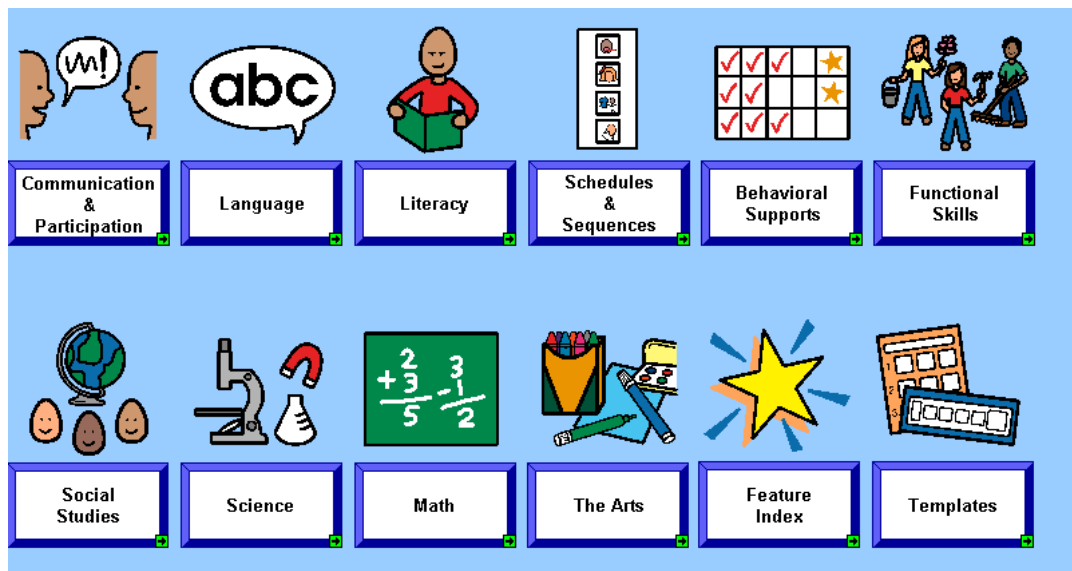


Boardmaker Plus

Interactive Boards



Florida Diagnostic and Learning Resources System (FDLRS) is funded through IDEA, Part B and State General Revenue Funds to provide support services to Florida's Exceptional Student Education Programs

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Boardmaker Plus



Reviewing Samples

Double click on the **Interactive Sample Boards V6 icon** on the Desktop. Click on **Literacy Button**.



The **bottom** row shows the **levels** (Early Childhood, Elementary, Secondary, Autism, Adults, and ESOL). The **top two** rows are organized as **interactive boards** which have activities that are used on the computer, while the middle row is for **printable** boards. There are many already created activities with Boardmaker Plus.

When you click on the specific level the corresponding boards for that level are color coded.

View an example by choosing **“Interactive Story, elementary**. Click on the green arrow on the right side of the “Over Story” to link to the next page. Notice that you can hear the symbolated story, move the ball over the boy’s head, and link to other pages.



Now click on the **MAIN** board button and let’s return to the sample board and look at **Math**.

Click on **Early Childhood** and then choose **“Bug Catching”**. Notice as you drag the bug to the jar it leaves a clone so you can drag more of them.

*Close the Interactive Boards, by pressing the **ESC** key and then clicking the close **X** on the top right corner.

Create an Interactive Activity

New Folder

In order to be able to keep all the linked pages together you must first create a folder to place all your pages.

1. **Right** click on the desktop (or anyplace you wish to save your activity) and choose **New**.
2. Drag over to **Folder**. As soon as you click on the folder option it will create an unnamed folder.
3. For our example name it **Farm Animals**.
4. Click away to accept the name.



Saving Templates

1. **Double** click on the Boardmaker Plus icon on the desktop to open the program.
2. From the main screen choose **Open a Template**.
3. **Double** click to open **Interactive Templates v6 folder**.
4. **Double** click to open the **Book Template Folder**.
5. **Double** click to open **Book Cover 1.bm2**
6. **Drag** down the **File Menu** to **Save As**.
7. **Locate** the folder named **Farm Animals** and double click to open the folder
8. Name the file **Cover** and press **Save**.

