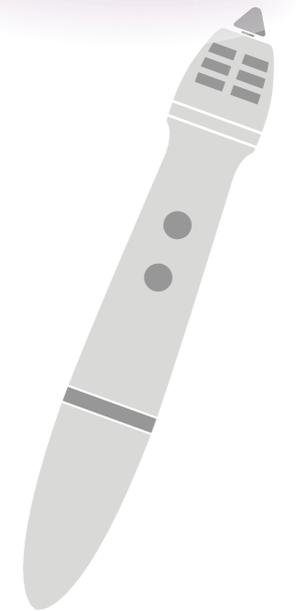
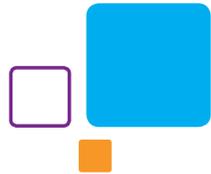


NEW

MimioStudio ActivityWizard



MimioStudio ActivityWizard



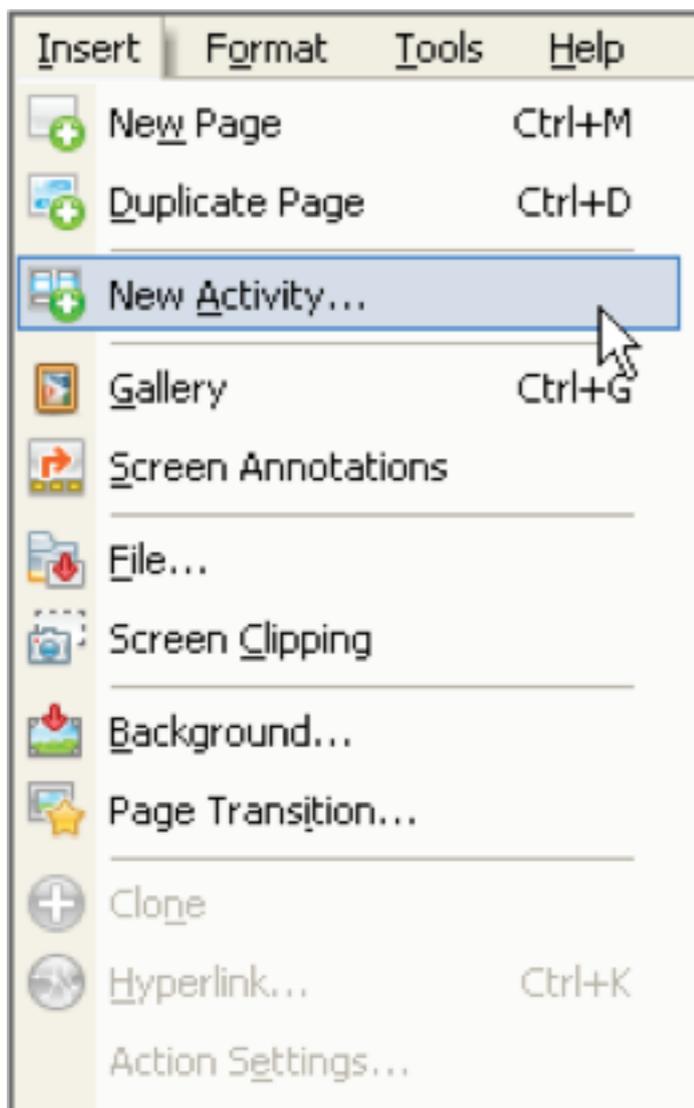
Build better activities in minutes

- **Easiest and most intelligent activity builder available**
- **Automates the activity and lesson building process**
- **Calls out critical components for creating effective instruction**
- **Built-in knowledge engine**
- **Sequences activities from easier to more challenging as students' skills increase**

Opening a New Activity

There are two easy ways to insert a new activity into your lesson.

1. Click on **Insert > New Activity**



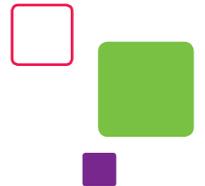
2. Choose the **New Activity** button in the Menu Bar



Either option will insert a New Activity on its own page.

