

**The "How-Go" Guide for Modifying an IntelliTools Classroom Suite
IntelliMathics Activity
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**Target Activity: Counting Trucks (IntelliMathics 3)
Target Task: Modify all Features of the Activity**

Directions:

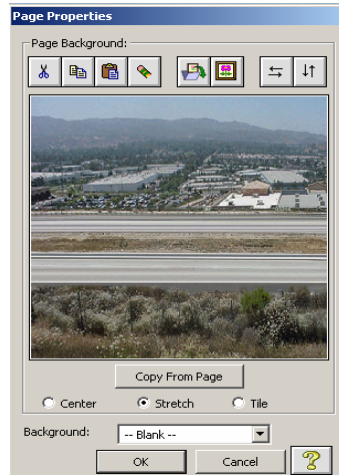
- 1) Open the "Counting Trucks" IntelliMathics activity. This activity can be located by accessing the following folders, beginning from the *Navigation Screen* : "Activities" → "Math" → "Counting Trucks"



- 2) Once the activity is open, you will notice there is a different look to this particular activity than what you have seen in other Suite applications. Refer to diagram below that labels each tool available for modification within the activity.



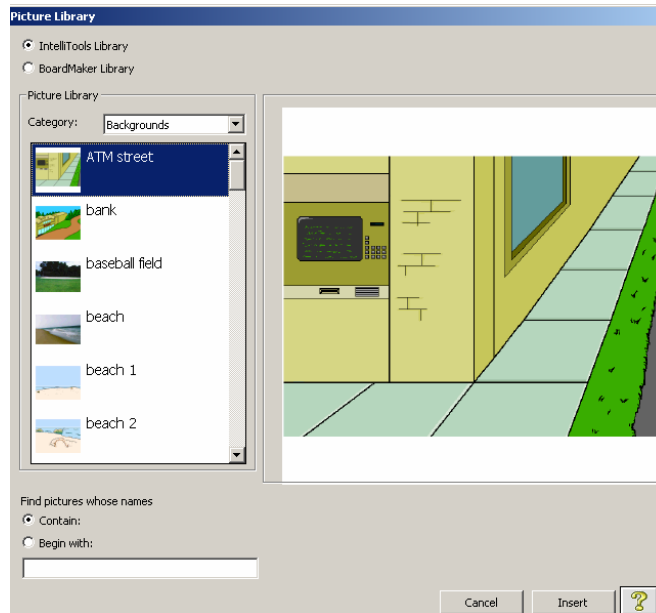
- 3) Let's begin by modifying the "Page Background" for the activity. Simply, right mouse-click in the space provided for the background picture. A "Page Properties" dialog box appears on-screen.



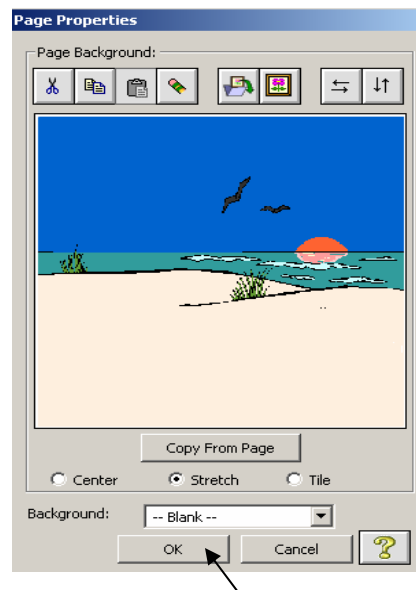
- 4) To modify the "Page Background", click on the icon for the picture library from the "Page Properties" dialog box.



