

Concept Mapping with Inspiration

Grade Four Social Studies- Unit 4.1 Alberta: A Sense of the Land

In this activity you will learn how to develop a concept map that represents the physical geography of Alberta. This activity relates directly to the grade 4 social studies curriculum and focuses on general outcome *4.1 Alberta: A Sense of the Land*.

General Outcome 4.1

Students will demonstrate an understanding and appreciation of how elements of physical geography, climate, geology and paleontology are integral to the landscapes and environment of Alberta.

(Social Studies grade 4 curriculum 2006, Page 3)

Note: Specific learner outcomes that relate to this lesson can be viewed online at: http://www.education.gov.ab.ca/k_12/curriculum/bySubject/social/ss4.pdf

ICT Outcome

In the Skills and Process section of the curriculum concept mapping is a suggested ICT outcome that relates to this unit.

4.S.4 Demonstrate skills of decision making and problem solving: use graphic organizers, such as mind mapping/webbing, flowcharting and outlining, to represent connections among ideas and information in a problem-solving environment

(Social Studies grade 4 curriculum 2006, Page 9)

Sample Lesson

Using inspiration software, students will develop a concept map that illustrates how Alberta's physical geography and natural environment are interrelated. The following concepts should be included in the final version of the concept map:

- Prairie region
- Forest
- Rivers
- Hoodoos
- Rocky mountains
- Oil sands
- Paleontologist
- Vegetation
- community
- Latitude
- Longitude
- Mineral deposits
- Coal
- Natural gas and oil
- Foothills
- Sustainability
- Animals
- cultures
- agriculture
- provincial parks
- coulees
- cities
- badlands
- fossils
- renewable
- nonrenewable
- People

Getting Started

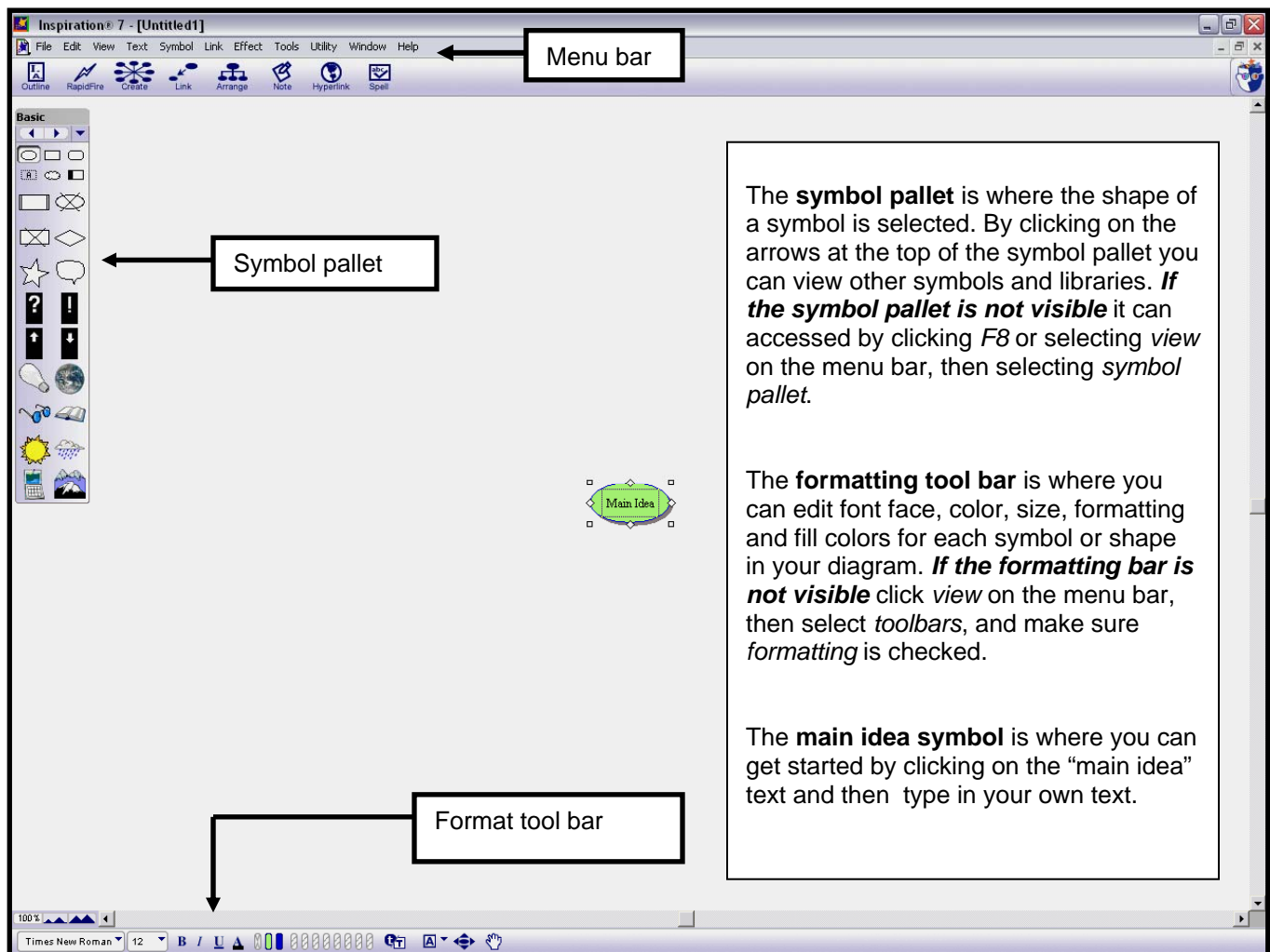
- To start Inspiration on the Mac OS X laptops in the iBook Mobile Lab: Click on the Inspiration ® 7 icon in the dock (icon bar) at the bottom of the Macintosh desktop (icon shown on the right).



