



Teacher's Quick Start Guide

FOR TEACHERS

Guide 1 of 10

Everything you need to know in under 5 minutes.

What is Draw in the Air?

A free, browser-based tool that turns any webcam into an interactive learning surface. Children draw letters, pop bubbles, sort objects, and play maths games, all using their finger in the air.

No app. No download. No accounts. Just a URL.

Getting Started in 3 Steps

1

Open your browser

Go to drawintheair.com on any laptop, desktop, or Chromebook. Works on Chrome, Edge, Firefox, and Safari.

2

Allow camera access

Click "Allow" when the browser asks. The video never leaves the device, it is processed locally. No data is ever uploaded.

3

Pick a mode and go

Choose from Letter Tracing, Bubble Pop, Sort & Place, Number Tracing, Free Paint, and more. No configuration needed.

The Pinch Gesture: Teach This First

Every activity uses the same simple gesture. Spend 2 minutes teaching this before the session begins:

Gesture	What happens
Open hand	Hold hand open in front of the camera. The cursor pauses.
Point finger	Raise the index finger. The cursor appears on screen.
Pinch	Touch thumb to index finger. This starts drawing.
Release	Open the hand or lower the finger. This stops drawing.

TEACHER TIP

Demonstrate the gesture yourself on the projector first. Children learn by watching, not reading. Once one child gets it, they become the expert who teaches the others.

Activity Modes at a Glance

Mode	Ages	Focus
Bubble Pop	3+	Hand-eye coordination and brain breaks
Letter Tracing	4+	A-Z with phonics sounds
Number Tracing	4+	Numerals 1-10 with counting



Sort & Place	4+	Categorisation and logical thinking
Free Paint	3+	Open-ended creative expression
Word Search	5+	Sight words and literacy
Balloon Math	5+	Addition and number bonds
Rainbow Bridge	4+	Colour mixing and creativity
Gesture Spelling	6+	Spelling with hand signs