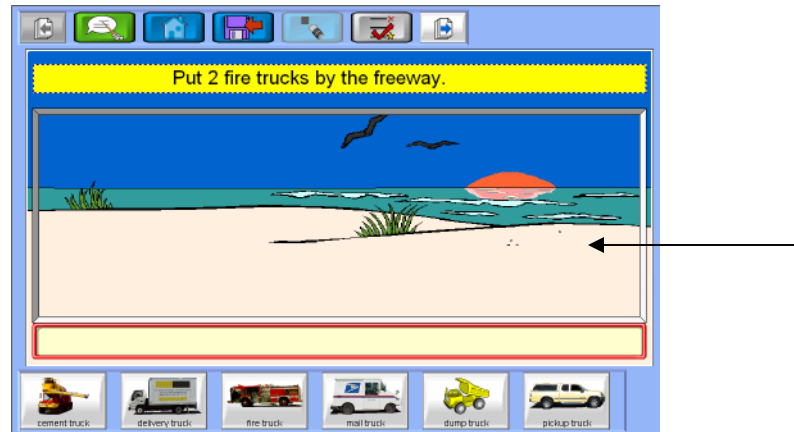
- 5) A "Picture Library" dialog box appears onscreen. You can choose to search for pictures within either the IntelliTools picture library or the Boardmaker picture library by selecting the desired library at the top of the dialog box. Once a picture library is selected, you can search for a picture within a category or by typing in the name of the picture in the space provided at the bottom of the dialog box.



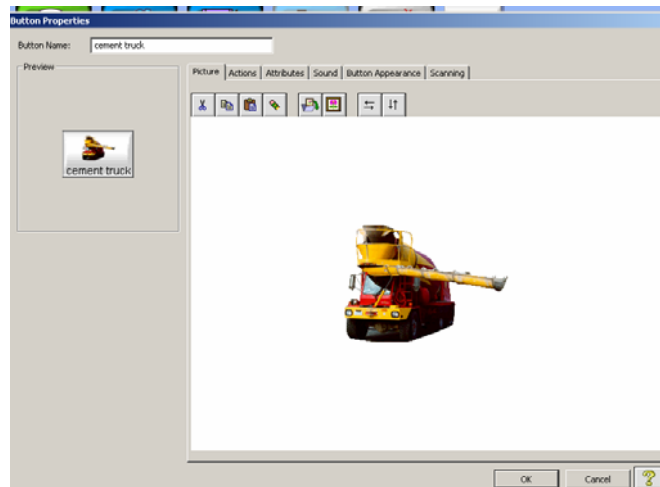
- 6) Once you have located a picture for your button, click the button labeled, "Insert" at the bottom of the dialog box. Your new picture will now appear within the "Button Properties" dialog box. Simply click "OK" at the bottom of the dialog box to insert the picture into the page background.



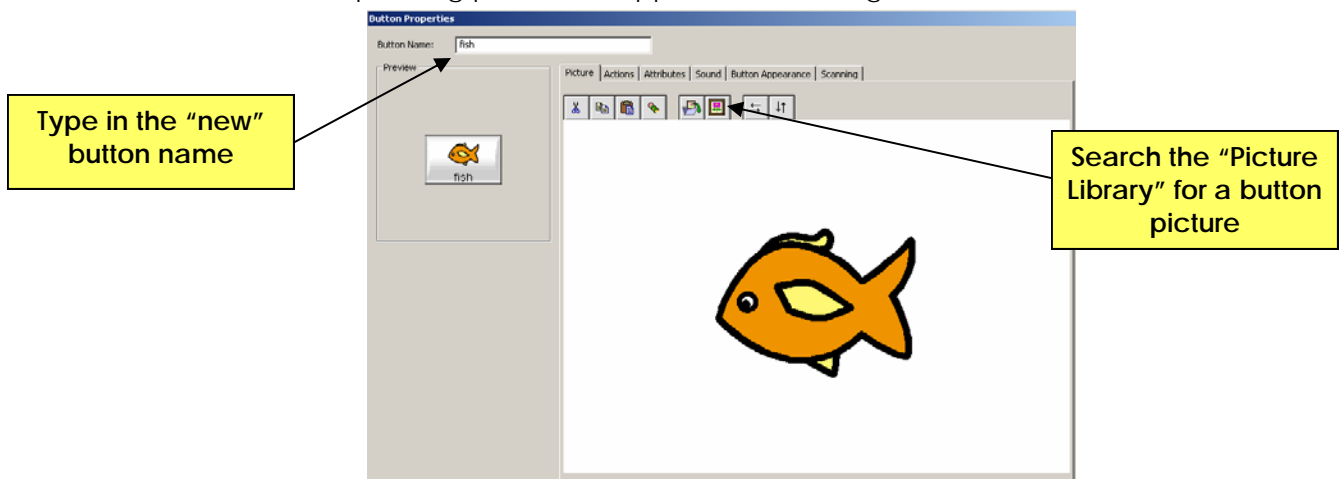
- 7) Your newly selected picture will now appear within the Classroom Suite activity. You have successfully changed the page background for your new activity!



