

TUTORIAL: BOARDMAKER STUDIO START-UP

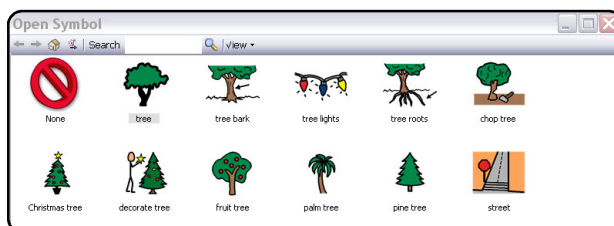
Congratulations, you've downloaded the Boardmaker Studio trial. To be successful from the start, use this guide to learn the essential skills in Boardmaker Studio.

1 EDIT IN PLACE

The most essential skill.

- Select the Button tool and drag a button onto the work-space.
- Start typing the label, then press **Enter**.
- Select the symbol, or press **Enter** to select the symbol highlighted in the *Open Symbol* menu.

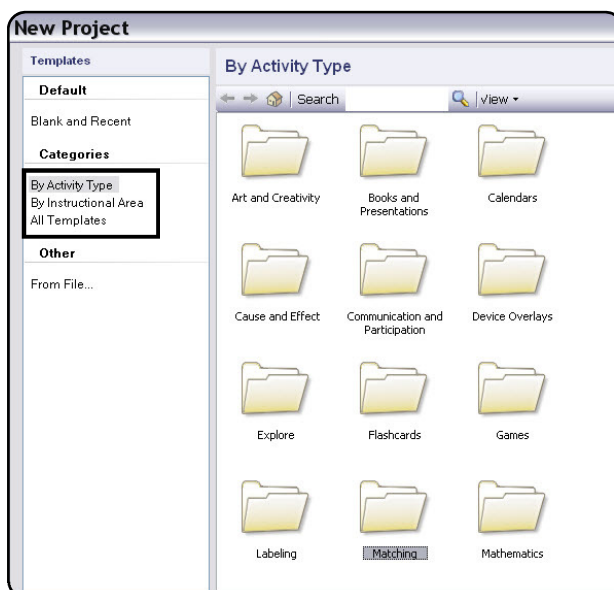
**Note— if there is only one symbol match, you do not need to select from the Open Symbol window. The single symbol match will appear in the button.*



2 STUDIO STARTER TEMPLATES

Let's explore the over 150 included templates.

- From Connect, select **New From Template**.
- You can browse templates by Activity Type or Instructional Area.
- Templates are organized by Onscreen and Print.
- A collection of over 60 samples are included. You can tell a sample because it has an 'S' in the upper left corner of the template thumbnail.
- Take a minute to look through the folders to see the range of Studio Starter templates available to you.

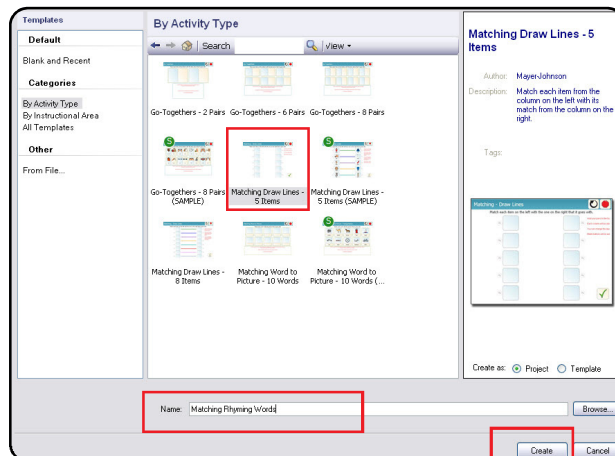


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3 SELECTING A TEMPLATE

Pick a template to meet your needs.