Creating a New Activity

To create a new activity, there are four basic steps:



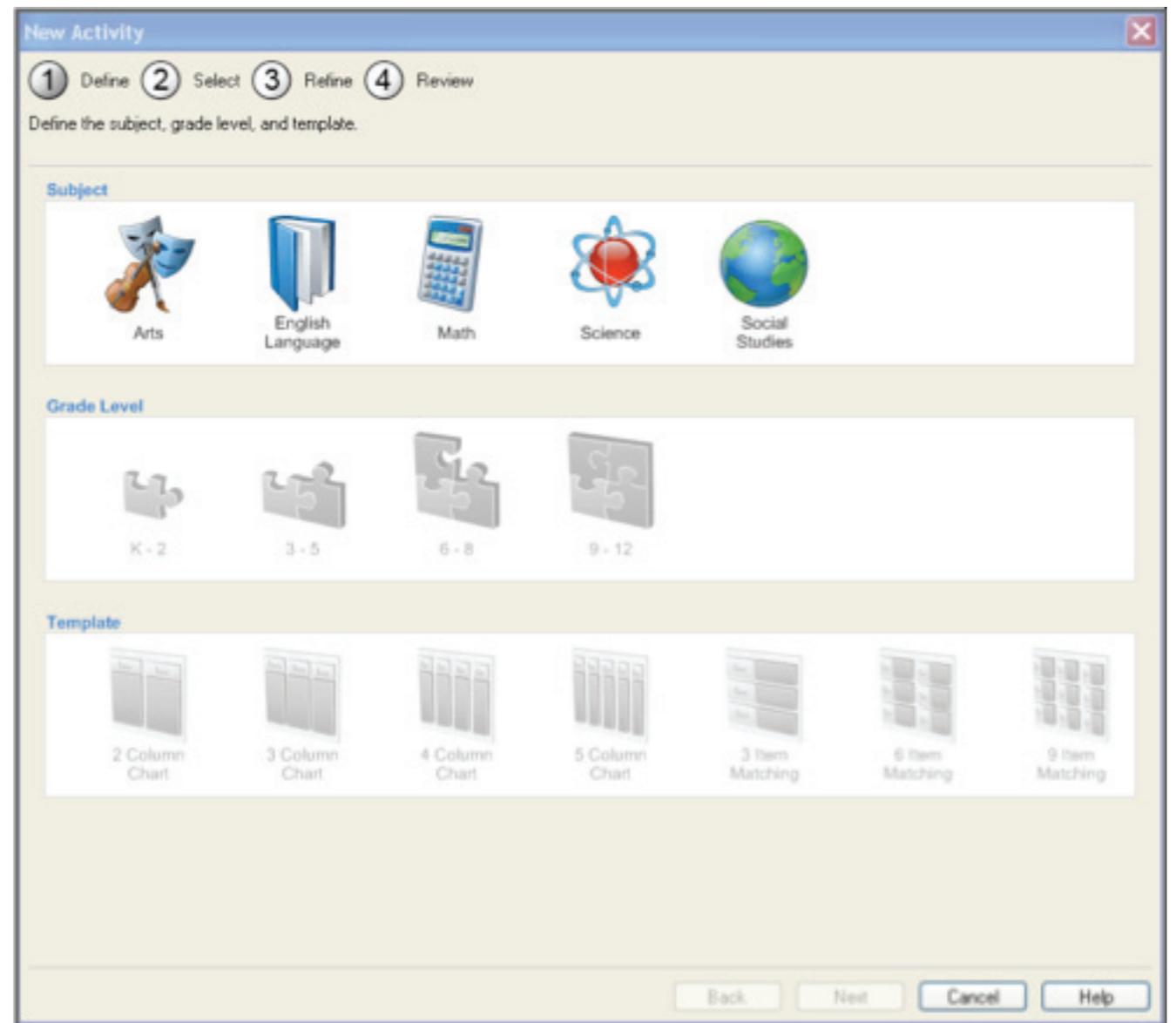
1. **Define** – Determine the parameters of your activity based on the subject, grade level, and the type of template.
2. **Select** – Choose the topic and categories you want to teach, and when the answers should be revealed.
3. **Refine** – Verify and adjust the Choice Pool from the library options as desired.
4. **Review** – Ensure you are happy with your activity and include your objective.

