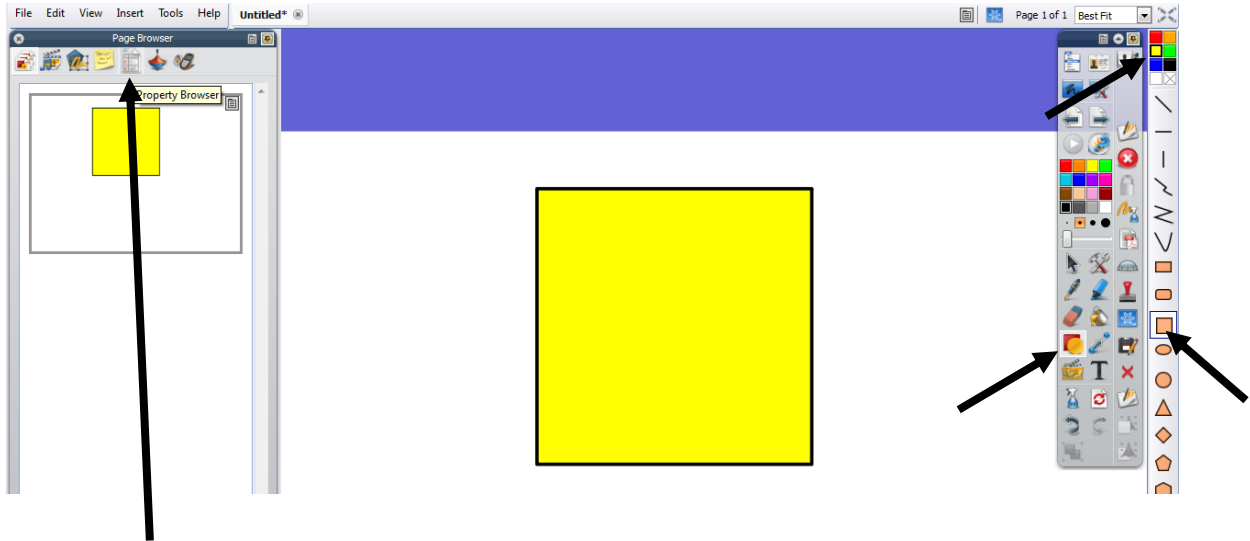


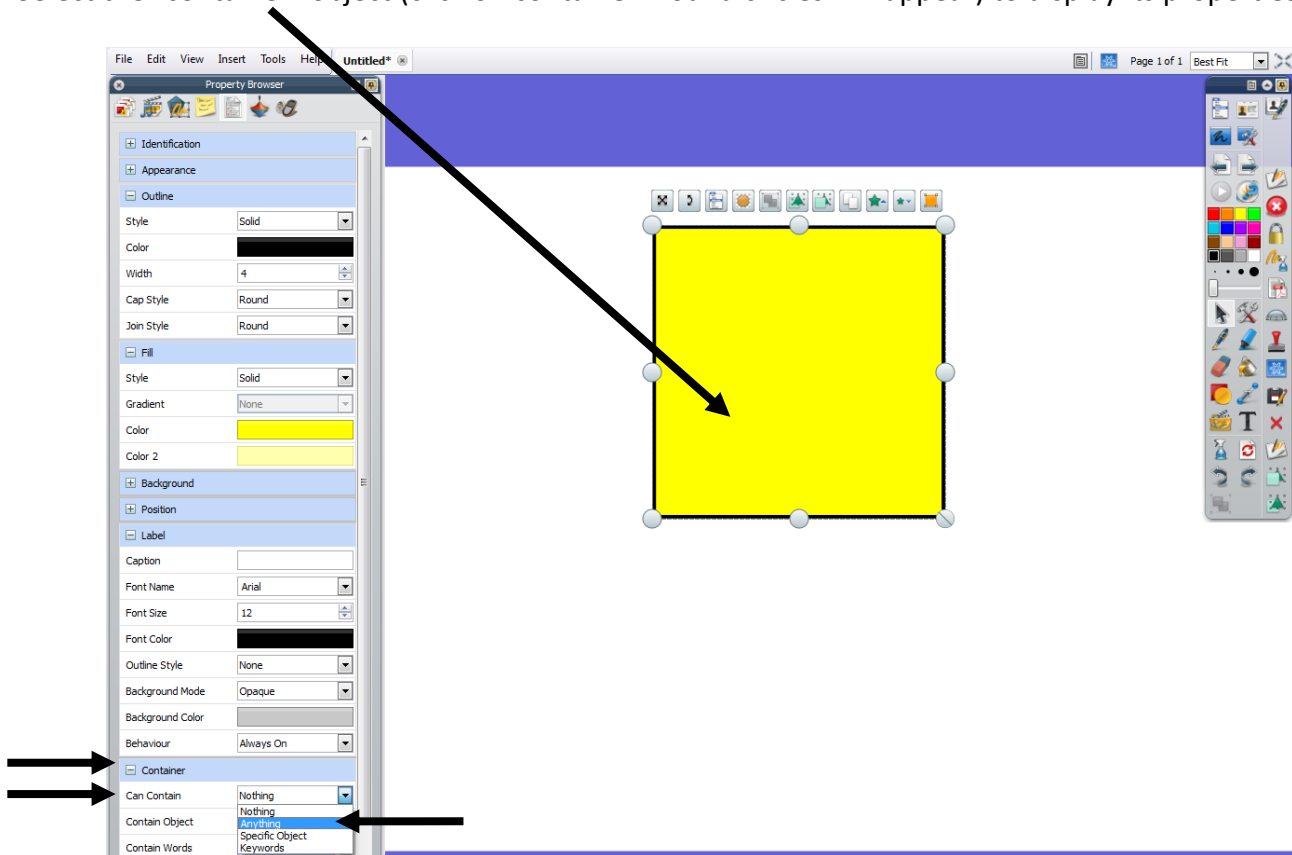
USING CONTAINERS WITH ACTIVINSPIRE

Anything Container (flexible - move objects in and out, move container--moves objects within)

1. Place an object on your flipchart that you want to be the container. (This example uses the square from the Shapes tool.) The container MUST BE **LARGER** than the items it contains!

