



Let's Create!

Boardmaker Plus v. 6

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Boardmaker Programs:

- Boardmaker** – for print only
- Boardmaker Plus** – print and make interactive materials with sound, music, movies, and more
- Boardmaker with Speaking Dynamically Pro (SDP)** – includes Plus AND word prediction, abbreviation expansion and some extra voices

Communication & Behavior Applications:

- Create Print based boards
- Create Dynamic boards with message windows
- Create pop-up screens
- Visual Scene with “hot spots” that speak
- Social Stories- video and/or print based
- Schedules
- Super Symbols
- Vocabulary activities/games
- Presentations
- Your ideas?????

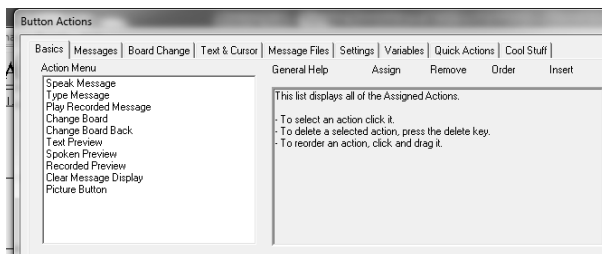


Let's Create: Dynamic Communication Board

- **Message Window:**
 1. Open up a new board
 2. Go to Dynamic Buttons- Message Display
 3. Move message display where you would like it on the page

4. Double click on message display
5. Message Appearance- set for 1"
6. While composing message: great for phonics and beginning spellers
7. Saying the message: Check Say Message and Select Entire Message after speaking
8. Selectable Display- check this if you want the user to be able to touch the message window and it will speak the complete message.
9. You've done it!

• Programming a cell to speak:



1. Create a cell
2. Double click and the above action page will appear
3. Select Speak Message
4. Select Picture Button
5. Time Saving Tips:
 - a. After you have the actions on one button
 - b. Click that cell: A dotted line will appear around the outside

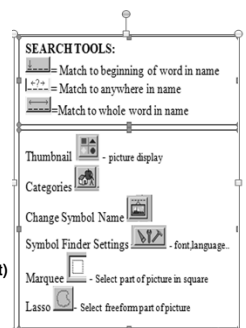
- c. Click on the sprayer tool
- d. Click and drag the number of cells you want- The cells should all be programmed now. Select any cell and double click- are they?

6. Now you can add pictures

- Click on the desired cell
- Go to Silly Man
- Type in name of symbol
- Repeat with other cells

7. Go to Dynamic Boards – Use (esc to exit)

You did it!!!!



Creating a Linking Cell

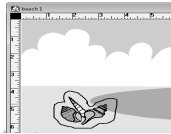
1. Create the board that you want to have the cell link to and save it!
2. Add navigational cells to your board.
3. Double click on the button that you want to have link to another board
4. Program the cell
 - Do you want the cell to speak the message?
 - Do you want the picture of the cell to go to the message window?
 - Click on Change Board: A message window will appear and prompt you to locate the board that you want to change to
 - Click on the desired link and select OK

5. Make sure to give yourself a way out! Go to the other page and program a link to go back to original board.

6. Let's try it! Go to Dynamic Boards to Use



Let's Create: Virtual Communication Scene



1. Put a background picture on the board
2. Click the FreeForm Button tool
3. Click and drag to create your shape. As you drag, the button border will appear.

Tip: hold the Control key while you click and draw to get straight edges

Tip: If you draw a Freeform button around a symbol on a background, the Symbol will move to the face of the button.

Writing Applications:

- Write by clicking on pictures
- End of day report
- Reports-book/science
- Letters & stories
- Talking word wall
- Errorless writing
- Email- then copy and paste into email program
- Word Prediction- Keyboard templates are in the Tutorials folder.
- Writing prompt picture with journaling below
- Your ideas?



Let's Create: Adding a Print Command Button

1. Create an empty cell where you want to have the print button.
2. Put the print symbol on it using the symbol finder.
3. Double click on the cell to get the actions menu.
4. Click on the MESSAGES tab at the top
5. In the actions menu, select Print Message

Reading Applications:

- Symbolate and read with highlight action
- Books can be read to student
- Word family & sight word practice activities
- Phoneme & letter matching activities

- Book reports
- Sequencing activities
- Comprehension boards & quizzes
- Your ideas?

Tip: For a **two word combination** that should only have one picture, Type the first word then an **underscore**, then the second word (i.e. Seahorse)

Tip: You can **copy any electronic text and paste** into a symbolate button. It will not text wrap though, so you can only put in what can fit on one page.