Creating a New Activity – Define

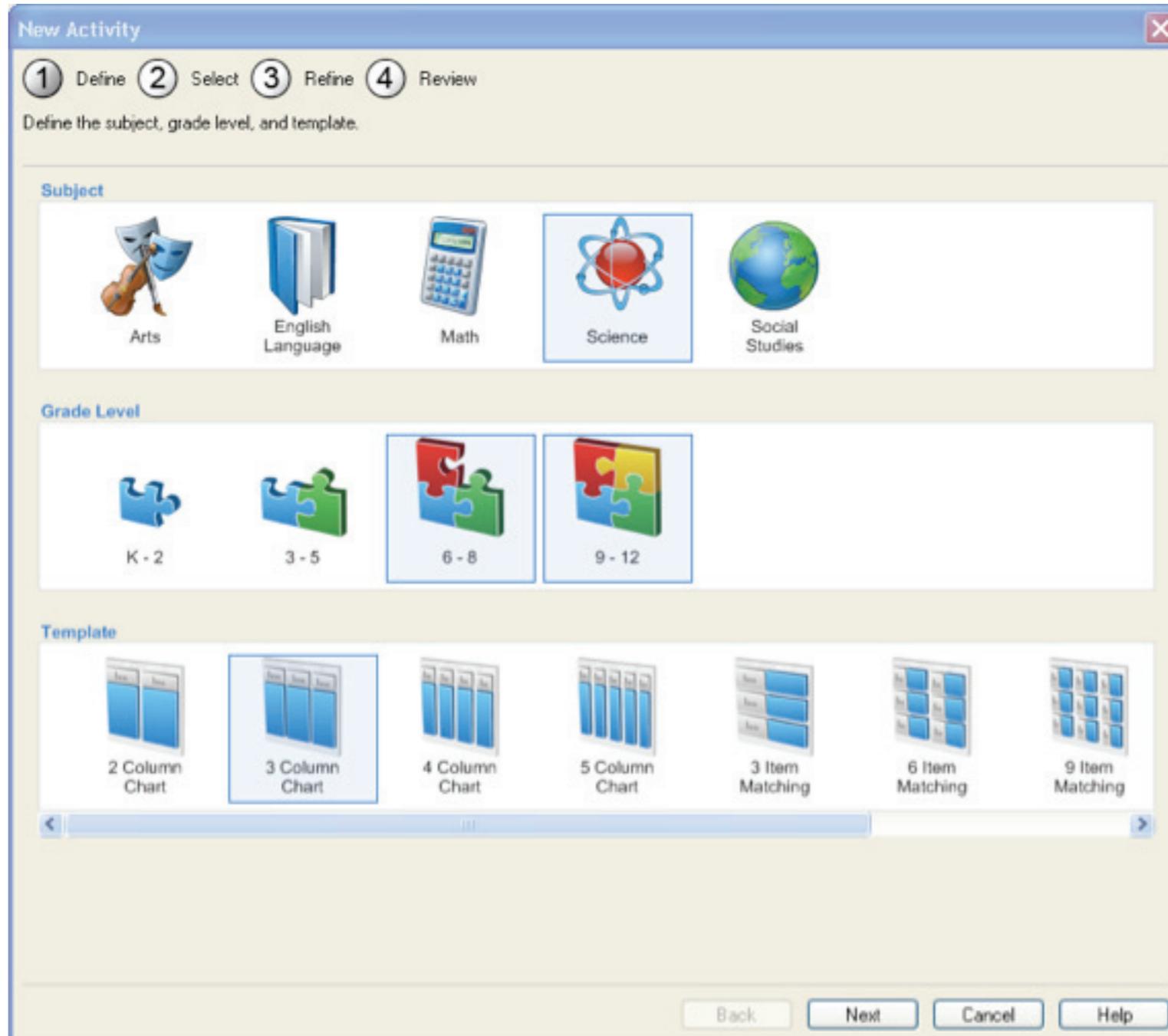


Items in the **Knowledge Base** are tagged by **grade level**, **subject**, and **specific facts** about the item. This ensures that only the information relevant to that topic is shown.

As you can see, **items are greyed out** until you make subsequent decisions. You can select multiple grade levels if you desire.



Creating a New Activity – Define



Once you choose your subject, grade level, and template type, you can then move to **Step 2: Select**.

Creating a New Activity – Select

New Activity

1 Define 2 Select 3 Refine 4 Review

Select the topic, categories, and when to reveal answers.

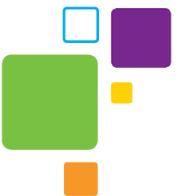
Topic: Select Topic

Reveal answers: immediately following a student response

Back Next Cancel Help

DYNAMO Mimio

The number of topics varies, based on the subject. **Use the drop-down menu to choose your topic.**



Creating a New Activity – Select

New Activity

1 Define 2 Select 3 Refine 4 Review

Select the topic, categories, and when to reveal answers.

Topic: Animal Classification

Fish Mammals Select Category

Reveal answers: immediately following a student response

Back Next Cancel Help



Choose the categories from the available drop-down menus.

If you pick the same category twice, ActivityWizard will remove the previous instance of that selection.

Creating a New Activity – Select

New Activity

1 Define 2 Select 3 Refine 4 Review

Select the topic, categories, and when to reveal answers.