- To start Inspiration on the Windows XP computers in the Education South 155 or Education North 3-108 labs: Click on the Start button (bottom left), move the mouse up to Programs, then (over to the right), click on the Inspiration ® 7 folder, and within that to the right, click on the Inspiration ® 7 program name.

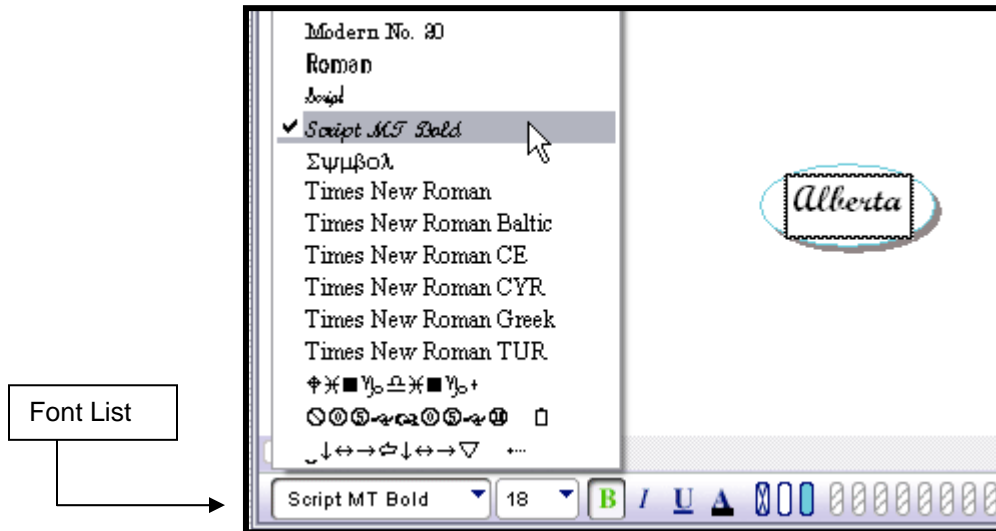
- To start Inspiration on the Macintosh OS 9 computers in the Education North 3-110 lab: Click on the Apple menu (top left), move the mouse down to Applications, then (over to the right), click on Inspiration ® 7.


By default the following screen will open. Note the symbol pallet on the left and formatting tool bar on the bottom of the screen.

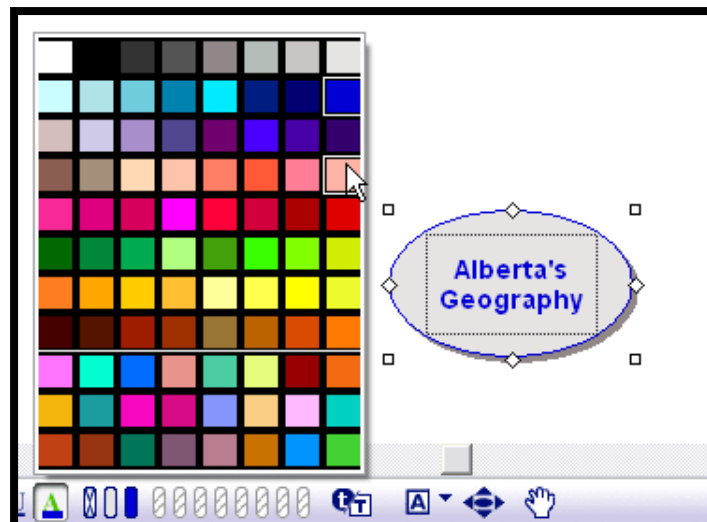


Formatting and Editing Text

1. Double click on the text “main idea”. A cursor should appear. You can now delete the text and replace it with the text, “Alberta’s Geography”
2. To change the font click on the text, and select the desired font from the font list. Note: The font list will pop up when the menu arrow ▼ is clicked.

