

# Clicker 5

## Making a Talking Book from a Template

# Quick Guide

Created 5/06  
Updated 10/08

Clicker 5 has a number of templates for making books. For simplicity, it is easier to use an existing grid set and adapt it if necessary than start from scratch.

### Clicker 5

Those familiar with Clicker 4 will find quite a difference in the interface used in Clicker 5. However, it does get easier as you become more familiar with it.

Load Clicker 5 then choose **Create new Grid Set** from the **Clicker 5 Tasks** pane in Clicker Explorer.



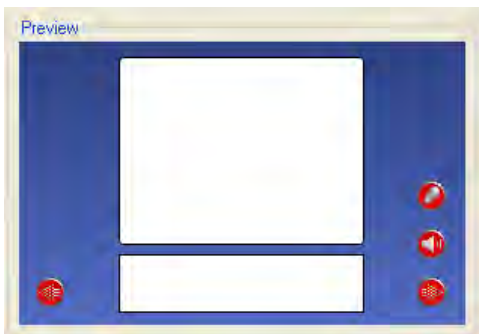
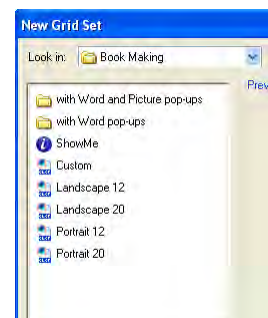
### Using a template

There are templates for a range of activities. Choose the **Book Making** set and you will see a number of options. To create a simple book with a picture, text and sound on each page you would normally choose either

the Landscape 12/20

or

the Portrait 12/20.



For this workshop we are going to choose the **Landscape 12/20**

### Edit and Run mode

In order to make changes to activities you need to be in **Edit Mode** - **File > Edit Mode**. To use the activity you need to be in **Run Mode** - **close the Editing Tools** toolbar.



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## Creating the cover page

Click on **cover1** then **Create**. Go to **Edit mode** then **shift-click** in the **title cell**, key in the name of your book then press Enter.



## Inserting a picture into a cell

**Shift-click** in the big picture cell. Using the **Instant Picture** facility you can type in the word for the picture you want and press Enter. Be aware that you will only have access to pictures with the exact phrase or word that you enter. If necessary, delete any extra text so that the single word that you want a picture for is showing.



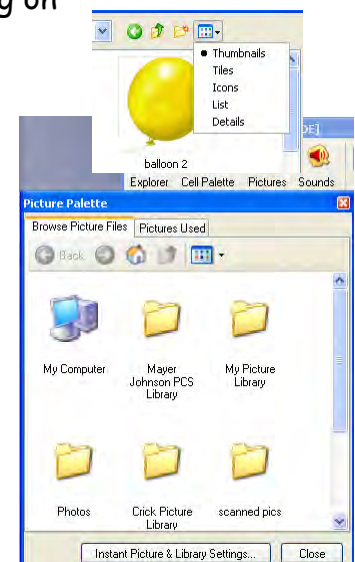
Once the picture is there and you are happy with it, **shift-click** on the **text**, press **Delete** then **Enter**. Your picture should now take up the whole of the screen.

If this picture is not one you want then you can **Browse** to see what others there are. **Right-click** on the cell, select **Properties** and in the **Appearance** tab click the down arrow beside **Choose Picture**. A pull down list will appear letting you choose whichever one you want if there is more than one, or you can choose **Browse Libraries** or **Files** and locate a picture you want from the directory it is stored in.



To see what the pictures are you can change the display by clicking on the **View** tool and selecting **Thumbnails**.

