

An Introduction to Boardmaker 6

Quick Guide

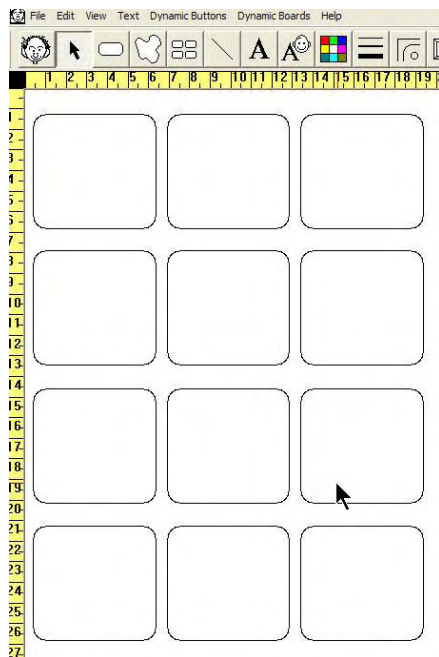
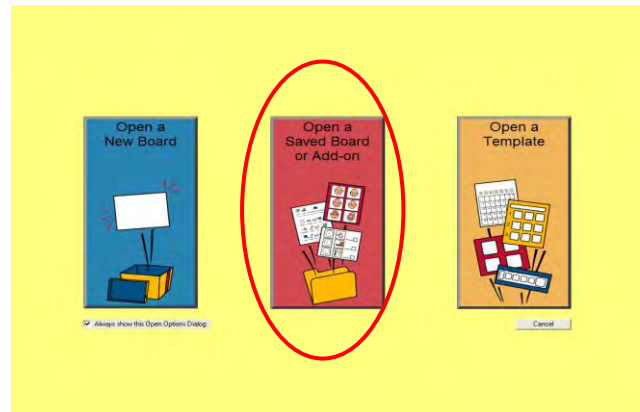
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This handout is designed to take you through the basics of using a blank board using Boardmaker Version 6.

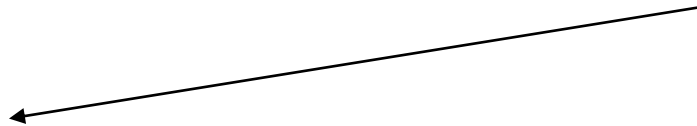
1. Open Boardmaker. Go to the Start Menu, select All Programs, choose Mayer Johnson and select Boardmaker.

2. A window will open which gives you three options.

Select "Open a Saved Board".



3. Navigate to CD drive and open the BM grids folder and then the Blanks folder. Double click on the 12 blank which looks like this



4. Click on the "Symbol Finder Button" (The wee man)

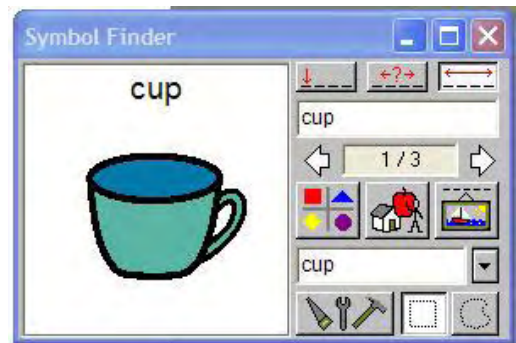


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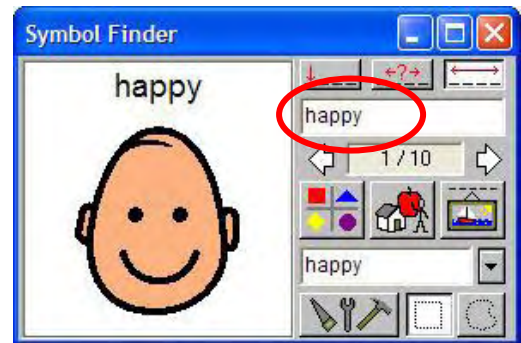
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5. The Symbol finder window will have opened as soon as you clicked on the Symbol Finder button.



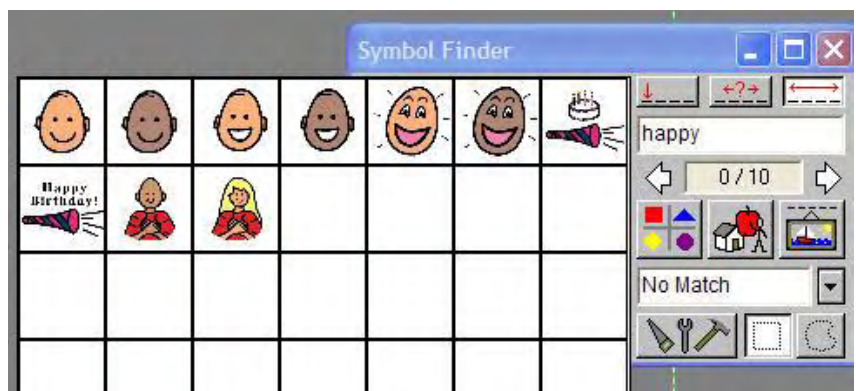
6. Type the word "happy" into the symbol search window.



7. Click on the "thumbnail"  view button



8. As soon as you click on the thumbnail view button a list of symbols which match the word 'happy' will appear.



9. Click on the first cell in our grid and the symbol will be placed in the grid.

Note: If you press Enter the symbol will be placed in the cell with the red line around it.

10. Save your Board - and remember to update as you go

11. Fill in the next 13 cells using your own choice of symbols

12. Print out the Board