Topic: Animal Classification

Fish Mammals Select Category

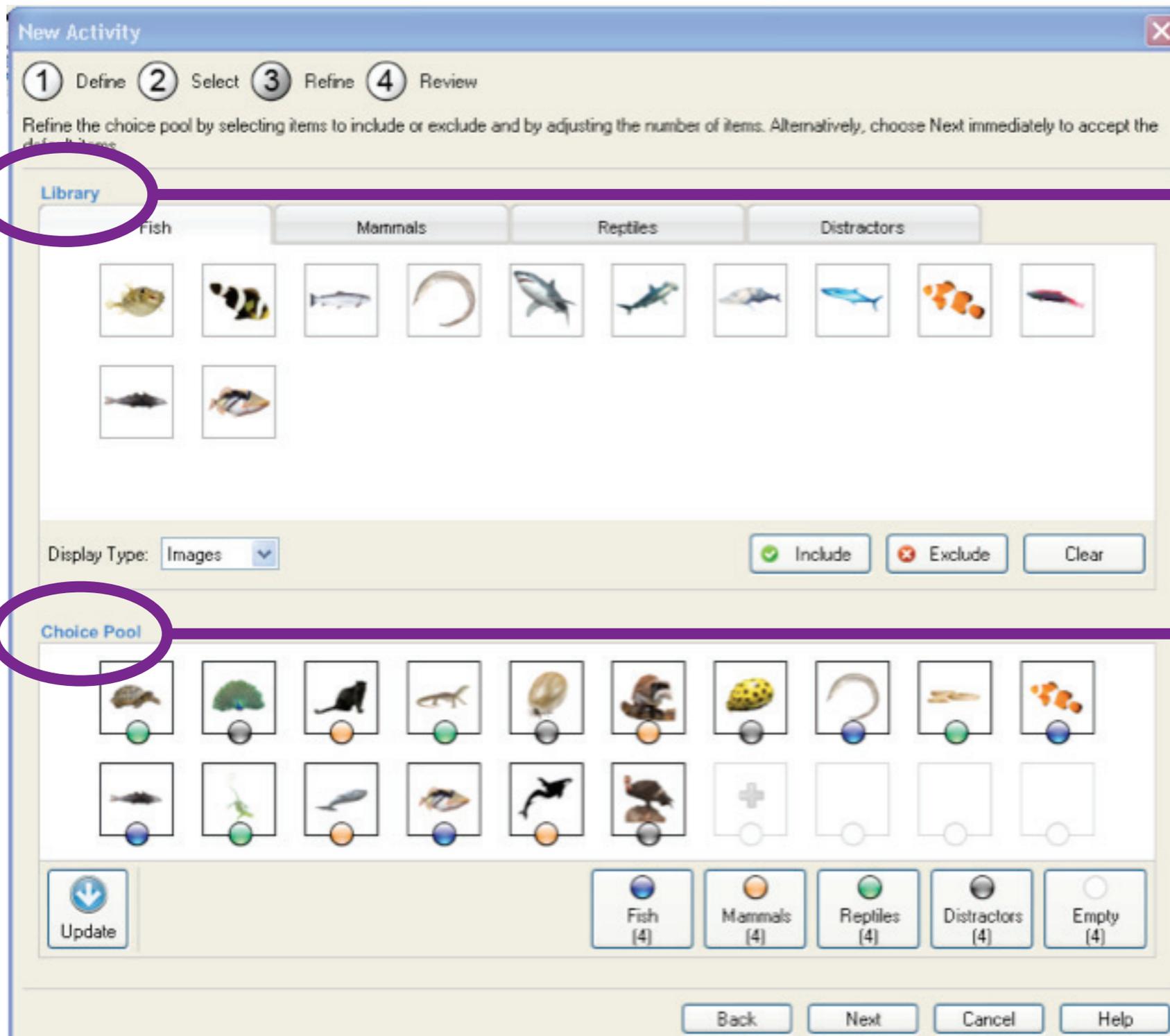
Reveal answers: immediately following a student response

Back Next Cancel Help



Determine if you want the answers revealed immediately upon a response, or at your discretion.

Creating a New Activity – Refine



The **Library** has the various options based on the **selected categories** and the **distractors** for the topic.

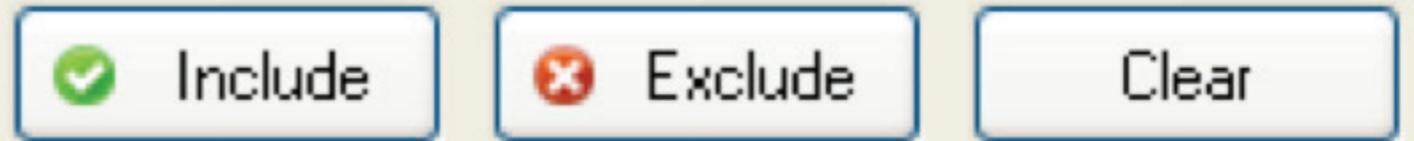
The **Choice Pool** shows which items will be **included in the activity**.