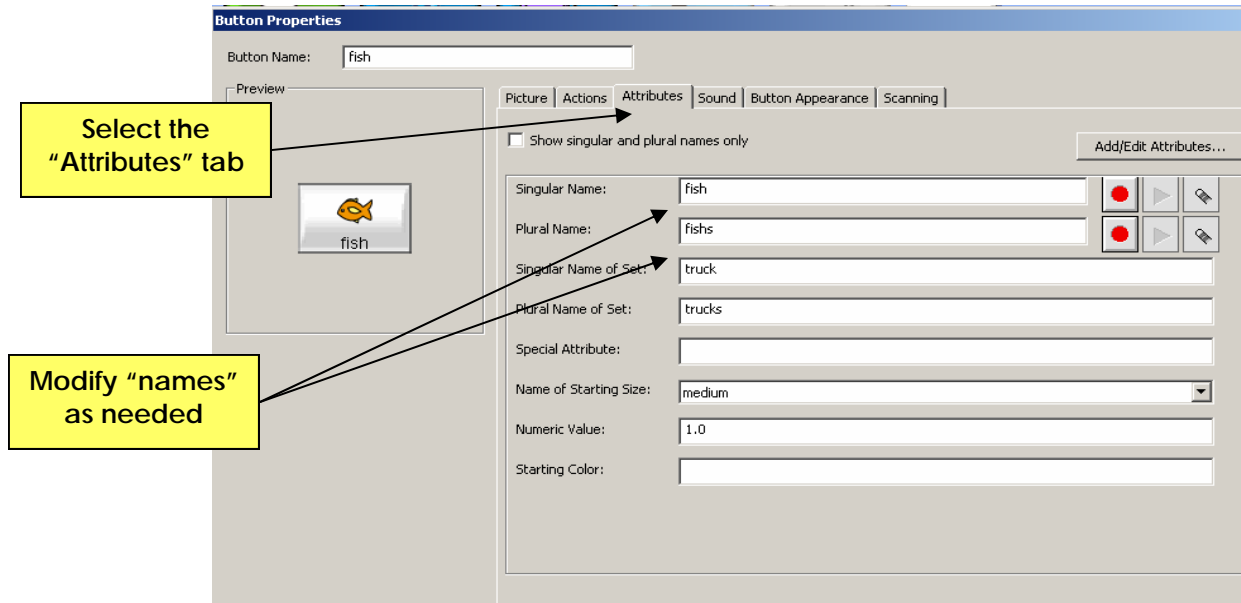
- 8) Now, let's modify the pictures in the toolbar to correspond to the selected page background. To do this, simply right mouse-click on any of the buttons displayed within the toolbar in order to display the "Button Properties" dialog box for that particular button.



- 9) Under the "Picture" tab, modify the button by first typing in the new button name in the text field provided at the top of the dialog box. Next, modify the picture for the button to correspond to its name by following the same steps for modifying the page background. Once you've done this, your new button name and corresponding picture will appear in the dialog box.