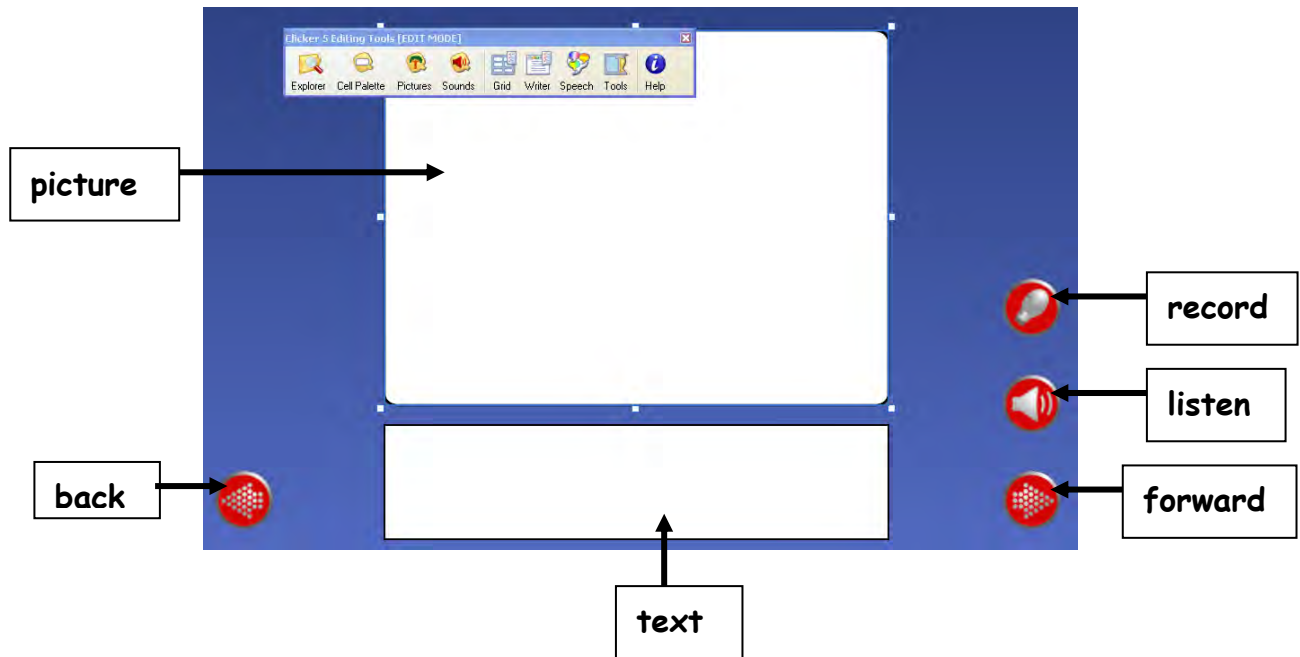
Alternatively, if you have a picture you want to use, or you want to look at what is available, then use the **Pictures** tool on the **Editing Tools** toolbar to get the picture palette; click on **Browse Picture Files**, locate the picture you want then drag it across and drop it into the cell. Use **shift** and drag if you don't want the text added.



If you have access to copyright free pictures on the internet you can use **Shift-click** and **drag** from the **web page** so long as the picture does not have a hyperlink. If it does, then follow the link and **shift-click** and drag it across.

Complete the cover page with a **Shift-click** in the bottom **text box** and type in "By whoever", and then click on the **right arrow** to move to the next page.

## Creating each page



Each page has the same cells. **Back** and **forward** are set to move through. **Listen** will read out the text in the text box. All you need to add is the **picture** and the **text**. You have the option to **record** your own sounds or leave that for the pupil to record their own story.

### Picture

Insert a **picture** using one of the methods described already: as an **Instant Picture**, using the **Pictures** tool on the Editing Tools toolbar or dragging from the **internet**.

### Text


**Shift-click** in the **text box** and type in the text for that page.

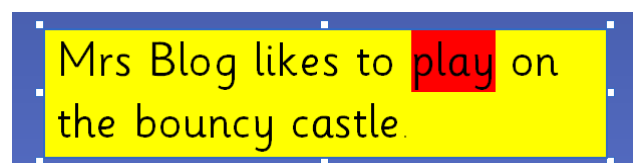


The **text toolbox** will appear which gives you options in how to display the text.

The **font** tool  will let you change the font, size, style and colour.

The **background colour** tool  will let you change the background colour.

The **highlight** tool  lets you put a highlight colour over any word(s).



## Recording

Although it is quicker to use the inbuilt speech, for many youngsters a human voice is much better. To record speech, click on the **microphone** button.



