

Intel® Education Software

Empowering students for success means giving every child the skills and opportunities to excel in school and beyond.

Sharing your commitment to unlock student potential, Intel delivers solutions that help teachers use technology effectively to engage students in 21st century learning and enhance student achievement. Intel® Education software helps schools enable the next generation for innovation and opportunity.

Technology innovation creates educational opportunities that are inspiring educators and governments to think differently about how we teach and learn. Bringing the experience of working with millions of teachers and students around the globe, Intel delivers software, devices, and professional development—to help teachers create classroom environments and personalized learning experiences that power student success.

Intel® Education Software helps students foster 21st century skills, such as communication, collaboration, problem solving, critical thinking, and digital literacy. It empowers educators to change the learning experience and efficiently manage their classroom. It supports IT in protecting students, securing data, and managing infrastructures.

INTEL® EDUCATION SOFTWARE

ENGAGE STUDENTS



CRITICAL THINKING AND PROBLEM SOLVING

- Explore interactive content
- Discover by observing and measuring
- Collect, visualize, and analyze data

COMMUNICATION AND COLLABORATION

- Assemble and organize information
- Communicate visually
- Create multimedia

EMPOWER EDUCATORS



CLASSROOM INTEGRATION

- Facilitate collaboration
- Keep students on-task with classroom management tools
- Eliminate distractions
- Send and receive homework
- Administer assessments
- Share teacher and student screens

ENABLE IT



SAFETY AND SECURITY FOR STUDENTS AND TECHNOLOGY

- Manage access
- Deter theft
- Protect against malware
- Manage devices
- Protect students online with web filtering

A KEY COMPONENT OF A 21ST LEARNING ENVIRONMENT

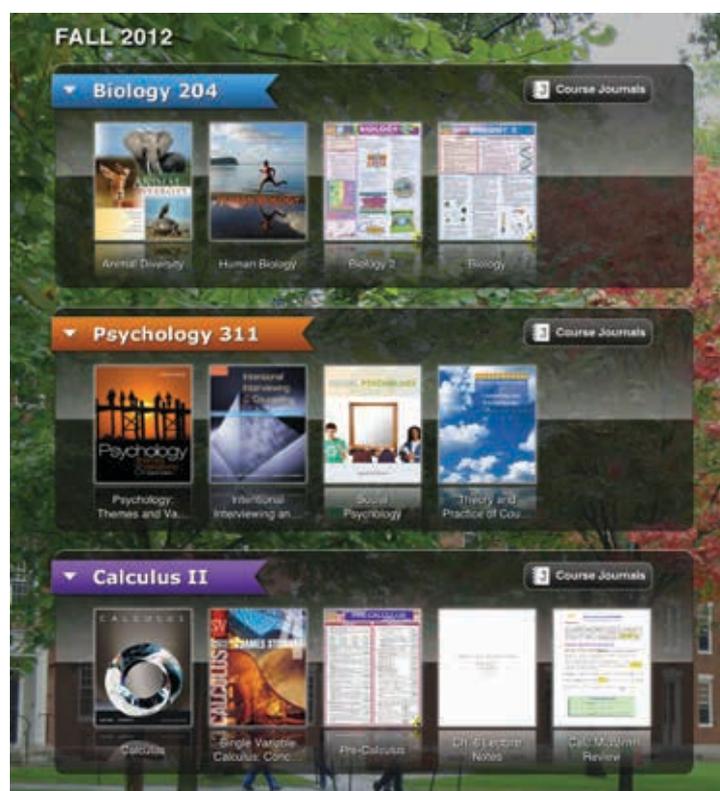
Kno Textbooks*

Designed specifically for education, Kno Textbooks* is an interactive e-Reader that provides powerful navigation and search tools, annotation tools, course management, and reference capabilities.