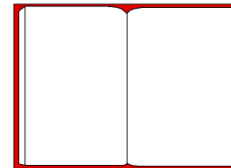


- BM Schedules
- Interactive Sample Boards v6
- Interactive Templates v6



Selecting Pages

1. Drag down the **File** menu to **Open**.
2. Choose the **Open a Template** button.
3. **Double** click to open **Interactive Templates v6 folder**.
4. **Double** click to open the **Book Template Folder**.
5. **Double** click to open **Book 4**.
6. **Drag** down the **File menu** to **Save As**
7. Locate the folder named **Farm Animals** and double click to open the folder.
8. Name the file **Page 1** and press **Save**.



Design / Use Mode

Two important points to remember:

- To create or edit you must be in **Design Mode**. The keyboard shortcut is **CTRL Key + D**.
- To use the board you must be in the **Use Mode**. The keyboard shortcut is **CTRL Key + U**.

Creating a Model Page

We will create a page with features that can be used for all the subsequent pages in our book.

Anchor Background


You should be on the first page of the book.

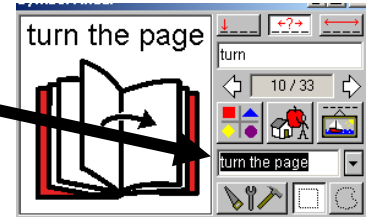
- In the **Design Mode (Ctrl D)**-you can see the tools on the top of the window), **right** click on the book picture and choose **Anchor Picture on Background**. This will prevent the book from moving around on the page.



Link Buttons


Now we will create a button so that we can link our pages together.

1. Click on the **button** tool  and drag out a small rectangle in the lower **right corner** of the right page. (If you do not see the button tool click away from the book picture).
2. Click on the **Silly Man** and search for **turn OR Turn Page**.
3. Once you have located the “turn the page” picture, remove the label from the turn page picture by **highlighting** and **deleting** the label in the show label box.
4. Click in the button you just created to insert the picture of the book.



Copy and Paste Buttons

You will need to have two navigation buttons. One that takes you to the next page and one that takes you to the previous page

1. Click on the button (not just the picture) you just created with the **Pointer** tool  to select the button.
2. Drag down the **Edit** menu to **copy** (Alternative: Right click to **Copy Button**).
3. Drag down the **Edit** menu to **Paste** (Alternative right click to **Paste Button**).
4. **Drag** the button to the left side of the book. Your book should look like the example on the right.
5. Drag down the **File** menu to **Save**. (**CTRL +S**)



Save As

We are now going to use the **Save AS** command to save this model two more times because this will be a three page book.

1. Drag down the file menu to **SAVE AS**. (Very Important you use **SAVE AS**)
2. Locate the **Farm Animal** folder.
3. Name the file **PAGE 2** and press **Save**.
4. **Repeat** the **Save As** but this time name the file **PAGE 3**. You would continue to use the **Save As** command and rename the pages until you have as many pages as desired in your book. Be sure they are all saved in the **same** folder. **This is very important in order to link all the pages.**

View All Pages

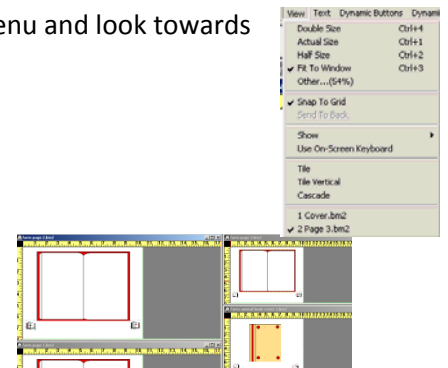
To see all the pages you have created at the same time, first click on **View** menu and look towards the bottom of the menu to see which boards you already have opened.

If you do not see all of your pages listed:




1. Drag down the **File** menu to **Open**.
2. Choose the **Open a Saved Board or Template** button.
3. Locate the folder and **double** click on the page you do not see.
4. Repeat as necessary

You can see a thumbnail of all of the boards you have opened by:

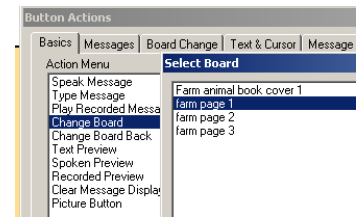
*Dragging down the **View** menu to **Tile Vertical**.



