CONTAINERS BY KEYWORD

Containers can be used to sort or match items. If items or terms are sorted to the wrong containers, the items can be made to spring back to their starting place. Containers by Keywords allow **multiple** objects to be contained by assigning keywords to the objects.

1. Open ActivInspire.

2. Create the Container. Containers need to be a solid object. Click on the "Resource Library" button to find an image or create a shape with the "Shape" Tool.

3. Drag and drop an image or a shape onto the flipchart page. There should be an image or shape for each category that will be sorted.
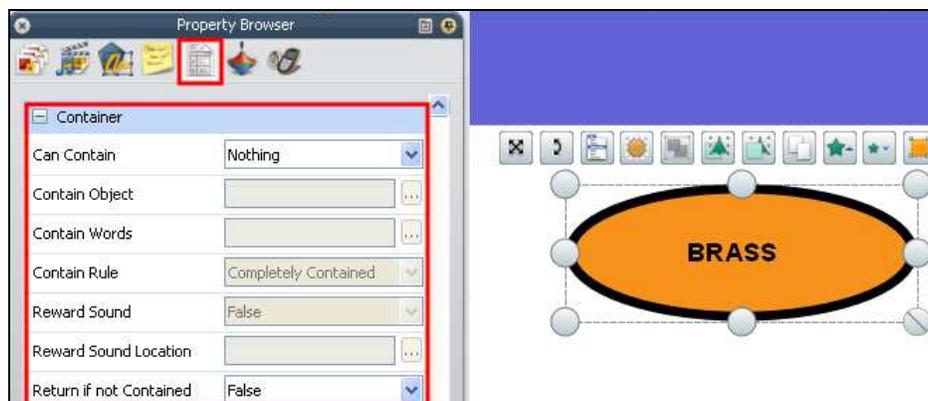
4. You can change the color of the shapes by using the "Fill Tool."

5. Insert the images or words that you will be matching to the containers.

6. Select one of the containers. In the "Property Browser," scroll down to the Container section.

7. Set "Can Contain" to "Keywords" and fill in the specific keyword or keywords that will characterize those objects in the "Contain Words" field. Separate multiple keywords with spaces.

8. If you would like a sound to play when the items are matched correctly, set the "Reward Sound" box to "True" and then find the sound (.wav) you want to play by clicking on the three dots beside "Reward Sound Location."

9. If you want the object to return to its original position if it is matched incorrectly then set the "Return if not Contained" to "True."

10. Repeat steps 6-9 for each container.

11. Select an object and in the "Property Browser" add the keywords that would associate it to a specific container by clicking on the button with the three dots to the right of the field.

12.   In the "Keywords Editor" window that comes up, click "Add" and enter the keyword for that object. Click "OK." Repeat as necessary for additional keywords.

13.   Repeat steps 11-12 for each item that will be matched to a container.

Containers

Items to be matched