Refine – Customizable Options

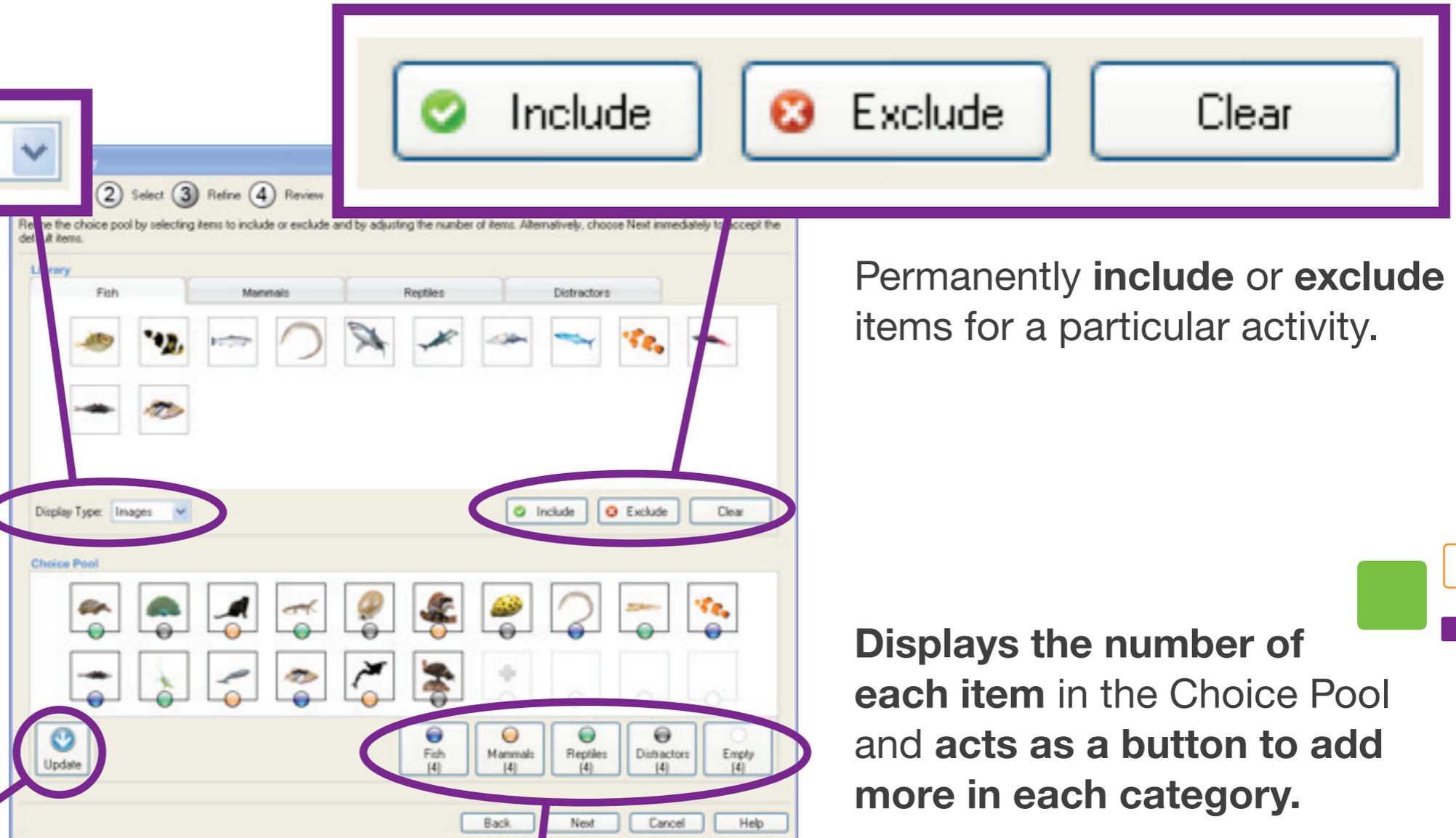
Display Type: Images

Display items as images or text.

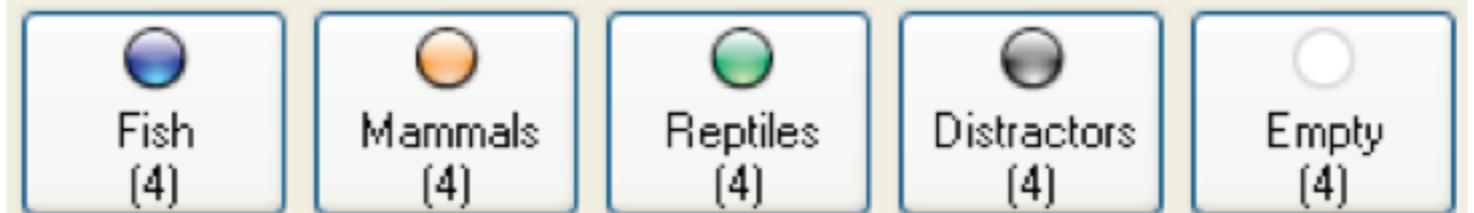
Update the Choice Pool. Retains the same number of each item but provides new items.