FEATURES/BENEFITS

- **Efficient organization:** Upload and organize digital files and content.
- **Powerful navigation and search tools:** Use intuitive tools to navigate documents and search across multiple files and formats.
- **Flexible annotation tools:** Add notes, links, drawings, and other references.
- **Rich reference capabilities:** Find and reference information using links or external bookmark search capabilities.
- **Term and course management:** Organize class material and content by class name or term/semester for fast and easy access to digital resources.
- **Purchase options:** Purchase textbooks through Kno's extensive digital textbook catalog and other cloud services.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Students read assigned storybooks and learning to organize their thoughts by highlighting and taking notes.	After reading assigned short stories, students brainstorm elements of effective short stories in the Kno Journal.	After reading a novel and taking notes, students share notes with group and respond to group's notes.
Science	Students learn about animals and insert smart links to videos about the animal and its habitat.	Students highlight science content in different colors to differentiate meaning.	Students annotate in the chemistry text by drawing chemical modules.

Intel® Education Lab Camera by Intellisense

Lab Camera is a science exploration application with six tools that enable students to carry out scientific concepts using the laptop's or tablet's built-in camera. It's a cost-effective way to enhance STEM curriculum and promote scientific inquiry.



FEATURES/BENEFITS

Value for Schools

- **Enhances project-based learning**, an ideal complement to STEM curriculum
- **Reduces the need for expensive lab equipment**
- **Tools work across several science disciplines**, such as biology, life science, chemistry, physics, etc.

Value for Students

- **Engagement**; fosters deep understanding of scientific principles and phenomena with modern digital tools
- **Anytime anywhere access** to science tools built into the students' device

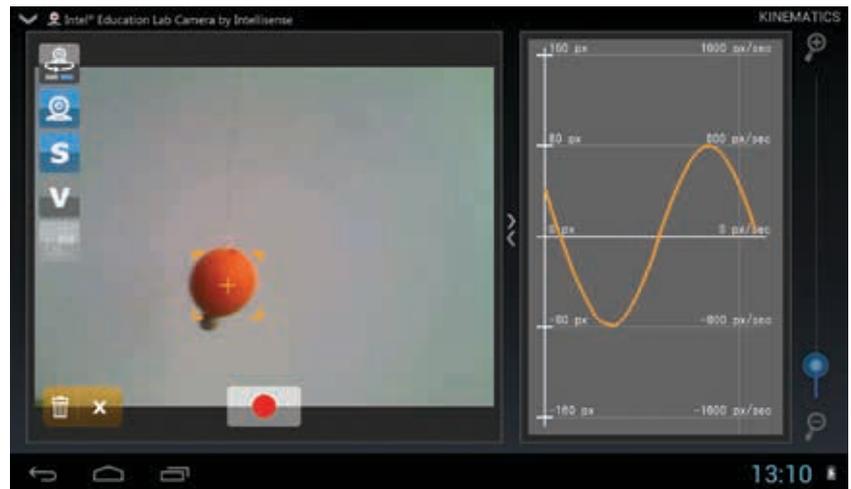
Value for Teachers

- **Enhances project-based learning** in science disciplines
- **Develops higher-order skills** such as investigation, drawing conclusions, collaboration, analysis, problem solving, deductive reasoning
- **With six tools built into one** application, educators can save time managing and distributing probes and peripherals during valuable class time



LAB CAMERA TOOLS

- **Time lapse cam:** Record nature's slow processes.
- **Kinematics:** Track and graph horizontal and vertical movement.
- **Microscope:** Explore the world through size and distance.
- **Pathfinder:** Discover invisible paths and detect patterns.
- **Motion cam:** Record movement in targeted areas.
- **Universal logger:** Digitize any instrument that has a digital, radial-dial, or fluid-based display.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Student groups track plant growth using the Motion Camera tool to observe and record plant growth overnight. Then they write about their scientific observations.	Students track the motion of a pendulum through Lab Camera's Kinematics tool. In their lab report, they describe the motion of the ball as it relates to the force of their push on the ball.	Students set up Time Lapse Camera to record worms feeding and make observations in their written lab reports.
Math	Using Lab Camera's Microscope tool to measure and describe the size of items that cannot be measured by a ruler.	Students use Lab Camera Kinematics tool to represent and analyze the relationship between independent and dependent variables such as motion and velocity.	Students use Lab Camera Pathfinder tool to create a motion map of termite movement and statistically analyze their pattern of movement.
Science	Using the Time Lapse tool, students record cloud movement in their study of weather patterns.	Students use the Kinematics tool to investigate roller-coaster design and learn about velocity and acceleration.	Using Pathfinder, students learn about insect behavior by tracking termite trails.