Link the Cover Page

- From the **Design Mode**, drag down the **View** menu to the **cover** page (bottom of the list). **If you are in the vertical tile view, maximize the cover page.** 
- If you have a page link picture on your cover click and drag it to the **right** side of the page with the pointer tool.  *If you do not have a link button created make one like you did before.
- Double click on the **page turner button**. 
 - A Buttons Action Window will open. If you had an already created button you will see a message on the bottom half of the window which says, "Return to last board". Click on the message and press **Delete**
- From the "**Action Menu**" choose, **Change Board**.
- A sub window will open, select **page 1**.
- Click **OK** twice.
- Save** the Board (CTRL + S).
- Press **Ctrl + U** to use and test the page. Click on the **right** page turner to go to page 1.
- Press the **ESC** key or **Ctrl D** to return to design mode on page 1.

Assigned Actions	Action Details
Return to Last Board	



Create Links for Next & Previous

The first action will turn the book to the next page. (Page 2)

- Double** click on the **right** page turner button of page 1.
- At the **Button Actions** window, choose **Change Boards**.
- Select **Page 2** and click **OK** twice.





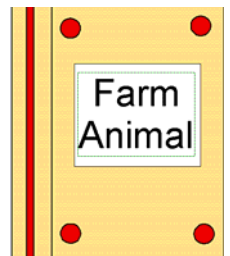
The second action will turn the book to the previous page. (The cover)

- Double** click on the **left** page turner.
- At the **Button Actions** window, choose **Change Boards**.
- Select the **Cover** and click **OK** twice.
- Save the board, **CTRL +S**

*You will need to create the links for page 2 and 3 later.


Create the Cover

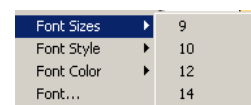
- From the **View** menu select the **Cover** Page.
- Select on the button tool , click, hold, and drag the **button** tool to create a button for the title. See example on the right.
- Choose the **A (text tool)**  and **type** the title "**Farm Animals**" in the button.



Change Font Size

Since Boardmaker doesn't automatically text wrap you have three ways to change the font size:

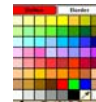
- Select the title words with the **arrow/pointer** tool  and press **CTRL + plus** sign to **increase** the font size **OR** **Ctrl + the minus** sign to decrease the font size.



2. **Right** click on the title and choose **Font size** (Remember the text box must be selected).
3. Resize the title by selecting the title with the pointer tool, placing your cursor on the **bottom** of the box, when the cursor turns into an up and down arrow you can resize the box by pulling up or down.


Align the text

1. With the **Pointer tool** selected, **right** click on the text box and choose **Justify** then **Center**.
2. Using the **pointer** tool move the text by dragging towards the center of the button.
3. **Right** click on the text box and choose **Alignment** then **Center Content Vertically In Button**.
4. You can color the button background the same color as the cover by;
 - a. Using the **Pointer** tool and selecting ENTIRE box. (not just the inside box with the Text)
 - b. Choose **Color** tool.
 - c. At the submenu pick the **eye dropper** tool and click on the book background color.



Add a Picture

Add a picture of a **farm** with no label to the cover.

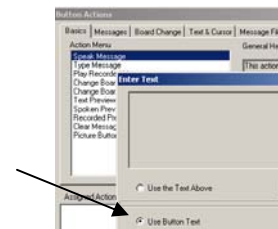
1. Click on the **Silly man**  and search for **"Farm"**.
2. Select a farm (no label) to place on the cover.
3. Use the **Pointer Arrow tool** to move the picture to the desired location and.
4. **Resize** the picture by dragging one the corners away or towards the center.



Speak the Button Text (Use Button Text)




Let's have the title read when the student clicks on the title.