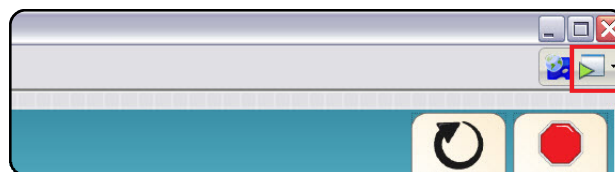
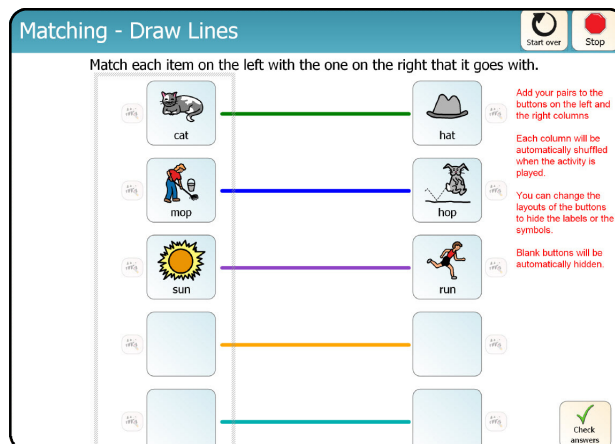
- From Activity Type, select **Matching** > **Onscreen** > **Matching Draw Lines 5 Items**.
- Name this project "Matching Rhyming Words."
- Select **Create**.



4 POPULATING A TEMPLATE

With Edit in Place you can populate templates to do SO much.

- The directions are presented in red in your workspace and will become invisible in Play mode.
- Select the first matching button on the left.
- Type "cat" and press **Enter**.
- Select the symbol you want for "cat" or press **Enter** for the symbol highlighted in grey.
- The next button will automatically become highlighted.
- Type "hat" and press **Enter**.
- Select the symbol you want for "hat."
- Continue on with the pairs mop/hop and sun/run.
- From the upper right corner of your screen, select the Play button (the green arrow) to enter the Play mode.
- Click on the buttons to make matches!
- Select the Stop button to return to Designer.

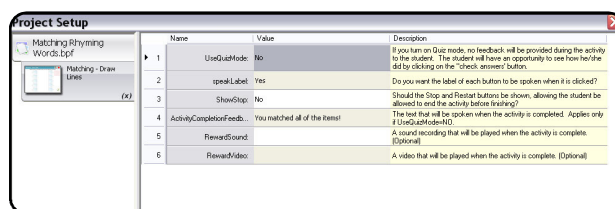
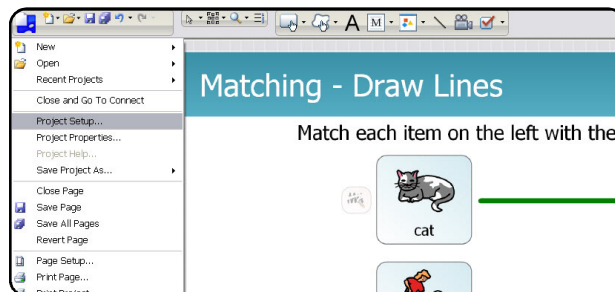


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5 ADDITIONAL TEMPLATE OPTIONS

There are even more options to choose from.

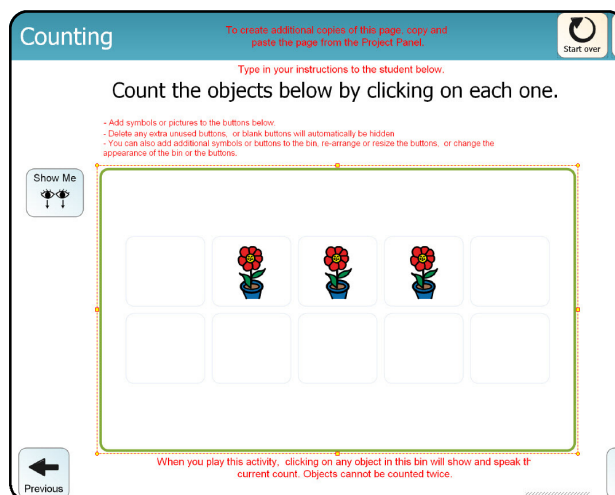
- From the blue *File* menu in the upper left corner, select **Project Setup**. Each template has a unique set of options in the *Project Setup* menu.
- Try adding a reward video to your Matching activity. Boardmaker Studio comes with 10 reward animations. Select the value field next to Reward Video and select **Try It** from the bottom of the *Project Setup* menu.



6 TRY ANOTHER TEMPLATE

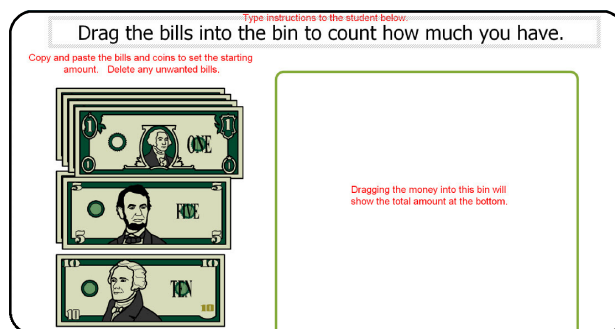
Don't stop now! There are many more templates to try.

