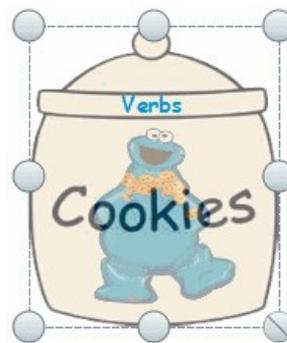


Containers

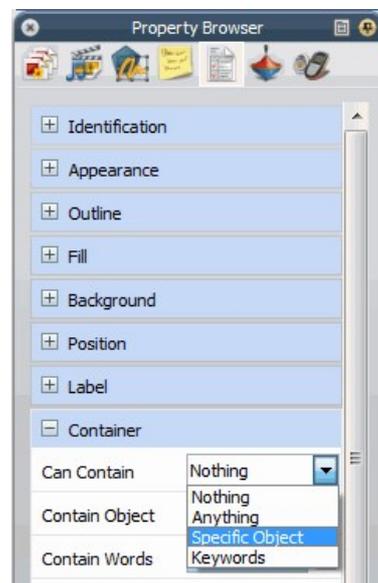
Containers are a cool way to make your flipchart interactive with your audience. In the example to the right the cookie jars are the containers. When a noun from the sentence is placed in the Nouns Cookie jar the word will stay. If a noun is placed in one of the other jars it will bounce back.



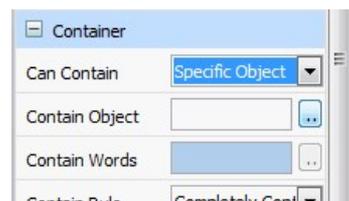
We are going to make two different types of containers. In the first example the container will only contain one specific object. To make a container highlight the object that is going to be the container. In this example I highlighted my verbs cookie jar that is on my flipchart page.



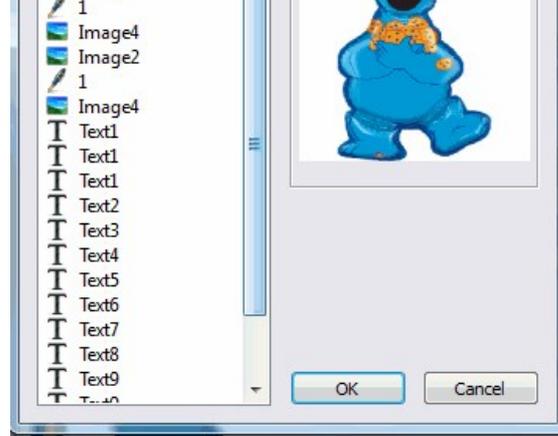
In the Property Browser window expand the Container section by clicking on the + sign. Change the Can Contain section to Specific Object.



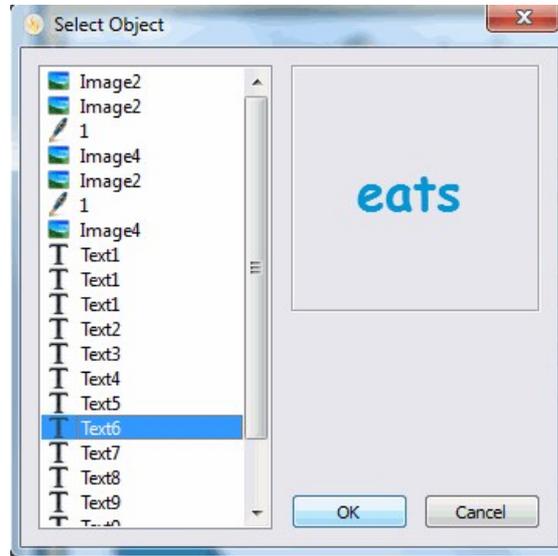
In the Contain Object section click on the browse button



When the **Select Object** window appears scroll through the objects until you find the object that will stay in the container.



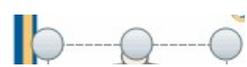
Once you find the object click on **OK**.



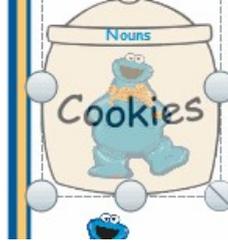
Select one of the objects that is going to be moved to a container. In the **Container** section of the **Property Browser** the **Return if not Contained** section must be set on **True**. If the object is not placed in the proper container this setting will make the object bounce back. Change this setting for all of the objects that are going to be placed in containers.



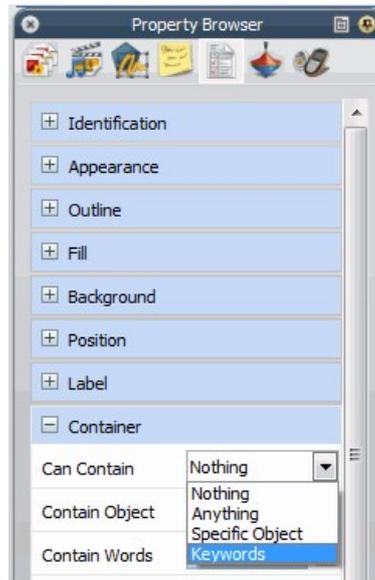
Some containers need to be set to contain more than one object. In this example the **Nouns** container is going to contain two objects.



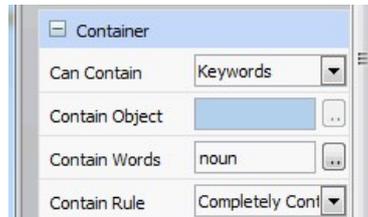
These are the steps for creating a container that can contain more than one object. Highlight the object that is going to be the container.



In the Container section of the Property Browser change the Can Contain setting to Keywords.



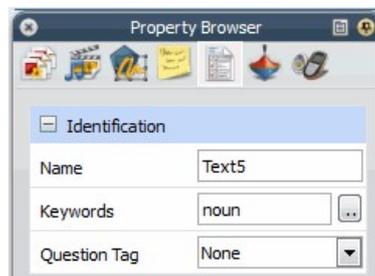
In the Contain Words section type in a keyword. It is very important to remember the keyword you used in this section.



Highlight one of the objects that will be used in the container.



In the Identification section type in the same keyword that was used for the container. The keywords must be spelled exactly the same.



Using this process assign the same keyword to any other object that is going in this container.

REMEMBER - The Return if not Contained setting must be set to True for all objects that are going to be placed in containers.