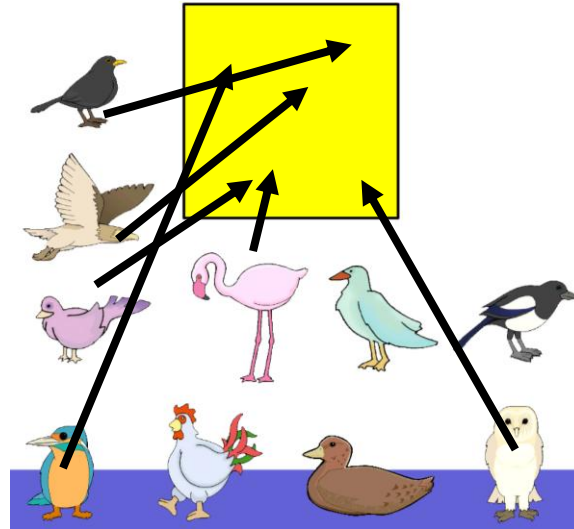


2. Open the Property Browser.
3. Select the "container" object (click on container--round circles will appear) to display its properties.

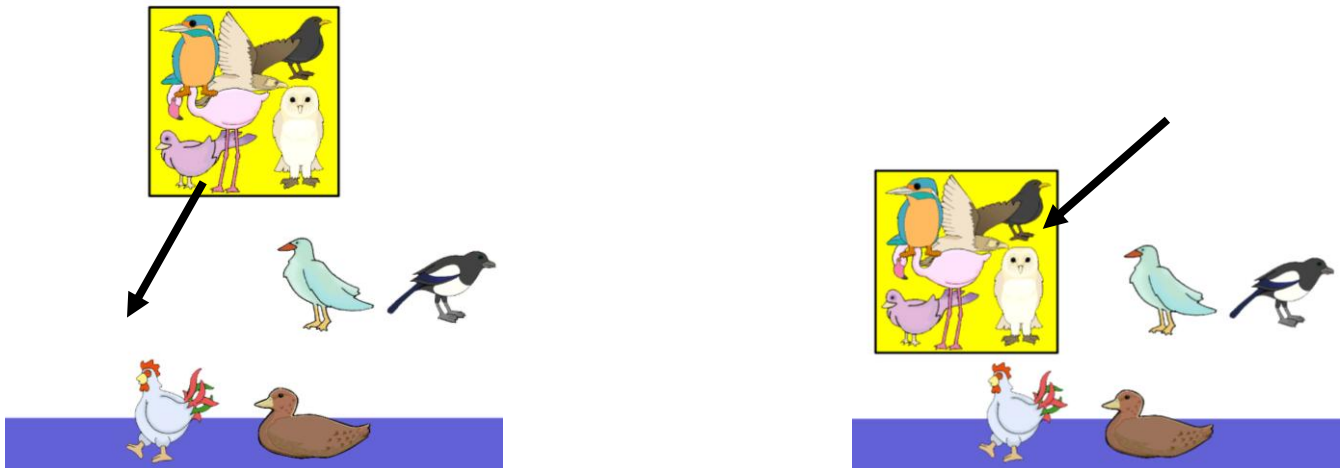


4. In Property Browser, if there's a "+" in front of container, click on it (it will expand out and will now have a "-" in front of it). Select **"Anything"** from the "Can Contain" drop-down menu. Click anyway on the flipchart to unselected the container.

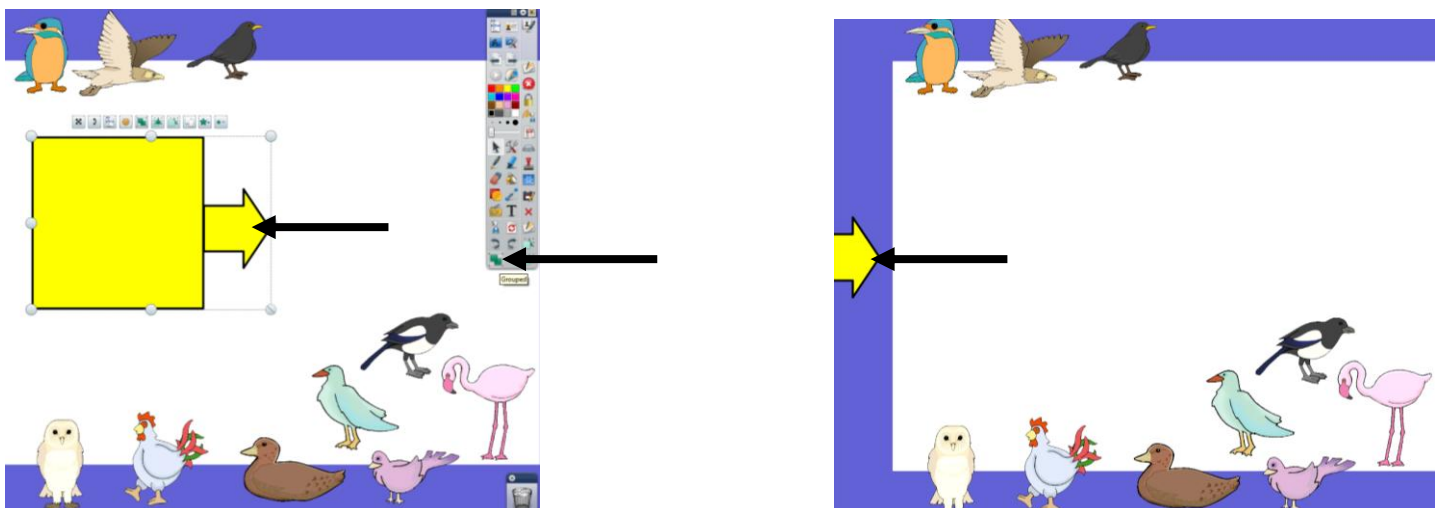
5. Place (click and drag) objects to be contained in your flipchart. Reminder: Container must be larger than items it contains. You may need to resize your objects (click on them, click on corner circle and pull in).



