

FYI-when you use the ‘specific word’ option, you can contain more than one thing inside the containers.

I. Setting up your page

1. After you have opened Inspire, create your containers by either using the shape tool or choosing a resource from your resource browser. Remember that your container needs to be larger than the words that you want to contain.
2. At this time, I usually like to label my containers and group the container and the label together. I also position the container where I would like it to be for the activity.
3. Create the words, numbers or pictures that you would like to be contained. Also, once you have created these (and there can be a mixture of them as you will see in the example), place them on the page where you would like them to be for the actual activity. Once you label them as items to be containers, you will not be able to move them to a different destination.

II. Assigning the properties to create the containers

1. Open your browser (Ctrl + B)> Click on the Property Browser.
2. Click on your first container so that the handlebars highlight around it
3. Scroll down to Containers in your property browser and make sure that it is expanded...
 - a. Where it says ‘Can Contain’ select ‘Keywords’
 - b. Where it says ‘Contain Words’ fill in the specific words that you want to use for your objects (these must match exactly what word you will assign to each object later...case sensitivity matters). Between words, simply put a space, do not add a comma or a semi-colon.
 - c. Where it says ‘Contain Rule’ select ‘Completely Contain’
 - d1. Where it says ‘Reward sound’ choose True or False depending on if you want a sound to happen when the item is placed in the right container
 - d2. If you chose ‘true’ for ‘Reward Sound’, then in ‘Reward Sound Location’ choose your sound
 - e. Where it says ‘Return if not contained’ choose ‘True’
4. Now do this for your other containers the same way you did this first one.
5. Double check your settings by clicking on each container again and looking at its properties in the property browser to make sure they have been set correctly.
SAVE!!

III. Assigning the properties to the items to be contained

1. Click on your first item to be contained so that the handlebars appear around it.
2. Open your browser (Ctrl + B)>Click on the Property Browser
3. Scroll to 'Identification' and make sure that it is expanded...
 - a. Where it says 'Keywords' type in the SAME NAME (if it is not identical, it will not be contained) that you used when you created your container. Make sure that it is case sensitive to the way it was typed before.
4. Scroll down to 'Container' and where you see 'Return if not Contained' choose 'True'.
5. Do this same procedure for all of your other items to be contained.
6. Double check your settings by clicking on each item to be contained again and looking at its properties in the property browser to make sure they have been set correctly. (In 'Identification and Containers'...especially make sure that in the containers section you marked 'true' for being returned if not contained)

SAVE!!

Let's see if it works...close out your property browser and try your own activity. To return to the beginning of the activity after all items have been put in their containers, select your 'page reset' button from the toolbar.