

Boardmaker Plus! Making an Interactive Board

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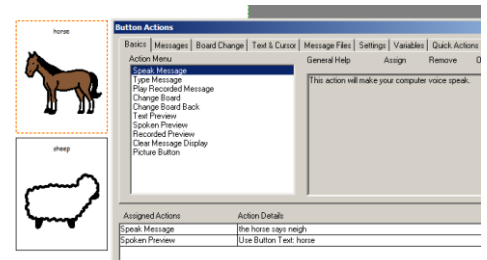
This handout is designed to take you through the basics of making an interactive board using Boardmaker Plus! Version 6.

1. Open your board and check that you are in Design Mode. Do this by selecting the Dynamic Boards drop down menu in the Tool bar and checking that Design is ticked.

2. Double click on the button that you want to be 'active.'

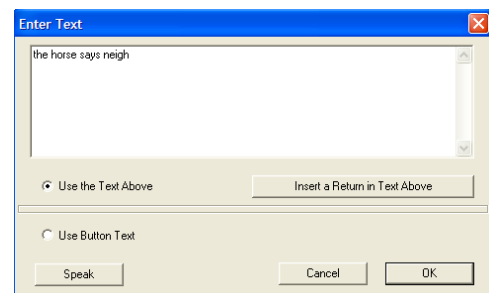
3. This window will appear.

4. If you hover over the actions they will be explained in the grey box on the right.



5. From the Action Menu, select the action(s) you would like the button to do e.g. speak message.

6. Once you have chosen 'speak message' this box will appear.



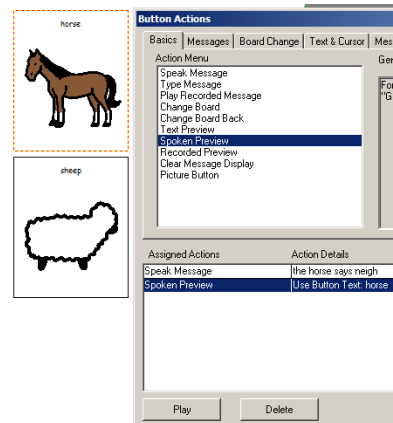
7. Type in the message you would like to be spoken when the button is selected.

8. If you would like the label of the button to be spoken, select Use Button Text.

9. Click OK and select 'Use' in the Dynamic Boards menu or press (Ctrl+U) to try out your dynamic button. Repeat steps 1-8 for the rest of your board.

Adding Audio Prompts

1. If you would like an audio prompt e.g. the 'button label' spoken when you hover over it, first select the 'Spoken Preview' button action.
2. Choose 'Use Button Text' if you want the button label e.g. 'horse' as the prompt or 'Use the Text Above' to type in alternate text.

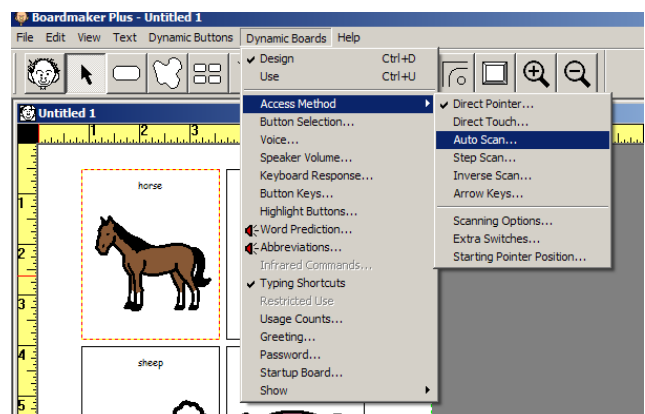


*This is a useful feature if your pupils have visual difficulties and need an additional prompt before they make a selection.

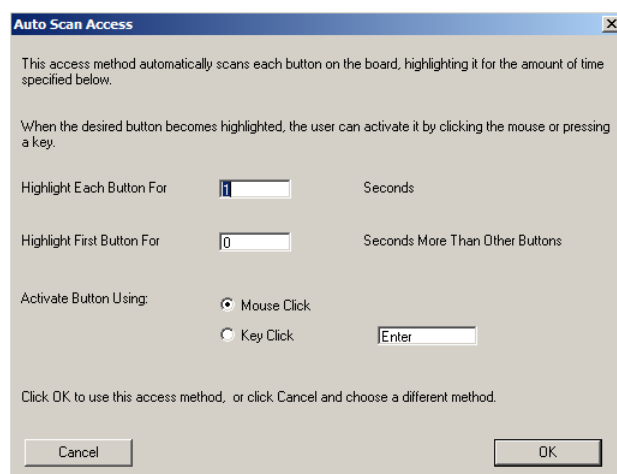
It is also a useful feature if you want to make your board 'scan' for those who require switch access and who also require the extra audio feedback before making a selection.

Making a board scan

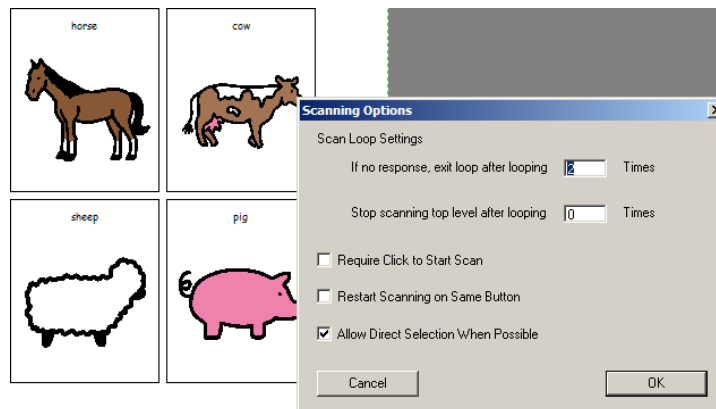
1. Select the Dynamic Boards 'drop down menu'
2. Select 'Access Method' then scan type e.g. Auto Scan



3. In the 'Autoscan Access Menu' you can adjust the scan timing e.g. highlight each button for 3 seconds instead of 1 second.



4. Select 'Access Method' from the Dynamic Boards menu, then 'Scanning Options' to make further personalised adjustments.



5. Now select 'Use' in the Dynamic Boards menu or press (Ctrl+U) to try out the scanning using a switch or a left click of your mouse to activate a button (* check what is selected in the 'Autoscan Access Menu')

6. If you have put Audio Prompts or 'Spoken Previews' on the buttons, they will be spoken out as the red box scans through the buttons, giving an additional cue, if the pupil requires it.

