

Etoys Quick Start Guide

Squeakland's Etoys is a programming environment that allows you to create your own games, art, animated storybooks, and presentations among many other tasks. The main purpose of the software is to educate users through creativity and excitement. This software is used primarily on laptops provided by the One Laptop Per Child (OLPC) nonprofit group although it is usable on almost any computer. If you are using a computer not provided by OLPC, you will need to download Etoys. This guide will illustrate the primary functions of Etoys for the beginner user and each function's steps.

To Download/Install Etoys

1. Open your internet browser
2. Enter URL <http://squeakland.org/download/>
3. Choose the appropriate download for your operating system (Windows, Mac, Mobile)
4. Choose to "Save" the program
5. Locate saved Etoys file

Note: If web browser does not prompt you to select a save location then Etoys is automatically placed in your download folder.

6. Double-Click Etoys to run installer
7. Select "Yes" for user account control warning
8. Agree to Etoys Licensing agreement
9. Choose Etoys software destination

Note: Default destination is recommended.

10. Select **Install** button
11. Once progress bar reaches Complete, select **Close** button

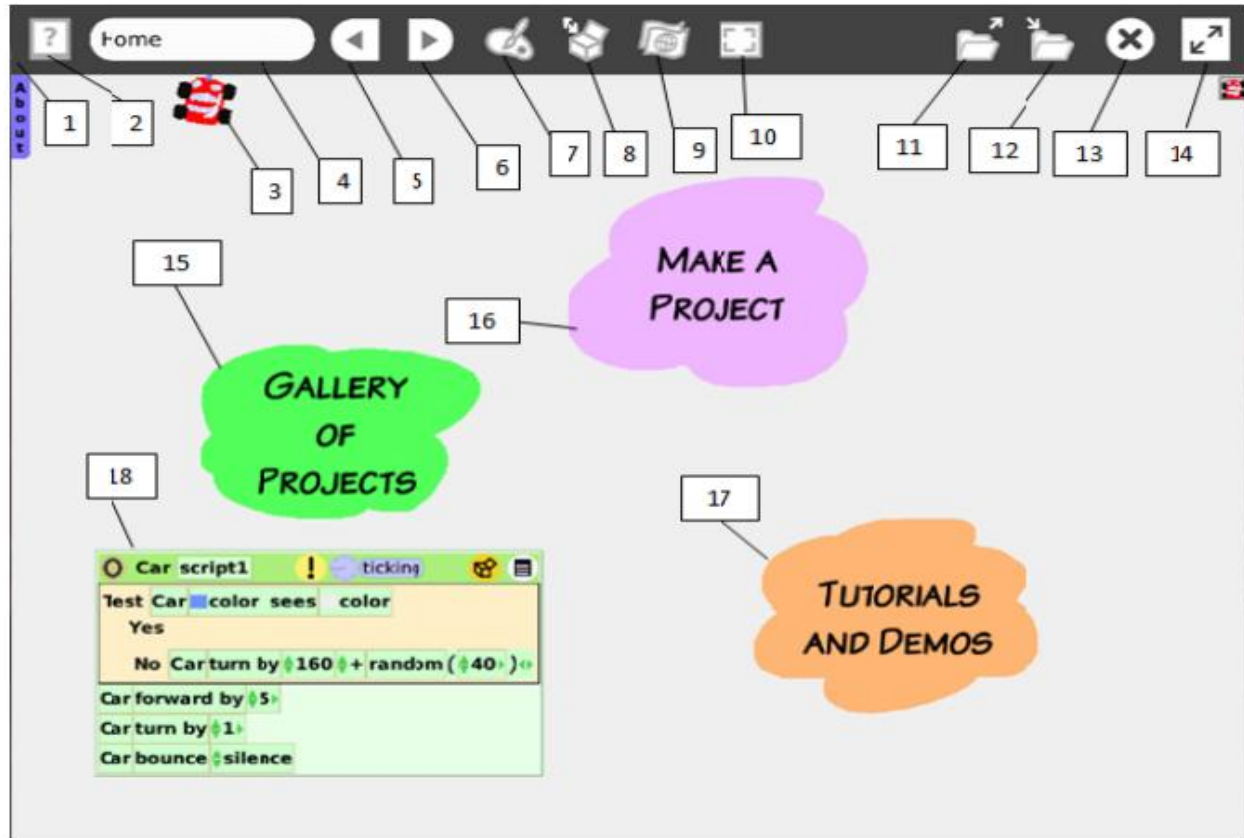
To Open Etoys

1. Locate the Etoys icon on your desktop and double click



Note: Depending on where the software program was saved after downloading, you may need to access the program via your computer Start Menu.

To Navigate Interface



<p>1. Tool Bar Use to navigate within Etoys Gallery, Projects, Tutorials and Demos, and Home</p>	<p>10. Full Screen Expand the Etoys screen area</p>
<p>2. Help Button Access quick guides for toolbar options</p>	<p>11. Load Project Button Find and load another project</p>
<p>3. Etoys Project Car Sample project created with Etoys</p>	<p>12. Save Project Button Save and publish a project</p>
<p>4. Name of Current Project Window Display current project or Type another project</p>	<p>13. Quit Etoys Close the Etoys application without saving your project</p>
<p>5. Previous Project Button Navigate to previous project</p>	<p>14. Hide Tool Bar Button Hide and display Tool Bar</p>
<p>6. Next Project Button Navigate to next project</p>	<p>15. Collection of Sample Projects Cloud View sample projects and games created with Etoys</p>
<p>7. Make A Painting Button Create shapes, drawings, or recolor</p>	<p>16. Start Your Own Project Cloud Display a blank canvass to begin</p>
<p>8. Supplies Button Create sound, movement, and scripts</p>	<p>17. Start A Quick Tutorial Cloud View an Etoys tutorial or demonstration</p>
<p>9. Language Button Select desired language</p>	<p>18. Etoys Project Car Tool Bar View how the Etoys car moves</p>