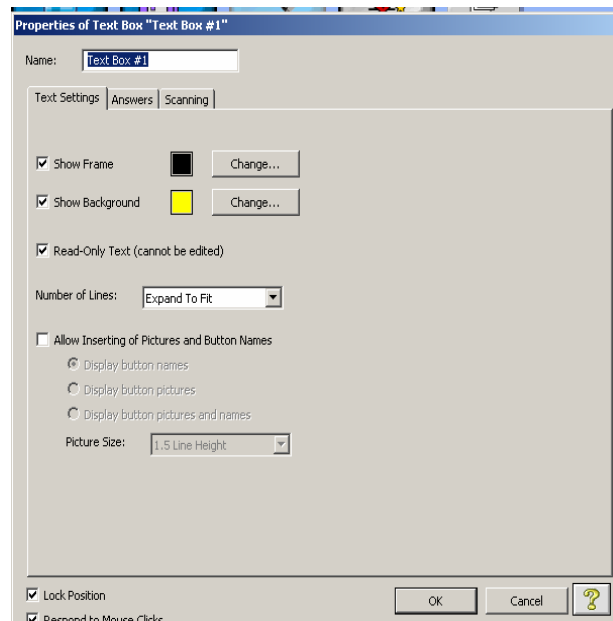
10) Next, select the "Attributes" tab at the top of the dialog box. Make sure the singular and plural names are spelled correctly. Make corrections as necessary.



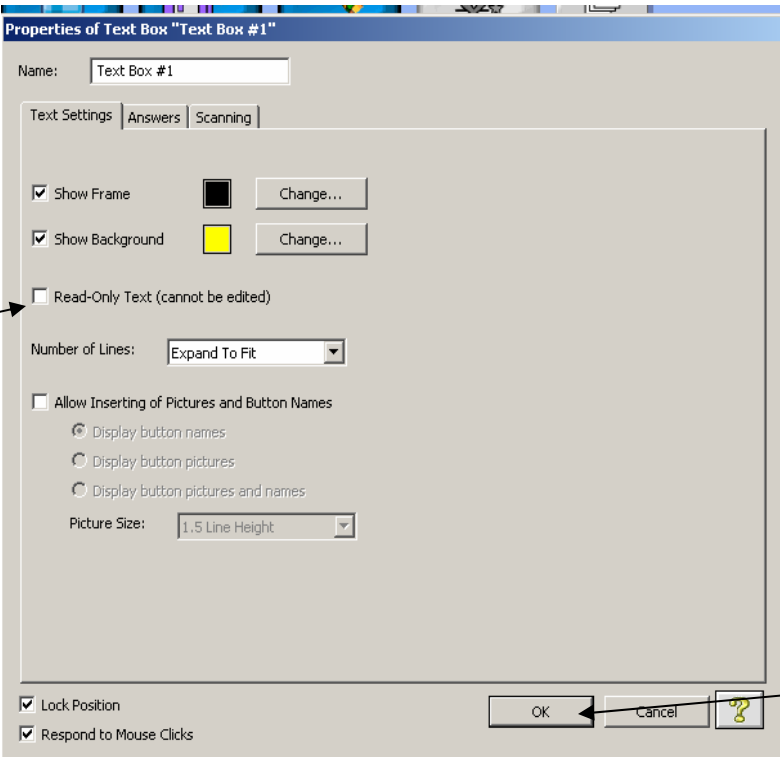
11) Once the attributes have been modified for the button, simply click "OK" at the bottom of the dialog box. You have now successfully changed the button name, the button picture, and the attributes! Continue modifying all of the buttons within the toolbar following steps #8 through #11.



12) Once you have modified all of the buttons within the toolbar, we will now modify the text boxes contained within each page to reflect the appropriate vocabulary. To do this, simply right mouse-click on the text box. A "Text Box" dialog box appears on-screen.