6. Click on the container and drag it anywhere - all objects contained in the container will move as well.

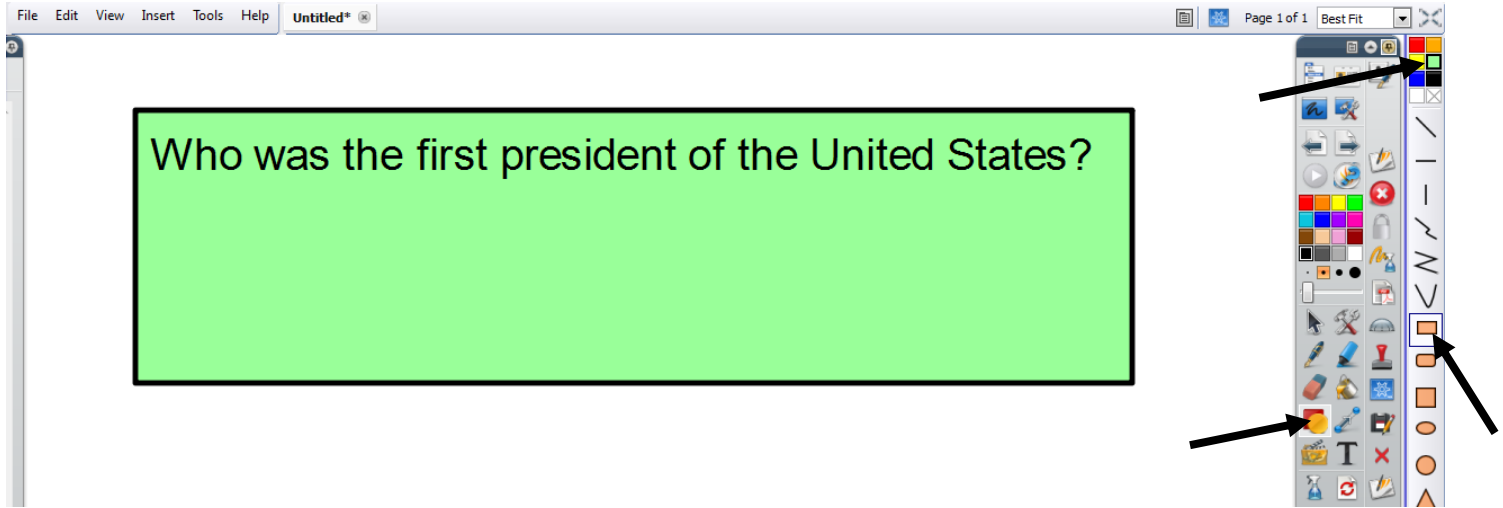


7. A handle may be added to pull the container on and off the screen by first adding the handle (EX: arrow), use the pointer tool to draw a box around the square /arrow, then click the grouped tool. Click the arrow and drag it so that only the arrow is shown on the left side of the screen, click and drag for container to appear.

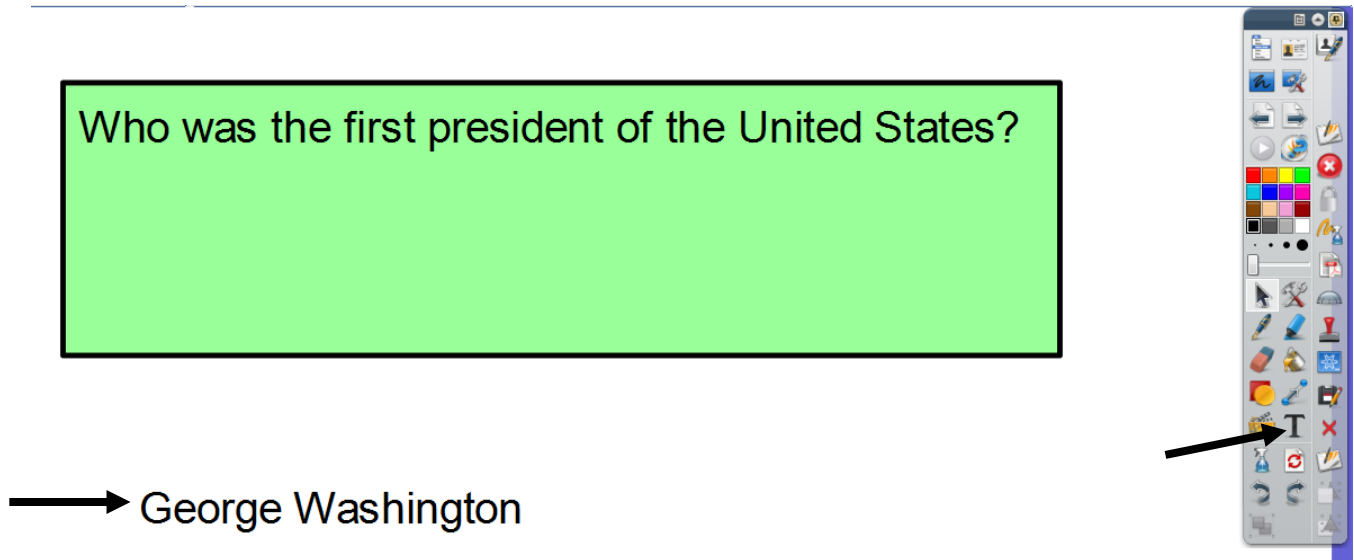


Specific Object Container (holds only one specified object - ID 1 correct answer)

1. Place the object on your flipchart you wish to become the container. (This example, I used the rectangle from the shape tool, selected the color, then clicked and dragged it to the size I wanted, then I used the Text tool to type the question, and finally used the pointer to drag a box around the rectangle and clicked on the Grouped tool so the text stays with the container.)

