**Promethean ActivInspire** 

## Master of Arts ActivTraining



**Madera Unified School District** 

Outline: Editing the toolbar Adding Locked and Delete to Marquee Toolbar Save & Change profiles Uncheck show flipchart trash can Object Browser Order and Layers Locking Objects Layers Camera Tool Tickertape Magic Ink Shape Tool Connector Tool Math Tools Protractor Compass Ruler Importing PDFs Handwriting Recognition **Shape Recognition** Using Existing Digital Media User Defined Buttons Desktop Tools **O**Promethean Planet Containers Specific Object Keyword Any objects Restrictors Rotators Activotes/ActivExpressions Registration Uvoting Assessments Viewing Results **O**Voting Templates Question Manager Registering How to use

#### **Editing Profiles** SAVE - Go to Main Menu > Edit > Profiles - Shortcut: Apple + U (Mac) Control + U (PC) - Click on the tool you want, then click Add SAVE AS 👽 Edit Profiles Authoring **^** 8 8 C Layout 🛠 Commands 🔳 User defined buttons 🧵 Settings All Commands Aain Toolbox \$ -Separator Menu: Main Menu Switch Profile Select Pen Desktop Annotate Desktop Tools Highlighter đ Eraser Separator Magic Ink Previous Page Text È Next Page Start/Stop Flipchart Vote .... (Add >>) < < Remove Move Up Move Down Done

#### **Object Browser**

- View the order and
- layer of objects on a page.
- Access editing with the Popup Menu



#### **Locking Objects**

- You can lock or unlock selected objects so that they can or cannot be moved or grouped with other objects.



Apple

### Layers

Top: pen, highlighter, magic ink

- Middle: images, shapes, text objects
- Bottom: Connector lines, items from other layers can be placed here
- Background: backgrounds, grids, and page color



#### Camera Tool

1. From the Tools Menu, select Camera. Choose the type of snapshot from the drop-down menu:



#### Area Snapshot



#### **Freehand Snapshot**



#### **Point-to-point Snapshot**



#### Window Snapshot



2. Choose the destination for your snapshot from the Camera Snapshot box:

**Current Page** – Capture the image to the current flipchart page.

**New Page** – Capture the image to a new page at the end of the flipchart.

Clipboard – Capture the image to the clipboard.

**My Resources** – Capture the image to the My Resources folder.

**Shared Resources** – Capture the image to the Shared Resources folder.

Camera Snapshot	×
Snapshot to	Position
Current Page	Left 707 😂
New Press	Top 598 📚
New Page	Width 171 😂
Clipboard	Height 278 💲
My Resources	
Shared Resources	

#### **Tickertape**



From the Tools Menu, select More Tools > Tickertape.

Three items are displayed in the 'Tickertape' Dialog Box:

- The default scrolling tickertape message.
- Continuous preview responds instantly to changes.
- The tickertape controller.

Adjust the speed with the slider. Pause or resume playback.

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Enter your tex	t message	Loop 🗹
Text	Font Color	
Drop shadow	0 🗘 Color	
Background	Screen 🛟 Color	
Position	Тор 🛟	
Show T	ickertape	ОК

😝 🔿 🤭 Tickertape Speed		
	1	

You can:

#### <u>Magic Ink</u>





You can use **Magic Ink** to make any 'top layer' object (or part of an object) invisible.

Think of Magic Ink as a pen that can draw a 'see through' annotation on the top layer.

Magic Ink allows you to punch holes through the **objects on the top layer**, so that you can see the objects on the layers beneath.







Provides access to the **Shape Toolbox**, containing a range of predefined **shape and line** objects that can be added to the flipchart page.

#### **Connector Tool**



Drawing connections between objects, for example, while creating concept maps. The connecting line adapts automatically when either of the connected objects is moved.

To Activate the Connector tool:

- Click on the Connector Tool
- Choose a connector style
- Choose the line color
- Choose the line width
- Move to the flipchart page, press and draw the line from one object to another.

