



Software and Digital Content

Helping students learn more quickly, broadly, and easily to prepare them for the 21st century



Getting PCs into the hands of students and teachers is an important step in elevating classroom learning. Truly capturing a student's imagination, however, requires not simply a new device, but a complete solution. Intel works with the top software vendors and digital content providers to give students access to interactive software and digital content that makes classroom subjects come alive. Digital content can be personalized to each student's learning style—whether they learn best using text, video, audio, or pictures—offering all the tools they need to create, show, and collaborate.

Intel works closely with its partners to develop effective software and learning tools that students will be excited about.

Classroom Learning: The Digital Advantage

Today, textbook content can be outdated by the time the books reach the classroom. A digital learning environment, on the other hand, is dynamic and can be updated when there are new scientific breakthroughs and as other current events develop.

Digital learning is:

- **Engaging**, offering an array of interactive media and learning experiences.
- **Flexible and adaptable**, allowing students to learn based on their favored modality, and at their own pace.
- **Customizable**, allowing teachers and administrators to select and modify content as they wish.
- **Expansive**, giving students access to outside resources, as well as experts and mentors who can support their learning.

Meeting Schools Where They Are

Intel recognizes that some schools are just beginning to incorporate technology into classrooms, while others are further along

in the process. Regardless of where they are on the continuum, Intel can help craft a powerful solution.

Novice Users

In emerging markets, Intel takes a product lead role with the Intel® Learning Series, which includes hardware, software, content, infrastructure, and training—all purpose-built for education. These products are made to work seamlessly with one another so school administrators and teachers can easily create and manage a 1:1 eLearning environment.

For those who are using a computer for the first time, Intel® PC Basics software can get them up and running. It includes a guide on getting connected and using e-mail, among other basics.

More Experienced Users

In more mature markets, Intel develops partnerships to find a solution that meets market needs. The company works with hardware manufacturers, as well as best-in-class software and content vendors, to provide software and digital content that will ensure an optimum classroom experience on Intel-based PCs.





**THE INTEL® LEARNING SERIES:
A COMPLETE CLASSROOM
SOLUTION**

In emerging markets, Intel takes a product lead role with the Intel® Learning Series, a collection of hardware, software, content, infrastructure, and training—all purpose-built for 1:1 eLearning in the classroom.

The Intel® Learning Series starts with rugged, student-friendly classmate PCs that foster interactive learning. Intel partners with a network of local technology companies, who can best understand local needs and help bring learning to life. They may provide culturally-relevant software or content, for example, or help bring connectivity to a rural school. Every part of the puzzle is designed to fit into place seamlessly, so teachers and students can hit the ground running.

Teachers can use an online learning management system like Moodle, open-source software that includes tools such as quizzes, tests, journals, and forums.

An Integrated Solution

As Intel helps incorporate technology into classrooms, the goal is a fully-integrated learning environment, with a full array of software and tools.

Software falls into the following categories:

Productivity Software

General-purpose software—such as Microsoft Word*, Microsoft Excel*, and

Microsoft PowerPoint*—gives students a basic foundation and gets them familiar with the tools they would use in the business world.

Education-Specific Software

Educational software keeps students interested while they learn key concepts. Intel has invested millions of dollars in developing educational software, with a focus on math and science.

"I was meeting with a group of teachers in Beirut, Lebanon and was using a computer to demonstrate a life-like model of a physics light table that had a LASER, and some lenses and mirrors. One of the teachers spontaneously leaped to her feet and exclaimed in total amazement that she would finally be able to show her students something that otherwise they could only read about in books. She said, 'This will completely change the way I teach.'"

*- Robert Fogel, principal architect,
Intel World Ahead*

Learning Management Systems

Learning management software helps school administrators, teachers, and students manage the educational environment. It can be used to maintain school records, allow teachers to share files with students, and help teachers monitor student PCs.

Other Applications

Virus protection software, backup-and-restore software, and other applications are needed to keep the PC running smoothly.

Digital Content

There is a wealth of digital learning content available via the Internet, multimedia CDs and DVDs, podcasts, and other mediums.

