



widgets

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Easiteach comes with a set of curriculum-based tools we call widgets.

These widgets aim to aid teaching by helping you to perform a task digitally or by providing easy-to-create games and activities. New widgets are added to Easiteach all the time.



Browser

The browser widget allows you to visit websites whilst in Easiteach. It has an address bar, back/forward and refresh



Place value

This tool allows you to drag place value numbers onto the page. Both whole and decimal numbers are available by clicking either tab. The numbers covered within the



button, and can be used in the same way as a standard browser.

Calculator

The on-screen calculator performs functions typically found on a standard calculator. You can either click buttons on screen or use the buttons on the number pad on the keyboard (if the Num Lock button is selected). More advanced and scientific functions are available in the Scientific calculator widget.



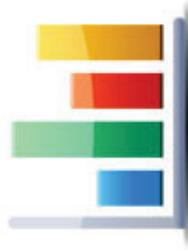
Calliper

The calliper widget is used for measuring distance/lengths of objects. The scaling factor can be changed by double clicking the box in the centre. This will update the scale of the page.



Chart maker

Bar charts, pie charts or line graphs can be created by entering data into the table. You can complete up to ten of the 'Label' and 'Value' fields. When each label and value is entered the chart will update accordingly. A title can be added and the chart format can be chosen.



Clock

The on-screen clock has a choice of digital or analogue display, different time zones and chime types. To amend the properties of the clock, select the settings button on the right-hand side of the clock face and the Clock settings menu will open.

whole tab are 1 to 9,000,000 and within the decimal tab are 0.1 to 0.0009. The place value will appear on the page as an image object, but also remains in the bank to enable you to select it.

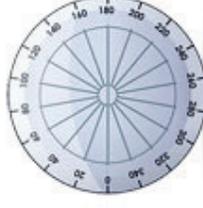
Protractor 180

This is a 180° protractor that can be laid over items on the page to measure their angles. To measure an angle, place the protractor appropriately and then move the measuring line. The measuring line is positioned on the right, but this can be changed by clicking the arrow in the middle. The protractor will measure an angle up to 180°.



Protractor 360

This has the same functionality as the 180° protractor, but items can be measured up to 360°.



Randomiser

This widget contains a range of games created using a randomiser. The games provided include:

- Addition and Subtraction, which randomly displays addition and subtraction sums for pupils to calculate and answer;
- Animals Quiz, which randomly displays animal-related questions; Around the World Quiz, which randomly displays geographical-related questions;



- Word Builder, where pupils suggest words using as many of the letters displayed as possible;
- Multiplication and Division, which randomly displays multiplication and division sums for pupils to calculate and answer;
- Synonyms and Antonyms, where pupils suggest words opposite or similar to the word displayed;
- Bingo.



Compass

The compass widget allows you to draw arcs on your page that will become shape objects when the widget is closed. Clicking on the centre of the compass gives you the option to show or hide angles and radius.



Dice

This is a dice widget, ideal for use during game play. Click on the dice cup and the dice will be shaken.



Domino pairs

The domino pairs widget is a matching game. Players use the dominoes to create a chain by placing matching words or pictures together. Choose from a number of ready made games, or create your own by adding pairs of matching text in the custom set up screen.



To view all the games, use the arrows to the right and left of the window. You can choose one of the games already provided or create your own using the 'Create new' menu.

Ruler

The ruler can be laid over items on the page in order to measure them. You can also draw against the ruler if you have the pen tool selected. The ruler can be lengthened or rotated, and if the scale of the page is changed, the ruler will also update to the new scale.



Science question maker

This widget uses the randomiser functionality to create a range of science-based question banks. The topics included in the widget include: Cells, Energy Resources, Forces, Electrical Circuits, The Solar System and Solids, Liquids, Gases. To view all the games, use the arrows to the right and left of the window. You can choose one of the topics already provided or create your own using the 'Create new' menu.

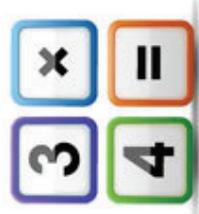


Equations

This widget enables you to quickly display mathematical functions and equations. Create your equation by dragging numbers, mathematical functions

(+, -, ÷, ×), and fractions onto the top area. When you add the = symbol a question mark appears; click on this and the widget will perform the calculation.

As only numbers 0-9 are available, if you want to add a number with two or more figures, click and drag the first number on to the page and then add the other one on top. The same applies to if the blank fractions are added to the page. The numbers you require can be clicked and dropped onto the fraction.



First contact

First contact is a memory game. Players will see four coloured segments which will highlight in a sequence, starting with one light. Players must copy the sequence by clicking on the segments. The sequence builds up each time the player gets the sequence right.



