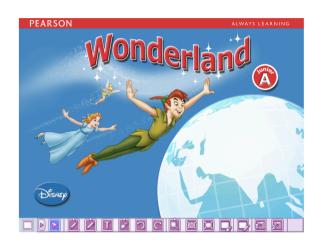


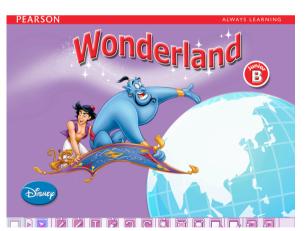
Wonderland ActiveTeach

Welcome to Wonderland ActiveTeach Software for the Interactive Whiteboard



Hundreds of new interactive activities for Wonderland with check-answers, plus videos, songs, festival worksheets, Disney story cards and digital posters.

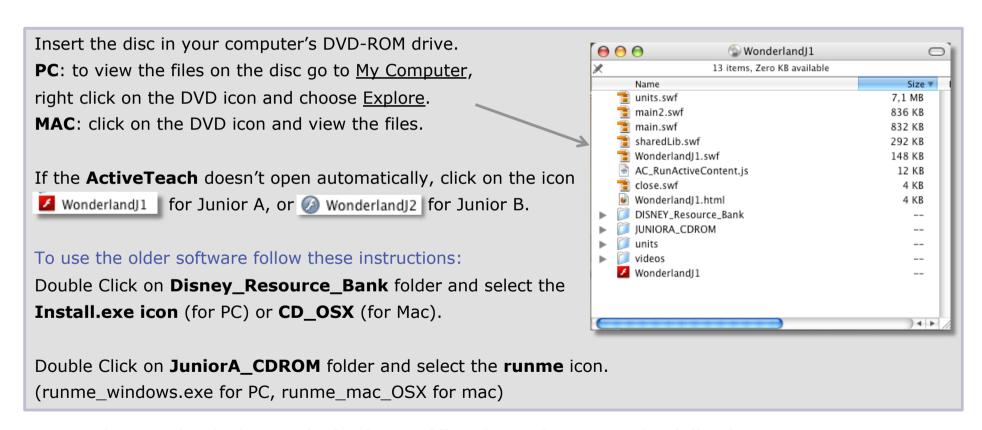
Get all the new and existing digital materials on one disc!



This software has been designed to use the content of Wonderland Junior A and B Pupils' Books and Activity Books in an interactive way that increases student motivation and saves you time. It is very simple to navigate and to use in the classroom.

What's on the disc and how to access it

- ActiveTeach Software (2013)
- Disney Resource Bank (2008)
- Pupils' CD-ROM with interactive games (2005)



Remember to check the **Technical Specifications** document for full info on your computer's requirements to run the different software above.

Inside Wonderland ActiveTeach



On the main menu page, touch or click on a unit tab to see the page spreads. Then touch or click on the page image of your choice to go to that page.

There are also tabs for the...

- Introduction section (Alphabet, Numbers, Colours)
- Revision sections
- Endmatter (Festivals, End-of-Year Play, Picture Dictionary)
- Activity Book
- Resources (Audios, Videos, extra Songs & Festivals materials, Flashcards, Wonderland Extra Booklet, Disney Story Cards, Teacher's Extra Resources, Posters)

Inside Wonderland ActiveTeach



Navigate the units of the ActiveTeach software for Interactive Whiteboards and access all of the **Pupils' Book** and **Activity Book** pages.

How to navigate the software

These buttons at the bottom of each exercise screen will help you navigate through the tasks:

- ack to main menu
- sack to full unit page
- ack to previous exercise or page
- forward to next exercise or next page
- show more: see related text, information or picture

- Check answers
- reset exercise to do it again
- Show answers
- print the exercise

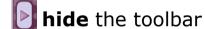
The buttons show as **purple** when they are active for a particular task and **grey** when they are inactive. Touch or click on the purple buttons to use them.

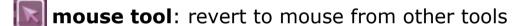
Any area on the interactive whiteboard can be zoomed or annotated, using the toolbar at the bottom of the screen.

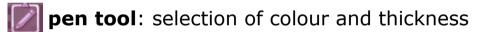
Making the best use of the tools available

Any area on the interactive whiteboard can be zoomed or annotated, using the toolbar at the bottom of the screen. These buttons at the bottom of each exercise screen will help you navigate through the tasks:











add text: type into text box anywhere on page

eraser tool: selection of thickness

ando

redo

















zoom tool: select an area and choose to zoom in, zoom out, or to select a specific area on the page. Revert back to the mouse tool to stop zooming.