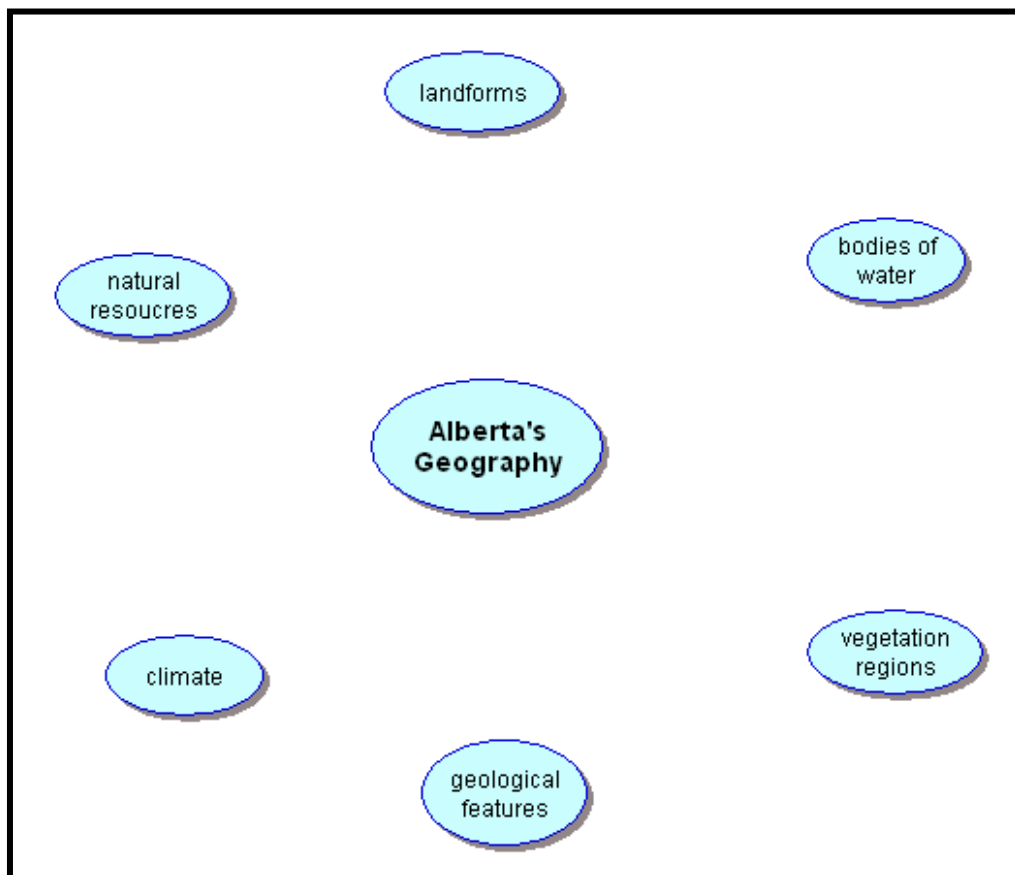
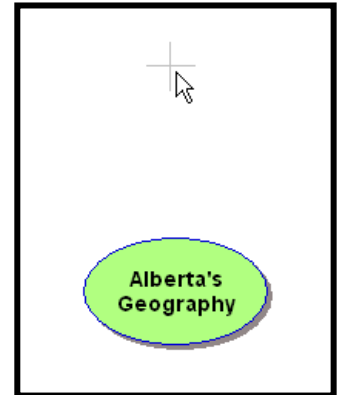


3. To bold the text select the text, then click the **B** button on the format tool bar.
4. To change the text color, click on the text and then select the  button. A color pallet box should open. Click on the desired color to select a new font color.



Adding a New Symbol

5. When the background is clicked a light gray colored cross will appear (see image on the right). This cross represents the exact location of where the symbol will be inserted. To change to location of the cross simply click in another area of the back ground.
6. Once the cross is visible on the screen, click on a symbol in the symbol pallet box to insert the symbol. To add text double click the text box and type.
7. Practice adding symbols to the concept map by creating the concept map below.



Note: To move a symbol click and drag it. To delete a symbol click on it and hit the delete button on the keyboard.

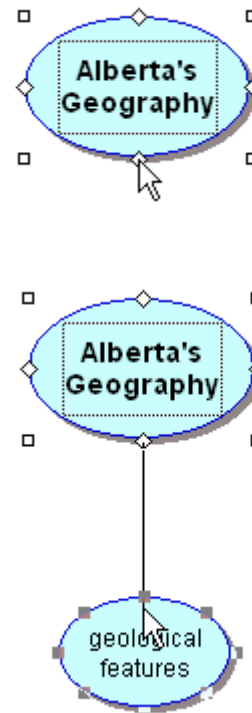
Save the Inspiration Document

8. It is a good idea to give your Inspiration document a name and save it on the computer's hard disk.
 - Click on the File menu, then click Save.
 - A file save dialog box appears with the main idea as the name of the file. Note: On Windows systems, an extension (.isf) will automatically be appended to the end of the filename. On Macintosh systems, filename extensions are optional; you have to add the filename extension manually.
 - If necessary, navigate to the disk and folder in which you want to save the Inspiration document. (e.g. Macintosh lab: Scratch HD; Windows lab: Desktop).
 - Click Save.

