

Creating Interactive Containers with ActivInspire

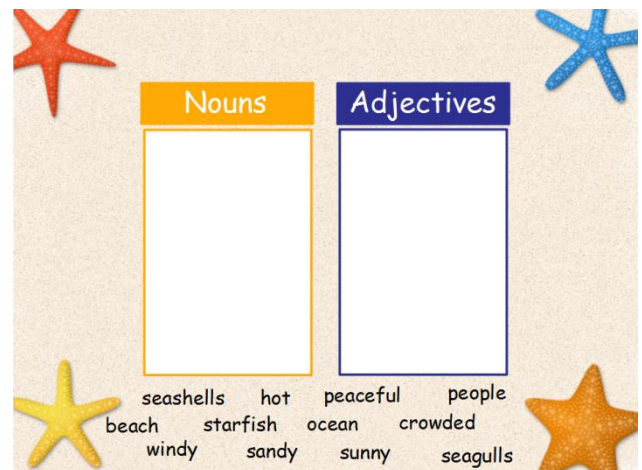
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What is a container?

A container is a shape or image that can be set to contain other objects. They are used to create activities where objects are either accepted or rejected, indicating a correct or incorrect answer.



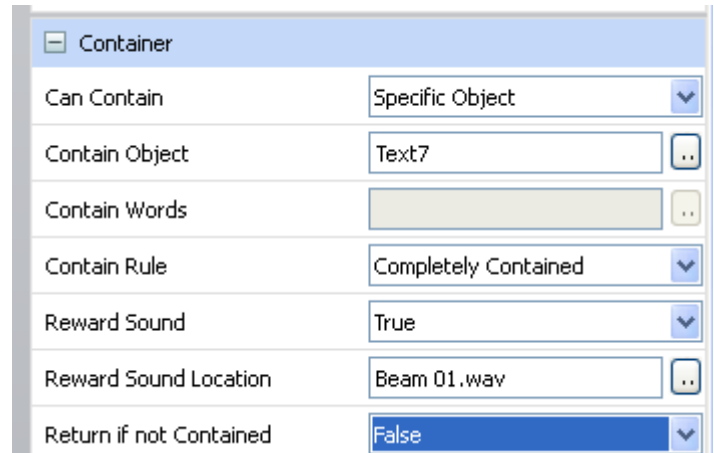
Container "Rules"

1. The container must be on a lower layer than the object(s) you want to contain. You can change the layer your objects are on by right clicking on them. Select Reorder from the pop-up menu and then choose what layer to send the object. You can also change an object's location in the Object Browser.
2. Containers can be shapes or items from the Resource Library. Annotations cannot be containers.

Creating Containers to Hold One Object

1. Create or choose an object to be a container and the object(s) you want to be contained.
2. Select the container by clicking on it.

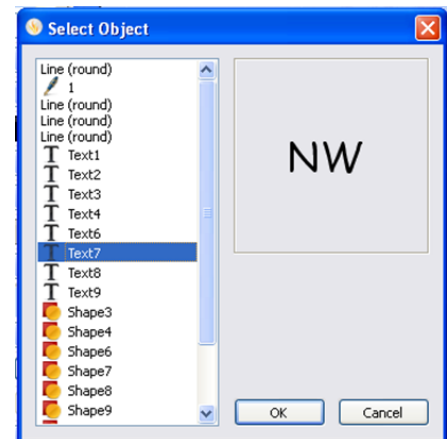
3. Open the Property Browser and scroll down to the Container Section.



