



NATURE MAESTRO APPS FOR IPAD BASIC NAVIGATION

For FAQs and more about how to use Nature Maestro in the classroom please visit NATUREMAESTRO.COM

BEGIN

On the home screen...
Tap the **microphone** to hear about the biome

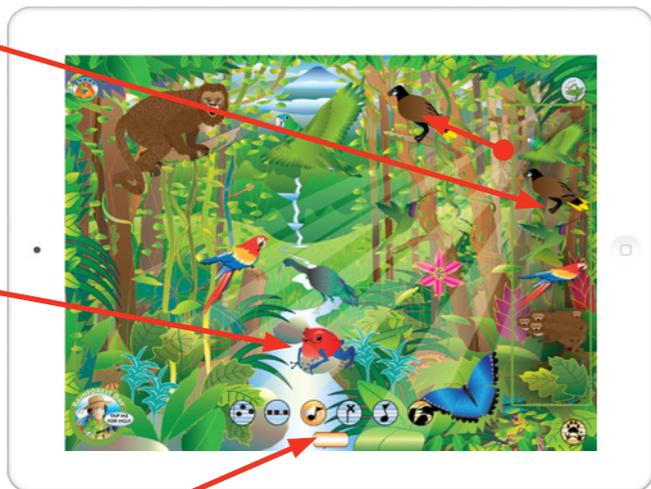
EXPLORE

Tap the **Explore sign** to enter the biome

Drag & Drop animals from the **animal scroll** to populate your soundscape

Scroll to see all the animals and elements

Tap on the animal
1 tap: **Hear** its call
2 taps: **Hear** Dennis tell about the animals and his experiences
3 taps: **Turn** the animal
4 taps: **Remove** the animal



Tap bar to show menu of **Soundscape buttons**

Tap buttons to add to your soundscape



- | | | | | |
|------------------------|-----------------------|---------------------------|----------------------------|----------------------------|
| Compose Topnote | Ambience | Rhythm | Melody | Surprise |
| Open Compose window | Track sounds visually | Turn on background sounds | Add rhythm one, two or off | Add melody one, two or off |
| | | | | Add animals randomly |

DENNIS IS YOUR GUIDE

Tap the **Dennis button** or "i" button for audio help anytime

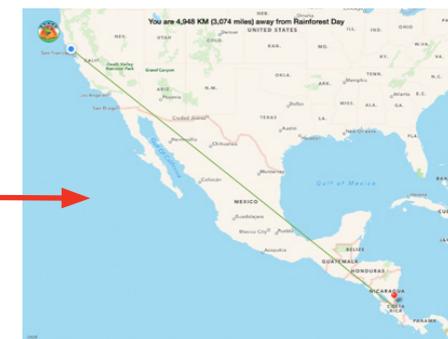


On Pop-Up Dennis within Explore:

- Tap the **Earphone** to hear about stereo panning
- Tap the **Microphone** to hear more about the biome
- Tap **First Aid** to hear about basic navigation
- Tap the sleeve **Notes Badge** to hear about Compose

On the home screen Dennis:

- Tap the **Facts Cards** to go to **Animal Facts** pages with verbatim **read-along audio** and **glossary**
- Tap the **Map** for your distance to the biome



COMPOSE WITHIN EXPLORE

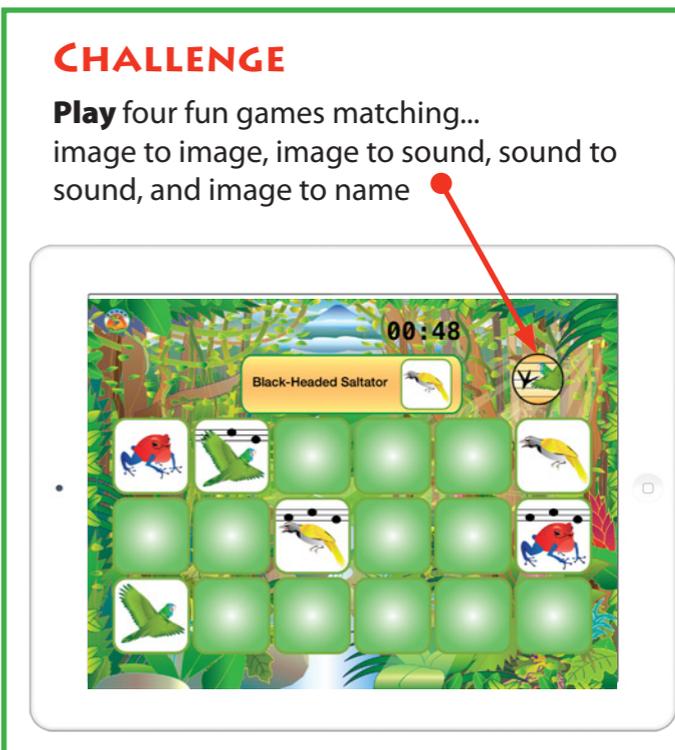


Tap **Compose** button to open Compose window



Create your own **2-minute soundscapes**
Slide animals across to place at time intervals.
Scroll to see all your animals
Tap **Compose** button to close window

Tap **Microphone** to record soundscape & voice
Tap Parrot button to **share your soundscape**
Compose again!
Shake your iPad to remove all animals



CHALLENGE

Play four fun games matching...
image to image, image to sound, sound to sound, and image to name