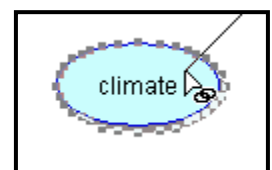
Linking Symbols Together

9. Now we will link the main idea to each of the symbols created so far. Start by drawing an arrow from the Alberta's Geography symbol to the Geological features symbol:

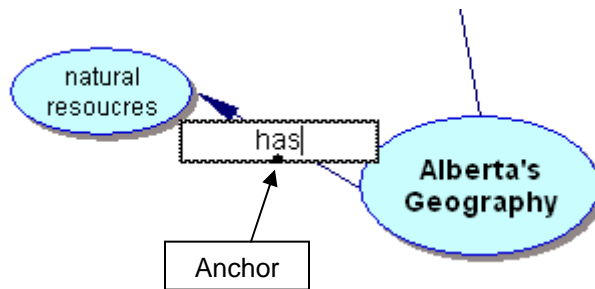
- Select the Alberta Geography Symbol
- Note the diamond-shaped handle at the bottom-center of the Alberta's Geography symbol. Click-hold-drag your mouse from the diamond handle to the top-center of the Geological features symbol.
- A line follows your cursor and you should see some gray squares around the Geological Features symbol when your mouse is close enough to it. Let go of the mouse once it reaches the top-center gray square. Click anywhere on the blank background area of the screen to complete the line.



A note on adding connection points: By default the connection symbol (arrow) will attach to the closest link connection point. If you want to line up your connection symbol in a different location you will have to create more connection points. To do this, select *Link* from the menu bar, and then select *32 link connection points*. The climate symbol (on the right) has 32 connection points.

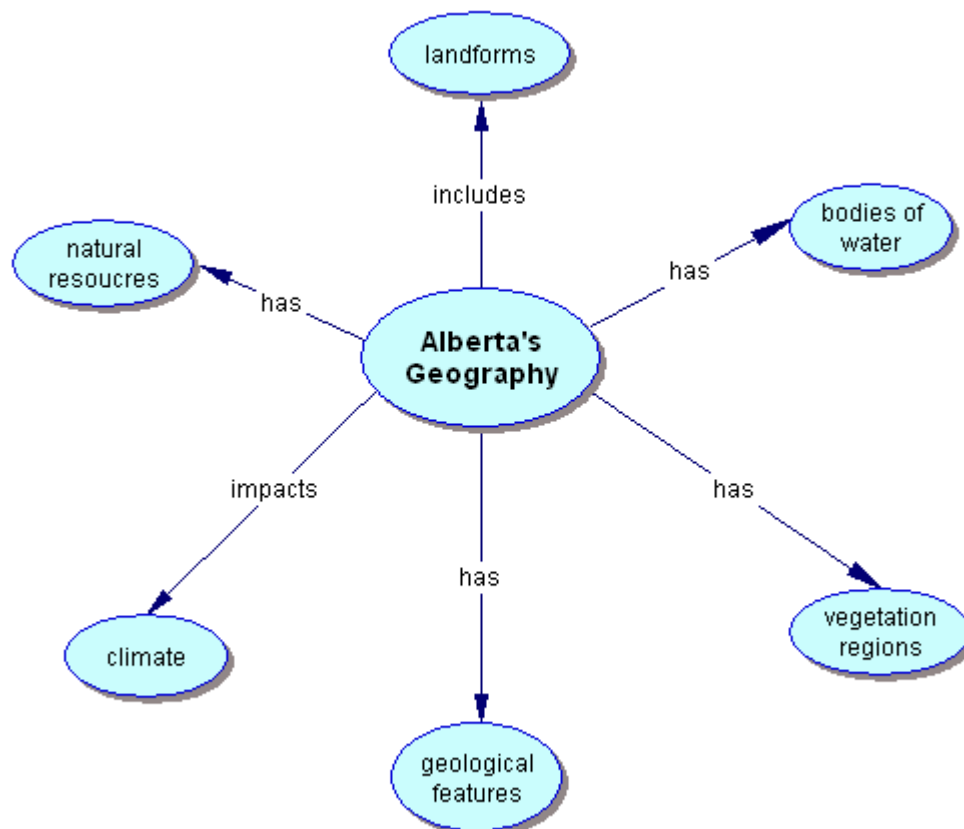


- Once the two symbols are linked together a connecting arrow and an empty text box appear. Click on the text box, when the cursor is visible type a connection word.



- To move the location of the link text box, click and drag on the anchor (black dot) located on the bottom center of the text box. Note: The textbox can only slide along the arrow.

- Practice connecting symbols by creating the concept map below. Symbols can be moved by clicking and dragging.



