

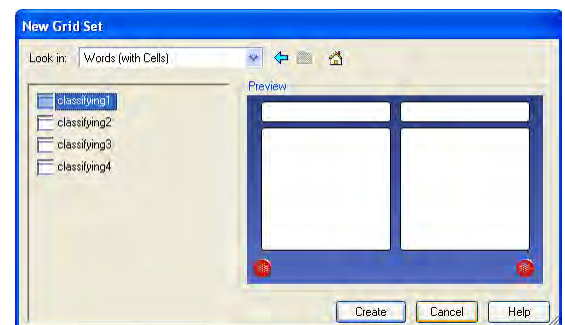
Clicker 5

A Classification pop-up activity

Activities involving classifying items are often given as written worksheets with words spread out around a grid which can present challenges for those with reading, organisational and writing difficulties. These tasks can be made simpler by giving the user a set of words to drag across into the correct set. Right-clicking on a word will read the word for those who need a bit of support in their writing.

Creating a classification grid set

Load **Clicker5** then choose **Create New Grid set** from the tasks pane. Choose **Classifying** from the list of templates, then **Words (with Text)** as you are creating a list, and then click on **Create**.

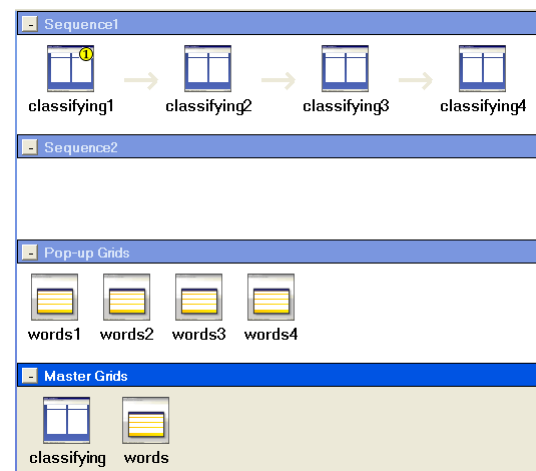


Run mode v Editing mode

Clicking in the first cell will bring up an empty 14 text-box grid; this is because you are in **Run mode**. In order to make any changes you need to be in **Editing Mode**. Go to **Edit** then **Edit Mode** and open the **Explorer**.

Explorer

Notice that there are 4 classifying grids in **Sequence1**, 4 word pop-up grids (one for each grid) and a classifying and words master grid.



Editing Master Grids

If you want to make any changes to the look of the grids then the place to do it is in the **Master Grids** as this will change the look of all those grids based on these masters. Editing an individual grid (e.g. classifying 1) will only change the look of that particular grid. Changes can be made to the masters at any time, but for the moment we will stick with the grids as they are.



Creating the first grid

Decide what your classification activity is going to be and ensure that you have enough words to use. In this example I will create a healthy foods grid but you can use whatever you want. Open the classifying1 grid with a double click.

Entering text in the labels

Shift-click in the first category label and key in the text 'Healthy Foods' then in the second and key in 'Unhealthy Foods'.



Entering text into the pop-up

Click on the **Explorer** button on the **Editing Tools**.

Open the **words1** pop-up grid then shift click to enter the names of the foods.



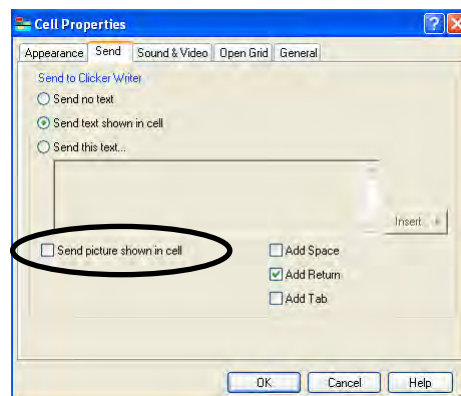
Changing the master grid

The cells in the word grid are set to send a picture when chosen. As this could create a list which extends below the cell box if there were a lot of words it would be better if only the words were sent. As each of the word cells need to be changed it will be quicker if all the cells are changed at once.

Not sending the picture

Click on the **Explorer** button on the **Editing Tools**. Open the words pop-up in the **Master Grid** then **Control-click** on each cell in the **word pop-up** until all are selected, then **right-click** on one and choose **Properties**.