How are Connector Tools different than just drawing a line?



# Ruler

#### Math Tools

To access the **Ruler**, go to Tools (on the toolbar) > Math Tools > Ruler



To access the **Protractor**, go to Tools (on the toolbar) > Math Tools > Protractor To access the **Compass**, go to Tools (on the toolbar) > Math Tools > Compass





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Choose File > Import > PDF.

- From the "Select a PDF File" Dialog Box, navigate to the file you want to import.
- Click Open. The "Import from PDF" Dialog Box opens.
- Apply changes as desired to the options in the "Import from PDF" Dialog Box
  - **Page Size** Import the original page size, or change width and height as required
  - Pages Import all or a range of pages
  - Import To Choose the destination. You can choose to create a new flipchart, or add the imported page(s) to the currently active flipchart
  - Click **Import**. ActivInspire displays a progress bar and the selected page(s) of the PDF is imported to the chosen destination.

		Import from PDF		
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Resource Pack To Shared Resources..

#### Handwriting Recognition



The Handwriting Recognition Tool is in the Tools Menu.

- Select Handwriting Recognition
- Write a word on the page. Wait for it to be converted to text.
- If the word has not been converted correctly, click on the Alternatives icon for more options. Click on the correct option.

#### Shape Recognition



Freehand drawing annotations can be converted into shape objects as you draw at the board with the ActivPen.

The Shape Recognition Tool is in the Tools Menu.

As the annotation becomes a shape object, it moves to the middle layer.

When you select the new shape, you can transform it using:

- The Marquee and Sizing Handles.
- The Main Toolbox.
- The Property Browser.

#### Using existing digital media



- Annotate over a live desktop to interact with media displayed there.
  - Use this feature in lessons about:
    - Websites
    - Software applications
- From the Toolbar, click on **Desktop Annotate**.
  - The desktop is displayed in between ActivInspire's Browser and the Main Toolbox.

#### **User-Defined Buttons**



From the File Menu, select Settings. The 'Edit Profiles' Dialog Box opens.

Select the 'User defined buttons' Tab and click Add....

The User defined button icon is displayed.

Select Program/File from the menu.

- 1. Under **Program/File**, enter the path for the file you want to open.
- 2. Under **Command line parameters** enter the command line to start the application which will open the file above.
- 3. You can add a **Tooltip**.

#### **Desktop Tools**



When you click on the **Desktop Tools** icon, ActivInspire is minimized and the floating **Desktop Tools** toolbox is displayed.

This toolbox can be moved around the desktop by dragging the icon to the required position, where it remains showing over other applications.

You can click on the icon to expand the **Desktop Tools**.



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#### **Containers**



Here we show you how to turn a shape object into a container that can contain one specific object, but will reject any others.

1. Select **Shape** and create three shapes, one larger than the others. For this example, we changed the 'Name' property of the object to be contained to 'Red Triangle' in the 'Identification' section of the Property Browser.

2. Select the largest shape, in our case the **yellow** square.

3. Open the **Property Browser** and scroll down to the Container section.

4. In the 'Container' section, set the properties. In the picture on the right we set:

a. **Can Contain to Specific Object**. This means only one particular object can be put in the yellow square container.

b. **Contain Object to Red Triangle**. The yellow square can only contain the red triangle.

c. **Contain Rule to Completely Contained.** The red triangle must be placed inside the container.

d. **Return if not Contained to True.** If the red triangle is not completely contained, or you try to put another object into the yellow square, the object will return to the starting position.

5. Test the container. Only the red triangle, but not the blue one, can be put in the container.



Container		(	^
Can Contain	Specific Object	~	
Contain Object	Red Triangle		
Contain Words			
Contain Rule	Completely Contained	~	
Return if not Contained	True	~	



#### Add a reward sound

A reward sound is a sound file that plays when an object is correctly contained (Yippee!!!)