MyScript Notes Mobile^{*}

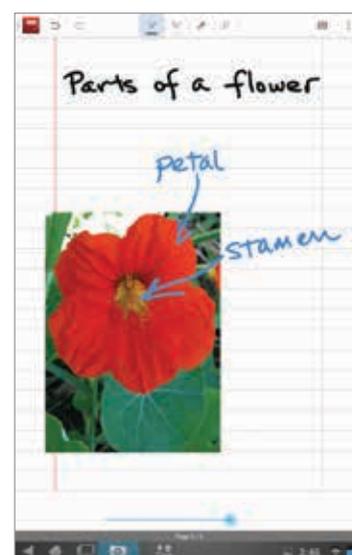
Part of Intel[®] Education

Summarizing and synthesizing information is a key 21st century skill supported by MyScript Notes Mobile.^{*} Students can use the tablet as a real notepad, drawing, inserting pictures, and taking notes with their own handwriting using a stylus or finger.



FEATURES/BENEFITS

- **With the pressure-sensitive, real handwriting experience, students can:**
 - Take notes—write, draw, erase;
 - Import, rescale, and annotate images;
 - Organize notes by subject.
- **Available in 30 languages.**
- **Converts students' handwritten input** into digital text in real time in the active application.
- **Enables students to choose among different writing modes** for different writing styles.
 - **Lists alternative results** in case the recognized word is not the expected one.
 - **Writing math** concepts, equations, and graphs
 - **Drawing chemistry** concepts and molecular compounds
 - **Peer editing** in language arts
 - **Writing** letters, numbers
 - **Journaling** or creating a digital notebook
 - **Drawing/sketching** in the Arts
 - **Writing music**



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Students practice handwriting the alphabet using the stylus and MyScript Notes Mobile. [*]	Teachers upload stories of historical figures and historical context for students to create an interactive journal. Teachers could create Venn diagrams for the students to fill out using MyScript Notes Mobile to organize their thoughts and create digital books.	Students analyze literature and translate key conversations between literary characters by rewriting them in MyScript Notes Mobile into 140-character tweets.
Math	Students write out multiplication tables using MyScript Notes Mobile.	Students use MyScript Notes Mobile to write out the order of operations in solving algebraic equations.	Students use MyScript Notes Mobile to draw the area under the curve for solving calculus problems.
Science	Students use MyScript Notes Mobile to observe and record daily changes in their terrarium.	Students record sunrise and sunset times over the semester to observe the change in daylight over the season.	Students use MyScript Notes Mobile to balance chemical equations and draw chemical compounds.

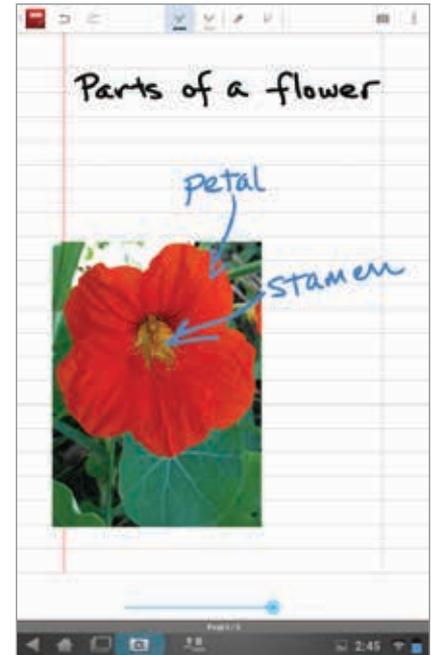
MyScript Stylus Mobile,^{*} Part of Intel[®] Education

MyScript Stylus Mobile^{*} is an interactive handwriting recognition application that enables students to write notes, draw symbols, and perform basic math with real-time text input on touch-screen devices such as Intel[®] Education tablets.



