



## NATURE MAESTRO APPS FOR IPAD BASIC NAVIGATION

For FAQs and more about how to use Nature Maestro in the classroom please visit [NATUREMAESTRO.COM](http://NATUREMAESTRO.COM)

### BEGIN

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

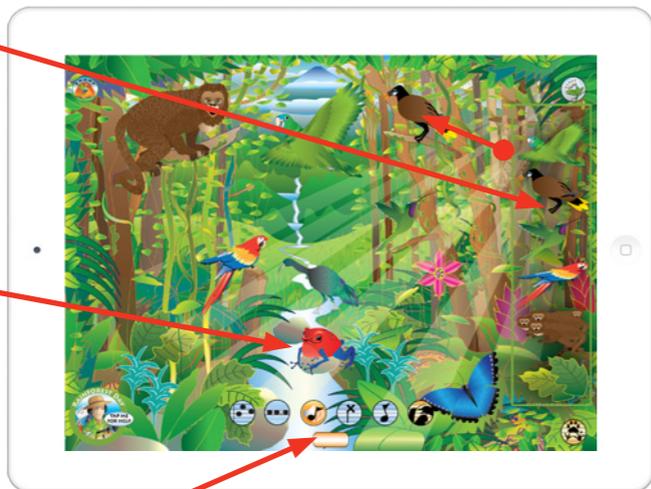
### EXPLORE

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**  
Open Track  
Compose sounds  
window visually

**Ambience**  
Turn on  
background  
sounds

**Rhythm**  
Add  
rhythm  
one,  
two  
or off

**Melody**  
Add  
melody  
one,  
two  
or off

**Surprise**  
Add  
animals  
randomly



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

## DENNIS IS YOUR GUIDE

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

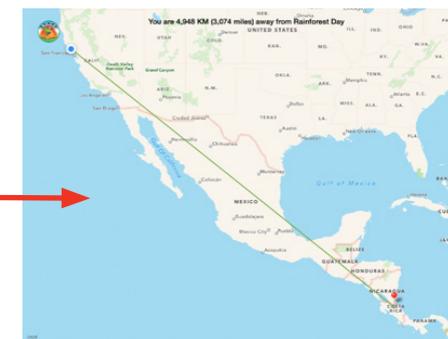


### On Pop-Up Dennis within Explore:

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 the **About** sign on the home screen to hear about creating Nature Maestro



## CHALLENGE

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