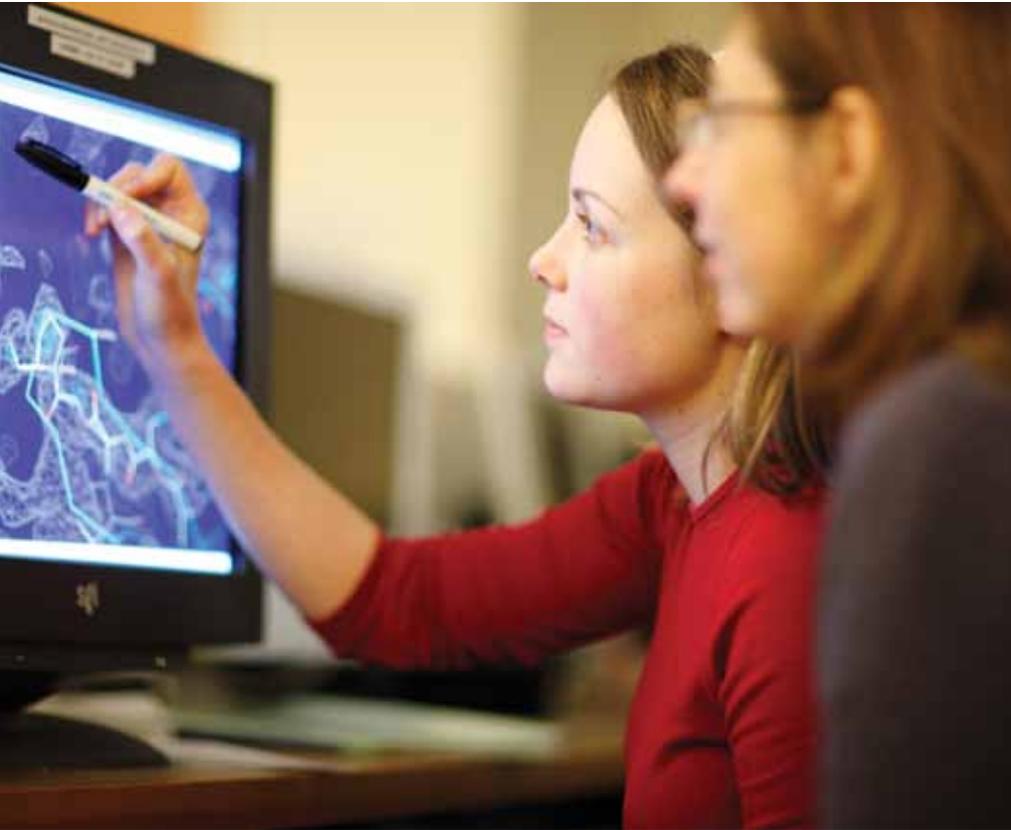
Digital content is fluid and interactive, making it especially appealing to students. Digital content allows students and teachers to personalize their PCs, giving them

a wider range of teaching and learning options than a standard textbook would. Video might help one student grasp new concepts, for example, while another might learn better by using audio or pictures. Digital content may also include embedded tools that enhance learning, such as surveys and calculators.

Digital learning content is available from a variety of sources, often in various languages or customized to the local culture. Intel skool™ Interactive Learning and Teaching Technology, for example, is available in eight different languages and meets the standards of 25 different countries. It is license-free and available to anyone who chooses to use it.

Once students become familiar with digital content, they are usually eager to create their own content and collaborate with each other via multimedia presentations, blogs, wikis, social networks, and academic networks.





**LEARNING SOFTWARE:
A SAMPLING**

Intel works with various partners to provide classrooms with educational software and content that makes learning interesting and fun. Following are just a few examples.

ArtRage (by Ambient Design Ltd.)—art software that allows students to create images using virtual crayons, paint, and markers that act just like they do in the real world. (www.artrage.com)

Childtopia (by Childtopia, SL)—a web-based collection of interactive toys, games, and stories featuring animated characters. (<http://childtopia.com/>)

Evernote*—an application that students can use to take handwritten notes in class using a touch device and a stylus. (www.evernote.com)

Lego Robot Educator—software developed by Lego and Intel's Classmate PC that lets students in grades K through 6 program the movements of Lego-constructed robots. (www.lego.com/eng/education/mindstorms/default.asp)

MicroWorlds JR* (made by Logo Computer Systems Inc.)—interactive software that teaches elementary students about geometry and patterns. Students can write programs to make drawings and then animate those drawings, for example. (www.microworlds.com/solutions/mwjunior.html)

Young Digital Planet*—student-friendly software and online content for elementary and secondary school students that covers math, chemistry, biology, and other subjects. (www.ydp.eu/en/education/uc)



**U.S., RANCHO CORDOVA,
CALIFORNIA: MASTERING MATH**

A group of third graders in Rancho Cordova were struggling with math. Despite their teacher's best efforts, they simply couldn't absorb the information.

Then everything changed. They got classmate PCs, complete with an interactive math program called Go Solve. The students had so much fun solving math problems in class on their classmate PCs that many continued to practice when they got home. Within weeks, their math scores improved so much that they were no longer trailing behind their peers in the school district.¹ In fact, they had moved ahead of them.²

For more information, visit:

**Intel Learning Series
skool™**

¹ "Math Improvement in Rancho Cordova, California," Intel, www.classmatepc.com/stories/innovating-rancho-cordova.aspx

² "Math Improvement in Rancho Cordova, California," Intel, www.classmatepc.com/stories/innovating-rancho-cordova.aspx

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