Fractions

This enables you to create a fraction, which can include a whole number, or choose a pre-defined fraction for your page. If you need to change the current settings, select 'Change settings' from the accelerator menu and the original screen will display, which will allow you to make your amendments.



Graph

This widget enables you to create a graph or choose a pre-defined one for your page. You can choose from a list of ready-made graphs or create your own by selecting 'Custom' and completing the fields. Shapes can be added from the shape tools menu to the graph to create a bar chart and these will lock to the

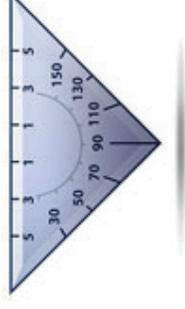
Science calculator

This widget is an on-screen calculator, where you can perform a number of advanced calculator functions. As with the standard calculator, you can use the number keypad on the keyboard or click on the on-screen buttons.



Set square

The set square widget is used to draw parallel lines. The set square can be rotated by typing a value up to 180 degrees into the box in the centre of the widget. The pen tool will automatically snap to the edge of the set square when positioned closely.



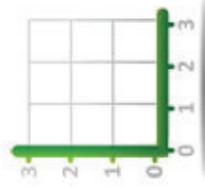
Sudoku

The Sudoku widget is ideal for game play. You can play a randomly generated game from a selection of three levels: Beginner, Intermediate or Expert. A timer can be displayed to show how long you have spent or you can hide it if you wish. To enter your answer, click on the square and then select the number from the pop up. If you need help completing the game you can select the 'Show clues' which displays a message advising if any errors have been made. You can also turn hints on or off, which will highlight your correct answers in green and incorrect answers in red.



Some players find it useful to save personal notes, when you have more than one possible answer for the field and can't at that point determine which one it should be. To do this hover over the right hand side of the square and when a smaller square displays within it, click it and click the possible answer. Once you

graph, rather than remaining independent, so if you move the position of the graph the shapes will move as well. If you need to change the current settings, select 'Change settings' from the accelerator menu and the original screen will display, which will allow you to make your amendments.



Keyboard

This is an on-screen keyboard that enables you to play and record tunes, choose different instruments and drum beats.



Matching pairs

The Matching pairs widget is a memory game. Players click on two cards at a time in order to find matching pairs. Choose from a number of ready made games, or create your own by adding pairs of matching text in the custom set up screen.



Navigator

The Navigator is an excellent tool for teaching directions as it lets you move its 'locator' around the page, using directions from a keypad. You can choose to record the path of the locator and play it back to show pattern creation. The navigator can be used over an image, such as a map or aerial view. The widget loads in two parts: one is a keypad with various controls and the other is the locator. You click the direction buttons on the



have determined the correct answer complete the field as before. During play you can reveal the answer, change level and restart your game.

Symmetry designer



Symmetry designer is a game about reflective symmetry. Players reflect the pattern on the opposite side of the line of symmetry to complete a picture. Choose from a number of ready made games, create your own image to reflect or use the free mode screen to create a design that is automatically reflected.

Tangrams



The Tangram widget contains tangram puzzles for players to solve. The available shapes are shown in the side panel. Players drag and drop the shapes into the correct place, rotating as required by clicking once for 90 degrees, twice for 180 degrees etc. There are also options to delete the shape, reset, or add the shape outline to the background to make the puzzle easier.

Target number



The Target numbers widget is a numbers game. Players select six random numbers from the grid, then hit the orange button to generate a target number (there is also the option to manually enter this). The timer starts, and players have 60 seconds to reach a solution. When the 60 seconds is up players enter a solution and can view the best possible answer.

keypad to move the locator around the screen and you can choose the way directions are displayed.

Other actions can also be modified – as you move the locator around the screen the path drawing can be shown or hidden using the 'On' and 'Off' radio buttons. The 'Delete path' button erases the entire line and the 'Record moves' button allows you to record the actions, storing information about the movements of the locator, which can be displayed again by clicking 'Playback moves'. If you physically move the locator with the mouse whilst recording, it will stop recording. The locator will only record its movements when it is moved with the on-screen direction pad. The 'Path length' scroll allows you to change the size of the distance moved upon each click.

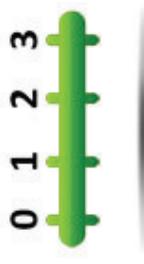
Number grid

This widget enables you to create a number grid or choose a pre-defined one for your page. You can choose from a list of ready-made number grids or create your own by selecting 'Custom' and completing the fields. The numbers on the grid can be selected and dragged away and returned, providing the basis for an activity on completing missing numbers. If you need to change the current settings, select 'Change settings' from the accelerator menu and the original screen will display, which will allow you to make your amendments.