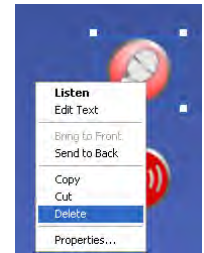
Click on the **red record button**, talk, then on the **black cross** to stop.



The sound is now attached to the listen button.

## Deleting the microphone button

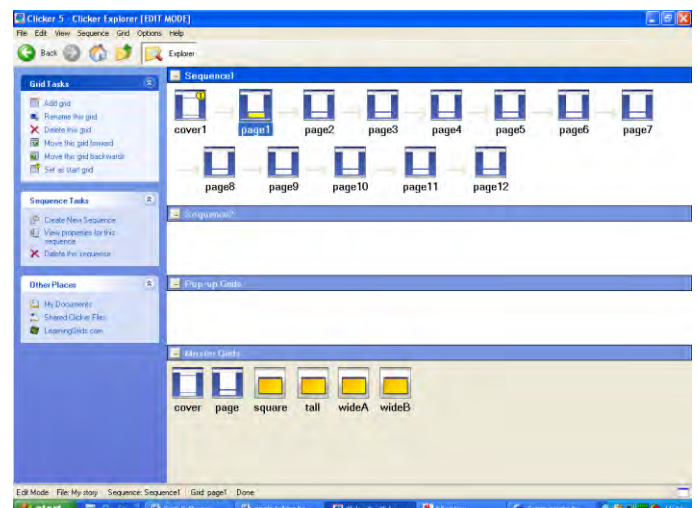
Once you are happy with the speech recording you may choose to remove the microphone button to avoid anyone recording over your sound. **Right click** on the button and select **Delete**.



Alternatively, you could leave the microphone button there to enable the person using the book to record their own voice reading the story. This could be done after listening to your recording, or immediately, if the reader is more confident.

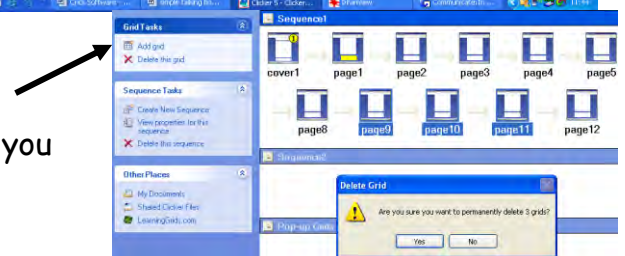
## Deleting surplus pages

The Book Making Templates have either 12 or 20 pages but your story may have a different number. To remove pages you need to select **Explorer** from the editing toolbar. There you can see the pages of the book in **Sequence1** and the range of grids available in **Master Grids**.



Page 12 has a button to return to the start of the book so leave that one in.

To select the others, **control-click** on each one to highlight, then choose **Delete this grid** from the **Grid Tasks** pane. You will be asked to confirm that you want to delete these grids. Click on **Yes**.



## Creating additional pages

If you need more pages than are in your template you can easily add more. Open the **Explorer**, **control-click** on the second last page (last one has a 'return to start' button) and **drag across**. Repeat as often as you need. Don't worry that the numbers are out of sequence, the forward button is set to open the next grid in the sequence.



## About the Start Again button



The button on the right on the last page will return the reader to the start of the book. If you do not wish to have this option then just remove the button. **Right click** on the Start Again button and select **Delete**.

## Saving your activity

As this activity allows users to make changes to the story by adding their own voice it may be best that you save it as a template. When the activity is opened the user can then save it into their folder where it is saved as a Clicker5 file. Go to **File** and **Save Grid Set 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 copies are to be placed in an individual user's folder then saving it as a Clicker5 file in your filing system and copying it across is fine.

## 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.

## Printing books

When printing a book there is no need to have anything but the pictures and text in print. These templates are set so that this happens. Should you have added any new cells then you can prevent these from printing: right click on the cells you don't want then select **Cell properties > General > Hide cell in printouts**.