4. Change Can Contain to Specific Object.

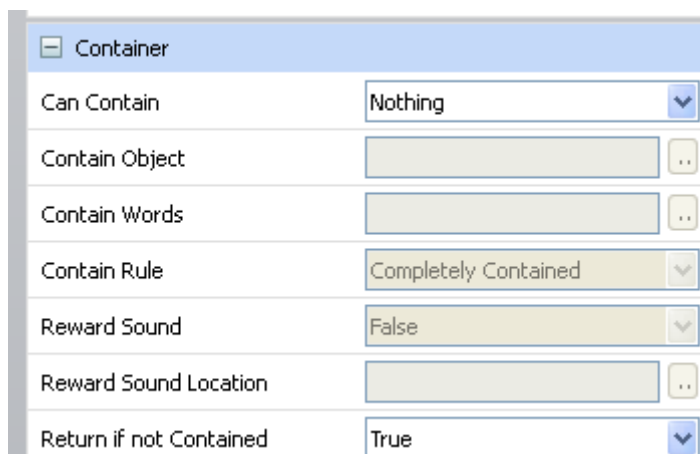
5. Next to Contain Object, click on the Browse box (box with dots).

6. A popup box will appear. Scroll through the list of items and select the item that you want to be contained. Click Ok.



7. Add a reward sound if desired.

8. Select the item that you want to be contained. Open the Property Browser and scroll down to the Container Section. Change Return if Not Contained from False to True.



9. Repeat for all other objects and containers on the page.

Creating Containers to Hold Several Objects

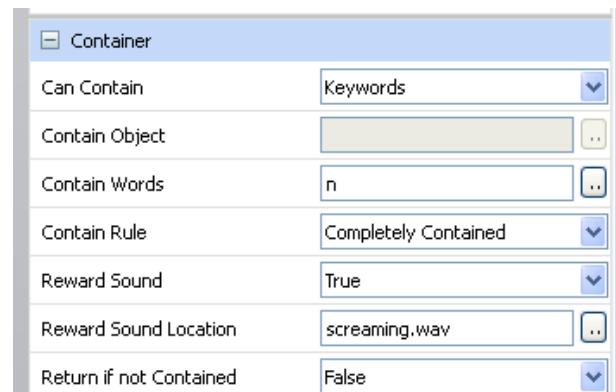
1. Create a shape using the shape tool, or find an object from your Resource Browser to use as the container. Make sure that the container is large enough to fully hold all the items to be contained.
2. Click on the object to be used as the container, then open the Property Browser.
3. Scroll down to the Container Section.

Can Contain: Choose Keywords

Contain Words: Type the keyword that describes the objects you want contained. You can use a full word, or to save typing time, you can use the first letter of the word. **You will need to use the keyword editor.**

Reward Sound: True

Reward Sound Location: Hit the browse box (box with dots) to browse for the sound you want to use as the reward (perhaps under shared documents - shared sounds - open).

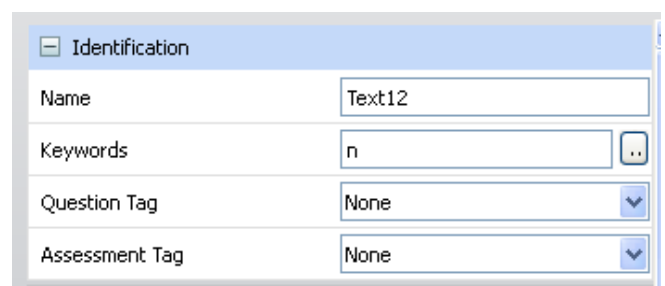


Container	
Can Contain	Keywords
Contain Object	
Contain Words	n
Contain Rule	Completely Contained
Reward Sound	True
Reward Sound Location	screaming.wav
Return if not Contained	False

Your container is created, now you need to create the objects to be contained.

4. Create the words or objects that you want to be contained.
5. Click on a word or object. Go to the Property Browser.

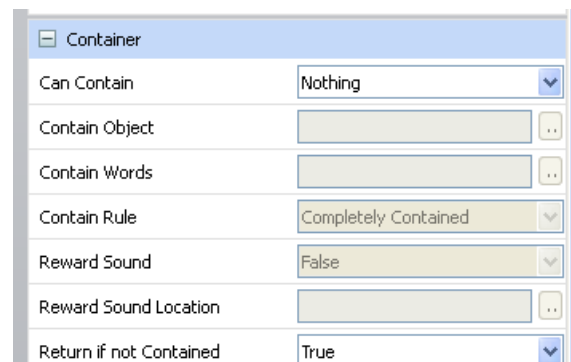
6. Under the Identification Section, type the keyword that matches the keyword for the container. You can use a word, or to save time, use the first letter of the word. For example, if you set the container to contain the keyword "n" for noun, the words need to be identified with the keyword "n".



