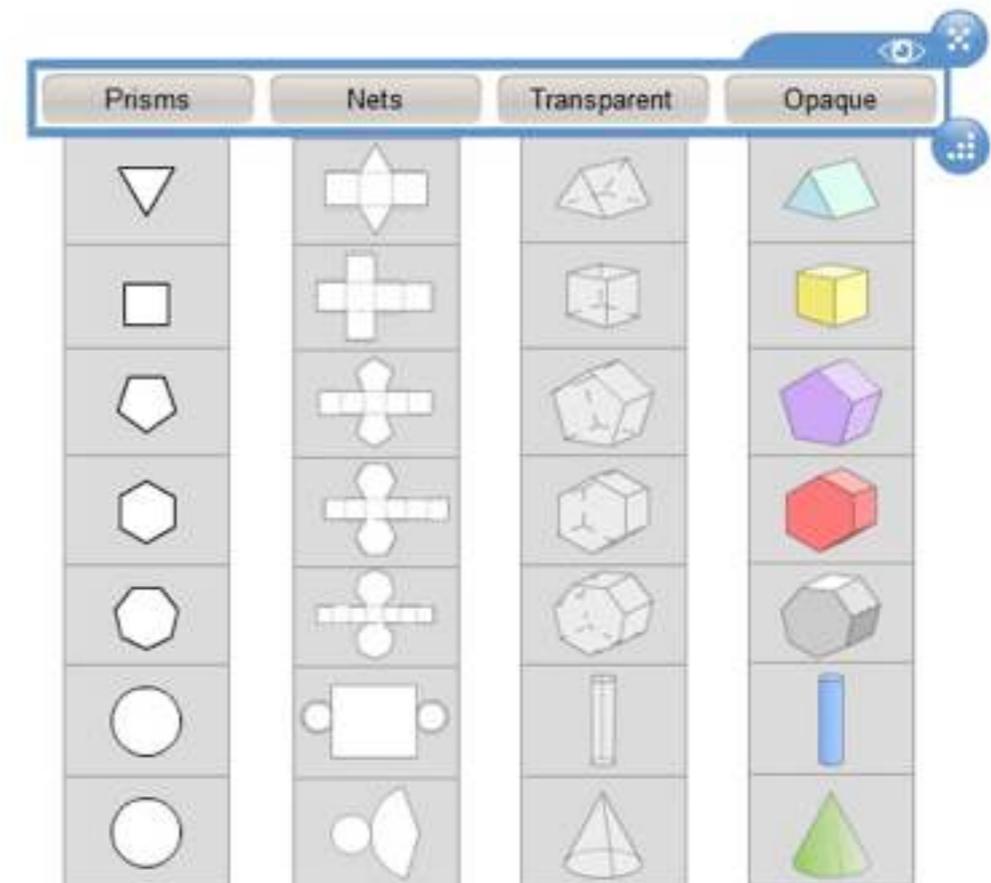**5. Rotation**
6. Reflection

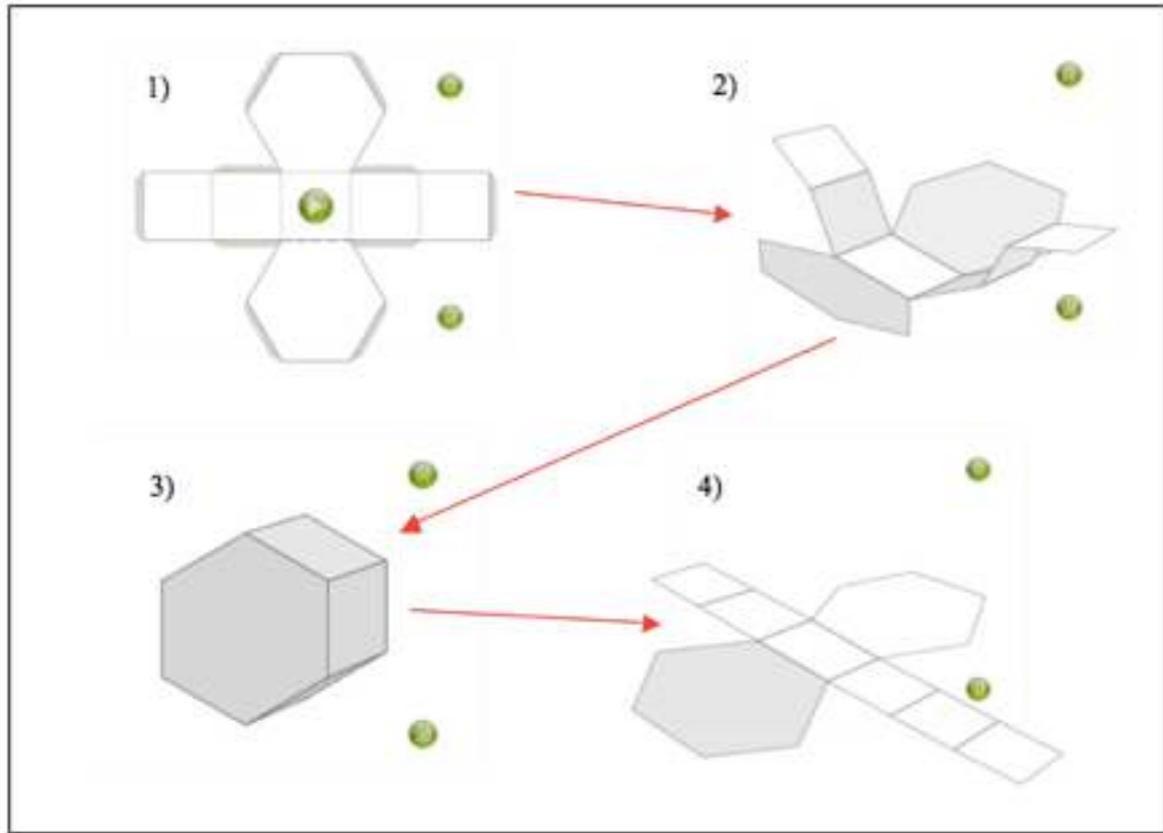By clicking on the 👁 we can show all of the options for the Prism menus.

Clicking on the 👁 will then hide the menu options again.

If you select any of the Nets you can click the play button to show how that forms your prism. You can see this below:
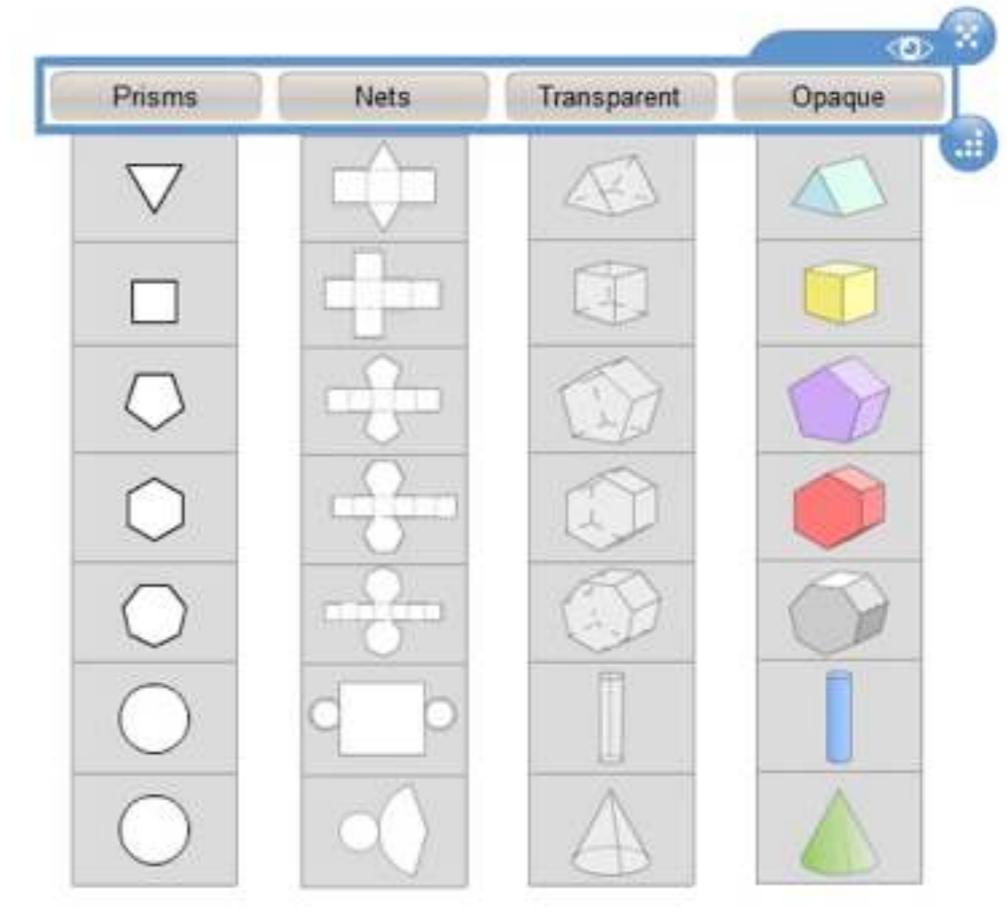
1.   Prisms