## ALL DONE!

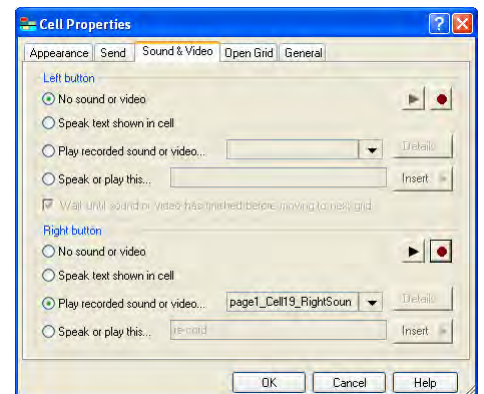
The above guide should enable you to create a basic talking book. Additional information that you may find helpful is included in the next section.

## Additional Information

### Recording your own sound using the Cell Properties Dialogue

The forward, back, listen and record cells in the template are set up to use the synthesised speech. You may wish to record your own voice or a different message for these.

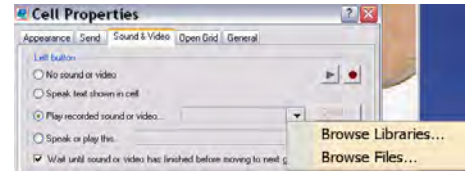
To do this, go to **Edit Mode** then **right-click** on the cell and choose **Properties > Sound & Video**. Click on the **Play recorded sound or video** in the **right button** box. The record button is the red one on the right hand side; get ready to talk as it records straight away: click on the **round button**, **speak** then click on the **round button** again to stop. A name for the sound will appear in the Play recorded box. To listen to your recording, click on the arrow button.



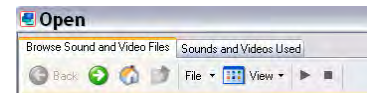
## Browsing for sounds

You may wish to have a sound or some music played in a cell rather than having text read. This might be good to use on 'The End' page. If you have a piece of music recorded, perhaps a class music session or an individual singing then you could add this in.

**Right click on the cell, go to Properties > Sound & Video.** Click on the **Play recorded sound or video** in the left button box. Choose **Browse Libraries or Files** and locate the sound file.



Note that you can listen to the file before choosing it, to check it is the one you want, by using the play and stop buttons.



## Dragging a sound onto a cell using the Sound Palette

This is a good one to use when you have a number of cells you want to attach sounds to. Click on the **Sounds palette > Browse Sound and Video files**, locate the file then click and drag the file across to the cell. Left-clicking in the cell will result in the sound playing.

## Inserting video

Video can be added as simply as the pictures and sounds and activated by clicking on the cell. You can also add in a video button which plays the video (in the original cell) when you press it. If you have a mixture of pictures and videos in a book then it helps to show that there is a video to view if you have a video button. The video will play either by clicking in the cell or on the video button. Either way you first need to attach the video to the cell.

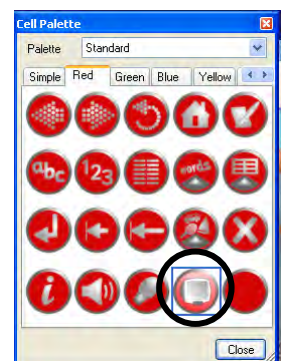
## Playing a video directly

Right-click on the cell you wish to attach the video to. In the left button box select **Properties > Sound & Video** and choose **Play recorded sound or video**. Click on **pull down arrow > Browse Files** then locate the video file. The filename will appear in the box.

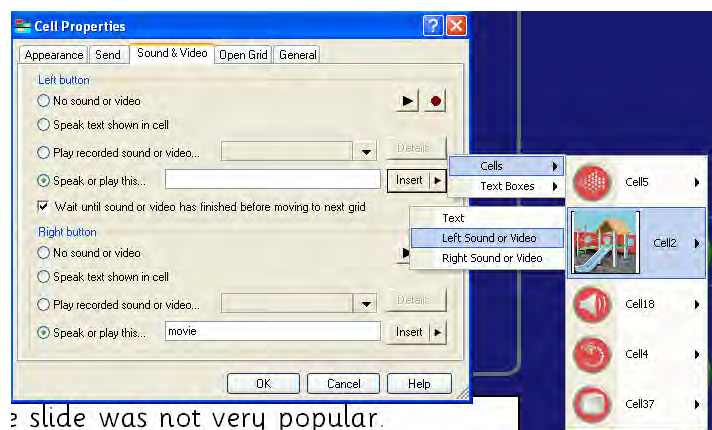
## Playing a video using the video button

As it is impossible to tell if a picture has a video to play it is probably easier to have a video button to indicate the option of watching a video. When the video button is pressed the video will play in the cell you attached it to. Clearly, the video does need to be attached to the cell you are linking to first using the method above.