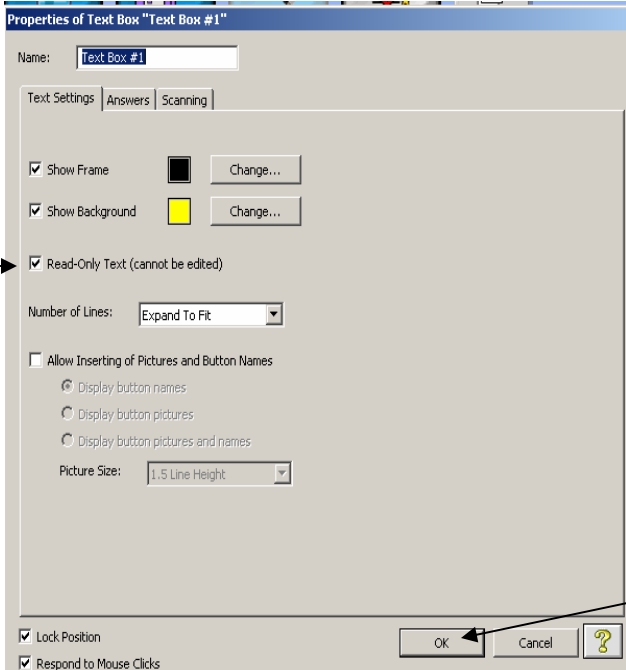
13) From the "Text Box" dialog box, click in the checkbox next to "Read Only" to deselect it so that we can modify the text. Then click "OK" at the bottom of the dialog box to return to the activity.



The screenshot shows the "Properties of Text Box" dialog box for "Text Box #1". The "Text Settings" tab is active. The "Read-Only Text (cannot be edited)" checkbox is currently unchecked. A yellow callout box with the text "Deselect 'Read Only'" has an arrow pointing to this checkbox. At the bottom of the dialog, the "OK" button is highlighted with a yellow callout box that says "Click 'OK' to return to the activity". Other options include "Show Frame", "Show Background", "Number of Lines" (set to "Expand To Fit"), and "Allow Inserting of Pictures and Button Names".

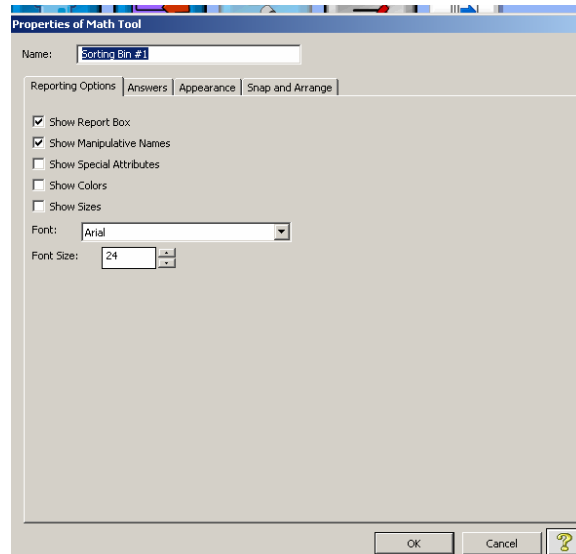
14) Now, click in the text box and modify the question to correspond with the newly changed buttons. Next, right mouse-click to open the "Text Box" dialog box again. Click the checkbox next to "Read Only" so that the text cannot be edited. Then, click "OK" at the bottom of the dialog box to return to the activity.

Put 2 fish in the ocean.