The Prisms tool enables you to create prisms and see how they are formed. There are four menus for creating your prisms:

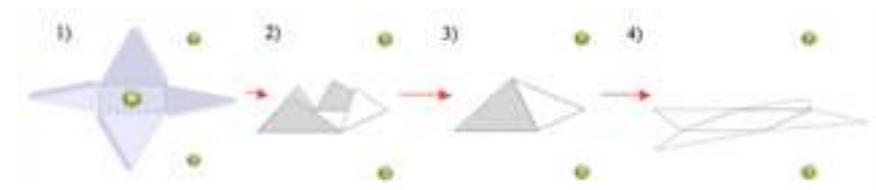| Prisms	Nets	Transparent	Opaque

2.   Pyramids

The Pyramid tool allows you to create pyramids and see how they are formed. Again we have four options for creating pyramids:

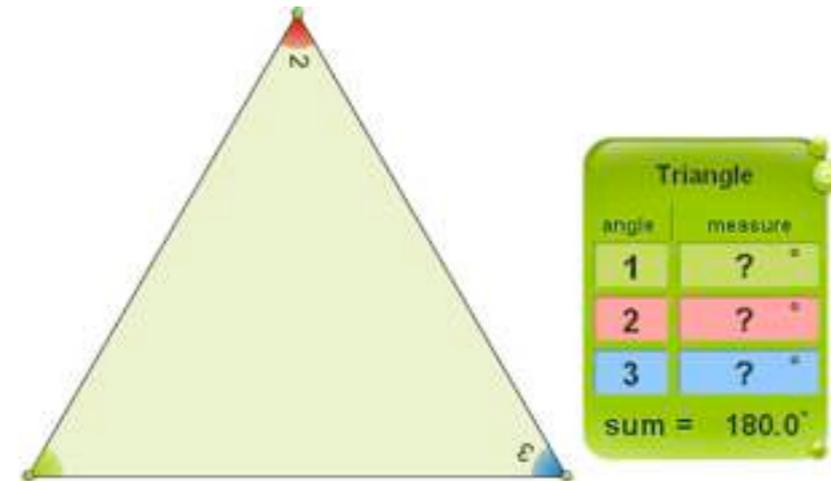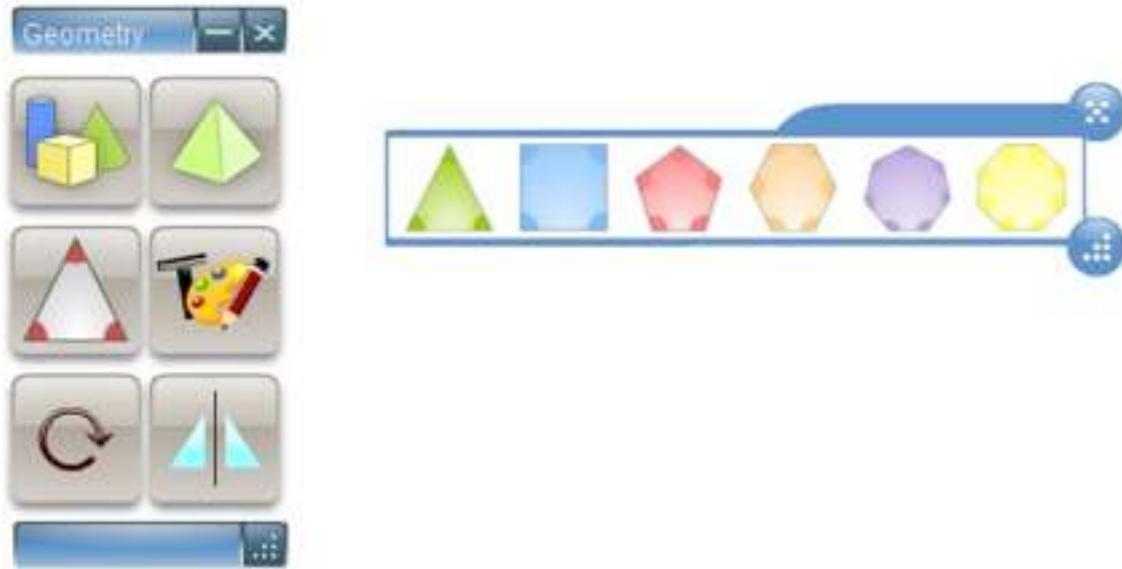By clicking on the we can show all of the options for the Prism menus.

Clicking on the will then hide the menu options again.

3. Angles

Angles allows you to create and alter shapes and then examine the angles involved in creating that shape.

Click on any of the shapes to get a shape on screen.

By clicking on the we can show all of the angles for the object we have on screen.

Clicking on the will then hide the angles again.

Triangle	
angle	measure
1	? °
2	? °
3	? °
sum =	180.0°

Triangle	
angle	measure
1	60°
2	60°
3	60°
sum =	180.0°

You can also change the appearance and the angles by clicking on the point where two sides meet and then dragging that point to change how the object appears:

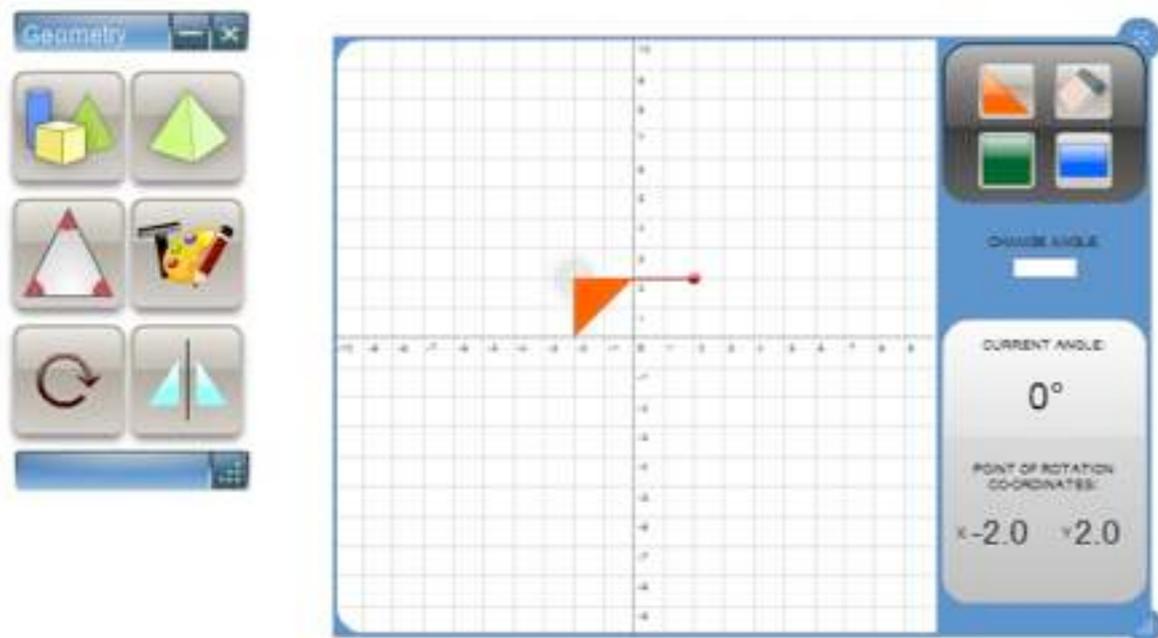| Triangle	
angle	measure
1	45°
2	45°
3	90°
sum =	180.0°
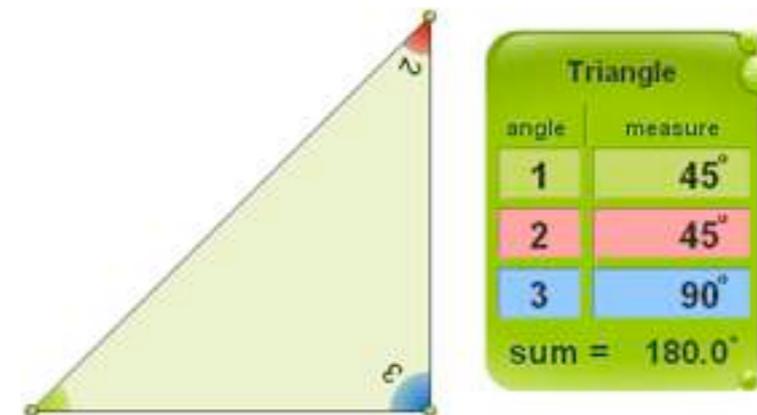
4. Drawing Tools

