The essential tool to visualize, think, organize and learn

Inspiration® allows student to plan, research and complete projects successfully and encourages learning in multiple modes.

Educators use Inspiration to customize instruction, achieve standards, assess student projects and energize learning.

An expanded selection of 120+ cross-curricular templates in language arts, social studies, science, planning and thinking makes starting assignments quick and easy.

http://www.inspiration.com/quicktours/index.cfm?fuseaction=Insp_Quicktour_QT

Inspiration® for Higher Ed Use

http://www.mindservegroup.com/higher_ed/higher_ed_use.php
What’s new in Inspiration 8

- More ways to engage and learn visually
- Keyword search for symbols
- Video and sound integration
- Jumpstart assignments, gather research easily and streamline projects
- Inspiring templates
- Drag-and-drop
- Enhanced export and transfer
- Write with more clarity and accuracy
- Word Guide
- Auto spell checker
- Get more visual learning power with Inspiration Web Resources
- More than 1 million symbols
- On-demand training videos
  - Inspiration Starter screen
  - AutoArrange
  - Brainstorming
  - Custom symbol libraries

Compatible with Emerging Classroom Technologies

Handheld computers are a way to offer students one-on-one computing.

Interactive whiteboards:
http://inspiration.com/productinfo/supportingtechnology/index.cfm

Shape and handwriting recognition make it possible to sketch symbols and links as well as write text directly on whiteboards such as Promethean ACTIV board.

Handheld devices
Students grade four to adult use Inspiration® for Palm OS® and Inspiration® for Pocket PC anytime they need a versatile tool to capture ideas and organize thinking. Using the stylus, students quickly build graphic organizers by sketching shapes to create symbols and drawing links to make connections. After organizing and expanding on ideas, students can finalize their work by transferring to a handheld word processor, syncing to the desktop, beaming to another handheld or sending projects directly to a printer.

Tablet PCs and Wacom® Tablets
Shape and handwriting recognition make it possible to sketch symbols and links as well as write text directly on the tablet with a stylus.
• Higher Education Examples
http://www.mindservegroup.com/higher_ed/higher_ed_examples.php

• Going Beyond Basic Templates & Diagrams
http://www.mindservegroup.com/higher_ed/going_beyond.php

• Higher Education Diagram Library
http://www.mindservegroup.com/higher_ed/diagram_library.php

• Research Paper Planner
http://www.mindservegroup.com/higher_ed/inspiration_software_research_planner_example.php

• Useful links for concept mapping and visual thinking
http://www.mindservegroup.com/higher_ed/links.php

Layout of key cognitive strategy and its application in the major curriculum areas of language arts, science and social studies.

Offers in-depth explanations of visual learning’s role in mastering fundamental thinking skills:
• Determining cause and effect
• Making comparison
• Decoding ideas
• Generating questions
• Evaluating information
• Testing one’s knowledge

A summary of a specific cognitive strategy, examples of templates, diagrams, and lessons of thinking skills in language arts, social studies and science.
Resources:

http://www.inspiration.com/prodev/index.cfm?fuseaction=insp7guides
http://www.inspiration.com/productinfo/inspiration/features/index.cfm
http://www.inspiration.com/vlearning/index.cfm?fuseaction=example
http://www.inspiration.com/resources/index.cfm
http://www.inspiration.com/prodev/index.cfm?fuseaction=insp8guides
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http://www.mindservegroup.com/higher_ed/home.php