- Go to the blue *File* menu and select **New > Project from Template**.
- Open the Mathematics folder and select **Counting > On-screen > Counting**.
- Again, the directions are presented in red.
- Use Edit in Place to fill in buttons. You don't need to fill them all in. Any unused buttons will automatically be hidden in Play mode.
- Try it out!



7 TRY MORE TEMPLATES

Now that you've got the hang of it—keep exploring! Always revisit the Project Setup menu for additional activity options.



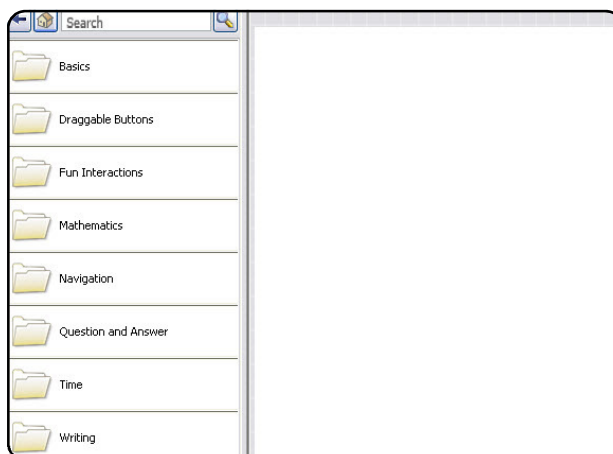
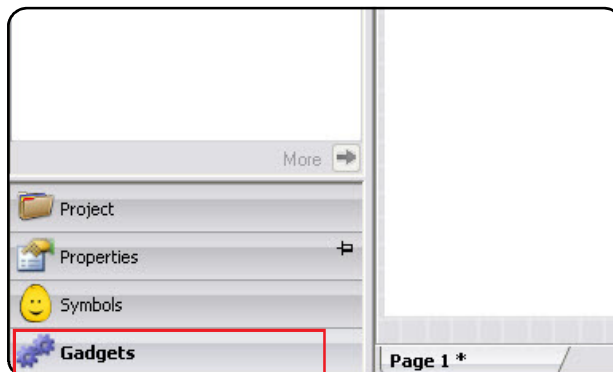
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GADGETS

A Gadget is a preprogrammed object or collection of objects that you drag onto your workspace to build or enhance an onscreen activity.

- Start a new project from Connect (**New Project**) or Designer (**File Menu > New > Project**).
- Name the project “Plants and Animals Sorting” and select **Create**.
- Select **Yes** when prompted to create a new page and select **Create**.
- From the *Navigation* pane on the left of your screen, select **Gadgets** to open the *Gadgets* panel.
- Gadgets are organized into folders by function: Basics, Draggable Buttons, Fun Interactions, Math, Navigation, Question and Answer, Time and Writing.

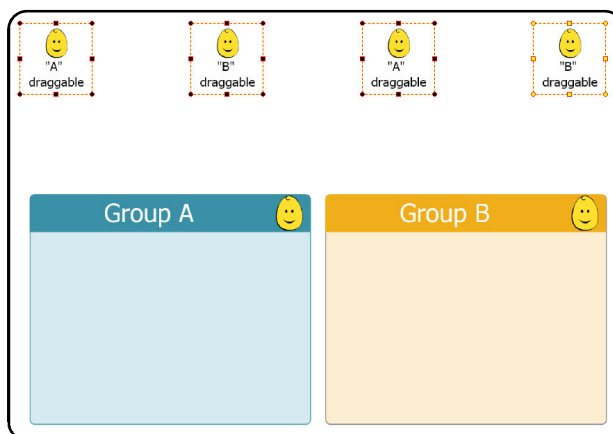


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USING GADGETS

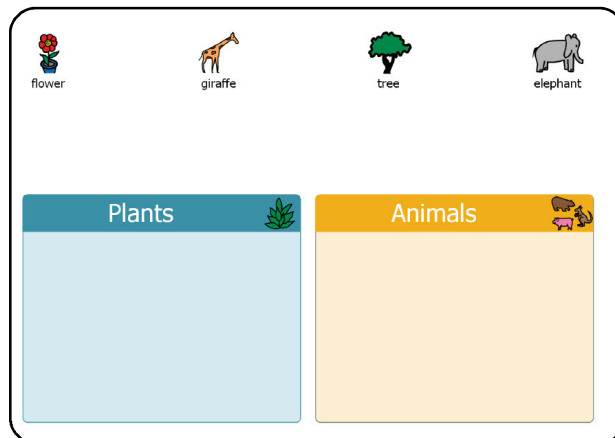
Just drag and use Edit in Place to create a sorting activity.