Let's Create: Symbolate

- Use this tool to create symbol adapted stories, sentence strips, directions, worksheets, etc



1. Open up a new board.
2. Click on the Symbolate Button Tool to create activities that pair text with symbols



- Tip: If you don't see the tool pull down the Dynamic Boards Menu then choose Show, then Symbolate Tool
3. Click on your Boardmaker screen where you would place cells- you will see a red dotted box and begin to type. Symbols will appear after you hit the space key. There is no limit to the amount of text you can type, the box will keep expanding



4. To make changes in the symbols:

- Press F1= no symbol OR
- Press F2= scrolls through your symbol choices OR
- Double click on the picture and a dialogue box will open showing you your choices. Choose the picture you want then press OK



5. To change the text associated with a symbol:

- With the Symbolate tool, Select the word you want to change, hold the ALT key and type the new text.



- For Font and size changes right click to get your choices

Tip: To change the properties pull down the Edit Menu to Symbolate Properties and make your adjustments

6. READ WITH HIGHLIGHTING IN SYMBOLATE

- a. Create a Symbolate button and enter you text/pictures
- b. With your pointer tool selected, double click on your Symbolate button to get to the actions menu. Choose **Read with Highlighting** – this will make a ring around the symbol and word as it is read to highlight it.



Tip: To change the color of your highlight box pull down the **Dynamic Boards Menu to Highlight Buttons**, you can also choose to have it **enlarge** as it is highlighted

- c. If you check the box that says **Highlight Text only** in the Action Menu – you won't have a square ring circling the picture and text, only the text will be highlighted.



- o **Change Highlighting Color** – Dynamic Boards Menu to **Highlight** and change your color
- o **Change Highlight Ring to Highlight Text Only** – In **Actions Menu** choose highlight text
- o **Enlarge as Highlight** – Dynamic Boards Menu to **Enlarge**

Math Applications:

- Create print based worksheets
- Create matching, counting, sorting, and number sense activities
- Create bank slips to fill out with verbal directions/hints given
- Story problem applications
- Create graphs, charts, etc.
- Money activities
- Talking calculator- download from adaptedlearning.com
- Your ideas?



Let's Create: Math Matching Activity



1. Create a board with 2 columns- 4 cells in each column: 4 baby animals and 4 adult
2. Make sure your moveable button tool is visible (Dynamic Boards- Show-Movable Button)

- b. Right click on the moveable button
- c. Select **Moveable Button Properties**
- d. Check the box next to **Move Clones**
- e. Then click **OK**.

8.Centering

- a. Automatically Center any paired Moveable button that is dropped on it
- b. Right click on the destination button,
- c. Select **Destination Button Properties**,
- d. Check the box next to the **Center Movables** then click **OK**

Science and Social Studies Applications:

- Fill in parts of a diagram
- Create a time line
- Create lab reports
- Create step by step directions with video prompts
- Sorting activities- (i.e. rocks vs minerals; winter vs. summer)
- Modified textbook content with videos
- Bingo Boards
- Your ideas?

3. Select the moveable button tool, then click on a baby animal cell- name it in the dialog box.

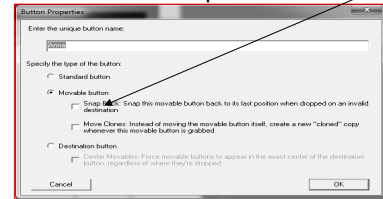
4. Click and drag that baby animal to the correct destination. (ex: puppy drags to dog)

5. Name the destination (if not already done) in the dialog box. **OK**. The action menu will appear. Choose the action you want:

- a. **Speak Message (Basics tab)**
 - Type in the message you want spoken and click **OK** (Ex: Great job! Awesome!)
- b. **Play a Recorded Sound (Basics tab)**
 - You will then get a dialog box
 - Choose select sound from **MJ**
 - Choose the category (**Beeps and buzzes**)
 - Choose sound (i.e. "boing" – for incorrect answer)

6. Snap Back

- a. Right click on the moveable button and select **Moveable Button Properties**
- b. Check the box next to **Snap Back** then click **OK**



c.

7. Cloning

- a. An identical copy of the button will be moved while the original stays in its place)- this is especially useful for counting activities.



Let's Create: Science Movie with Question

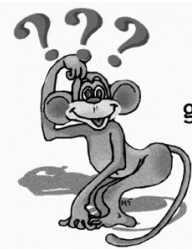
1. Create a question(s) that could be answered by watching a movie. Type them onto the board.
2. Create an empty cell where you want to have the movie button.
3. Double click on the cell to get the actions menu.
4. Click on the **COOL STUFF** tab.
5. Click on **PLAY MOVIE** action.
6. Locate and open a saved movie.

Tip: By default, the movie is set to play on the face of the button. If you don't want this, go back to the assigned action list and click where it says **Play on Button** and choose one of the 3 actions: play on button, message display, or board.



Let's Create: Bingo Board

1. Create your bingo board with all of the cells
2. **SHUFFLE** (move all the cells):
Select all the cells (click and drag), pull down the **Edit Menu** to **Shuffle**
- 3.**SWAP**
Select the buttons, pull down **Edit menu** to **Swap**, or hold **ALT** and click and drag to new location



Questions
are
guaranteed in
life;
Answers
aren't.

(But we will sure
try!!!!)

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