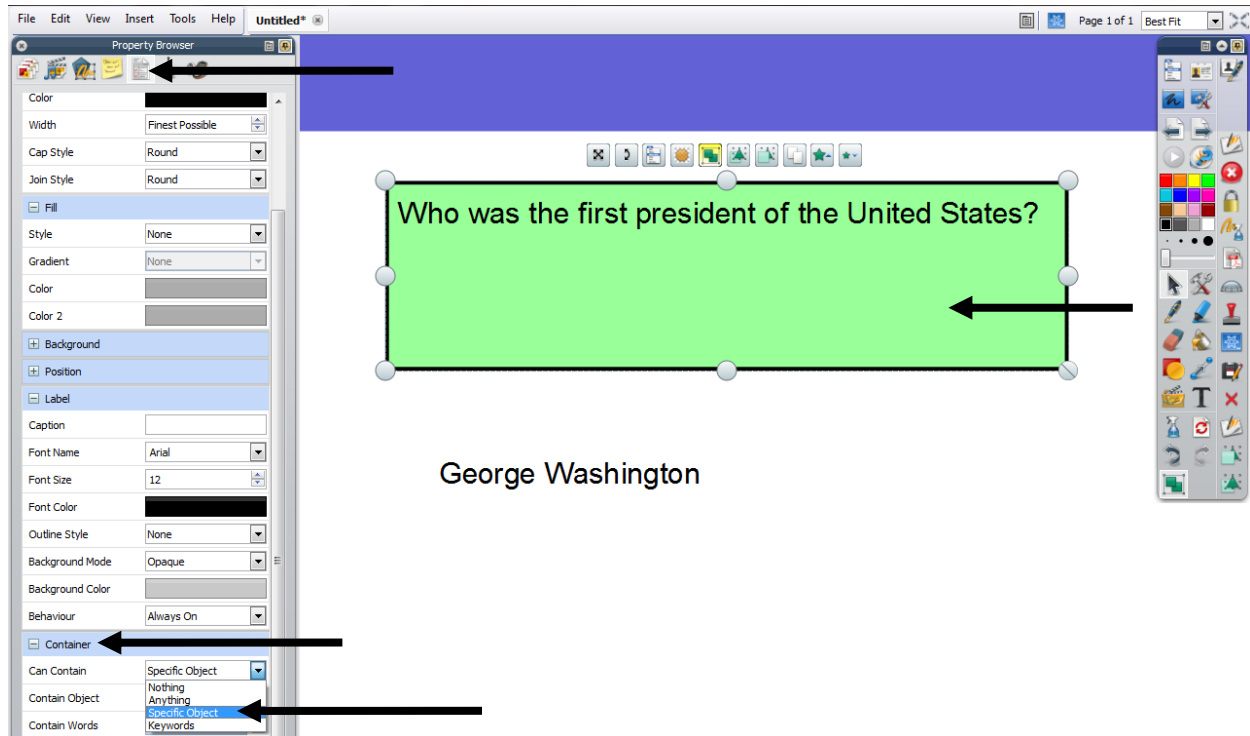


2. Place the object on your flipchart page to be contained within the container object.

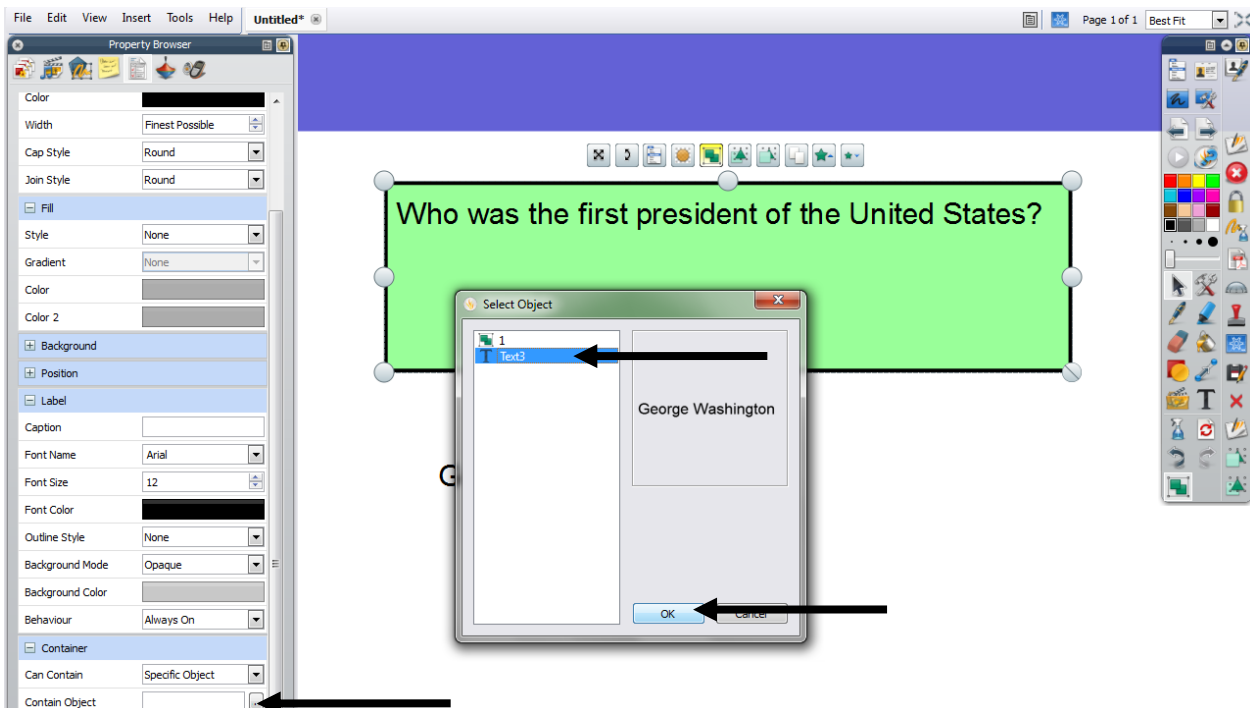


3. Size the container object so it is larger than the object to be contained.

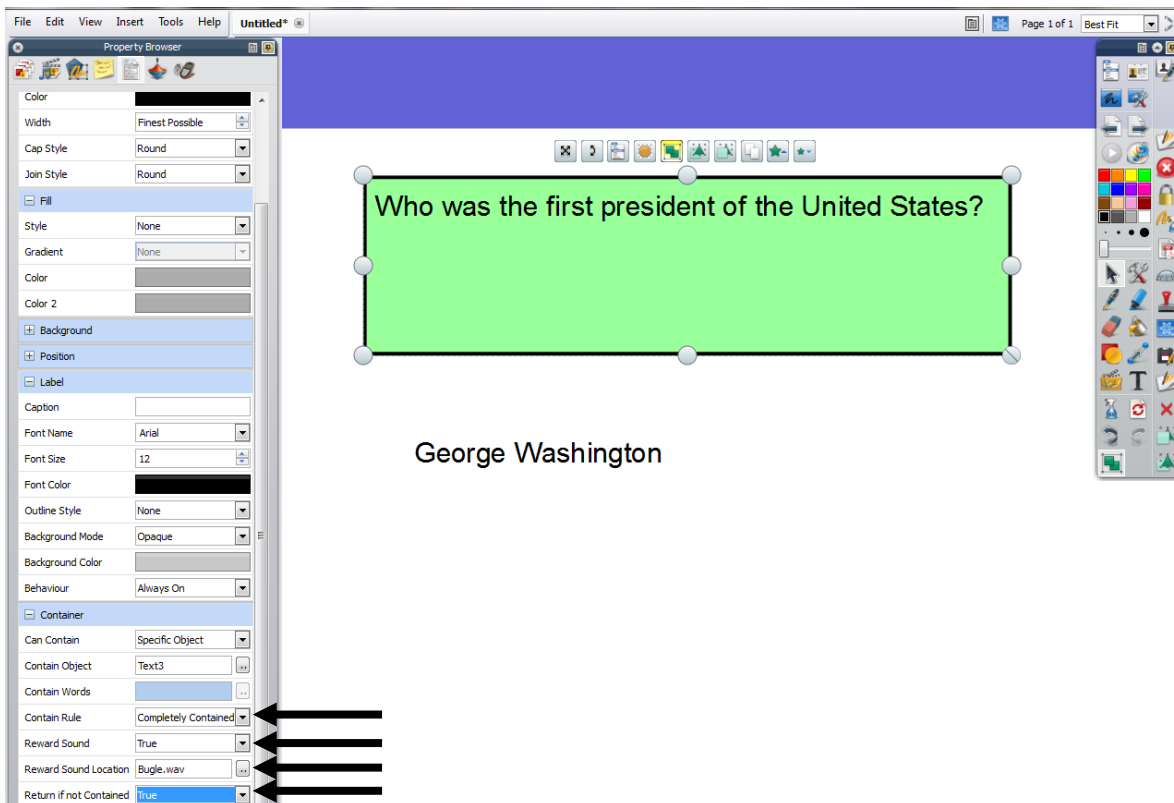
4. Open the Property Browser.
5. Select the container object to display its properties.
6. Scroll to the Container Properties.
7. Select "Specific Object" from the "Can Contain" drop box.