Formatting and Editing Symbols

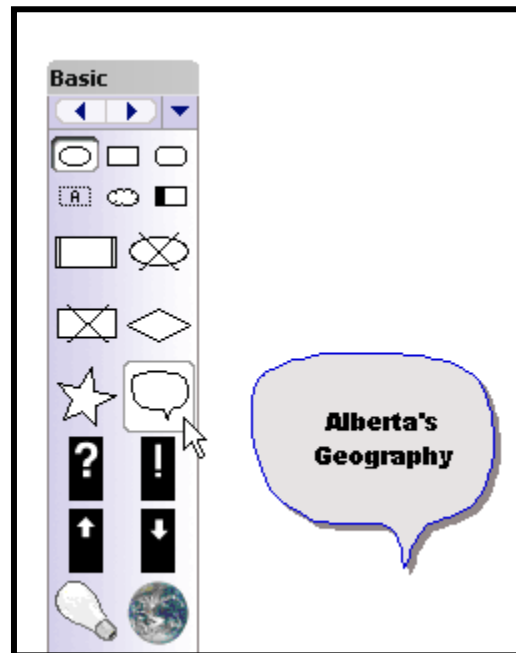
13. Change the fill color of the oval to a color of your choice. To change the color of the oval, click on the oval then select the *fill color* button in the format tool bar. When the *fill color* button is pressed a color pallet box will open. Select the desired color from the color pallet box



14. Change the line color of the oval to a color of your choice. To change the line color of the shape, select the shape by clicking it, and then click on the *line color* button. The *line color* button is located to the right of the *fill color* button.



15. To change the shape of an existing symbol click on the symbol to select it, then select a desired shape from the symbol pallet. Note: if the symbol pallet disappears it can be brought back by clicking *F8* or selecting *view* from the menu bar and then, *symbol pallet*.

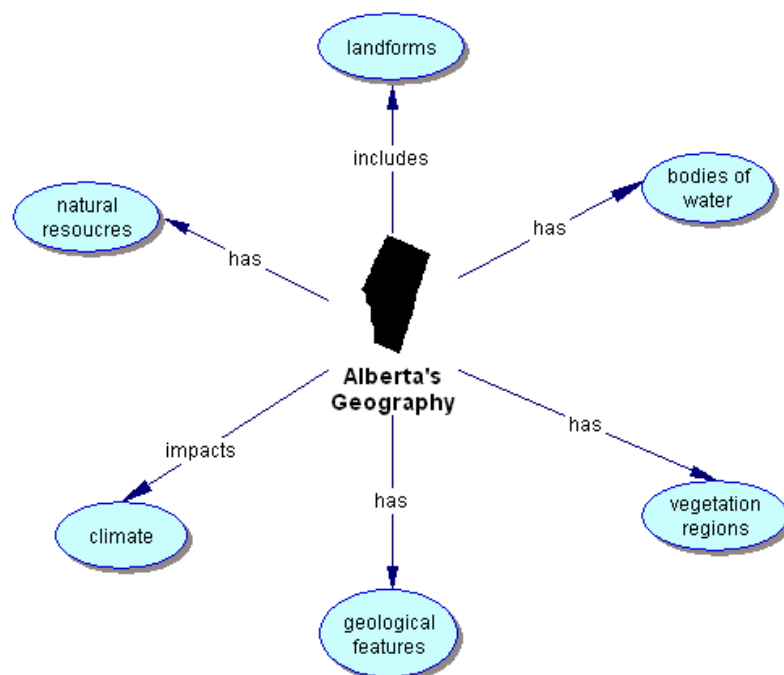
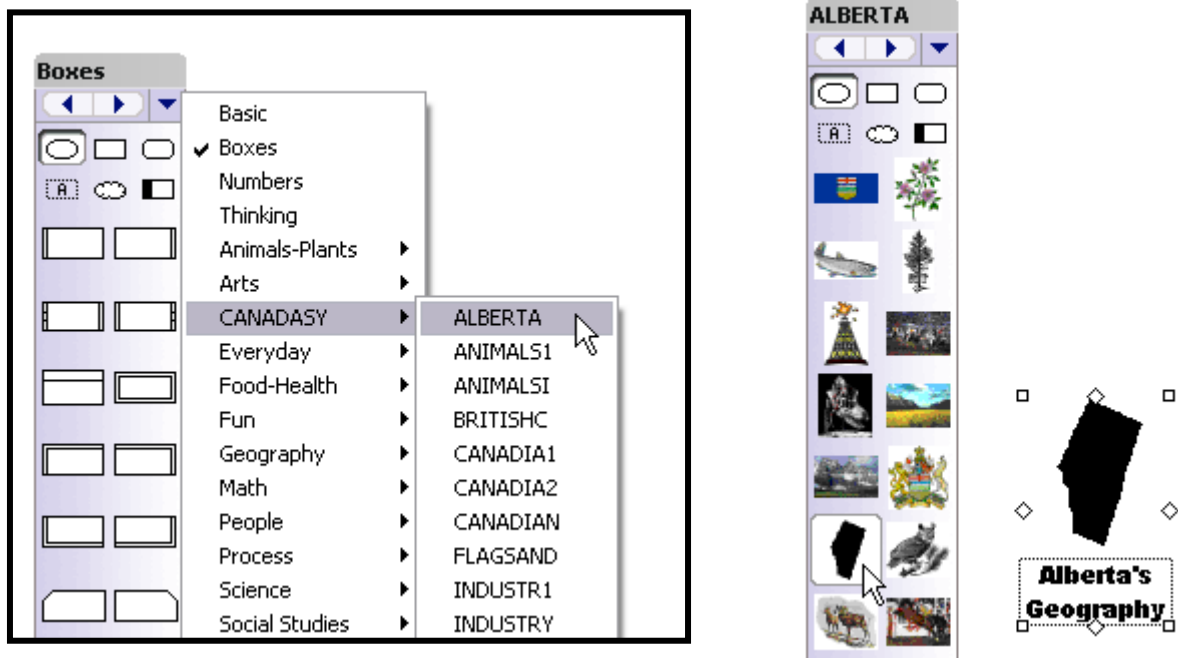


16. Inspiration has libraries of symbols. To view the symbols click on the arrow buttons in the symbol pallet. The left and right arrow will navigate you through the symbols.

