Interacting with *Inspiration*

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**Abstract:** *Inspiration* is software designed to facilitate the creation of visual diagrams as well as linear outlines. Ideas that are sequential or hierarchical as well as random and brainstormed may be portrayed in graphic organizers. As a result of this interactive session, the participants will be motivated to explore the possibilities of using *Inspiration* as a teaching/learning tool in their classrooms. The participants will obtain the basic knowledge and skills to begin using the software to customize their own presentations as well as instruct their students in using the basic features offered. For the benefit of participants with prior knowledge of the software, the presenter’s familiarity with the utilization of the program in the most effective and efficient manner will be shared. Applications of familiar instructional methods and strategies (e.g., brainstorming, KWL, LEA) will be demonstrated. Features of *Kidspiration* and the newest version (*Inspiration 7.0*) will be highlighted.

*Inspiration* is software designed to facilitate the creation of visual diagrams including concept maps, idea maps, webs, storyboards as well as linear outlines. Ideas that are sequential or hierarchical as well as random and brainstormed may be portrayed in graphic organizers. The ease of organizing and showing the relationships among ideas offered by this program fosters understanding of concepts and identification of misconceptions. It illustrates the connection of prior knowledge with new concepts. Learners engage in activities such as the utilization of graphic organizing software to aid in the processing of information.

As a result of this interactive session, the participants will be motivated to explore the possibilities of using Inspiration as a teaching/learning tool in their classroom. Examples will be provided portraying instructor and student applications of the program in various content areas. Through the creation of an autobiographical web, use of key features will be introduced and demonstrated as the participants obtain the basic knowledge and skills to begin using the software *Inspiration* to customize their own presentations of concepts as well as instruct their students in using the basic features offered.

For participants with prior knowledge of the program, the presenter’s familiarity with the complexities and tricks to utilizing the program in the most effective and efficient manner will be shared. Ideas for the use of the “toggle from outline to diagram” feature will be demonstrated to meet the needs of diverse learners. Applications in the form of classroom instructional methods and strategies (e.g., brainstorming, KWL, LEA) will be demonstrated. Features of the newest version (*Inspiration 7.0*) as well as the early-childhood version *Kidspiration* will be highlighted.

This session is intended for the participant who has little or no experience with the software as well as the participant who is looking for new ways to apply the use of Inspiration and become acquainted with the new features offered by *Kidspiration and Inspiration*, version 7.0.