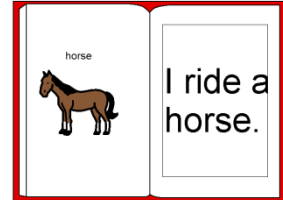
1. With the **pointer** tool selected, **double** click on the title.
2. At the **"Button Actions"** window, click on **Speak Message**.
3. Choose **Use Button Text** so it will read the title you typed.
4. Click **OK twice**.
5. **Save** the Cover (**Ctrl + S**)
6. Press on **Ctrl U** to test the page.
 - a. Click on the title button to hear it speak the words.
 - b. Click on the right page turner to go to page 1.





Page One

You should now be on page 1.

1. From the **Design View (CTRL +D)**, create a button using the button tool  on page 1 which is a little smaller than the **right** hand page.
2. **Using** text tool  type; "I ride a horse".
3. With the **pointer tool**  **resize** and **align** the text.
4. **Double** click on the text and have it **speak the message** using the **Button Text** so it will read what you have typed.
5. Click **OK** twice.






Add a picture of a horse

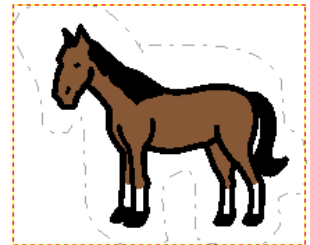
1. Place a **picture** of the **horse** using the **silly man**  on the **left** side of the book.
2. With the **pointer tool**  **resize** and **relocate**.



Free Form Tool

Use the free form tool to create a button the same shape as the picture.

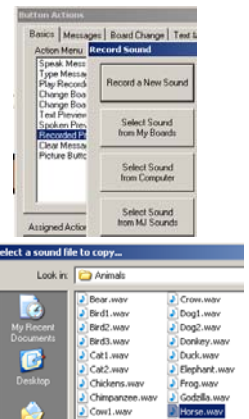
1. Choose the **Freeform** button Tool . *If the freeform tool is not showing click on the Silly man .
2. **Trace** the shape of the horse with the freeform tool . The button will now have the same shape as the horse instead of the square box.



Recorded Preview

Have the horse make a neigh sound when the mouse hovers over the picture.

1. **Double** click on the horse. At the **Button Actions** window, select **Recorded Preview**.
2. Choose the **Select Sounds from MJ Sounds** option and **double** click on the **Animal's** folder to open the folder.
3. **Double** click on the **Horse** wave file to select it.
4. You will see **enter an optional description window**; just click **OK twice** to accept the default name.
5. **Save** the page (**CTRL +S**)
6. Test the page **CTRL +U**.
 - a. **Hover** the mouse over the **horse** and you should hear the neigh sound.
 - b. **Click** on the **text box** and it will read what you typed.
 - c. **Click** on the **right** page turner and you should go to page 2.






Page 2

Let's practice what you have learned. You should now be on **page 2**.


Right side:



1. From the **Design Mode (CTRL + D)**, start by creating your two link buttons. Remember since you are on page 2, link the **right** button to change to page 3, and the **left** button to change to page 1.
2. Use the button tool  to create a button a little smaller than the **right** hand side of the book.
3. Using the text tool  type, "I milk a cow".
4. **Resize, justify, and align** the text as before using the pointer tool .
5. **Double** click on the text and have it **speak the message** using the **button text**.
6. **Click OK** twice.



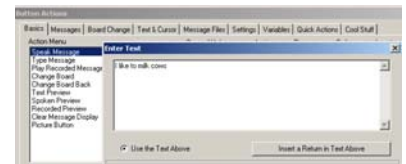
Left side:

1. Create a **regular button**  on the **left** side of the book and **insert** a picture of the cow (no label).
2. Using the **pointer** tool, **double** click on the cow, and add a **Recorded Preview** of **Cow 2** from the **Button Actions** window.

Speak Message (Use Text Above)

The cow will have two actions: the moo sound and a speak message option.

1. **Double** click on the cow.
2. At the **Button Actions** window choose **Speak Message**.
3. Click on the **Use the Text Above** option.
4. In the window **type** the message: "I like to milk cows in the morning". Click **OK**.
5. Notice the order the actions are assigned. If you want the **Speak Message** above the **Recorded Preview** just **click, hold, and drag** the **Speak Message** line **above** the **Recorded Preview** line.
6. Click **OK**.
7. **Save** Page 2. (**File to Save** or **Ctrl S**)
8. Test your page by pressing **CTRL U**.
 - a. Hover the cursor over the cow to hear the moo **and** then click to listen to the message.
 - b. Click on the right page turner to go to page 3.