The down arrow will show you all the libraries that are installed on your machine. If you are looking for specific image, it is usually easier to locate a symbol by navigating through the libraries and viewing images by category.

17. Change the existing *Alberta's geography* symbol, to the shape of Alberta by completing the following steps. Click on the existing symbol (Alberta's Geography oval) to select it. In the symbol pallet click on the down arrow to view all the libraries. Select the Canada symbol library, *CANADASY*, then select *Alberta* from the list. A list of Alberta symbols will appear in the symbol pallet box. Click on the province of Alberta to insert this image into the concept map.

Note: If desired you can change the fill color of you new shape using the fill color button on the formatting tool bar.

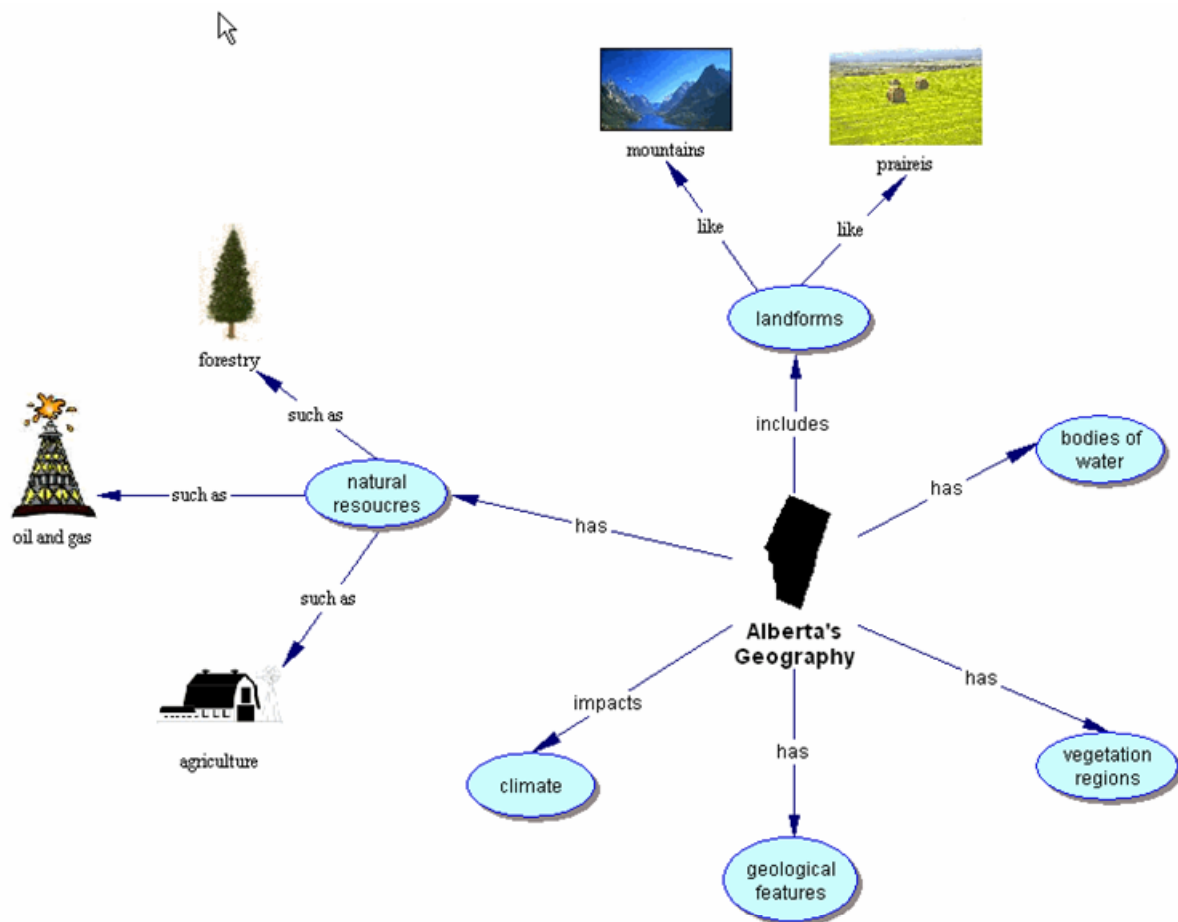


Copying an Image from a Web Browser

18. A second method of putting images in an Inspiration diagram involves copying images from the web. To do this both the Inspiration program and web browser need to be open at the same time.