Number line

This widget enables you to create a number line or choose a pre-defined one for your page. You can choose from a list of ready-made number lines or create your own by selecting 'Custom' and completing the fields. The numbers on the line can be selected and dragged away and returned, providing the basis for an activity on completing missing numbers. Objects (such as shapes, text boxes, media items) can be added to the number



Timer

This on-screen stopwatch can count to a specified time and will alert you when the time is reached. As with the clock widget, the settings are edited by selecting the settings button. You can select a time to countdown from in minutes and seconds (by using the arrows), add your own alert message or choose an alarm sound. 'OK' must be selected for the change to be implemented. If you wish to time something, deselect the 'stop timer in' option and the timer can be stopped, started and reset using the buttons at the top of the stopwatch.



Voting

The voting widget allows you to set up a vote and see the results as they come in. The results can be seen in a pie chart, bar chart or table which can then be pasted onto your page. This widget can be used with some compatible voting handsets.



Word builder

This tool allows you to drag word builder cards onto the page. The card appears on the page as an image object, but also remains in the bank to enable you to select it again. You can switch between lower case cards and upper case, by clicking the appropriate button on the word builder. Different cards are available on four tabs, alphabets (individual letters, including punctuation) and beginning, middle and end sounds/phonics. The cards can be placed next to each other to form words or sentences. Cards can be placed on top of others to make different sounds/words. General object



line to create a timeline and these will lock to the line, rather than remaining independent, so if you move the number line, the associated objects will move as well. If you need to change the current settings, select 'Change settings' from the accelerator menu and the original screen will display, which will allow you to make your amendments.

Number randomiser

This widget uses the randomiser functionality to create a range of number-based games. The games provided in the widget are: Addition, Subtraction, Multiplication and Division. To view all the games, use the arrows to the right and right of the window. You can choose one of the games already provided or create your own using the 'Create new' menu.



Periodic table

This widget explores the elements of the periodic table. When an element is clicked a description displays, along with the various properties of the element.



Picture reveal

This widget can be placed over the top of an image to create a picture reveal activity, enabling pupils to guess the identity of the image. There are three levels, which allow you to adapt the game for different abilities, and two formats, either jigsaw puzzle shapes or squares. Once 'Play' is selected, each time a piece is clicked on, it becomes transparent and part of the picture behind is revealed.



properties can be applied to each card or group of cards, which is covered later in this guide.

Word randomiser

This widget uses the randomiser functionality to create a range of word-based games. The games provided in the widget are:

- Starts with / Ends with, where pupils suggest words which start and end with the letters provided;
- Plurals, where pupils suggest the plural of the word displayed;
- Word Builder, where pupils suggest words using as many of the letters displayed as possible;
- Synonyms / Antonyms, where pupils suggest words opposite or similar to the word displayed;
- Rhyming Words, where pupils decide if words rhyme or not;
- Silly Sentences, where random words are displayed to create a silly sentence;
- Prefix Snap, where pupils match a word and its correct prefix;
- Suffix Snap, where pupils match a word and its correct suffix.

To view all the games, use the arrows to the right and right of the window. Alternatively you can create your own activity using the 'Create new' menu.



Wordsearch

The Wordsearch widget is ideal for game play. It allows you to run pre-defined games or quickly create your own wordsearch games for pupils to play against the clock. If you choose 'Create my own game', a screen appears with text input boxes for you to enter words for the game. Type the words into the boxes and click the 'Create' button to create the



Picture painter

The picture painter is ideal for younger players. Select a line drawing to paint, and use the fill and paintbrush tools to add colour and create a work of art. You can add a title and your name, add a frame and print your picture.



game. It will load, displaying the wordsearch grid with the option to hide or reveal the words to find.

A timer commences when the game starts. To highlight words, click and drag over the letters in the grid and the selected letters will highlight – the highlight will remain if the word chosen is correct. When the game is complete, a congratulatory message displays along with the time taken to complete. If you choose a 'Ready made game', a screen appears with a choice of topics and on selection of a topic the game begins.

Picture sudoku

This Sudoku widget is ideal for younger players. Select a category from the menu and fill the blank squares by clicking on them until the picture you want appears.

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Writing challenge

The writing challenge is a random writing ideas generator that can be used to inspire pupils with ideas for a story, poem or play.

You can choose one of the games already set up or create your own. The widget is pre-loaded with genres and appropriate related words. To view all the games, use the arrows to the right and right of the window. After selecting a genre, the user then clicks the 'Spin' or 'Spin all columns' buttons to generate a story type, adjective, noun and a location idea for their story, poem or play.