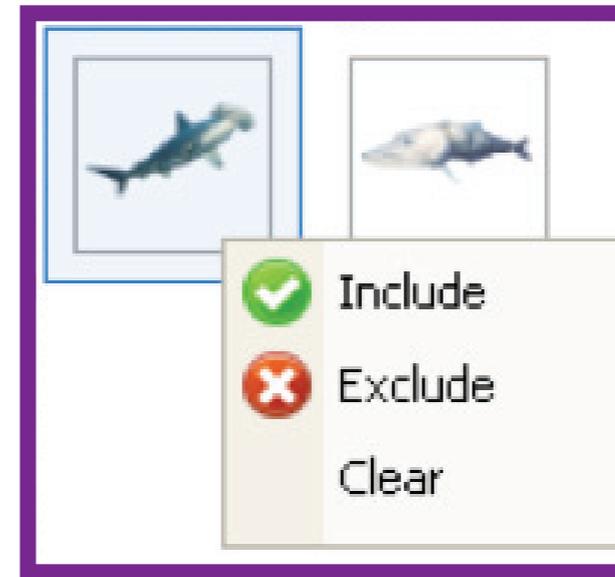
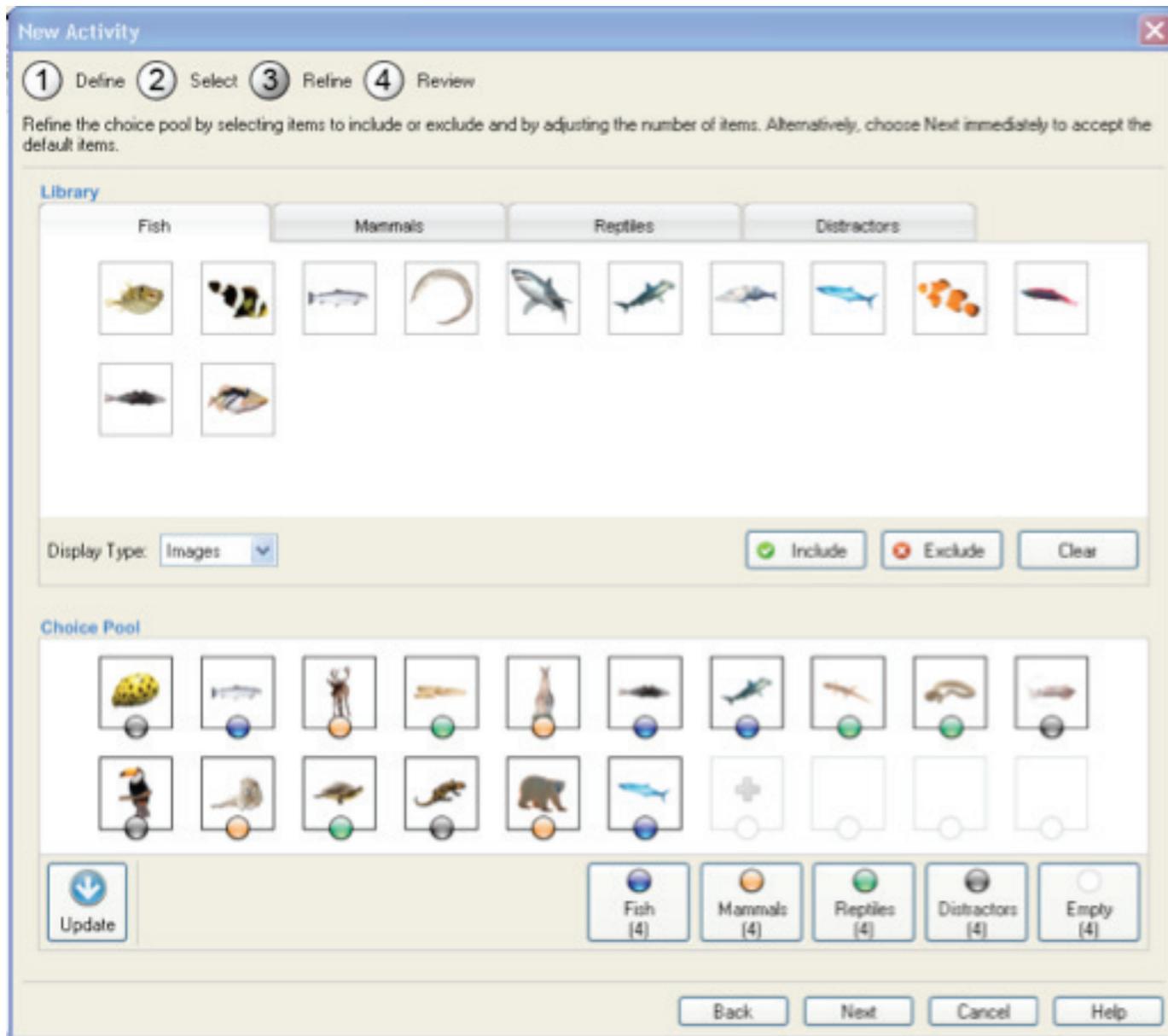
Permanently include or exclude items for a particular activity.