- Go to: <http://www.ualberta.ca/~edtechpd/pages/inspiration.html>
- If necessary, move and/or resize your Inspiration and web browser windows so that you can see (at least part of) each of them on the screen at the same time.
- Click on the web browser window.
- Click your mouse on the picture of the prairies
- Now hold-drag your mouse to move the image picture onto the Inspiration window.

19. Practice your skills by adding 4 more symbols to your concept map so that it looks similar to the image below.

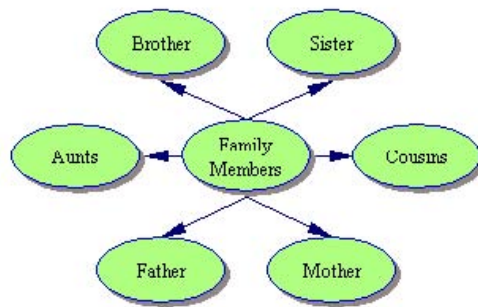


A note to help with alignment: To help you align your images you can make a grid visible by selecting *tools* from the menu bar, then selecting *grid settings*. In the grid settings dialogue box check show grid settings. You can uncheck the grid settings at anytime by going back to the dialogue box.

Additional Features of Inspiration

Brainstorming with Rapid Fire

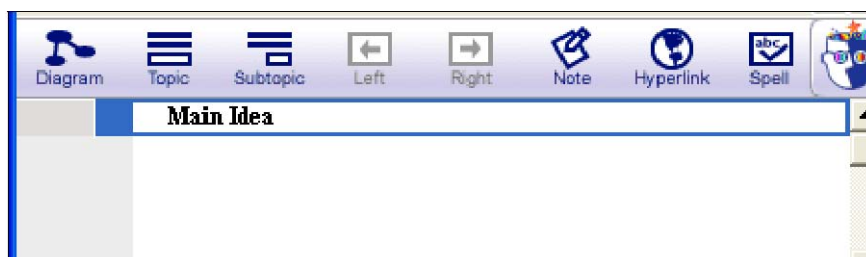
- Begin with a main idea in a new Inspiration document.
- With the main idea selected, click the Rapid Fire button near the top of the screen.
- A small red lightning bolt will appear after your main idea. Type in each of your 'brainstorm' idea followed by the Enter key.
- Each idea you type will be connected to the main idea.
- When you are finished brainstorming, click the Rapid Fire button again to turn this function off.



Outline View

Outline view can be used to organize your topics before modifying their visual appearance or as a way to check and modify the organization of your Inspiration diagram.

- To switch to Outline View, click the Outline button on the top left of the screen.
- Starting with a new document, all you will see in Outline View is the Main Idea.



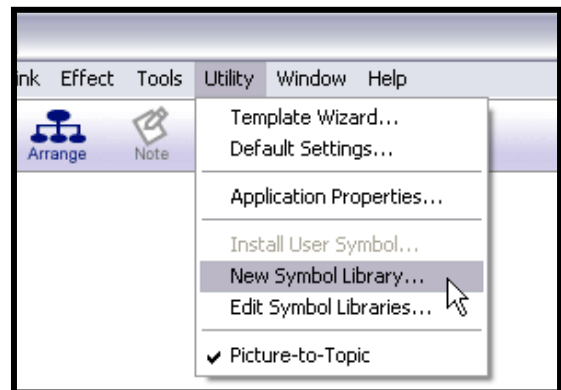
- To insert an idea below the main idea, click the Subtopic button at the top of the screen. You can also use this button to create an idea below the subtopic by first selecting the subtopic and then clicking the Subtopic button.



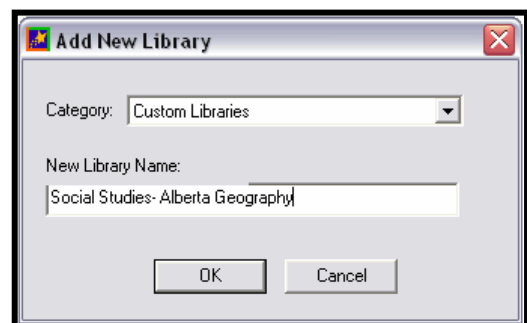
- The Topic button allows you to create another node at the level you are working at. For example, if the subtopic were selected, another subtopic would be created by pressing the Topic button.
- To return to your diagram, press the Diagram button at the top of the screen.

To Add an image to the Library

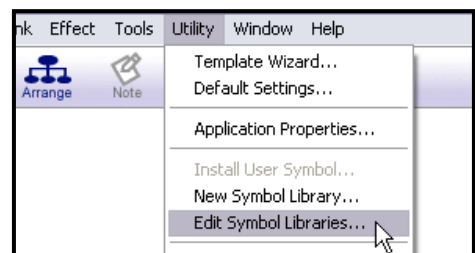
To add an image to a concept map that is not in the symbol pallet it must first be added to a library. To do this, create a new custom library by selecting *Utility* from the menu bar, then select *New Symbol Library*



In the resulting pop up box, type in a new library name that reflects the contents of the new library (i.e. Social Studies- Alberta Geography). Click OK.