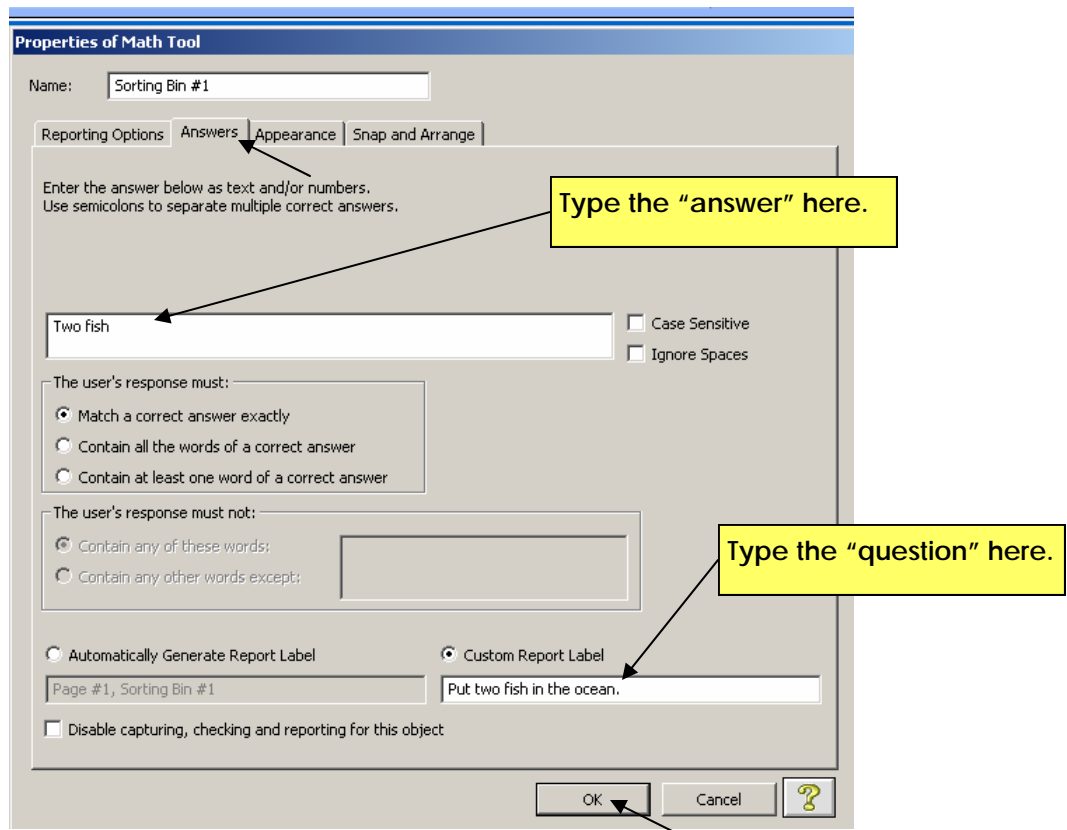


The screenshot shows the "Properties of Text Box" dialog box for "Text Box #1". The "Text Settings" tab is active. The "Read-Only Text (cannot be edited)" checkbox is now checked. A yellow callout box with the text "Click the checkbox next to 'Read Only'" has an arrow pointing to this checkbox. At the bottom of the dialog, the "OK" button is highlighted with a yellow callout box that says "Click 'OK' to return to the activity". The text "Put 2 fish in the ocean." is visible in a yellow box above the dialog.

