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**Introduction to Shidonni**  
**Watch your drawings come to life!**  
**Lesson Plan and Supporting Materials**

**Title:** Introduction to Shidonni

**Topics:** Creativity, Drawing, Computer Literacy, Language Arts

**Grade level:** 2-4

**Objectives:** Students will learn how to create a "living drawing" in Shidonni, while developing their creative thinking and practicing their computer skills.

**Student assignment:** Create a pet in Shidonni, watch it come to life and take care of it. Create a background for your pet to live in.

**Materials and Resources:**

- Step by Step classroom demonstration
- Student worksheet
- Invitations for Shidonni, to create and hand out to students.

**Tasks / activities**

- Introduce Shidonni. (5 minutes)
- Demonstrate Shidonni using the provided demonstration (15 minutes)
- Pass out the students worksheet and let them draw their own Shidonni World (25 minutes)

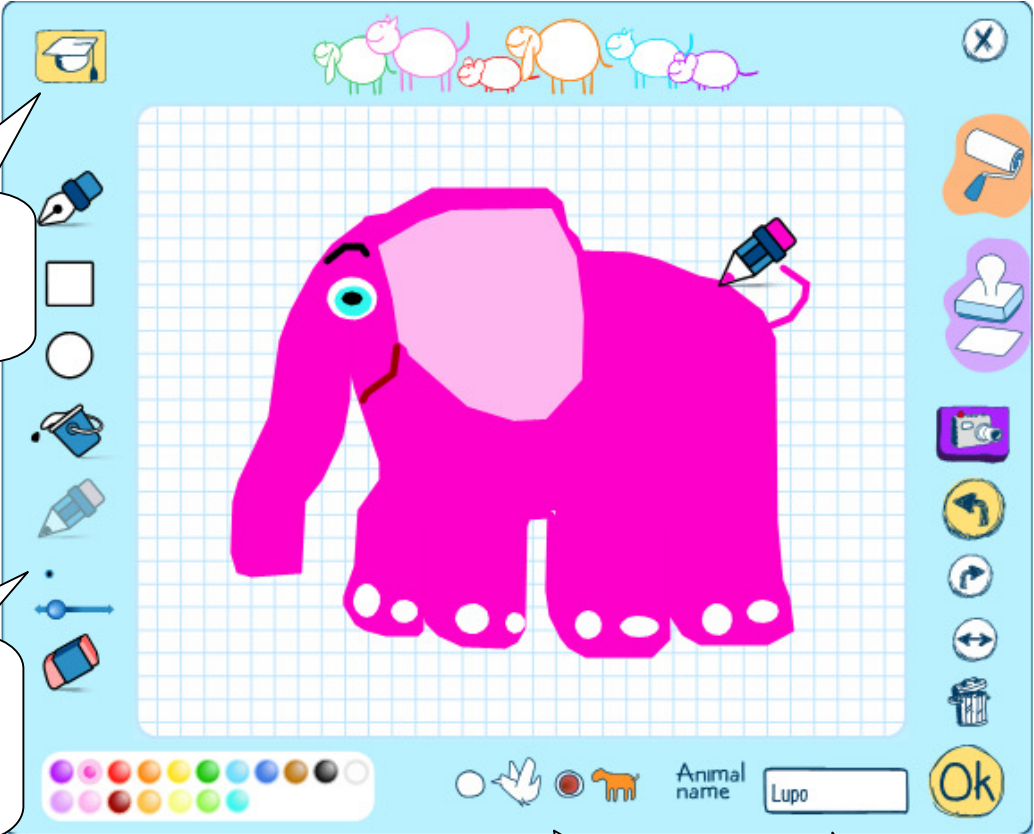
## Using Shidonni - a step by step demonstration

### Step 1 - Draw your first animal:

The first thing we are going to do is to draw an animal (or whatever imaginative creature that comes to mind)



1. If the animal editor does not open immediately, click on a white planet and then click on the "draw animal" button.



If you need help you can use these step by step drawing lessons

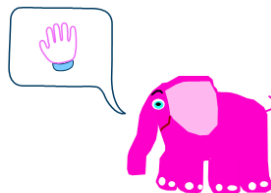
Explore all the drawing tools and use lots of colors.

Decide if your animal is going to walk or fly.

Give your animal a name.

