Welcome to 1,2,3 Science Fonts!

1, 2, 3 Science Fonts is an essential tool in the development of materials for the science classroom. Use them to form your own creative worksheets, assessments, presentations and more!

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About the fonts...

1, 2, 3 Science Fonts has been specially created for science teachers. Every effort has been made to provide user-friendly fonts that will enhance your classroom teaching.

To make the fonts easy to find and use, all 1, 2, 3 Science Fonts start with "123" and have been grouped together near the top of your font menu.

The following pages detail the keystrokes involved in each font. A detailed listing of each keystroke/symbol association is provided, followed by a short description of how each font is laid out on the keyboard.

Some of the specialty fonts (that place one keystroke on top of another) may require you to strike the space bar several times after you've typed a symbol in order to avoid inadvertently placing one symbol on top of another.

Most of the fonts will be easier to see in larger sizes (48 and higher). Some fonts may appear incomplete on your computer screen when using smaller sizes, but will print clearly.

Keep in mind that all the features that work on your other installed fonts will also work on all of your 1, 2, 3 Science Fonts. Thus, the **Bold** feature will make your font bolder, <u>Underline</u> will underline your font, and *Italicize* will italicize your font!

123Cylinders1 - 123Cylinders4

123Cylinders1 through **123Cylinders4** are specialty fonts, meaning that a combination of keystrokes is necessary to form a complete image. You must first place a cylinder "face", then you will press another key to create a "fill" level.

Letters "q" through "p" (the "qwerty" row) each show a portion of a cylinder, while the "[" (bracket) key shows a complete cylinder. The cylinder portions can only be filled by keys from the second row of letters (both uppercase and lowercase), while the complete cylinder can only be filled from the bottom row of letters.

If desired, the color of the font can be changed before the "liquid" is placed into the cylinder. For example, press "q" to place a cylinder portion, change the font color to gray, the press "F" to fill the cylinder with gray "liquid".



123Cylinders1 and **123Cylinders2** use a "flat" fill, while **123Cylinders3** and **123Cylinders4** contain a meniscus.

<u>Example</u>

Goal: Create a cylinder showing 64 units.

Step 1: Choose a cylinder portion that contains 64 within its range, in this case, y or u. This example uses y. When typed, you may notice that the cursor does not move.

Step 2: Choose the fill level. You want to choose a fill that includes the bottom rectangle (where the 50 is in this case), the middle rectangle (60) and 4 lines. The correct key for this example is F. When typed, the cursor still does not move. You will need to press the space bar several times to move past the cylinder.

NOTE: It is possible to achieve the desired fill level *without* referring to this guide.

Fill levels increase as you move across the keyboard from left to right. The **asdf** row fills the bottom half of the cylinder, while the **ASDF** row fills the top half.

Since the cursor does not move when typing, fill levels will overlap if you type more than one. Thus, you can just type across the keyboard from left to right until you achieve the desired fill level.





The cylinders in 123Cylinders1 are numbered in increments of "10".



The cylinders in 123Cylinders2 are numbered in increments of "100".



The cylinders in 123Cylinders3 are numbered in increments of "10".



The cylinders in 123Cylinders4 are numbered in increments of "100".