This is a shortcut to the Drawing tools. Drawing tools are described Section 4 of this User Guide.
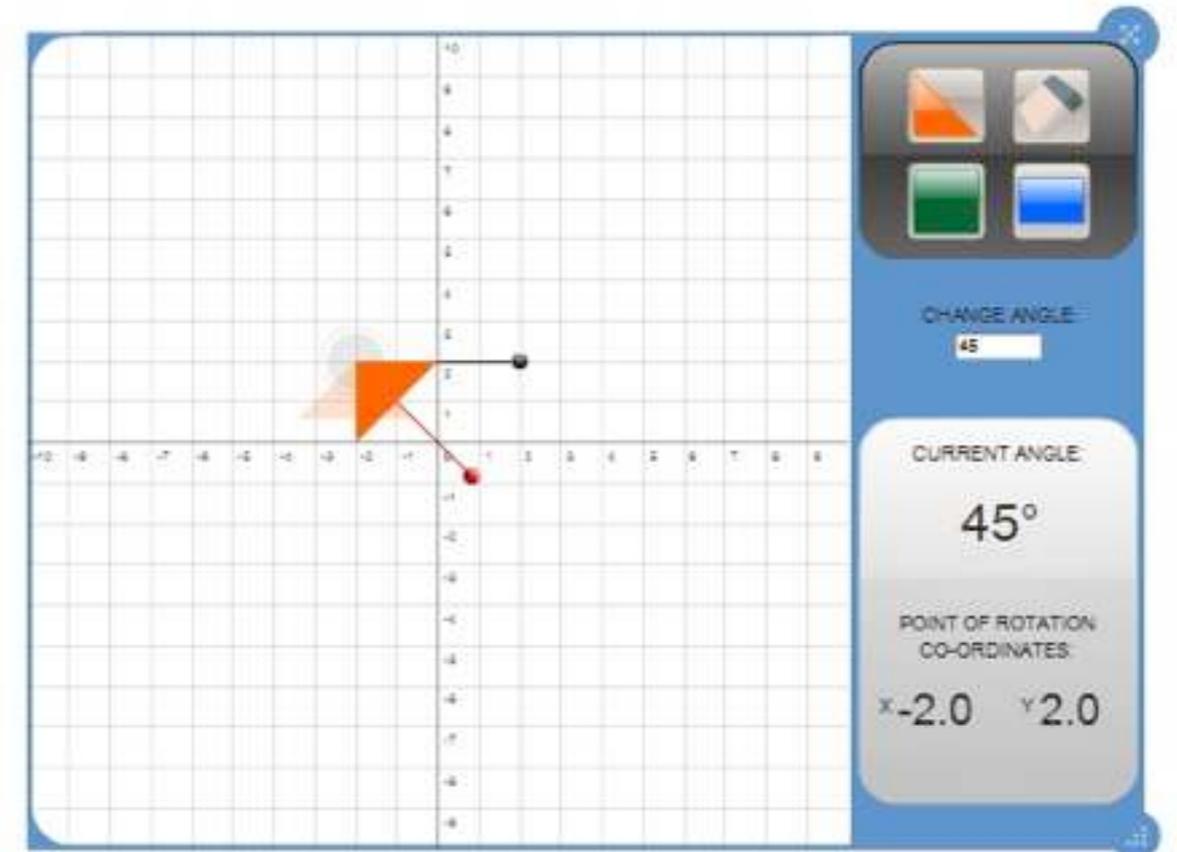
5. Rotation

Clicking on the Rotation icon will open the following window:


You can select the shape to be rotated by using the shape icons.

You can then set the angle of rotation

You can see the co-ordinates of the point of rotation below the angle of rotation on the right-hand side

You can also choose to rotate the object from a different point by clicking and dragging on the grey circle. It is also possible to click on the red line to manually move the reflected object.
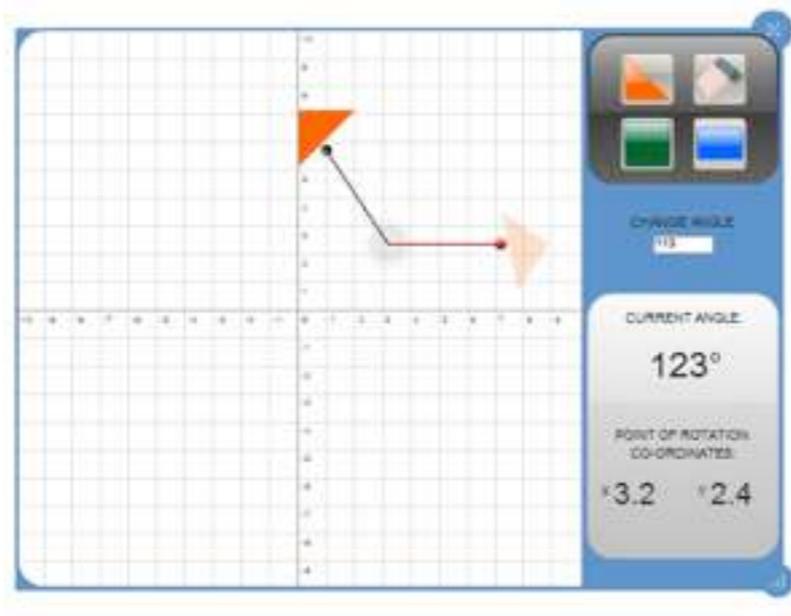
Select shape or delete an object
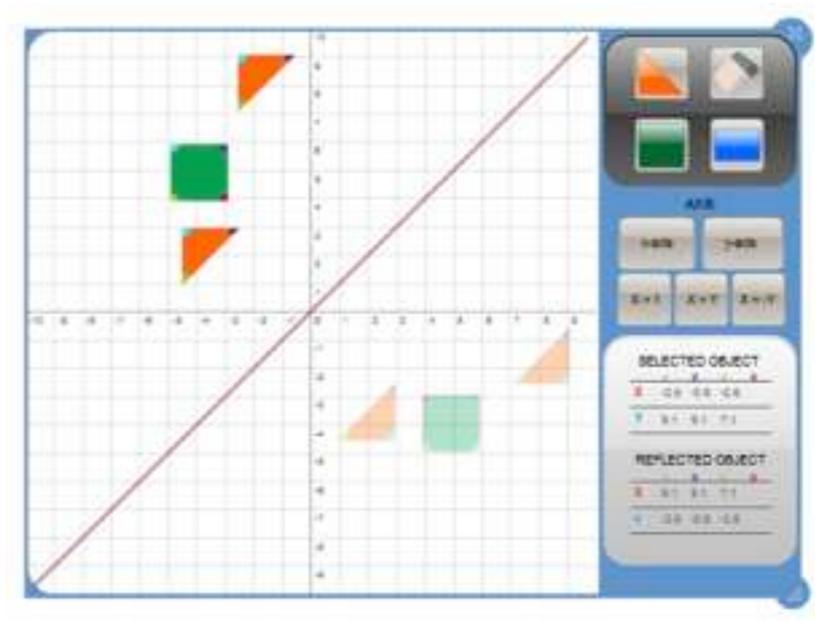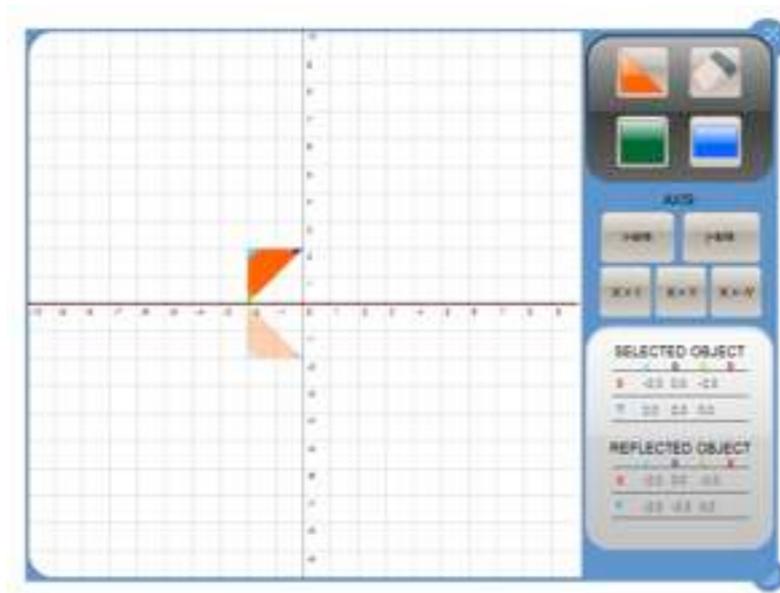
Co-ordinates of selected object

You can click and drag to move the shape and the reflection. You can have more than one shape on the grid, but only the co-ordinates of the selected shape will be shown. The axis of reflection can also be changed by clicking on the appropriate button:

6.   Reflection

Clicking on the Reflection icon will open the following window:

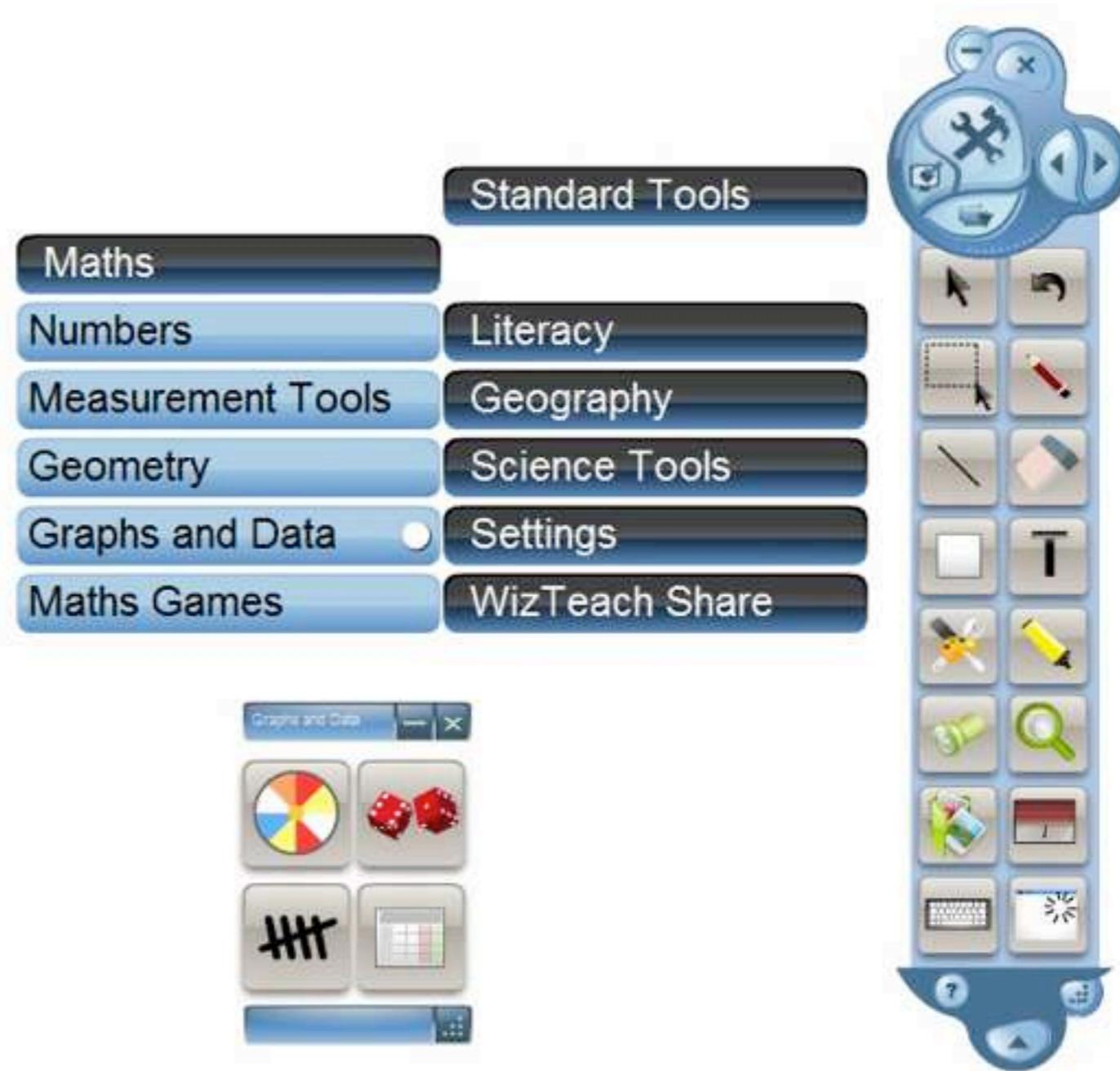Clicking on the Reflection icon will open the following window:

Select axis of Reflection

Co-ordinates of reflected object

Graphs & Data

CHAPTER CONTENTS

1. **Learn all about the Graphs & Data Tools**

The tools contained within Graphs and Data are the following:

1. **Probability Spinner**

2. **Dice**

3. **Tally Marks**

4. **Table Tool**
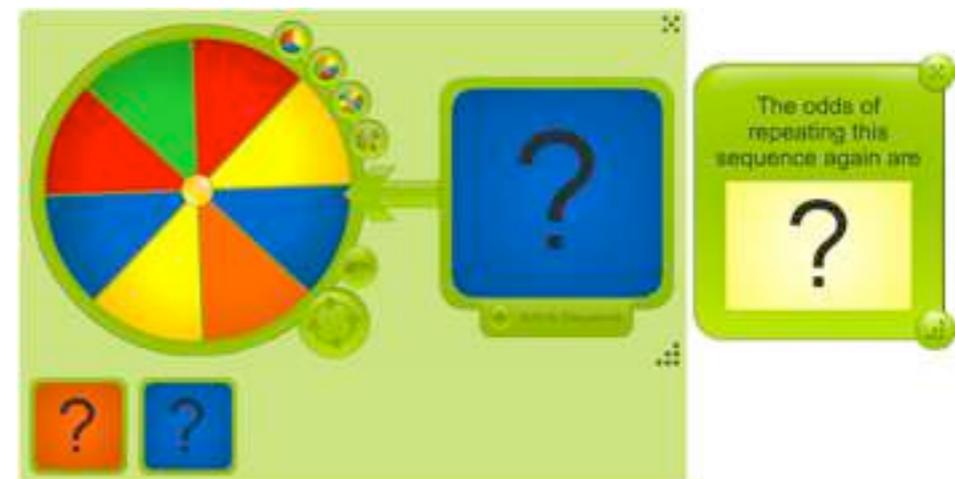
1.   **Probability Spinner**

The Probability Spinner is a way for you to randomly determine the probability of a certain color being selected on the wheel.

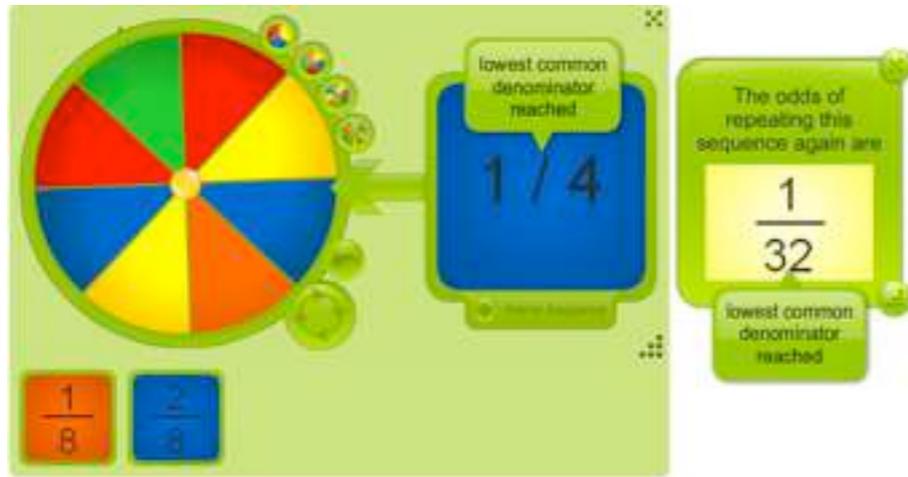You can spin the wheel by clicking on the [icon] to the bottom right of the wheel.

The [icon] will allow you to reset the wheel.

The four spinner buttons will allow you to select how many segments there will be on your spinner wheel. Choose either 3, 5, 8 or 16.

You can then add segments to a sequence and expand your probability calculations. To do this click Add to Sequence

By clicking on each of the ? we can see the probability of that color appearing on the spinner.

Clicking again on each probability will give you the lowest common denominator.
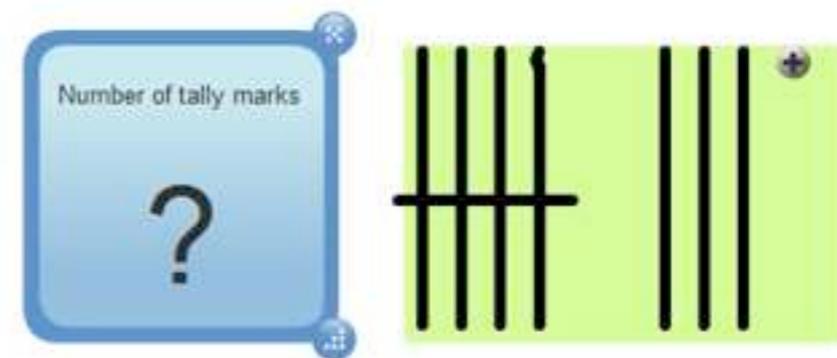
2.   Dice

You can use individual dice or combine them with the shaker to roll the dice across the screen. Click on the die or shaker to roll.

3.   Tally Marks

Tally Marks allows us to display information in the form of tallies. Click on the + to add a tally and the ? to reveal the total number of tallies.

4.   Table Tool

Select how large you want your table to be. The maximum initial size is 15 x 15.

To generate graphs, fill in the cell values, highlight the cells you wish to include, and select one of the graph options as shown.

You can also use the Select All button to highlight the entire table.