FEATURES/BENEFITS

- **Converts students' handwritten input** into digital text in real time in the active application.
- **Enables students to choose among different writing modes** for different writing styles.
- **Lists alternative results** in case the recognized word is not the expected one.
- **Available in 26 languages.**
- **Writing math** concepts, equations, and graphs
- **Drawing chemistry** concepts and molecular compounds
- **Peer editing** in language arts
- **Writing** letters, numbers
- **Journaling** or creating a digital notebook
- **Drawing/sketching** in the Arts
- **Writing music**



UNIT PLANS

Subject	Description	Use of Pen Input
English Language Arts	Students read stories about the heroes of Greek mythology and compare them to modern heroes. Students then select a contemporary hero and write a myth as a digital book that can be shared with younger students or with senior citizens as a service project.	Teachers annotate PDF files of the great heroes throughout history, adding background information for students to create an interactive journal or collection of their annotations and thoughts.
Science	Students evaluate alternative energy sources, experiment with alternative fuels for cars, conduct an appliance survey, and compare how countries approach energy use. Students then simulate the process of buying a car, using data and statistics that could influence their decision.	Students use pen technology to take notes and peer-edit work. They use the pen to enter and organize data from their observations, create drawings to illustrate their findings, and take notes to flesh out their rough drafts for their final presentation.

Intel® Education Media Camera by Intellisense

The Media Camera application is an interactive multimedia tool for video and photo editing. It enables students to capture and edit pictures and video, and make annotations to create their own multimedia outcomes for project-based learning.



FEATURES/BENEFITS

- **Recorder:** Lets students take pictures or record video, and perform basic media editing.
- **Presenter:** Lets students load media captured by Lab Camera, Media Camera Recorder, or another application, and use advanced media editing tools such as annotation, rotation, and resizing tools to create their own report or eBook.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Students record themselves on Media Camera reading an oral book report that is shared with the class.	Each student contributes an image taken in Media Camera showing a social concept such as success or peace for a group social studies project.	Students create a digital story of a senior citizen's life by interviewing and recording the senior and editing a video in Media Camera.
Math	Students use images or their own drawings to represent fractions using Media Camera.	Students prepare a presentation comparing two different methods of proving the Pythagorean Theorem.	Working in teams, students study and create a presentation on designs based on Fibonacci numbers.
Science	Students create a report on their favorite animals and make a video to show the class.	Students use the camera to take pictures of the leaves and classify the trees in their area.	Students create a chemistry lab report and make a video of the chemical reactions.

SPARKvue^{*}

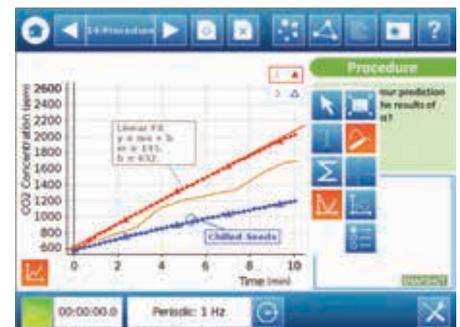
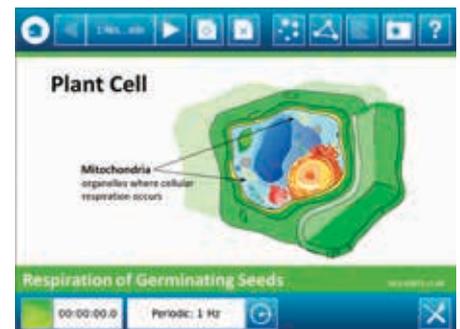
Part of Intel[®] Education

SPARKvue^{*} is a data analysis application used to study science and math concepts. The sensor-based data analysis tool provides a meaningful and engaging way for students to experience 21st century science learning.