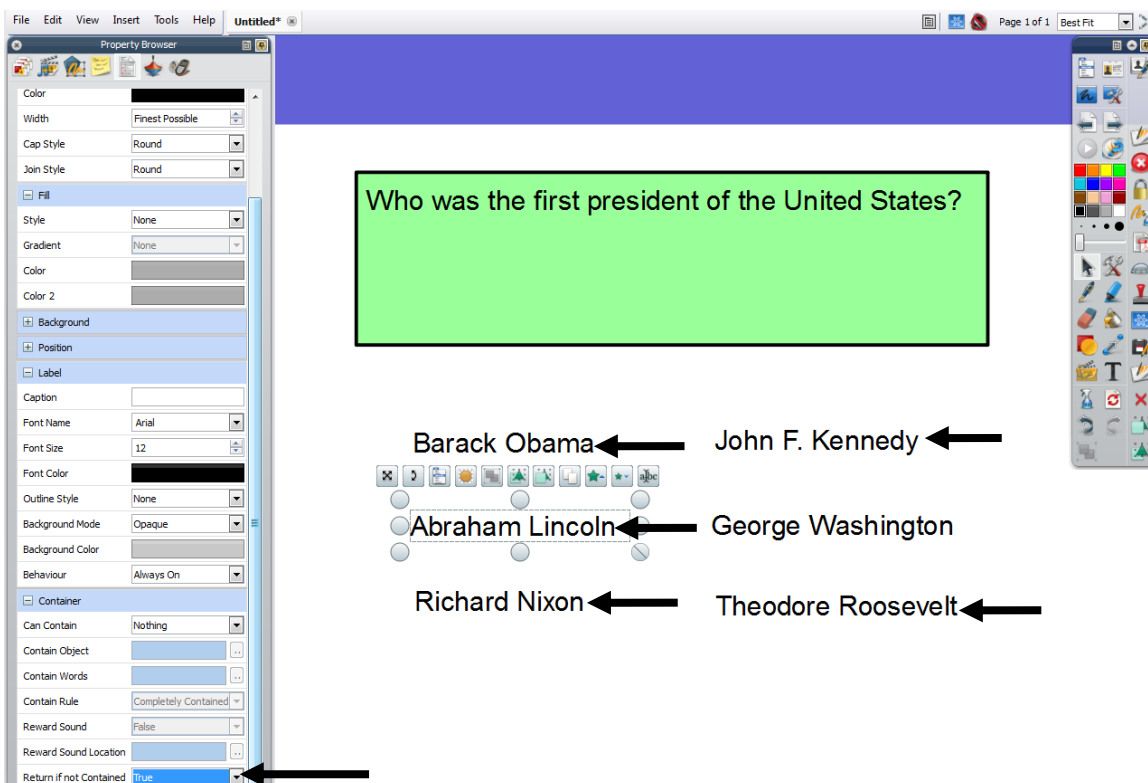
8. Click the "Browse" button next to the "Contain Object" box. The "Select Object" dialog box opens and displays all objects on the current flipchart page.
9. Choose the object to be contained from the "Select Object" dialog box. When you move the cursor over the list of objects on your page, a thumbnail of the object will appear. Click OK.



10. From the "Contain Rule" drop down, choose "Completely Contain".
11. Choose "True" from the "Reward Sound" (optional). Click "Browse" to locate sound file.

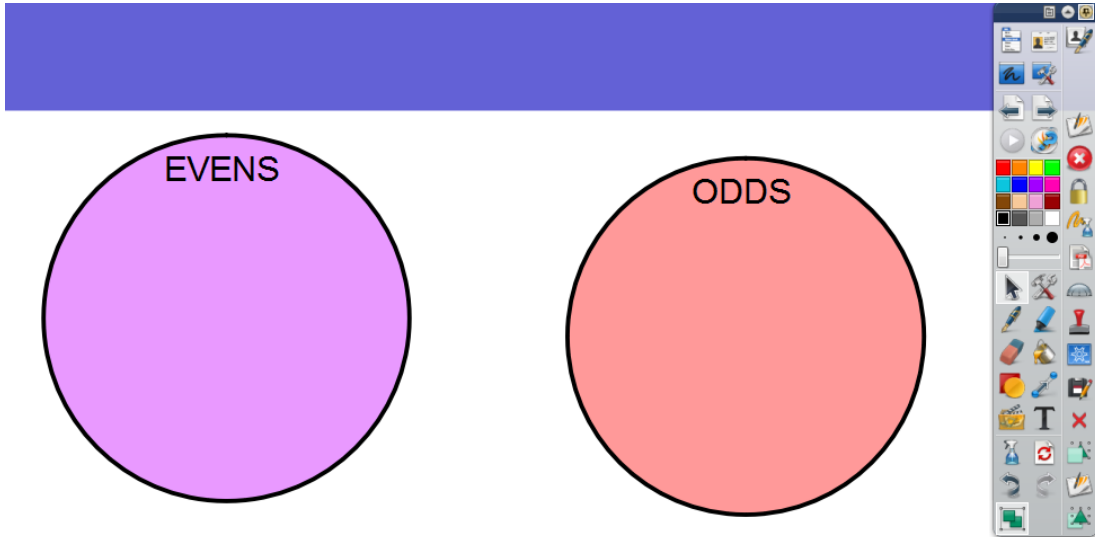


13. Select all objects to be manipulated (all false items - one at a time).
14. Select "True" from the "Return if not Contained" drop-down menu. This will cause all objects that do not meet the qualifications of the container to be rejected (objects will bounce back).