You can generate totals by using the totals button. Another row or column will be automatically generated next to your selection. Highlight the row or column data you wish to total, then click the totals icon. Rename the row to "Totals" if you wish, as shown.
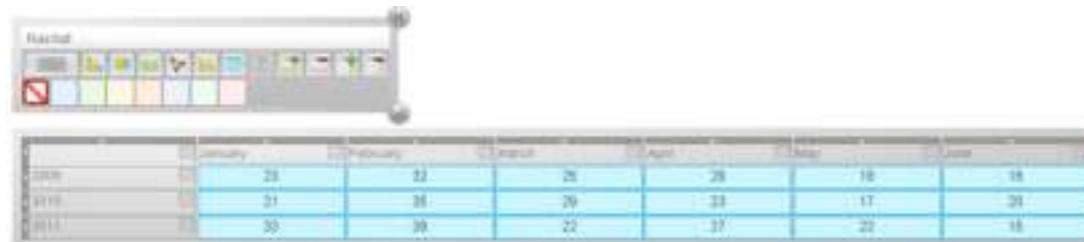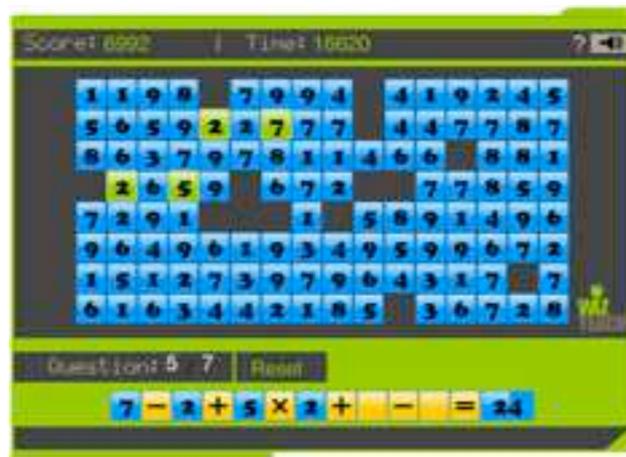
Maths Games

CHAPTER CONTENTS

1. **Learn all about the Maths Games**

The following Maths Games are included:

1. Arithmetic Games
3. Math Lines
5. See-Saw
7. Sudoku
2. Speedy Sums
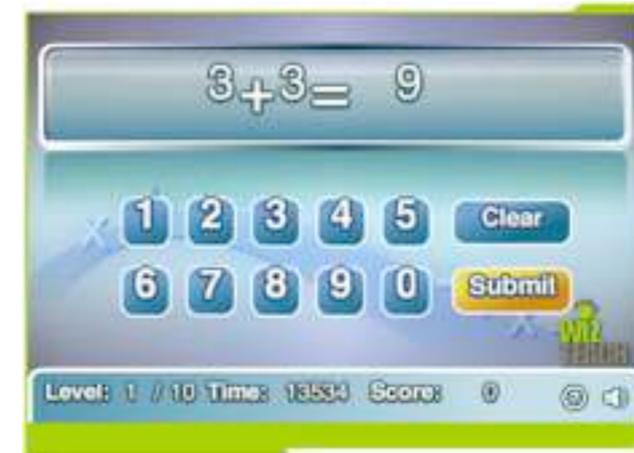4. Number Balls
6. Memory
8. Target 24

1.   Arithmetic Games

The questions calculations will appear at the bottom of the game screen and get progressively harder with every question. By

clicking on the numbers in the grid we can select the missing numbers in the calculations.

2.   Speedy Sums

Mental maths questions that get progressively harder as the levels increase. Click the numbers onscreen or type them on the keyboard to answer.

3.   Math Lines

Destroy the balls by forming pairs that add up to 10. Note that you can use one ball to destroy a group of same numbered balls.

4.   Number Balls

Click the colored balls in ascending order to remove them. The faster you make them disappear the more points you score.

5.   See Saw

Select which object is heaviest from the see-saws displayed.

6.   Memory

Look at the number onscreen and try to memorize it before the clock runs down and then repeat the sequence of numbers shown by clicking the number buttons or by pressing the number keys.

7.   Sudoku

Fill in the squares with 1-9 according to the following rules:

1) The numbers in each row, column or diagonal must not be repeated

2) The numbers in each 3x3 square (Surrounded by the thicker borders) must not repeat

Select the number you wish to enter on the grid on the left – it will then highlight in green.

Click on the square you wish to enter the number into – the number will then appear in green (as above)

You can hit the **Hint** button to reveal correct numbers but your time taken will be extended by 100 seconds for every number revealed.

8. Target 24

Arrange the playing cards and arithmetic signs into a formula that yields 24.

A = 1, J = 11, Q = 12 and K = 13

Literacy Tools

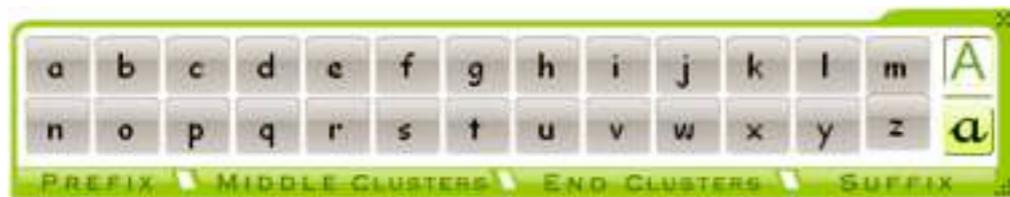## CHAPTER CONTENTS

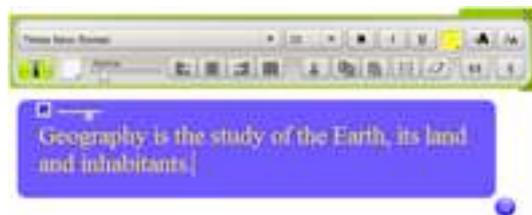1. Learn all about the Literacy Tools

The 4 English Language Tools are:

1. Text Tool
2. Word & Sentence Builder
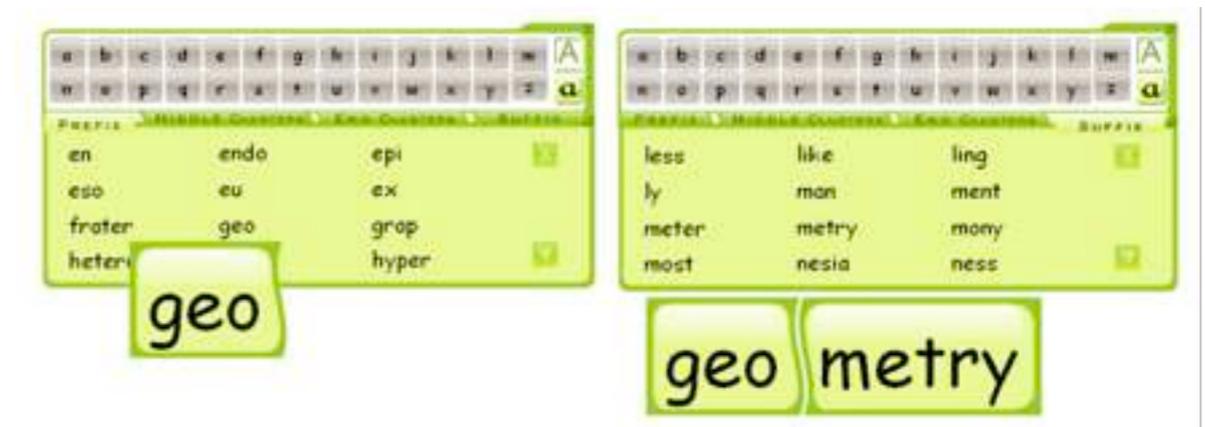3. Word Vault
4. Word Roots

1. Text Tool

2. Word & Sentence Builder

The Word and Sentence Builder will allow you to create text by dragging and dropping the letters into the text editor.

You can drag out individual letters or click on the word parts at the bottom of the toolbar to build using prefixes, clusters and suffixes.

3. Word Vault

The Word Vault allows you to take words from a block of text and create 'fill in the blank' type scenarios. Words can be added to the Word Vault and then dragged into the blank spaces in the text box.

The Vault icon will add a word to the Word Vault

The Show Vault Icon will display all words currently stored in the Word Vault.

You can also add your own words to the vault. Click the "…" to type your word, and then ⊕ to add to the list. This function is useful if you wish to give participants a number of words to choose from.

Highlight the word you want to add to the Word Vault from your text box as shown then click on the Word Vault icon to add the word to the Vault:
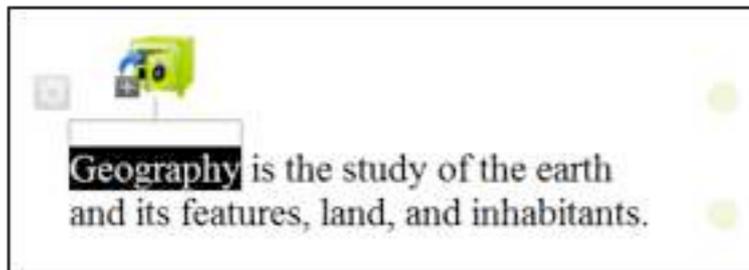
 You will be able to see all of the words that have been added to the Vault by clicking on the Open Vault button:
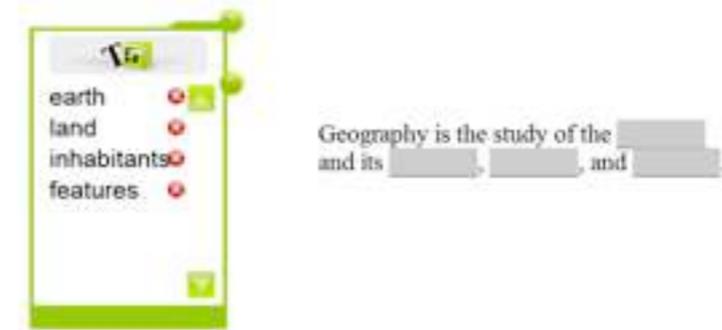

Click on the word within the Word Vault to open it. You can then drag and drop it back into place in the text box. You cannot add words in a blank space where it does not fit.