FEATURES/BENEFITS

- **Uses the device's built-in camera and sensors** to collect sound, temperature, ambient light, and acceleration data. Optional external sensors can collect additional data.
- **As data is collected, it can be visually represented** in a graph, table, meter, or digital display.
- **Several included preconfigured lab experiments engage students** in collecting and analyzing data, and drawing conclusions. Step-by-step instructions make it easy for educators to get started.
- **Data can be printed or exported.**
- **Journal feature enables students** to capture screenshots and make annotations to build a final report.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
English Language Arts	Students use the built-in sensors to collect data on temperature during the change of the seasons to add real-time data to their observation journals.	Students use SPARKvue [*] when making comparisons between Fahrenheit and Celsius. Real-time data collection and analysis helps with creation of their presentation.	Students working on environmental science measure the water quality of the creek behind the school through the year and report on whether the water is safe to drink for their report.
Math	Students collect temperatures in different environments and convert them from Fahrenheit to Celsius.	Students create bar charts of their favorite foods in SPARKvue to compare statistics and probability.	Students use the graphs of their physics experiments to calculate slope and Y intercept in SPARKvue and understand the rate of change.
Science	Students test the insulating properties of different materials with the temperature sensor.	Students spin on a chair and use the accelerometer to measure the centripetal force.	Students measure how temperature affects cricket chirps.

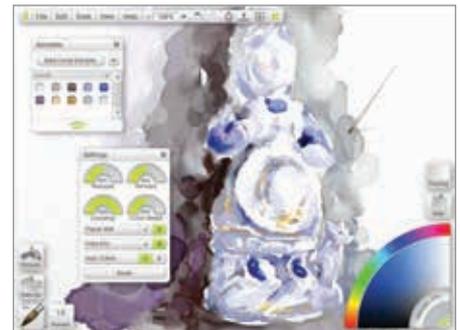
ArtRage^{*} Part of Intel[®] Education

ArtRage^{*} is a painting and drawing application that simulates real-world materials to enable students to easily create sophisticated digital artwork. Because it is intuitive to use, students can spend more time nurturing their inner Picasso than laboring to learn a complex program.



FEATURES/BENEFITS

- **Sophisticated functionality** simulates real-world art tools.
- **Easy-to-use** and intuitive interface.
- **Powerful tools** unlock students' creativity.
- **Useful at all grade levels:** students can start at the finger-painting level and build sophistication.
- **Inexpensive:** with no recurring supply costs, teachers can afford to engage encourage students' artistic endeavors, even as many art programs are being underfunded or cut.
- Students can use the tool to **illustrate their writing** or draw diagrams for reports.
- **Require zero set-up** and clean-up time.



USAGE EXAMPLES

Subject	K-5	6-8	9-12
Language Arts	Students illustrate reports on their families by creating a family portrait in ArtRage.*	Students use ArtRage to create a concept map of the different parts of speech.	Students create illustrations in ArtRage, including a compilation of poetry.
Math	Students use ArtRage to draw visual representations of fractions and ratios.	Students use ArtRage to draw, construct, and describe geometrical figures.	Students use ArtRage to draw the molecular structure of chemical compounds.
Science	Students use ArtRage to draw their observations of a plant growing.	Students use ArtRage to create a visual representation of a Punnett square (genetic diagram).	Students use ArtRage to draw a comparison of plant versus animal cells.

