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!

123Scales1

123Scales1 provides images of digital scales that include milligrams, grams, kilograms, ounces and pounds. The numbers on the face of the scale are **completely customizable**, and a decimal point can be included between any 2 numbers.

First choose a scale to place in your document and type the appropriate key. The cursor will appear partially through the scale. As you type in numbers, the cursor will advance. The "space" bar will advance the cursor the same distance as one number.

To place a decimal point, press the [(left bracket) or the ' (apostrophe key). Both will place a decimal without advancing the cursor, allowing you to continue placing numbers after the decimal.
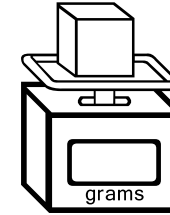
Each row contains the same objects, but with different units of measure.

Row	Unit of measurement
qwerty	none
QWERTY	milligrams
asdf	grams
ASDF	kilograms
zxcv	ounces
ZXCV	pounds

Example

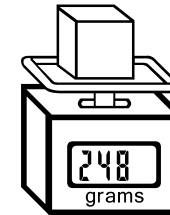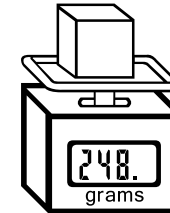**Goal:** Create a scale showing a cube with a mass of 248.5 grams.

Step 1: Locate and press the key that represents a gram scale with a cube resting on it (the **s** key).
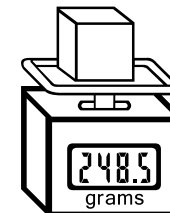

Step 2: Type the numbers **2 4 8**

Step 3: To place a decimal, type either **[** or **'**

Step 4: Type the number **5**

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123Scales1

milligrams

blank

kilograms

grams

pounds

ounces

Digital numbers can be made to appear as part of any of the scales. First type in a scale, then type in the numbers. The numbers will appear inside the scale. Press the space bar when you do not want a number.

123Scales2

123Scales2 provides images of scales with customizable analog faces. Similar to **123Scales1**, this font provides images of scales that measure in milligrams, grams, kilograms, ounces and pounds.

Row	Unit of measurement
qwerty	none
QWERTY	milligrams
asdf	grams
ASDF	kilograms
zxcv	ounces
ZXCV	pounds

Each number key contains a different "face" that can be placed on any of the scales.

This font requires 3 keystrokes to create a complete scale. The steps are…

1. Place a scale by typing the key for the scale you have chosen.
2. Place a dial face on the scale by typing one of the number keys.
3. Place a hand on the dial by pressing "shift" while typing one of the number keys.

The cursor will not move through the scale until you type a hand onto the dial.
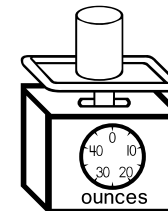
Example

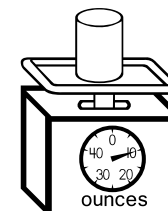**Goal:** Create a scale showing a cylinder with a weight of 10 ounces.

Step 1: Locate and press the key that represents an ounces scale with a cylinder resting on it (the **b** key)
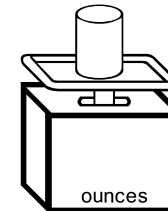
Step 2: Select a face that includes the number 10. We have chosen the face on key **5**
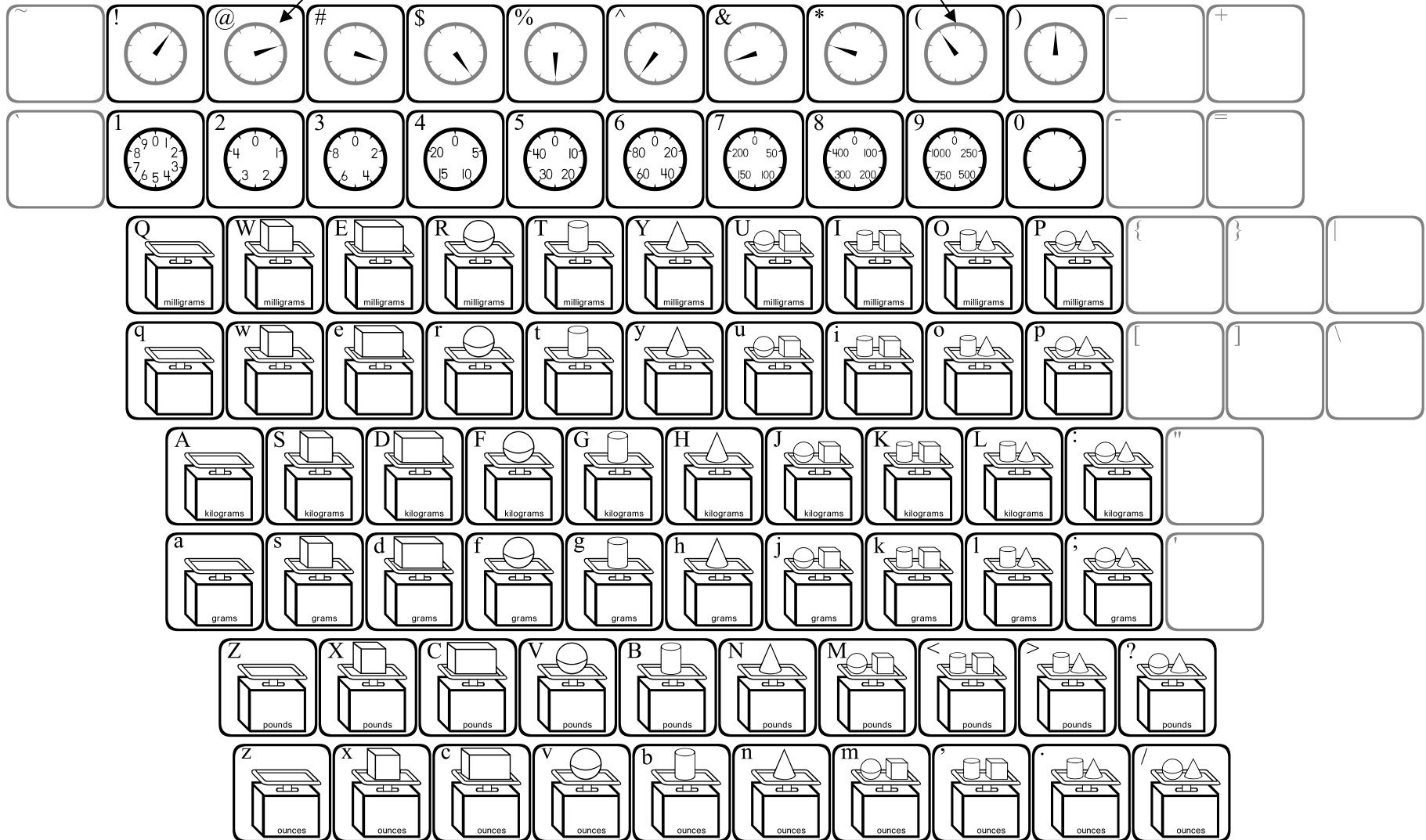