NB You cannot add custom words into a blank space, even if it matches.

When you have added the word back into the text it will disappear from the Word Vault.

4.   **Word Roots**

With the Word Roots tool you can type in a word and you will be given the origins of that word, its constituent parts and their meanings.

Literacy Games

CHAPTER CONTENTS

1. Learn all about the Literacy Games

There are 4 Literacy Games built into WizTeach. These are:

1. Word Builder

2. Word Hunt

3. Mix Up

4. Word Scramble

1.   Word Builder

Pick letters to form words using the adjacent letters.

Click on the last letter to confirm the word.

Click anywhere else to cancel the word.

Click on a blank area to drop in a new letter.

2.   Word Hunt

Search for the word with the given meaning. The word can read in any direction. Get more points for quicker answers but you lose points for showing hints.

3. Mix Up

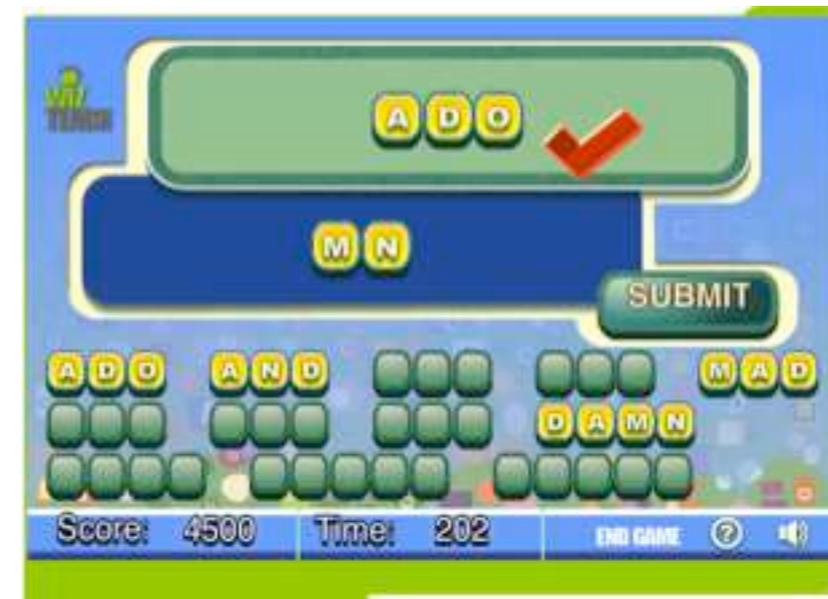Rearrange the letters to form a valid word.

You can get the meaning of the word by clicking the hint button.

4. Word Scramble

Arrange the letters to form words. You do not need to use all the letters but words must be at least 3 letters long. Use the mouse to drag the letters or type them into the box.

Geography Tools

CHAPTER CONTENTS

1. **Learn all about the Geography Tools**

The following General Geography tools are included:

Click on the map icon to extract the map

1. Select Map

2. Google Maps

3. Weather Bug

4. Weather Symbols

5. Thermometer

6. Graphs

1. Select Map

The Select Map tool allows you to bring out maps from the world scale down to local level. You can bring select the map you want by either clicking on the map area or selecting from the drop down menu:

North America

USA

You can drill down on your maps by double-clicking on the area of the map you wish to drill down on. This will then give you a further local map as below:
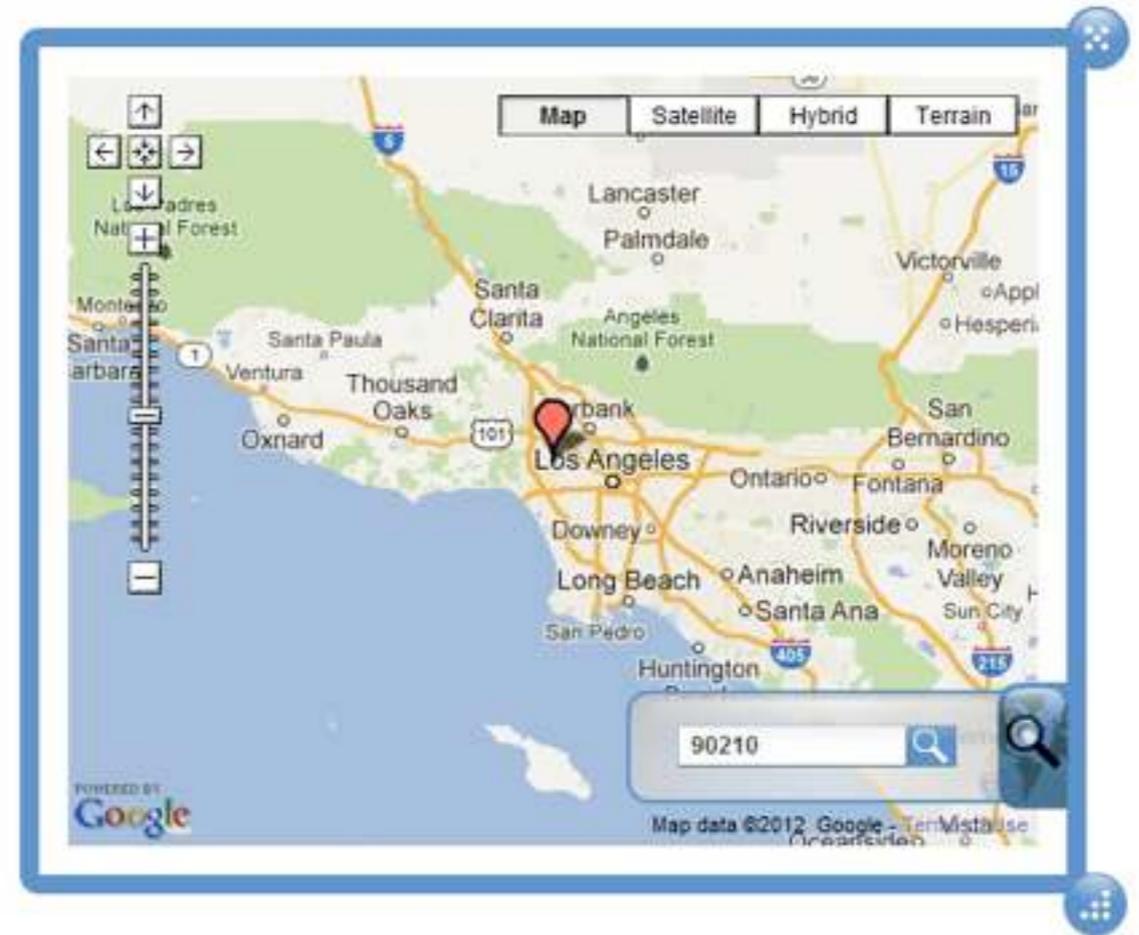

California [?]

2. Google Maps

N.B. YOU MUST HAVE AN INTERNET CONNECTION FOR THE GOOGLE MAPS TOOL TO WORK CORRECTLY

This will allow you to search Google Maps online to find a live map of any location.

Click on the magnifying glass to open the search box.

Click on the search icon to search Google Maps for the desired location.

Alternatively you can type the location you want to search for into a text box from the WizTeach text tool and it will search for that location.

3. **Weather Bug**

N.B. YOU MUST HAVE AN INTERNET CONNECTION FOR THE WEATHER BUG TOOL TO WORK CORRECTLY

The weather Bug tool allows you to view weather information for any location. There are 5 search tools available. These are

- Current weather

- Temperature

- Wind

- Rainfall

- Daylight hours

Date and time of latest weather reports

Latest weather report and night or day

Current temperature and daily high and low

Latest wind speed and direction

Latest pressure forecasts

Latest rainfall and humidity information

Sunrise

Sunset

Time zone

The weather information will be displayed according to the time of day so night will be shown on a black background, and daytime against a blue background:

The Weather Bug tool can also be used in conjunction with the Google Maps tool to get weather information from directly within the Google Maps tool. Click on the red marker balloon to bring up the Weather Bug information window:
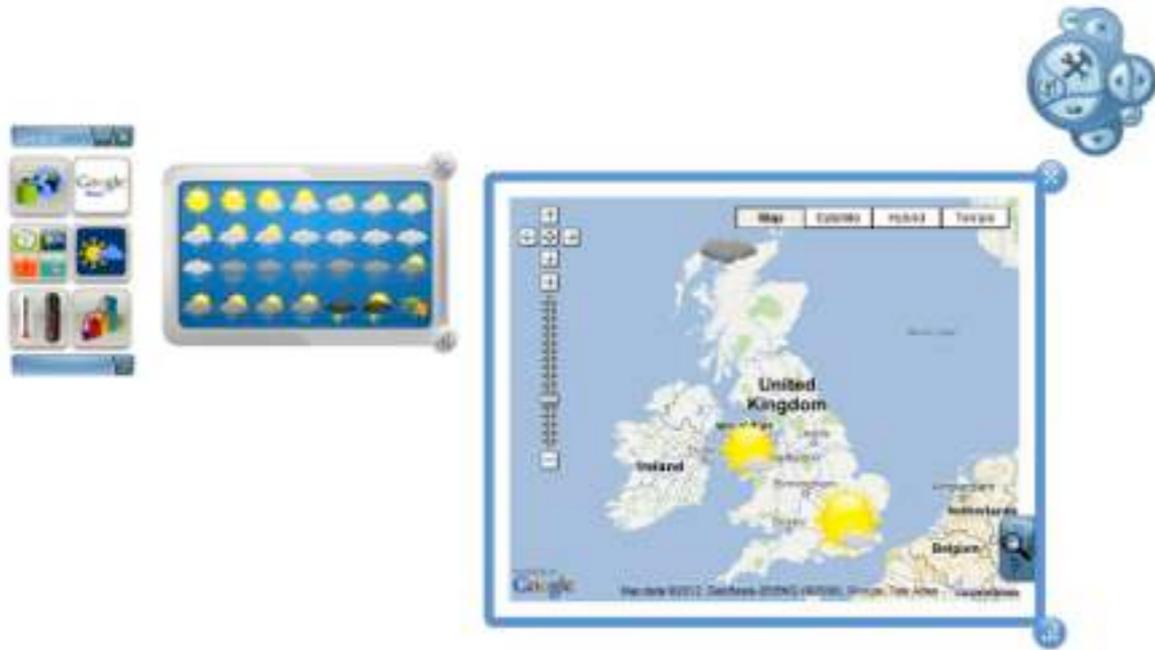

4. **Weather Symbols**

The weather symbols allow you to create your own weather map by dragging the symbols from the tool palette onto any background or object.

Reveal temperature

Hide temperature

5. Thermometer

The Thermometer will allow you to see and compare temperatures in Fahrenheit and Celsius/Centigrade.

Type the temperature into either the Fahrenheit or Celsius measurement box at the bottom of the corresponding thermometer:

The color bar on the right of the thermometer will indicate the temperature relative to the freezing point of water.

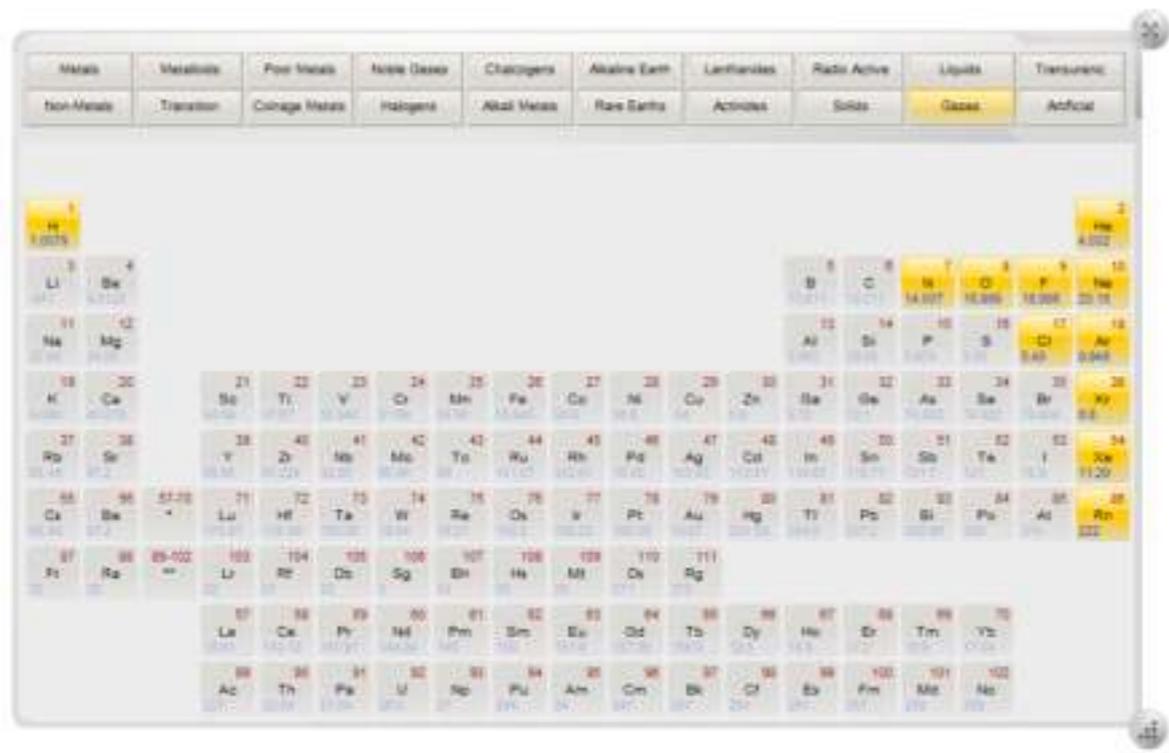## 6. Graphs
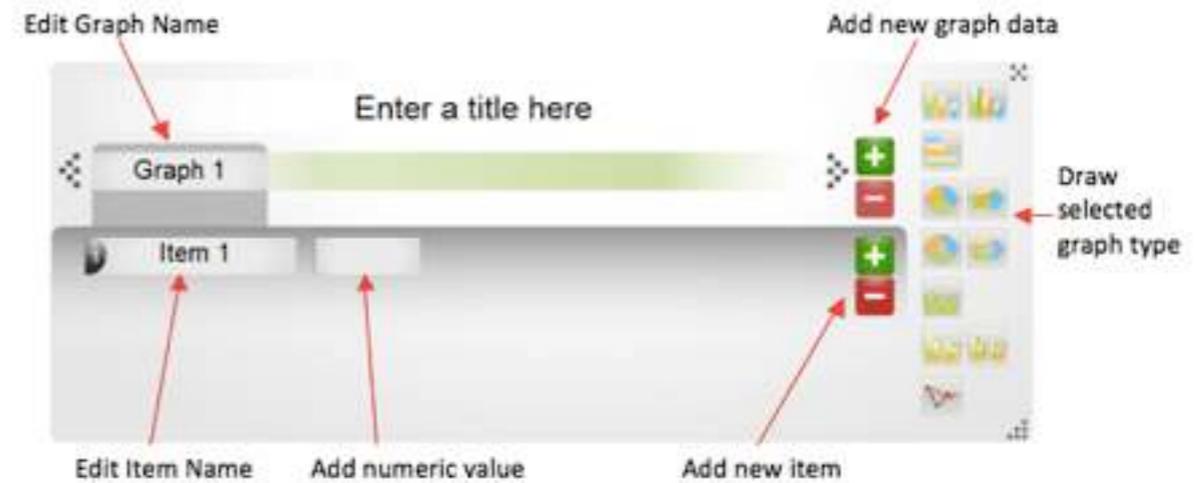
Science Tools

CHAPTER CONTENTS

1. Learn all about the Science Tools

1.   Periodic Table

The Periodic Table is organized by atomic structures and groups, and includes information on atomic number and the number of protons in an atom's nucleus. You can click on any group and it will become highlighted, as shown below:
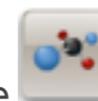

Click on an element to reveal a visual of the atom and the outer electron shell as well as links to a wiki page.
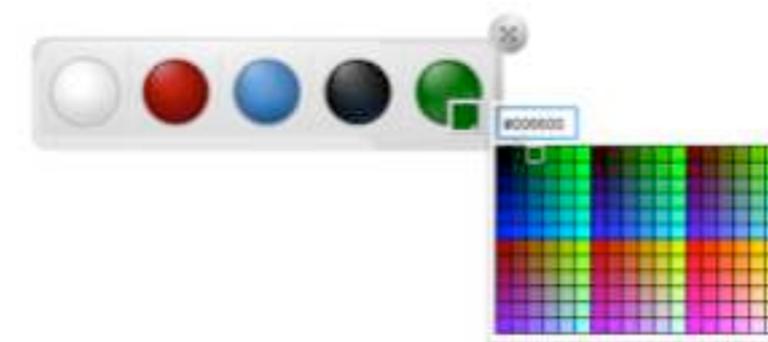
The drop down menus provides information on reactions, compounds, state, structure, colour, melting point, boiling point, period and group.


1.   Molecule Structure

Using the Molecule Structure tool, you can create bonds between atoms and build your own molecules. There are four fixed-color atoms to choose from. You can also select your own color to use, as shown:

To create a molecule, drag out the atoms you require. Click inside them to label each atom with its Element Symbol. Finally, click the outer edge of an atom and drag to another. This will create a bond between them. A water molecule is shown below:
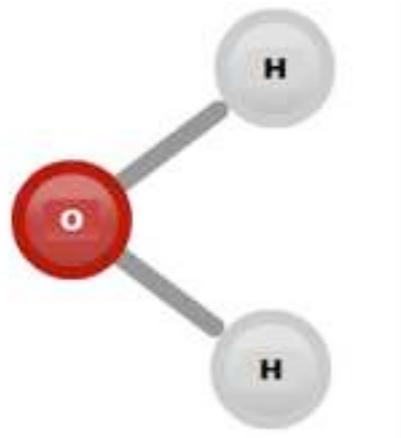
Once the atoms have been bonded, they will move as one. Click a bond to break it. This allows you to move the atoms separately again.