Here we show you how to add a reward sound to a container:

- 1. Use the **container** we just created.
- 2. In the 'Container' section of the Property Browser, set the sound properties:
  - a. Set Reward Sound to True.
  - b. Set **Reward Sound Location** to the location of the sound file you want to play when an object is correctly contained. In the picture on the right, this is the file **a.wav**.
- 3. Test the container.

When the correct object is put into the container, the Sound Controller opens and plays the chosen reward sound. The Sound Controller remains on the screen until you close it.

Reward Sound	True 💌	•
Reward Sound Location	a.wav	.)

Sound Controller	×
a,wav	~
00]	-

#### **Restrictors**

Use **restrictors** to control how items can move on the page.

You can use restrictors in many different ways.

Here we show you how to create a restrictor that constrains a circle, so that it can only move along a particular path:

1. Select Design Mode .

- 2. With the **Pen**, draw a line on the page.
- 3. Select **Shape** and create a circle.
- 4. Select the circle.
- 5. Open the **Property Browser** and scroll down to the '**Restrictors**' section.

6. In the **'Restrictors'** section, select the properties as shown on the right:

- a. For **Can Move** select **Along path** from the Drop- down list.
- b. For **Move Path**, click on the **Selector** button . The 'Select Object' Dialog Box opens.
- c. Select the line object, here Pen 4.
- 7. Click on OK.
- 8. Leave **Design Mode**.
- 9. Test the restrictor. When you click on the red circle, it jumps to the blue line. Now the circle can only move along the line.



Can Block	False	~
Can Snap	True	~
Snap Point ×	0	
Snap Point y	0	
Snap To	Bottom Left	~
Can Move	Along path	~
Move Path	Pen4	
Can Size	Freely	~



Rotate Properties



Use **rotate properties** to control how items can move on the page.

- 1. Select Design Mode .
- 2. Select **Shape** and create a circle. 3. Use the Edit Shape Tool to edit the circle point. × > E = × × × × × × × × 4. Click of the circle so that the Marquee Handles are visible. 🗆 Rotate Can Rotate Freely \$ • 0 Rotate Step Center Rotate About + 5. Open the Property Browser and go Rotate Object to the Rotate section. Rotate Point x 0 0 Rotate Point y
- 6. Edit the settings here to set the shape to rotate the way you want it.

#### ActiVotes

Before you begin registration:

- 1. Distribute the **ActiVote** devices and ensure that they are switched **ON**.
- 2. Connect an ActivHub to your computer.
- 3. Start ActivInspire.

#### To register:

1. Open the Voting Browser and click on Device Registration.

A window like the one shown here will appear.

- 2. Select ActiVotes/Expressions and click on Register.
- 3. Enter the **number of devices** you want to register (or use the arrows) and click on **Next**.

A three letter **PIN code** is displayed, which must be entered on each device to be registered.

To complete the ActiVote Registration:

- a. Press and hold the central **Registration button** on the ActiVote devices, until both the top lights are illuminated.
- b. Enter the **PIN code**, pressing the ActiVote device keys.





#### <u>ActiVotes</u>

#### **Voting Session**

At any time during your lesson, you can ask your students a question and click on **ExpressPoll**.

This displays the voting 'Wonderwheel'.

#### How it works

- 1. Hover with the pen over the **Wonderwheel** and highlight a question style.
- 2. Move the pen radially and outward to show the options for the style of question you just highlighted.
- 3. Click to select one of the options for your question.

The picture on the right shows the **Wonderwheel** for **ActiVote** devices.

The highlighted question style is '**True/False**'. This question style has four answering options. The option selected allows the possible answers, 'True', 'False' and 'Don't know'.

These possible answers are shown in the displayed 'Voting Summary' Box.

You can set a timeout now, next to the red **Stop Vote** button, by entering a number or using the arrows.

When you use a timeout, you also have a Pause Vote button for extra control.