- Open the Draggable Buttons Gadgets folder and select **Sorting**.
- Drag **Sorting Bin Group A** and **Sorting Bin Group B** onto your workspace.
- Drag two **Sorting Objects—Group A** and two **Sorting Objects—Group B** onto your workspace.
- Your workspace should look like the image on the right.



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- Use Edit in Place to fill in the Sorting Bins and Sorting Objects.
- Select the label of Sorting Bin Group A. Type "Plants" and press **Enter**. Select the symbol. Select the label of Sorting Bin Group B. Type "Animals" and press **Enter**. Select a symbol.
- Select one A "draggable". Type "flower" and press **Enter**. Select the symbol. Select the other "A draggable". Type "tree" and press **Enter**. Select a symbol.
- Select each of the B "draggable"s. Use Edit in Place to fill in the draggable objects with "giraffe" and "elephant."
- Your workspace should look like the image on the right.
- From the upper right corner of your screen, select the Play button to enter Play mode and use this sorting activity.

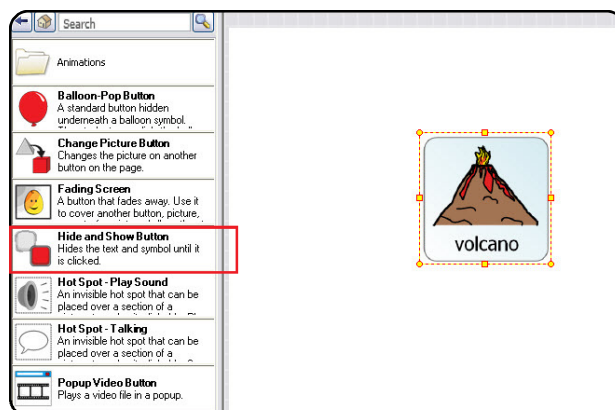


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TRY ANOTHER GADGET

Don't stop now! There are many more Gadgets to try.

- Open the Fun Interactions Gadgets folder.
- Drag the Hide and Show Button Gadget onto your workspace.
- Use Edit in Place. Type "volcano" and press **Enter**. Select the symbol.
- From the upper right corner of your screen, select the Play button to enter Play mode and use this fun Gadget. This Gadget is great for introducing unit vocabulary!

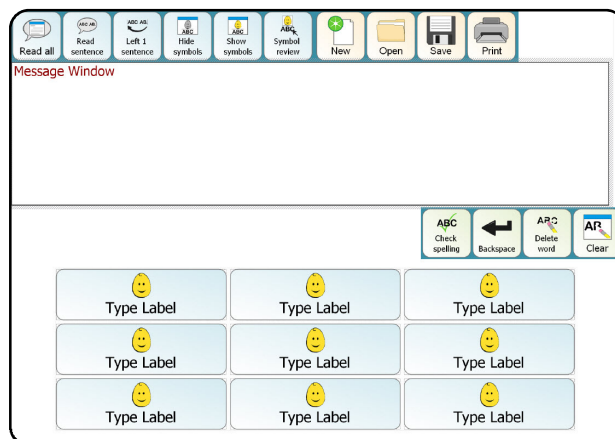


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TRY MORE GADGETS

Now that you've got the hang of it—keep exploring!

- There are many more Gadgets to try and love!
- The Writing Gadgets folder is full of powerful tools to create writing activities. From the Writing Gadgets folder, select a Writing Grid and a Writing Window. Try making an onscreen writing activity and check out the new Symbol Word Processing in Play Mode!



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CONTINUE LEARNING ABOUT STUDIO

You've already done so much! There is still more you can do and we'll help you get there.

- Additional tutorials and videos are available to support you as you continue to learn and grow with Boardmaker Studio.
- From Connect, go to **Help > Online Tutorials & Videos** to check out the growing collection of support materials.