Select the **Send** tab, deselect the **Send picture shown in cell**, then click on **OK**.

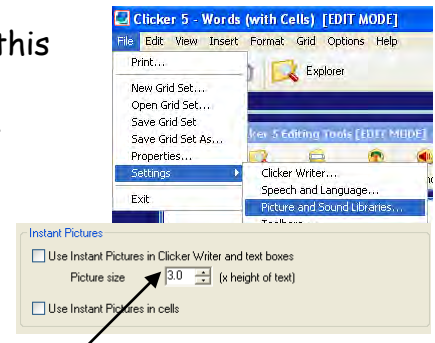


Now the cells will have picture support but only the words will go into the food lists.



Not having pictures in the pop-up

If you don't want those pictures either then you need to set this for the file. Go to **File > Settings > Pictures and Sounds Libraries** and make sure that nothing is chosen in the **Instant Pictures** box.



Changing the size of the pictures sent

If you would like pictures in the 'answer' text box then you can reduce the size of the picture by reducing the ratio of picture size to height of text down to 1.

Reducing the number of cells in the pop-up

It may be that you feel there are too many words to choose from in the pop-up. Open the **words** pop-up in the **master grid**, control and click on each of the cells you wish to remove then right click on one and select **Cut**. If you wish you could click and drag the remaining cells to spread them around the box.

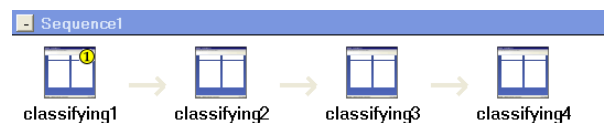


When clicking in the **Unhealthy Foods** the pop-up **words1** will open. There is no need to create another word bank as you are using the same words for each set.



Completing the rest of the grids

In Edit Mode, open the Explorer and notice that there are arrows leading between each of the four grids in **Sequence1**. These ensure that clicking on the forward or back arrows in an activity will move the user between grids.



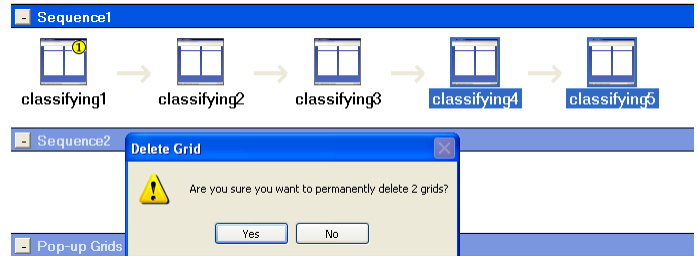
Load each of the classifying activities in turn and complete as before.

Adding a grid to the sequence

If you wish to add more activities to this sequence, while in **Explorer**, just **click and drag** on the **classifying** grid in the **master** grids and place it in **Sequence1**. The grid will automatically be renamed correctly in the sequence.

Deleting a grid from the sequence

If you have extra grids not being used you can remove them by **right-clicking** on the grid in **Explorer** then choosing **Delete**. To delete more than one grid at a time use **control** and **click** on each grid then choose **Delete this grid** from the **Grid Tasks** pane.



You will be asked if you are sure and you then choose **Yes** or **No**.

Saving your grid

At this point you should save your grid. As this activity is likely to be used by more than one person you can save it as a template, this also avoids accidental overwriting by yourself and keeps the labels and pop-ups the same and the cells empty. When the activity is opened the user then saves it as a Clicker5 file.

Go to **File** and **Save Grid As** then choose **Clicker5 Template** in the **Save as type:** pull-down menu. Select the folder where you wish to store the file and click on **Save**.

If you wish you could use the **new folder** button to create a folder for these tasks, name it and then save the file in that folder.



Using your activity

When you first load **Clicker5** you see the Shared Documents folder. You need to navigate to where the file is located then double-click on it.

Deleting items from the list / Fixing mistakes

When a user clicks in the title the pop-up appears with the words in it. Clicking on a word in the pop-up sends the text and/or picture to the list. If an item is sent which the user then realises is a mistake they can remove that item by clicking on the **delete** button.