Step 3: Type the key that contains the hand that will point to the 10 (the **@** key)

123Scales2

The gray portions are shown only for reference and do not appear when typing.

Place ANY dial face and hand onto ANY of the scales.
They will overlap to create a complete scale.

Steps
1) Type in a scale.
2) Type in a dial.
3) Type in a hand.

123Scales3

123Scales3 is a highly specialized font that requires multiple keystrokes to show measurement on a triple beam balance.

Each of the lowercase letters on the bottom row (except the letter **z**) provides an image of a complete scale with some type of object on it. The **z** key provides a close-up view of the 3 beams.

To imitate an actual triple beam balance, the top row of keys (the number row) contains tares (sliders) for the top beam, the second row of keys contains tares for the second beam, and the third row of keys contains tares for the bottom beam.

Different measurements can be represented:

1) Press the **z** key to place an image of a triple beam.
2) Press one key from each of the top three rows to place the sliders.
3) Press a key from the top row (1 through "hyphen") to place a tare on the top beam. The "1" key equals 10 grams, "2" = 20 grams, etc. The hyphen key places the tare in the zero position.
4) Press a key from the second row (q - y) to place a tare on the middle beam. "q" = 100 grams, "w" = 200 grams, and so on. The "y" key places the tare in the zero position.
5) Press a key from the third row (a - "apostrophe") to place a tare on the bottom beam. "a" = .1 gram, "s" = .2 grams, and so on. The "apostrophe" key places the tare in the zero position. Pressing the space bar BEFORE placing the last tare will advance the cursor 1 whole unit. Thus, if you wish to show 3.5 grams, FIRST press the space bar 3 times to advance to 3, then press "g" to place the tare on 3.5.

Because the cursor does not advance until you press the space bar, the top two sliders can be placed in any order.
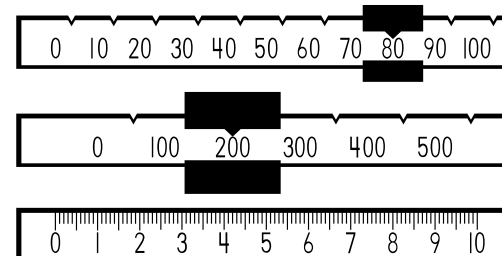
Example

**Goal:** Create a triple beam showing a mass of 284.7 grams.

Step 1: Press **z** to show a triple beam.
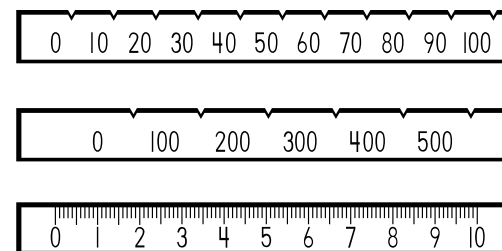
Steps 2 & 3: Press **8** to place a slider on the top beam, then press **w** to place the slider on the middle beam.

Step 4: Press the space bar 4 times. Each time you press the space bar, the cursor moves forward the equivalent of one whole unit across the bottom beam. Then press **j** to place the final slider.
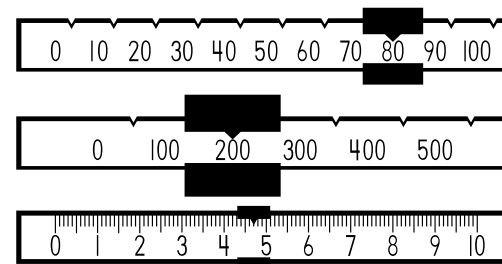
123Scales3

The gray portions are shown only for reference and do not appear when typing.

Press the Space Bar to advance the cursor one full unit until you reach your goal number, then place the bottom slider.