### Step 2 - Your animal comes to life:

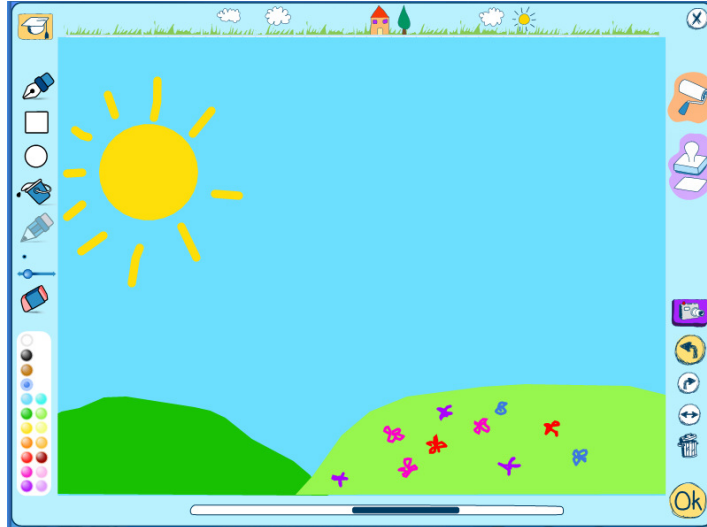
Have you finished drawing? Click on the OK button and watch your animal come to life!



### Step 3- Draw a world for your animal:

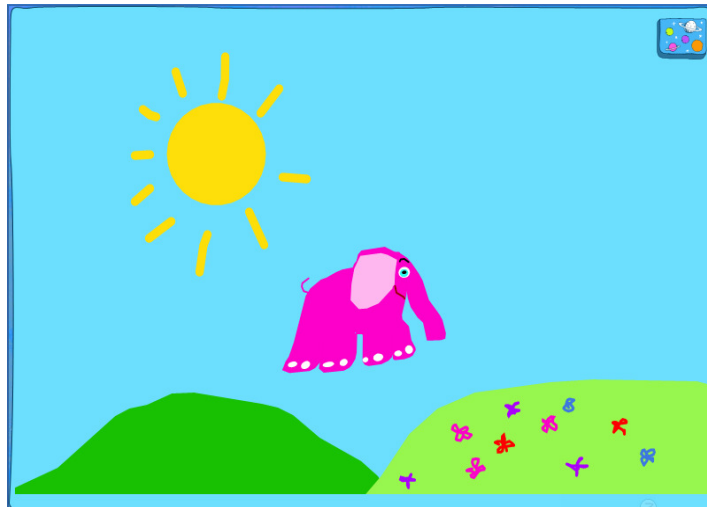
Now we'll create a world for our animal to live in.

Click on the "draw background" button to open the background editor.



Draw a background that we'll be right for your animal.

Click OK when you have finished and watch your animal explore his world.



### Step 4- Draw food for your animal:

Now that our animal is alive we must take care of it...

Let's start with some food. Click on the "my food" button" to open the refrigerator.



In the refrigerator click on "New Food" to open the food editor.



Draw food for your animal – make sure it is something that he's going to like!



Click OK when you have finished – see how your food appears in the refrigerator.

Drag and drop some food near your animal, and watch how he eats it all up!

**Step 5- Demonstrate a few activities with the animal:**

There are many more ways you can take care of your animal and have fun with it. Here are a few of them:

**2. Your animal can have a baby!**

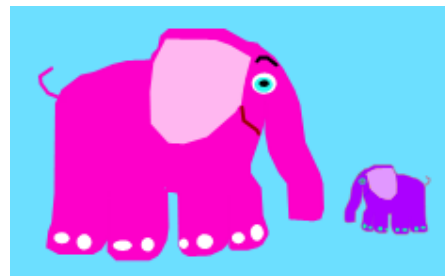
Click on the 'Magic Surprises' button.



Drag the baby carriage icon and drop it over your animal.



Wait a few seconds and watch your animal make a new baby!  
The baby animal will grow up and get bigger in only a few days.



**3. Send your animal to bed**

Click on the 'Bedroom' button.



Drag your animal into an empty bed, and let it rest for a while. Don't forget to wake your animal up by dragging and dropping it back in to their world...



**4. Give your animal a bath**

5. Click on your animal and then click on the 'Bathroom' button.



Put your animal in the bath and give him a good wash!