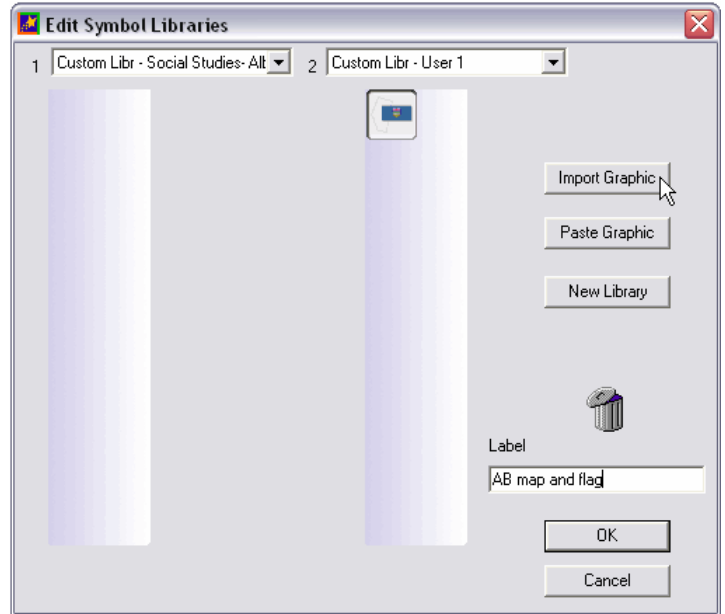


You can now add contents to the library by editing the library and importing a graphic from another location on your computer. From the menu bar select *Utility*, and then select *Edit Symbol Libraries...*

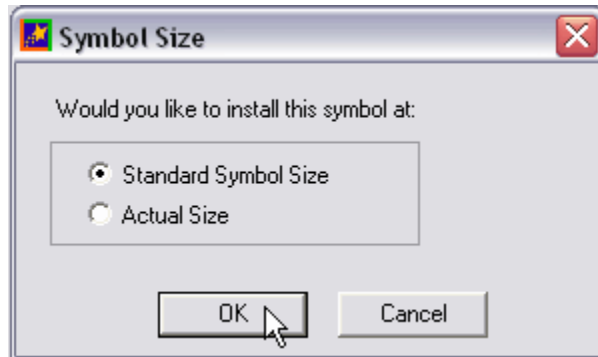


In the resulting screen complete the following steps in the order listed below:

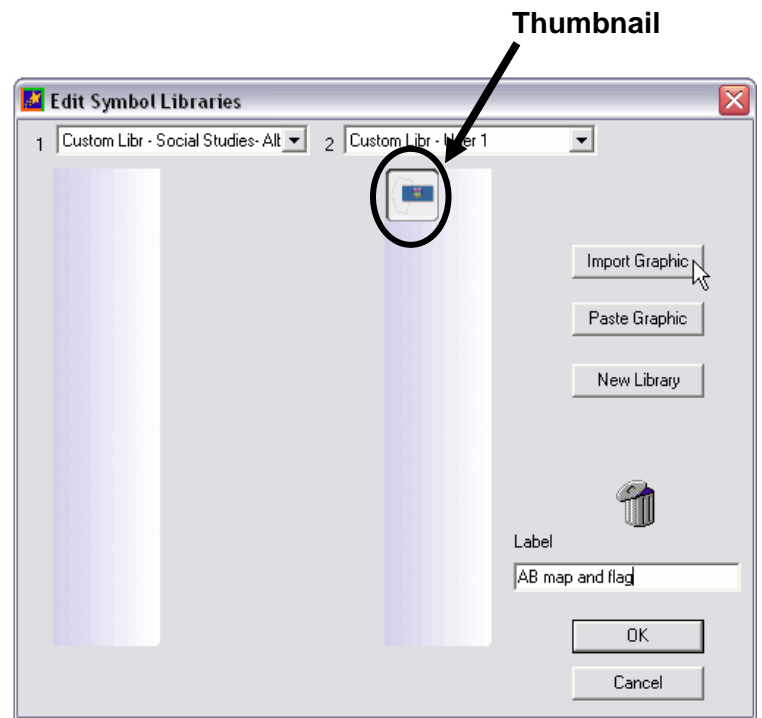
- a. In the first pull down menu select the new library you created (i.e. Social Studies- Alberta Geography)
- b. The second pull down menu will usually default to a *Custom Libr- User 1*.
- c. Press the button *Import Graphic*
- d. In the resulting screen you will be asked where the image you want to import is located. Navigate to the location where the file is located. Select the file and Click *Open*.



- e. In the resulting symbol size dialogue box make sure the *Standard Symbol Size* radio button is selected and click ok.



- f. At this point a thumbnail of the image you imported should appear below *the Custom Lib-User 1* pull down menu. In order to label the new image you must **first click on the thumbnail, then type the name in the label text box** (see Edit Symbol Libraries image on the previous page). Click OK. The image has been imported to a custom library!



The newly added image can now be accessed via the symbol pallet.