McAfee Mobile Security, Part of Intel® Education

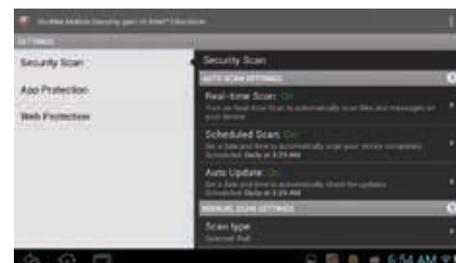
Today's students live online—completing homework assignments, researching new interests, playing games, and socializing with classmates. All the advantages of digital life also come with increasing security risks. McAfee® AntiVirus Plus (and McAfee® Mobile Security) enforces safe and secure computing practices by proactively protecting student and teacher devices from exposure to malware or identity theft risks.



FEATURES/BENEFITS

Included in the 5-year license:

- **Virus and spyware protection:** Blocks harmful programs and attempts to gain personal information.
- **Web and e-mail protection:** Blocks risky web content and dangerous e-mail.
- **Data protection:** Deletes files permanently for greater privacy.
- **PC and home network tools:** Manages and organizes computers and files.



Feature	Description
NEW Popup and Ad Protection	Even the safest web sites may feature threatening ads and popups. McAfee automatically blocks inappropriate and malicious content to keep kids protected.
ENHANCED Safe Searching	Seemingly safe searches can lead directly to dangerous web sites. McAfee identifies risky sites with color-coded icons, before students visit.
NEW Windows* 8 Support	McAfee is optimized for premium performance on Windows 8, keeping students' homework and school projects safe when they work in any version of Windows.
ENHANCED NetGuard Anti-Bot Protection	Leverages McAfee Global Threat Intelligence to block risky connections and stop hackers from accessing and distributing students' personal information.
NEW SiteAdvisor Social	Works with popular social networking sites such as Google+ and Facebook, instantly identifying unsafe links with color-coded risk ratings.
ENHANCED QuickClean	Keeps kids' computers cleaner than ever before by scouring image files, flash cookies, the thumbnail cache, and any problem report files.

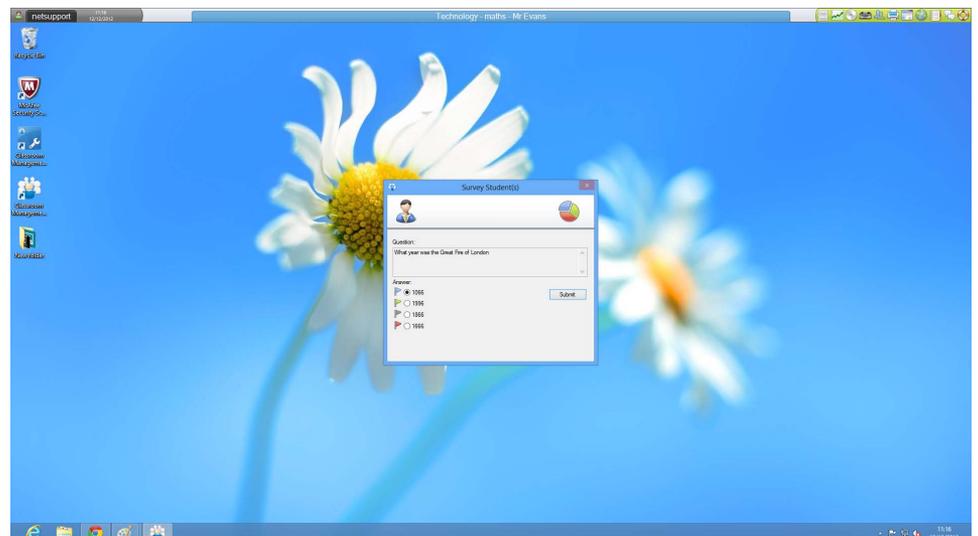
Classroom Management, Part of Intel® Education

Classroom Management can enhance overall classroom productivity and support collaborative student work. The application provides teachers with tools to organize and send/receive lessons, administer assessments, and control student activity while eliminating distractions.