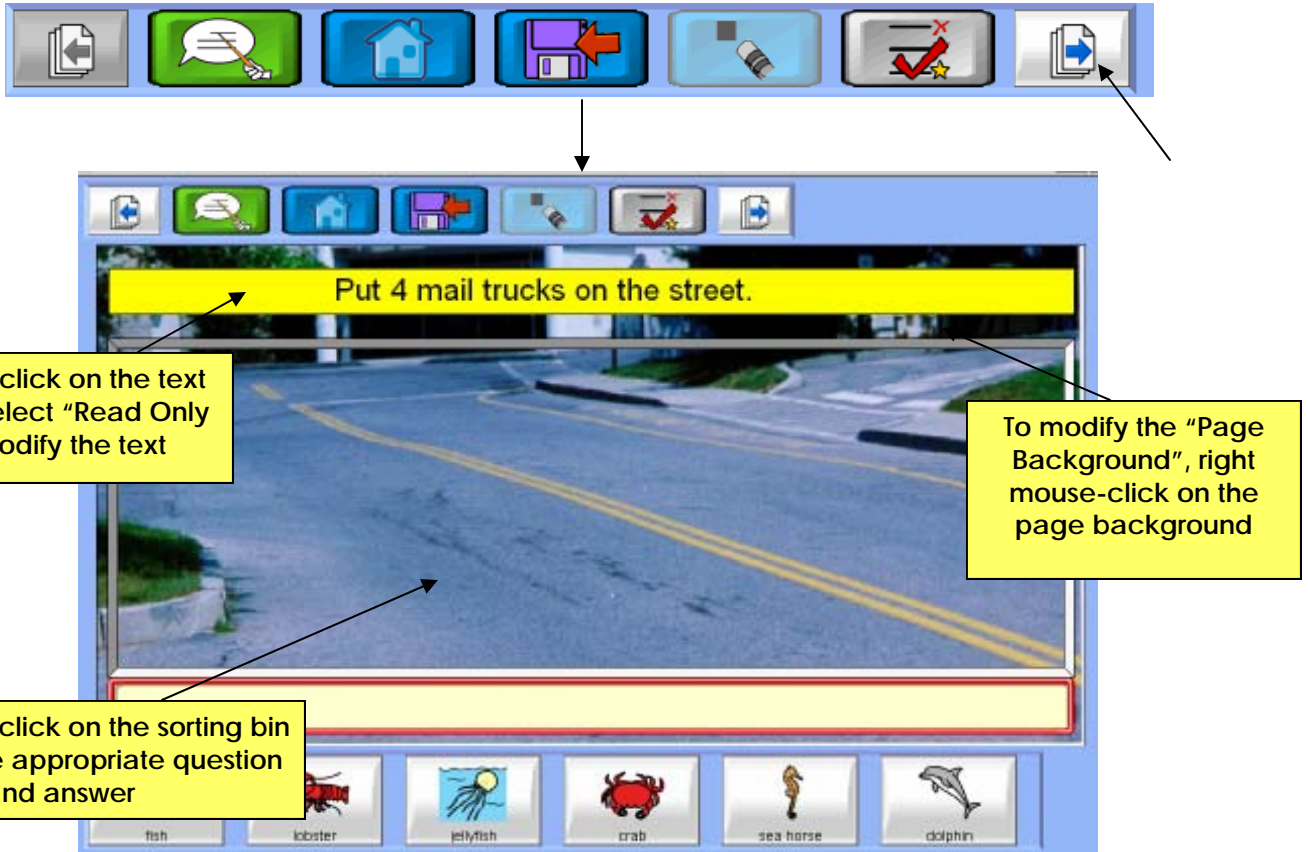
- 15) Next, right mouse-click on the "sorting bin" to modify the answer to correspond with the statement appearing in the textbox. A "Properties of Math Tool" dialog box appears on-screen.



- 16) Click on the "Answers" tab at the top of the dialog box. Type the correct answer in the first text field in the dialog box. Next, modify the "Custom Report Label" so that it matches the text appearing in the text box within the onscreen activity. Then, click "OK" at the bottom of the dialog box to return to the activity. Test sorting the appropriate picture into the sorting bin based on the statement provided in the text box. Click on the "Check Work" button in the toolbar at the top of the screen to check your answer.



17) Now, that you have successfully changed one question and answer, let's move on to modify the rest. To change the next question and answer, simply click on "Next Page" in the toolbar appearing at the top of the screen. The next page in the activity will now appear onscreen. You will notice that the "page background" will need to be modified to correspond appropriately to the button pictures. To change the "page background, follow steps #4 through #7. Next, modify your onscreen text box and corresponding answer following steps #12 through #16.



18) Once you have made all the desired modifications to the activity, remember to **SAVE** your newly created activity by selecting **File** → **Save as Activity** Rename the activity for future use. Congratulations, you have successfully modified an IntelliMathics activity!