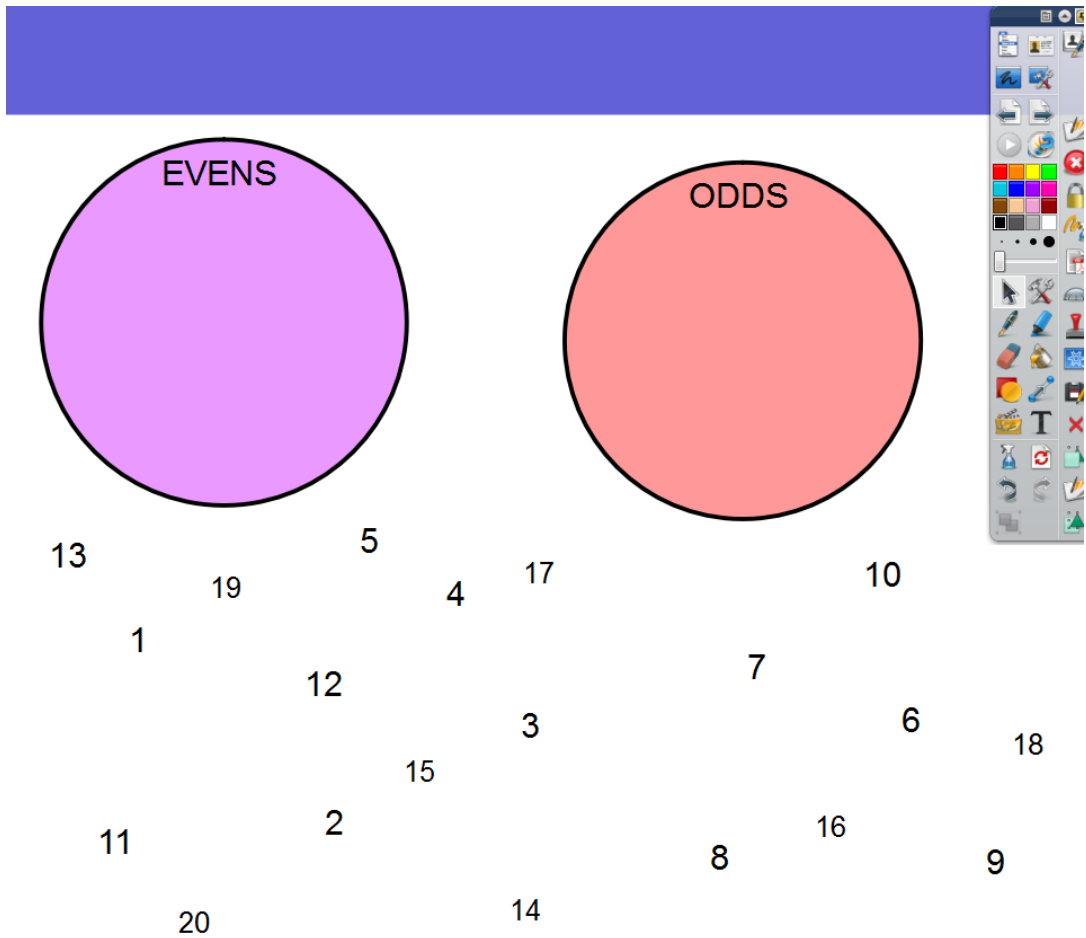


Keyword Container (holds multiple objects associated with a specified word)

1. Place an object on your flipchart that you wish to become the container. These examples used the shape tool, Text, and the group tool to keep the words with the containers.