Assigned Actions	Action Details
Recorded Preview	Cow2
Speak Message	I like to milk cows

Page 3

In page three we will learn how to speak the symbolated text and use moveable buttons.


From the **Design Mode (CTRL +D)**, **create the links** on page 3. In this case page 3 is your last page so you may want the book to start again. If this is the case create the **right** link page

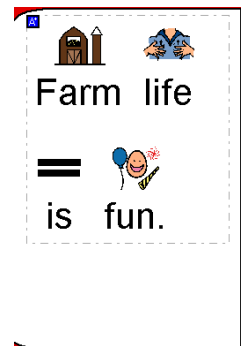


turner to change back to the cover or simply delete the right link. Create the **left** link back to change to **page 2**.

Read Symbolated Text

Lets practice using the symbolate text box to speak the message.

1. From the **Design Mode**, select the **Symbolate Tool**  and click **right** side of the book. (If you do not see the symbolate tool click on a blank space on the page).
2. **Type** "Farm life is fun."
3. **Resize** (font size 36) and **justify** and **align** the text using the **pointer** tool.
4. Double click on the text box and choose **Speak Message** and **Use Button Text**. Click **OK**.

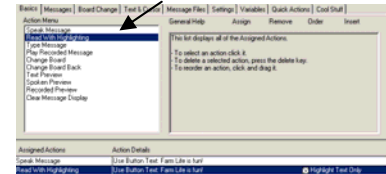


Read with Highlight

Now let's have it read it the text by highlighting the words as it reads.

From the **Button Actions** window;

1. Click **Read with Highlighting**.
2. Check the box by **Highlight Text Only** so that it will read and highlight just the text.
3. Click **OK**.
4. **Test** the page (**Ctrl + U**).




*Notice that the text was read twice, once without the highlight and the second time by highlighting the text. If you wish to only have it read once, double click on the text box and at the Button Actions window delete the least preferred action.



Add Movable button to toolbar

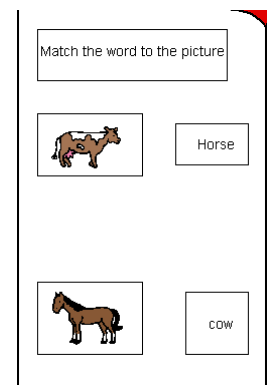


*If you do not see the Movable button tool





1. From the **Design Mode (CTRL +D)**, choose the **Pointer Tool** .
2. Drag down the **Dynamic Boards Menu** to **Show**.
3. Select **Movable Button Tool**.

On the left side of the book: (See example on right)



1. **Create a button**  and use the **text tool**  to type "**Match the word to the picture**".
2. **Resize** the text to **size 16** and **move, align and justify** to the center of button.
3. **Double** click on the button and from the **Button Actions** window have it **speak the message**.




Picture

1. On the left side, add a **button**  and **insert** a cow  with no label.
2. Add a **second** button  and add a **picture** of a horse with no label.
3. **Resize** and **rotate**  the pictures if necessary.


Labels

1. Create a **button**  and use the **text** tool  to type the word **horse**. (Resize to font size 20)
2. Repeat the steps to type the word **cow**.
3. Make both **buttons speak the button text**.

Create a Movable Item

1. **Click** on the **Movable** Tool (Duck)  * If you do not see the duck tool click the **Silly Man**.
2. **Click** on the first picture (cow) and a message appears asking you to name the button.
3. **Name** it (cow) and click **OK**.
4. **Drag** the **picture** (cow) to the **correct** answer (**the word cow**). Be sure the word box is highlighted in blue before you release the mouse. It will ask you to name the **destination** button, name it "**Cow Label**". Click **OK**.
5. At the next "**Button Action**" click on **Speak Message** and type the message in the window the students will hear when they get it right. Example: "**You are right!**" You may also consider adding a recorded message and add a sound for extra reinforcement. Click **OK, twice**.
6. **Repeat** the moveable action procedure above for the **horse**.