There is already a button in the cell palette which is set to act as the video link. Open the **Cell Palette** from the **Editing Tools bar** then choose one of the coloured tabs. As the book template has buttons with a red background it makes sense to use the red buttons but you could use any of the colours. Click and drag the video button across to the page.



**Right-click** and select **Properties** then click on the **Sound and Video** tab. Notice that the right mouse click is already set to prompt 'movie'. You need to link to the cell with the video in it. In the left button dialogue choose **Speak or play this ... > Insert > Cells** and select the cell that has the video attached to it. Now select the **Left Sound or Video**.



The video will play whether you click on the actual cell or the video cell.

## Registering libraries

If you have libraries of sounds or pictures which you are going to use regularly then it is easier to find if you have them registered. Both are registered by clicking on **File > Settings > Picture and Sound libraries > Pictures/Sounds**.

Once libraries are registered you can choose the Picture or Sound icon in the Editing Tools palette and see the libraries you have chosen rather than having to navigate through the computer system.

Libraries can be registered as temporary, making them only available in that particular grid set, or permanent and available for all.

**NB If you only register as a temporary library then the files are not embedded in the grid set and won't be available if you move the file to another machine.**

Unless there a lot of video files, which take up a lot of room, then it is best to register a library as permanent.

## Switch Access

When a user logs on the Access Settings is set in their profile although it is possible to Export and Import Settings so that more than one user can access their files without having to switch users.

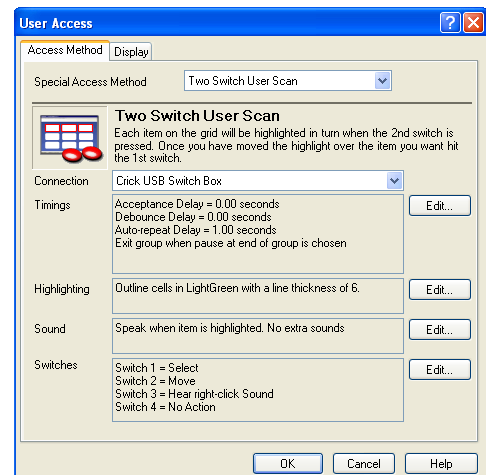
To set the User Access go to **Options > User Access**.



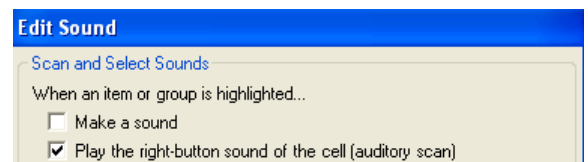
The Access Method is chosen from the drop-down menu in **Special Access Method**. There is a choice of None/Single Switch/Two Switches.

Within **Access Method** the settings for the Connection, Timings, Highlighting, Sound and Switch can all be edited.

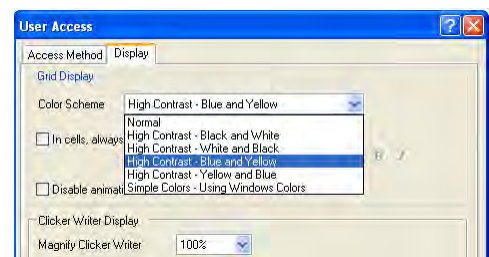
The only connection available at the moment is the Crick USB although others will work if they are set to send F7 and F8.



**Auditory scanning** can be set if you choose **Edit** to the right of the **Sound** box and select 'auditory scan' in the **Edit Sound** box



Within **Display** the colour scheme and level of magnification can be set.



The Book Making templates have been created to scan in a sensible order, so should work fine once you have the settings correct.