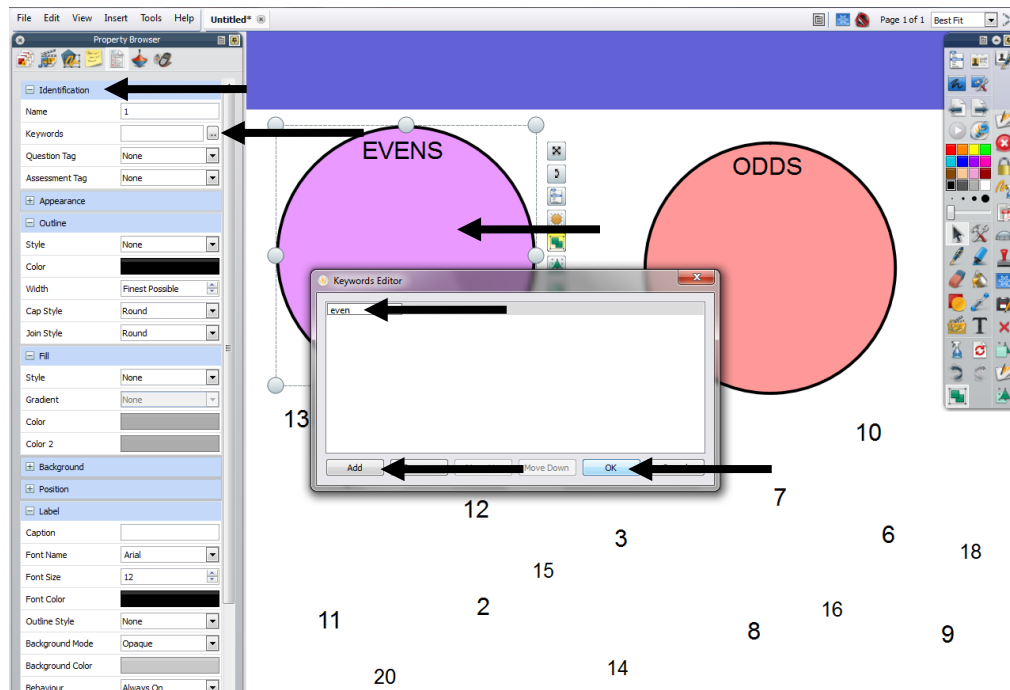


2. Place the objects on your flipchart to be contained.

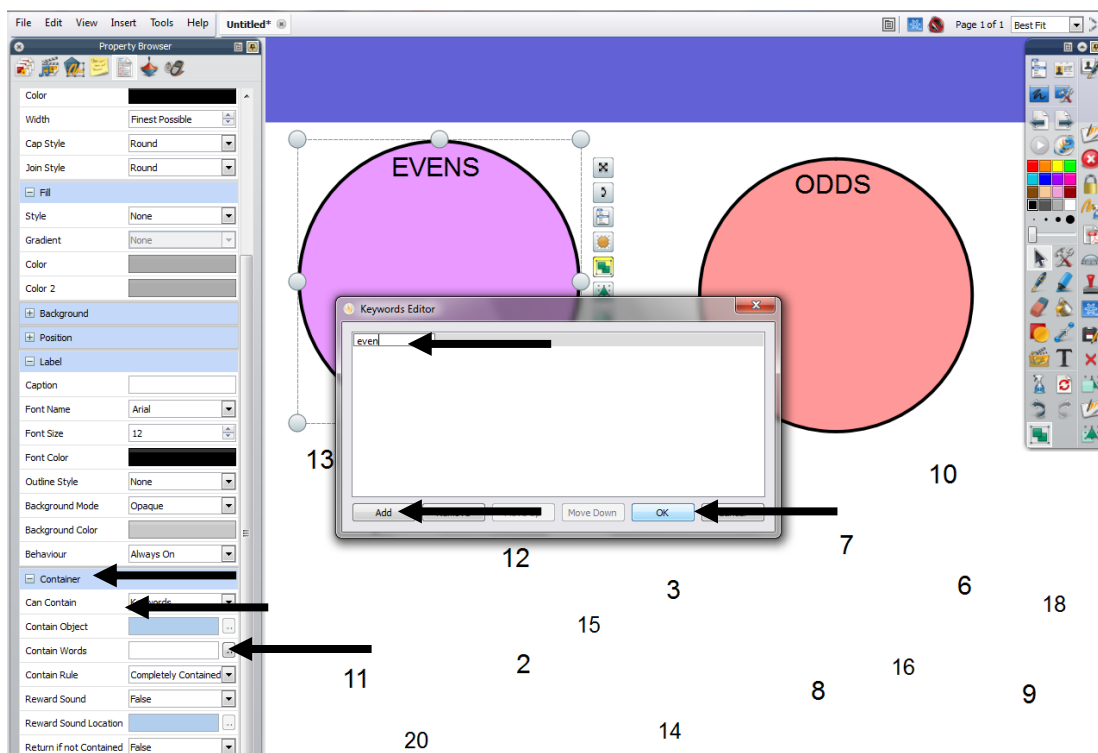


3. Size the container object so it is larger than the largest object to be contained.

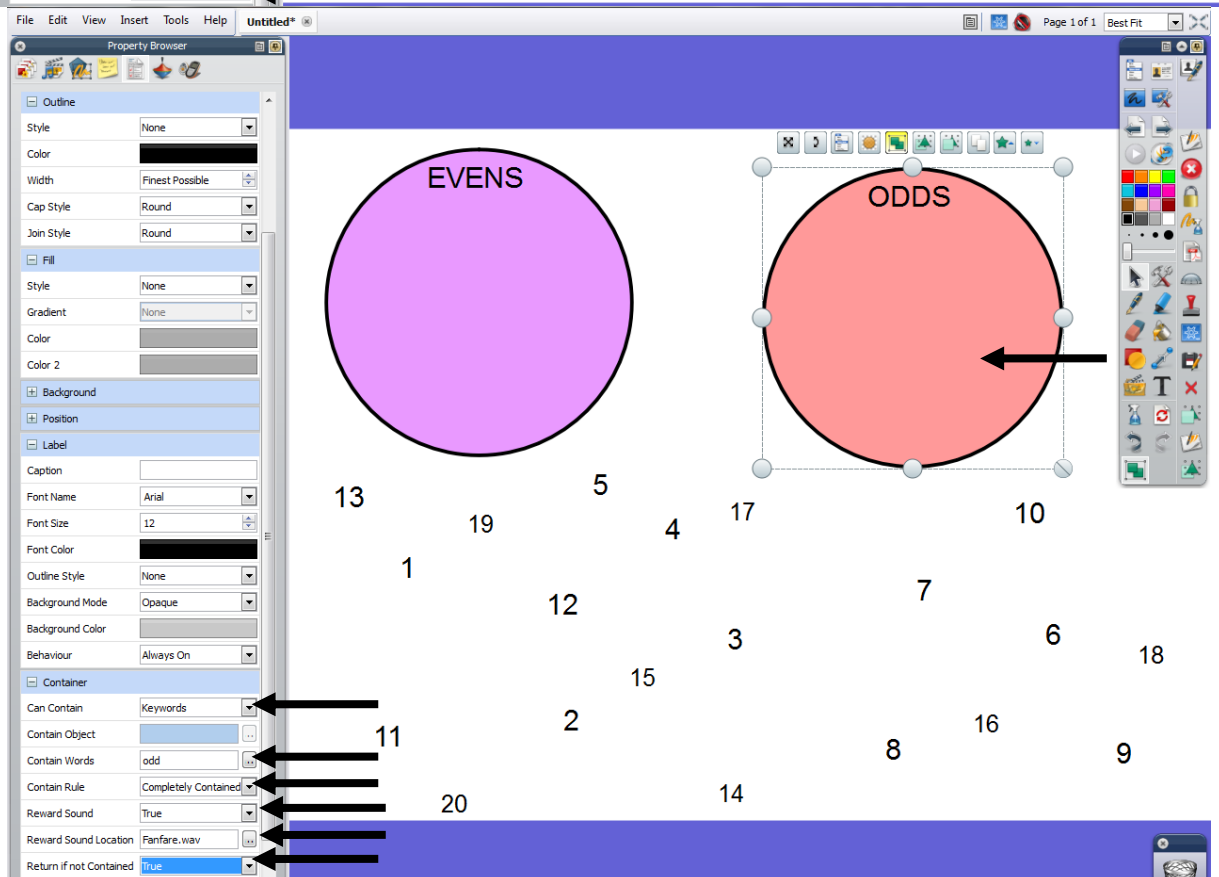
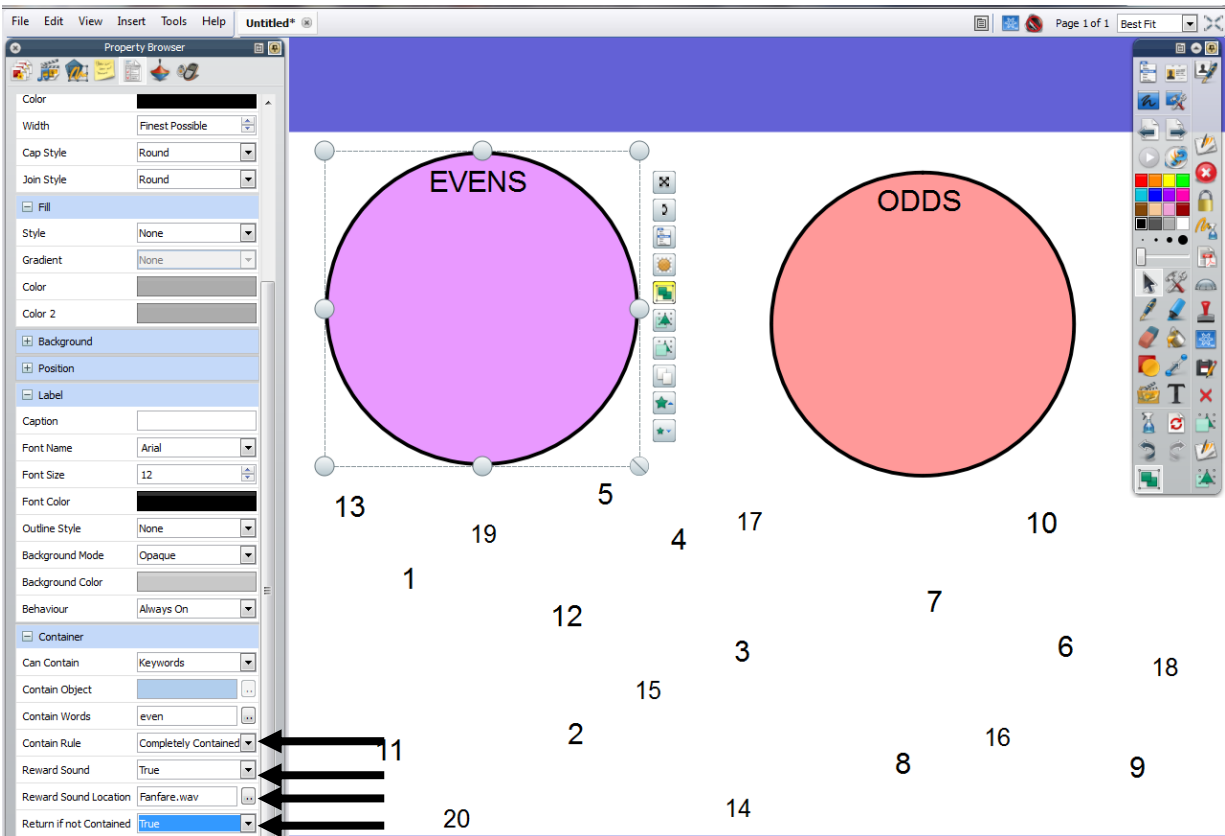
- Open the Property Browser.
- Select each object to be contained and view each "Identification-Keywords" property. Determine if there is keyword that is common to all objects to be contained. If not, add a common keyword using the "Keyword editor".