*Be sure you drag only the correct picture to the destination button

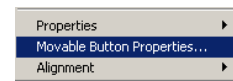
- a. Click on the **Movable** tool. 
- b. Click on the **picture** of the horse and name it "horse".
- c. **Drag** the horse to the horse label and name it horse label.



Snap Back

This feature will allow the item to return to its original position if it is placed in the wrong location.

1. In the **Design Mode**, (**Ctrl +D**) **right** click on the (cow) **button**.
2. Drag down to **Moveable Button Properties**. (If this option does not appear be sure you right clicked on the **actual** button not just on the picture).
3. At the **Button Properties** window select the **Snap Back** option.



Center on Correct Answer



1. **Right** click on a **Destination** button (the cow label button).
2. Choose **Destination Button Properties**.
3. Check the "**Center Movables...**" option so that the correct answer is automatically dropped in the center of the button.
4. Click **OK**.
5. Repeat **snap back**



- a. **Right** click on the picture of the **horse**.
 - b. Choose **Movable Button Properties** and select the **Snap Back** option.
6. Repeat the center **option**
 - a. **Right** click on the **horse label**.
 - b. Choose **Destination Button Properties** and check the **Center Movables...**
7. **Save** and **Test** the book. (**CTRL + U**).

Clone

This option allows you to continually duplicate a picture which works great in counting activities.

1. From the **Design** mode, **add** a picture of a **barn**  with **no** label.
2. Create a **button**  and **insert** a picture of a **baby cow** with no label.
3. Select the **Moveable tool**, click on the **baby cow**, and enter the name (baby cow) and click OK.
4. Choose **pointer tool** and **right** click on a moveable button of baby cow. (Be sure you right click on the actual button and not the picture)
5. Drag down to **Moveable Button Properties** and choose **Move Clone** option.
6. Click **OK**.
7. **Save** and try it **Ctrl +U**! Click on the baby cow and every time you move it another one appear.

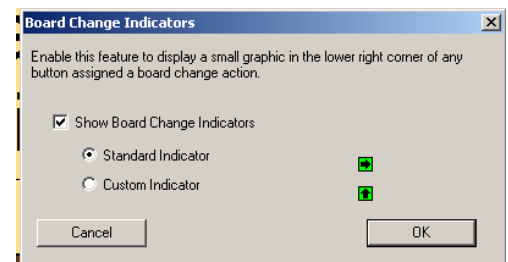


Move Clones: Instead of moving the movable button itself, create a new "cloned" copy whenever this movable button is grabbed

Hiding the Hyper Link Button

If you create an activity that links a correct answer to the next board it would be a good idea to hide the green link icon.

1. Drag down the **Dynamic Boards Menu**
2. Click on **Show** to "**Boards Change Indicators**".
3. **Uncheck** Show Board Change Indictors.
 *This will remove the green arrows from **ALL** linked Boards. (It removes them for all boards).



Opening a Created Board

1. **Locate** the folder with all your boards.
2. Click on the **main** board (cover), the rest will open when you click on the page turners.

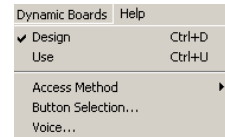
Add Another Page

1. **File** Menu to **Open**.
2. **Open a Template**.
3. Click on **Interactive Templates**.
4. Choose **Book Template** folder.
5. Choose **Book 1**.

Voices

This option allows you to change to voice and how fast it reads.

1. From the **Design Mode**, drag down the **Dynamic Boards** menu and choose **Voice**.
2. Change the voice by clicking the down arrow by the voice.
3. Alter the speed by changing the number in the speed box.

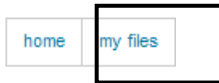


Resources

Adapted Learning

A new resource is at <http://www.adaptedlearning.com/>. You must register but it is a free site which has access to many created boards.

1. Click on **My Files**.(top left)
2. **Search** for desired the topic.
3. **Click** to highlight the selected topic.
4. Click on the small **Open File** button (Top Left).
5. At the next window Choose "**Download Files**".
6. Select "**Click Here to download**"
7. Save to your folder.



Mayer Johnson Online Tutorial

<http://www.mayer-johnson.com/training/online.aspx>

This website provides many recorded online tutorial sessions.

Polk Website

www.polk-fl.net Keyword: Boardmaker