Teach your class through the software



Once the spread is open, touch the moving icon wow next to an exercise and a new screen showing an interactive task will appear.

The audio (from Wonderland Class CDs) is included and can be accessed directly from the page. For audio tasks the audio player will appear in the bottom right hand corner of the screen. Control the audio using the play, pause and stop buttons, and use the scroll bar to rewind and fast forward.

To view the answers in an interactive task click this icon.

To view the answer key of a non-interactive task click this icon.

Stories with audio and interactive activities



Click the moving worderland icon next to the story to view it and hear the audio.

Use the zoom tool to focus on a specific area.

Move from one frame to the next using the **swift transition** arrows.

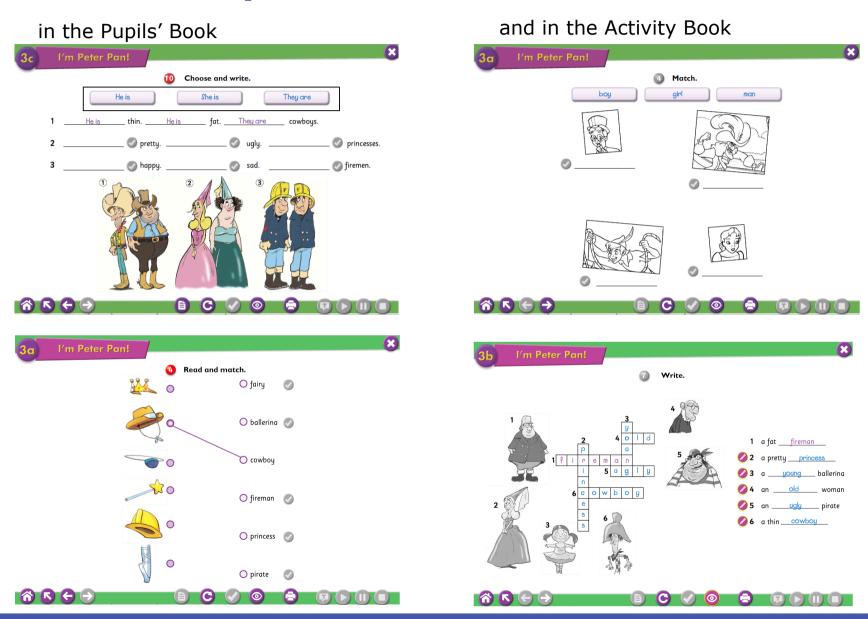
Do the interactive comprehension activity at the end of the story with your students.

Teach your class through the software

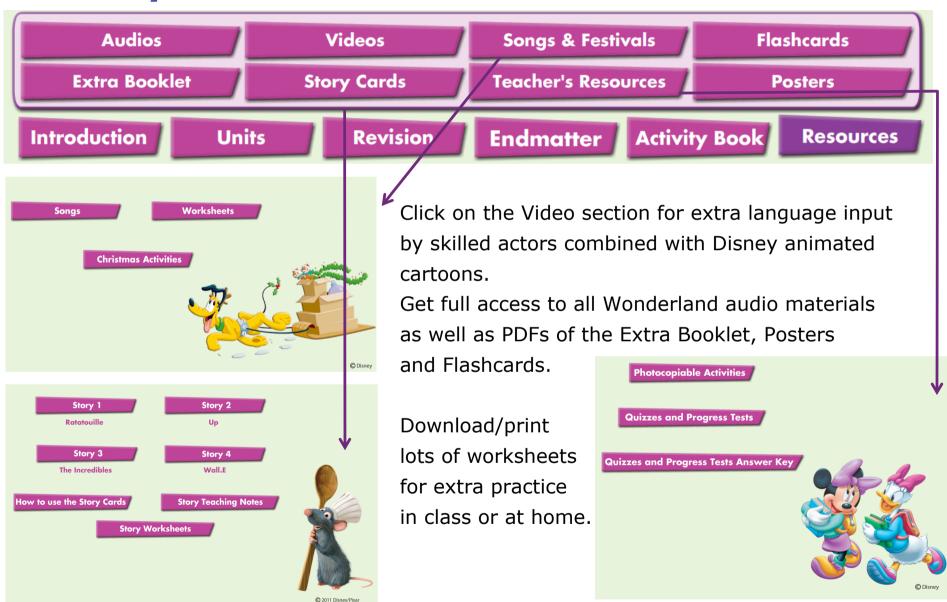


In the story section, use this icon on the bottom left corner show/Hide All to hide the text while the audio is playing or help your students act it out.

A wide variety of interactive activities...



So many extras!





Wonderland ActiveTeach