- Select the container object to display its properties.
- Scroll to the Container properties.
- Select "Keywords" from the "Can contain" drop-down menu.
- Click the "Browse" button next to "Contain Words". The "Keywords Editor" Dialog Box will open.
- Click "Add" to type in the keyword(s). When finished, click "OK".

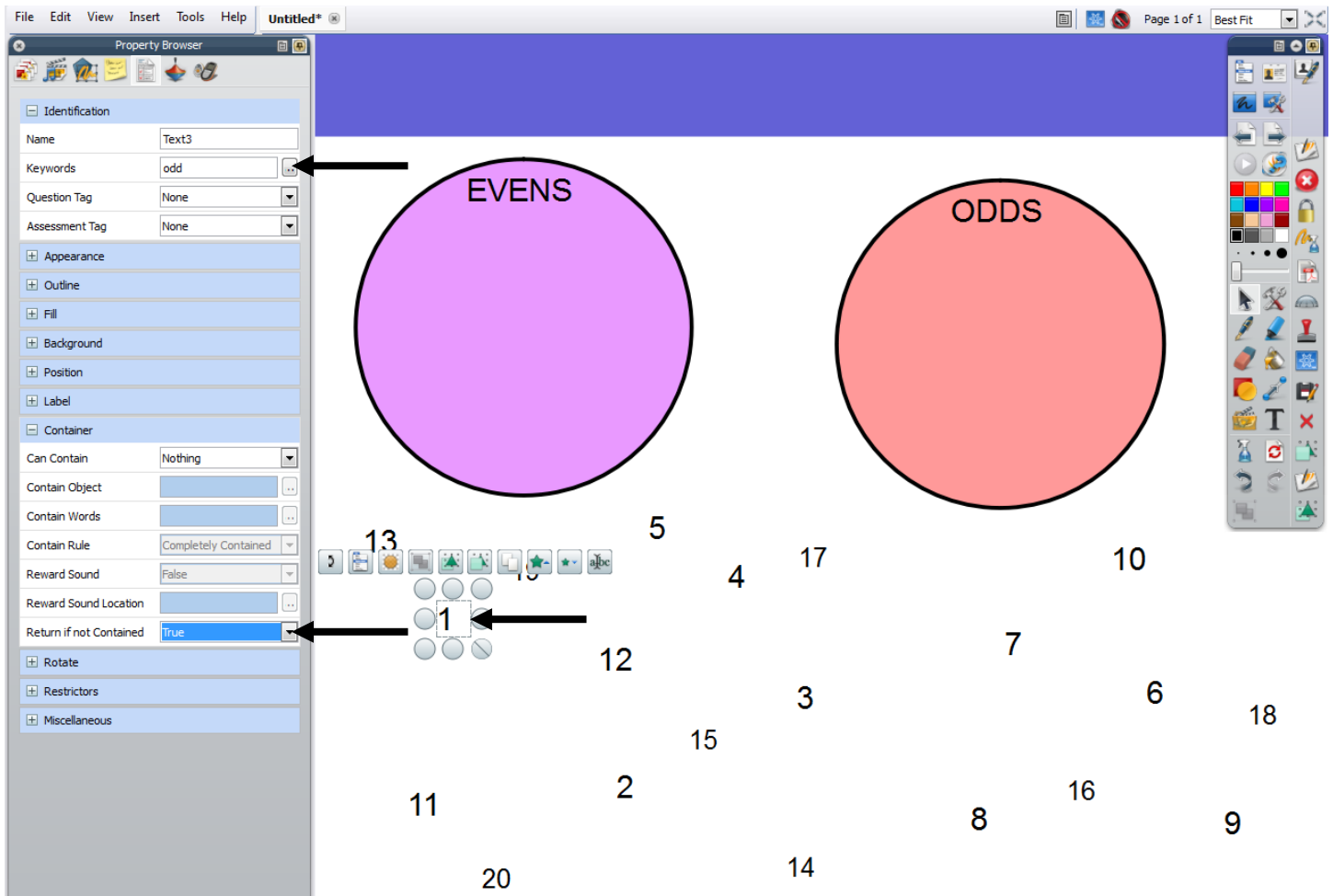


11. From the "Contain Rule" drop-down box, choose "Completely Contain".
12. Choose "True" from the "Rewards Sound" drop-down menu if you wish.
13. Click the "Browse" button next to "Reward Sound Location" to browse. Repeat steps 5-13 for second container.



14. Select all objects to be manipulated by students (individually).

15. Under Identification, click browse (..) to add keyword. Under container, select "True" from the "Return if not Contained" drop-down menu. This will cause all objects that do not meet the qualifications to be rejected.



16. Try out each object to be manipulated to verify it works.