Displays the number of each item in the Choice Pool and acts as a button to add more in each category.



Refine – Customizable Options



Select an item and choose include, exclude, or clear. Right-click on an item for the same menu options.

Adjust your Choice Pool by:

- Clicking on a current choice and selecting one of the buttons at the bottom
- Clicking on the  button and selecting from the subsequent menu
- Right-clicking and choosing a category from the right-click menu

* Note: Items selected will be random but can be modified using the buttons or right-click menu.

Creating a New Activity – Review

New Activity

1 Define 2 Select 3 Refine 4 Review

Review the activity and write a student-focused objective.

Objective: The student will

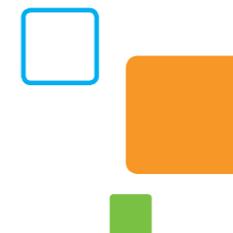
Fish Mammals Reptiles

Objective: The student will

Back Finish Cancel Help

The screenshot shows the 'New Activity' interface in the 'Review' step. At the top, a progress bar indicates four steps: 1 Define, 2 Select, 3 Refine, and 4 Review. Below this, a main workspace is divided into three columns labeled 'Fish', 'Mammals', and 'Reptiles', each with a large empty box for content. Below the workspace is a grid of animal icons including a polar bear, shark, fish, worm, deer, bird, turtle, snake, rabbit, tortoise, ladybug, antelope, frog, chicken, and mouse. At the bottom of the workspace are icons for a person and a lightbulb, and a 'Mimo' logo. A purple callout box highlights the 'Objective' text field at the top and bottom of the interface, which contains the text 'The student will'. To the right of the objective field is an information icon. At the bottom right of the interface, there is a legend with three colored squares: a blue square, an orange square, and a green square. At the very bottom are buttons for 'Back', 'Finish', 'Cancel', and 'Help'.

Review the final activity and fill in your objective. Click on the icon to the right of the objective for guidance.



Completed Activity Wizard Exercise

When you click on **Finish**, your activity will open in a new MimioStudio Notebook page.



Fish	Mammals	Reptiles

Navigating the Activity

View of activity when “Reveal answers immediately” is selected.

Reset Answers:

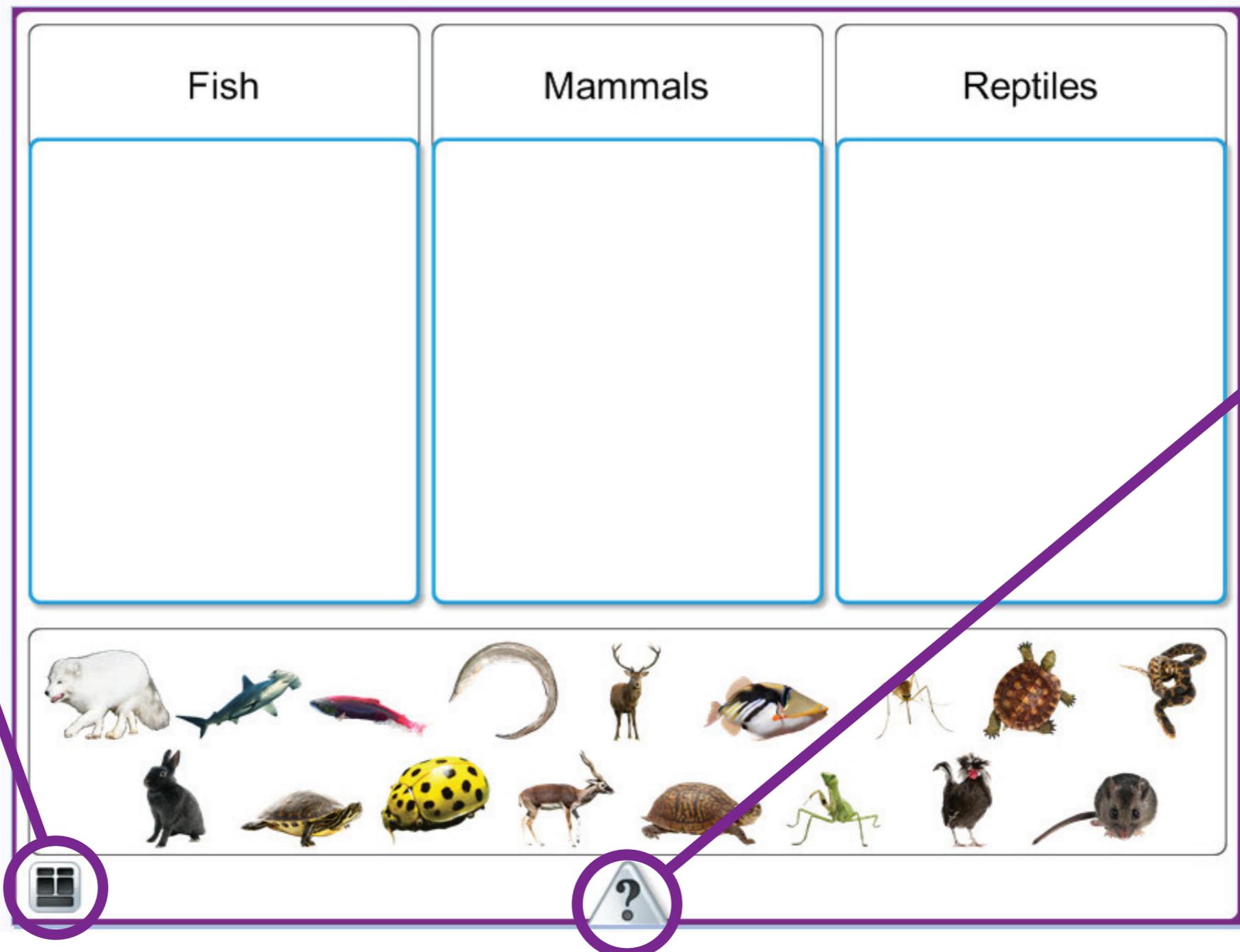
Places any moved items back in the Choice Pool.

Solve: Shows the correct answers.

-  Reset Answers
-  Check Answers
-  Solve
-  Edit...
-  Update Choices

Update Choices:

Repopulate the Choice Pool with a different combination of items.



The activity interface consists of three empty bins labeled "Fish", "Mammals", and "Reptiles" at the top. Below the bins is a choice pool containing various animal images: a white dog, a blue shark, a red fish, a yellow worm, a brown deer, a yellow and black striped fish, a green frog, a brown turtle, a yellow and black striped snake, a black rabbit, a brown turtle, a yellow and black spotted beetle, a brown deer, a brown turtle, a green frog, a black chicken, and a grey mouse. At the bottom left is a window icon, and at the bottom center is a question mark icon.

Objective:

Click to reveal and hide your objective for the activity.

Navigating the Activity

View of activity when teacher controls reveal answers.

Check Answers:
Shows the correct answers when clicked.

- Reset Answers
- Check Answers
- Solve
- Edit...
- Update Choices

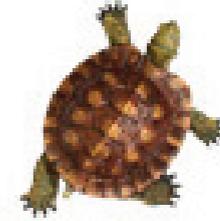
Edit: Opens the Edit Activity menu to make changes to the current activity.

The screenshot displays an educational activity interface. At the top, there are three large, empty rectangular boxes labeled 'Fish', 'Mammals', and 'Reptiles'. Below these boxes is a grid of 20 animal images arranged in two rows. The first row contains: a white dog, a blue fish, a red fish, a yellow worm, a deer, a penguin, an ant, a turtle, and a snake. The second row contains: a black rabbit, a turtle, a yellow ladybug, a deer, a turtle, a green frog, a chicken, and a mouse. At the bottom center of the interface is a question mark icon. On the left side, there is a menu with five options: 'Reset Answers', 'Check Answers', 'Solve', 'Edit...', and 'Update Choices'. A purple line connects the 'Edit...' option to the 'Edit' text block on the left. A purple circle highlights a small icon in the bottom left corner of the interface.

Fish

Mammals

Reptiles



Mammals

5

1,000,000+ exercises can be created from library of content and templates

Reptiles



4

Immediate feedback option provides opportunity to coach student

2

Knowledge Engine categories, facts, and content across core subjects



Objective:

The student will identify mammals and reptiles by dragging the images from the choice pool into the corresponding columns.

3

Customized choice pool

Adjust level of difficulty with number of items or distractors

1

Student-focused objective writing built directly into creation process