Identification	
Name	Text12
Keywords	n
Question Tag	None
Assessment Tag	None

7. Under the Container Section, change Return If Not Contained from False to True.

8. Repeat for all containers and each item to be contained.

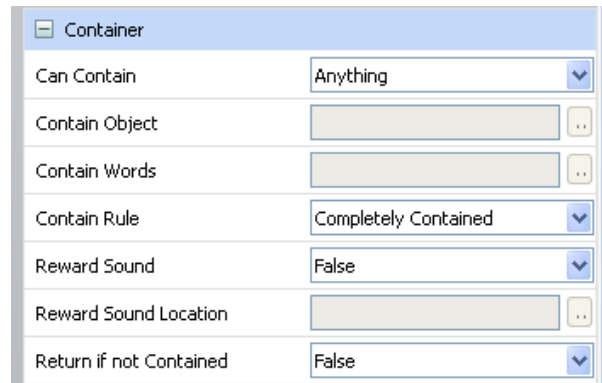


Container	
Can Contain	Nothing
Contain Object	
Contain Words	
Contain Rule	Completely Contained
Reward Sound	False
Reward Sound Location	
Return if not Contained	True

Containers That Will Contain Anything

You can also make a container that will contain anything. One reason to do this is to create a space to write annotated notes during a lesson.

1. Create a shape or choose an object from the Resource Browser.
2. Select the object and open the Property Browser.
3. Go to the Container Section. Change Can Contain to Anything.

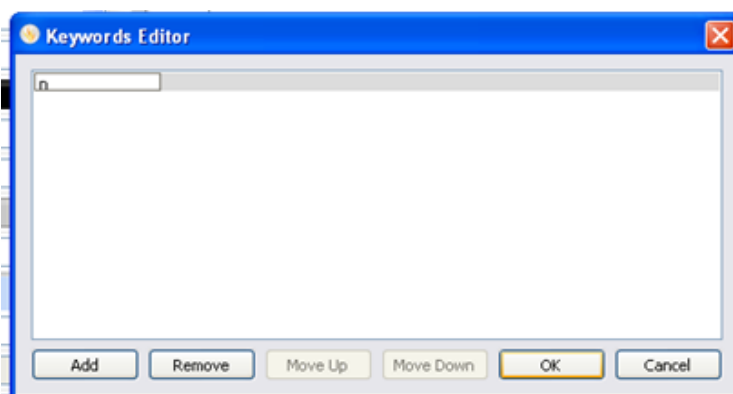


You can now write on the container and then move it out of the way. If you clear the annotations, it will clear the pen marks from the container as well.

Sound Controller Box

Tired of seeing the sound controller box pop up every time you play a sound?? Get rid of it!!

1. Main Menu - File - Settings
2. Make sure you are in the profile that you use when presenting.
3. Choose Multimedia and take the check out of the box next to Show Sound Controller.



Keyword Editor:

Click the dots next to Contain Words to open the Keyword Editor.

1. Select "Add"
2. Type the keyword
3. Click "OK"

Container Troubleshooting

- Make sure objects you want to be contained are identified correctly (if containing by keyword) and are set to return if they are not contained. Make sure that you use the Keyword Editor to ensure that your keywords are staying identified in the Property Browser.
- The objects you want to contain need to be smaller than the container. Select the object to see the pick-up handles. Sometimes objects are larger than they appear.
- Make sure that the container is on a lower layer than the objects that you want to contain.
- You need to be in Presentation Mode (blue), not Design Mode (orange).
- When checking your containers, it is best not to move the objects directly from the correct container to the incorrect container. This confuses them! I would save your page, then check to see if the object stays in the correct container. Then hit Page Reset, and check to see if the object is rejected (returns from) the incorrect container.