FEATURES/BENEFITS

- **Thumbnail monitoring:** Teachers can monitor student activity through thumbnail screen views of student PCs.
- **Assessments:** Educators can design and easily administer formative assessments, with data shown in real time.
- **File transfer:** Teachers can distribute files to students and collect homework electronically, automatically creating a file system on the teacher's PC that can be helpful in creating student portfolios and proof of performance for teacher evaluations.
- **Application blocking:** Teachers can shut down applications such as IM, Internet browsing, and social media to remove distractions.
- **Screen sharing:** Teachers can share their own screen with the whole class or choose a student's screen to share.
- **Chat:** Students and teachers can chat privately with each other during class.
- **Screen lock:** Teachers can blank student screens to direct the lesson and get students' attention.
- **Student journal:** Student Journal delivers a complete record of all activity within a lesson, aids homework and revision, provides a valuable resource for students who have missed a lesson, and gives teachers a full record of activity.





UNIT PLANS

Subject	Description	Use of Classroom Management
Language Arts	Students choose a novel highlighting a social or political issue and examine primary sources from the time in which it was written. Students analyze data to produce two digital products: a commentary written by a contemporary of the author and a modern discussion of the novel.	Teachers use Classroom Management to monitor student activity through thumbnail screen views, distribute samples and other reading materials to student machines, and create a formative assessment to evaluate student progress.
Science (K-2)	Working with older buddies, students become experts on eight species of bears. Students estimate and measure differences between themselves and bears, and compare two bear species' habitats, sizes, and needs. Students dig deeper to learn about one species and create a guide for children who visit the local zoo.	Teachers use Classroom Management to monitor individual and collaborative student activity. Teachers can shut down distracting web sites or social media, and give assessments.
Science (Grades 6-8)	Students research and analyze community recycling and waste management methods. Students develop a new recycling plan for the local community, propose recommendations to a committee, design a web page, and more.	Teachers use Classroom Management to manage class time by assessing student progress with thumbnail views in the teacher's console. Teachers can share student screens to show the class examples of good work.

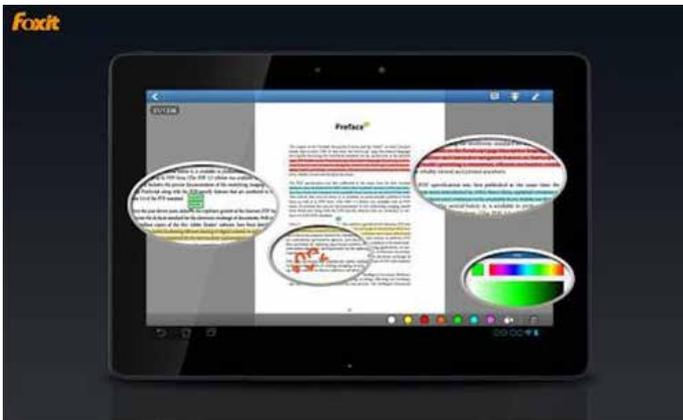
Foxit eReader*

Foxit eReader* is a small, fast, and feature-rich PDF viewer for Microsoft Windows,* which allows students to open, view, and print any PDF file. Students benefit from the easy-to-use collaboration features, including the ability to add annotations, fill out forms, and add text to PDF documents. Foxit Reader is an application with a small footprint that starts up instantly, renders PDF files quickly, and uses very little memory.



FEATURES

- **View** PDF files
- **Integrate** with social networks
- **Find** text
- **Verify** the digital signature
- **Add** comments



INTEL EDUCATION RESOURCES (INTEL ER) CONTENT APPLICATION

- High-quality digital education content for teachers and students.
- Intel's own education content and content from other best-in-breed education companies:
 - Intel® skool™ Math and Science lessons;
 - British Council interactive lessons for teachers and students of English language skills;
 - Khan Academy Math tutorial lessons;
 - Third-party localized content from best-in-breed educational content providers.
- Content organized and accessible via the Intel ER User Interface.
- Content is pre-loaded so the education experience is instant and positive regardless of connectivity.