Once the atoms have been bonded, they will move as one. Click a bond to break it. This allows you to move the atoms separately again.

3.   Circuit Symbols

The circuit symbols tool contains a collection of 14 symbols and illustrations to allow users to examine the elements of a circuit.

Symbols include battery, wire, bulb, buzzer, motor, ammeter, voltmeter, resistor, variable resistor, fuse, transistor, diode, an "off" switch, and an "on" switch.

Drag out the required symbol and create the circuit as required. You can switch between symbol modes by using the green button on the right.

Use the text tool to add labels to your circuit, such as battery voltage, and resistance. The shape and drawing tools can also be used to create more detailed circuits.

4.   Pyramids

A hierarchical pyramid can be created with up to 10 segments. You are able to customize the name, color, and text color of each segment.

Use the green + and red – buttons to add or delete rows.

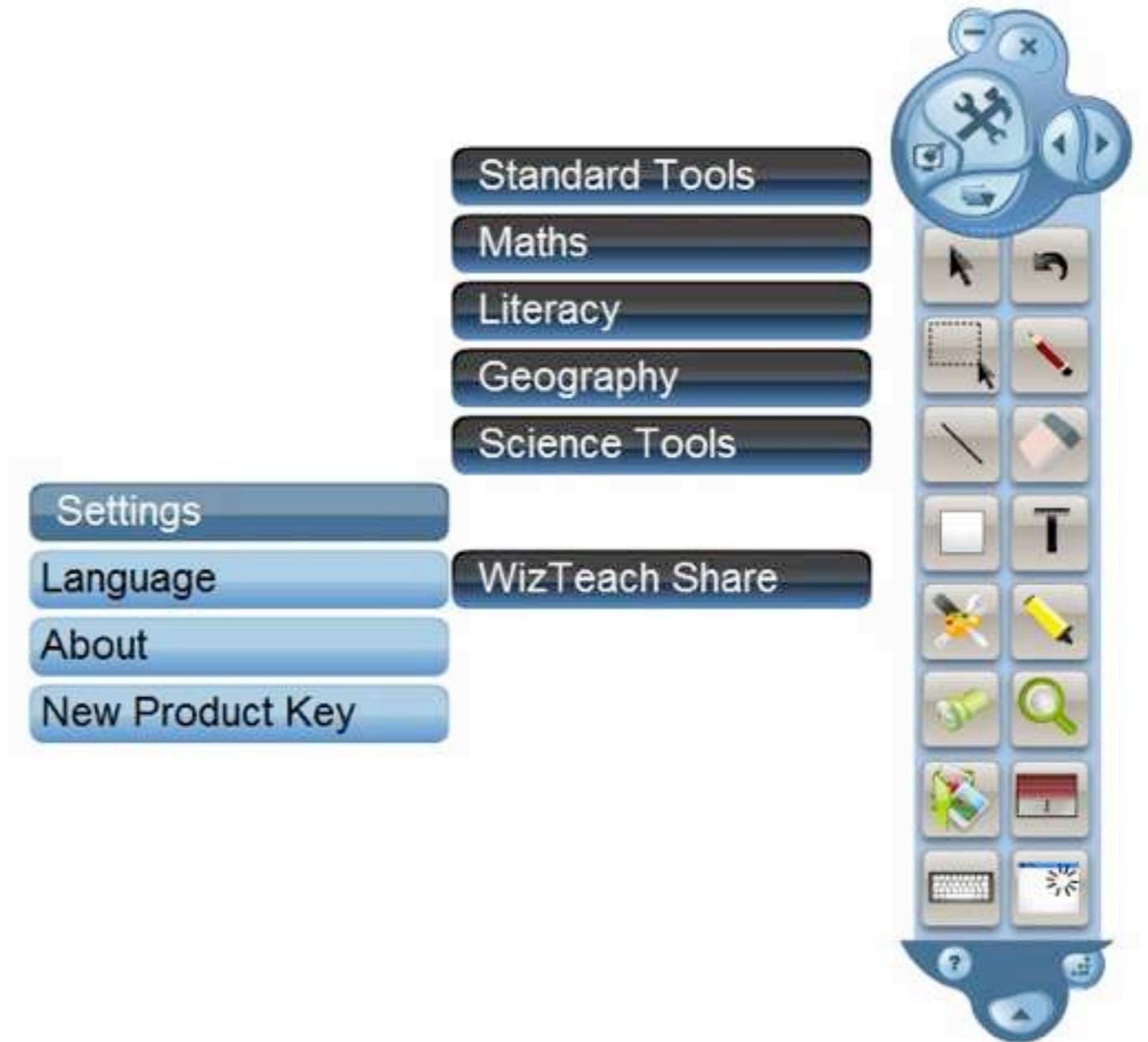Use the eye tool to show/hide the segment customization bars.

An example of use is on the right, showing the waste hierarchy.

Settings

## CHAPTER CONTENTS

1. Learn all about the Settings

Language

This allows you to change the language that WizTeach displays. It will also adjust the Keyboard in the Drawing Tools to the corresponding language keyboard.

About

This will give you all the details of your current WizTeach installation including Version, Product Key and all of the WizTeach Tools you currently have a license for.
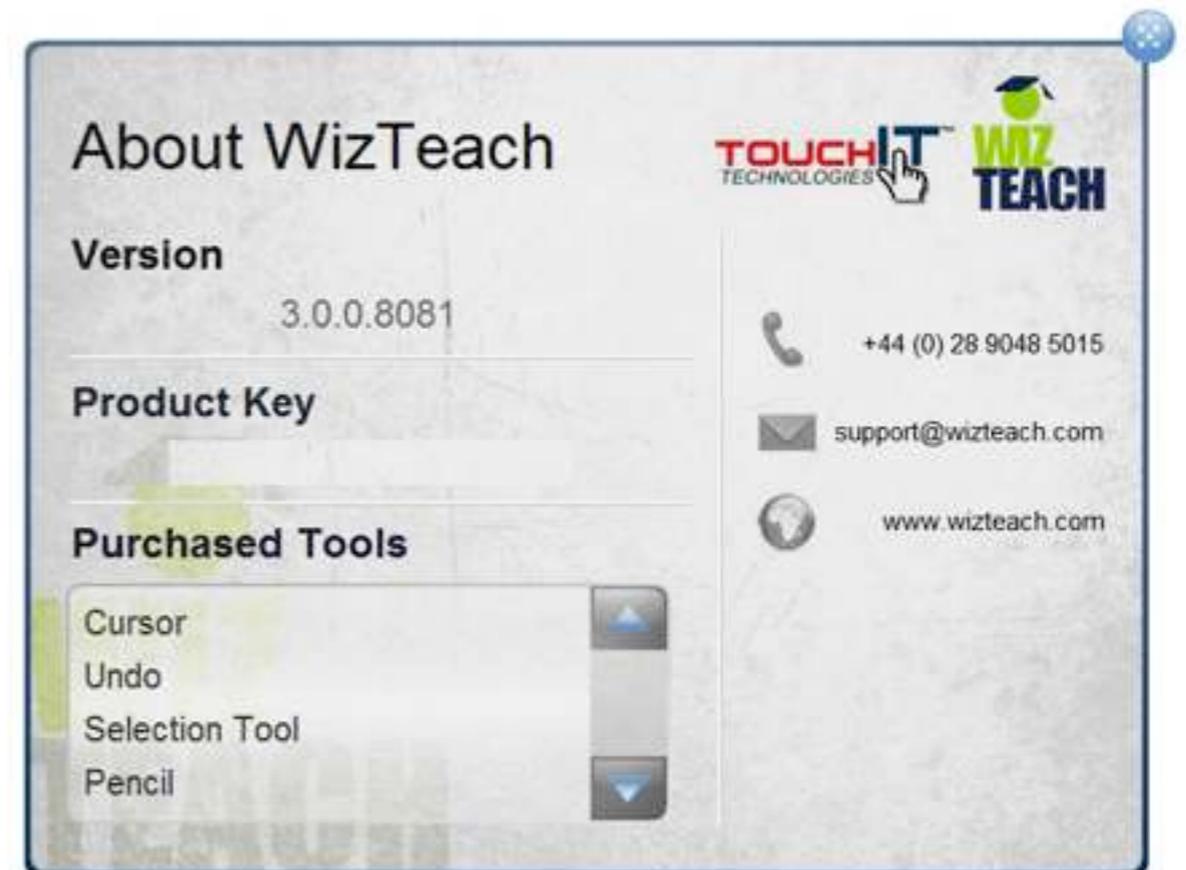
New Product Key

This allows you to enter a new Product Key to update your WizTeach license according to the Tools you have purchased and to update from a trial version.

Enter a new Product Key for a valid WizTeach License to prevent this message appearing.

If you are running a trial version of WizTeach you will periodically see the following message: