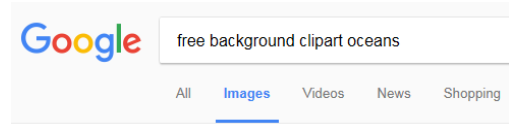


Instructions for the SMART Table Hot Spots One to One Matching

1. Google “free background clipart” and add the topic such as “wild animals”, “farm animals”, “plants” etc. For this activity I googled “free background clipart ocean”. Make sure you click on images.



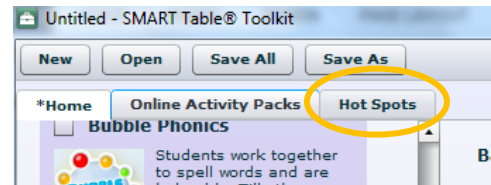
2. Click on your picture, right click and copy the image that you find.
3. Open the SMART Table Toolkit on your computer.



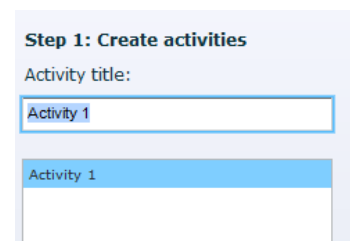
4. Put a checkmark beside Hot Spots in the left hand panel.



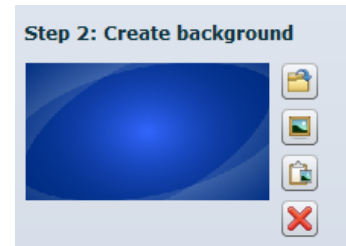
5. Click on Hot Spots at the top of the screen so you can create the activity.




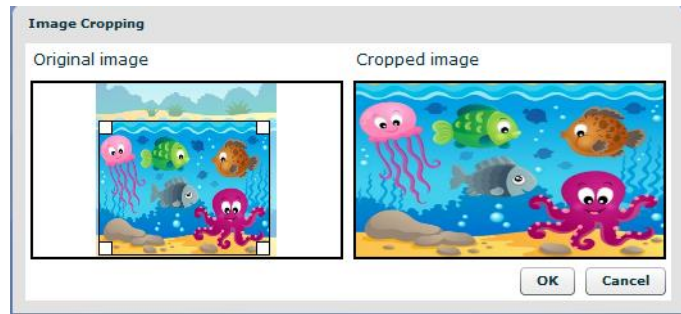
6. You can see that you are working on Activity One in Step 1. We can add more activity pages for this Hot Spot game.



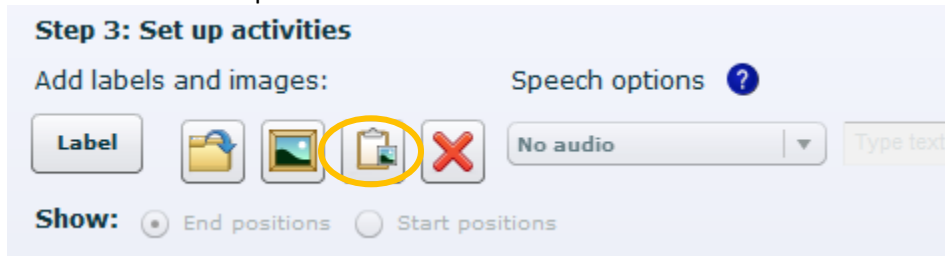
7. Now move to Step 2.



8. Since you copied the picture you can click on the Paste icon  to insert your graphic. You will see a cropping tool open. Move the small corner squares to isolate the part you want and click OK.



9. Now we move to Step 3.

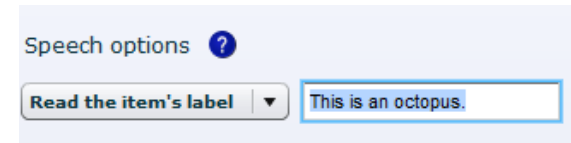


10. Click on paste once more. If you haven't done any copying since you got your background, it will still be in the computer memory.

11. Isolate one of the images in the background and click OK.



12. In Step 3 you will see options. You can add a word or sentence that will be read when the students click on the object. Change **No Audio** to **Read the Item's Label** and type in the words that you want the students to hear.



13. In Step 3, note that there are Start and End positions.



14. In the End position, place your picture where the student should move the object.

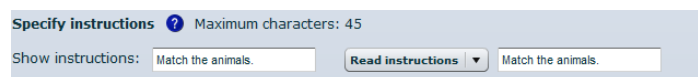


15. In the Start position, place your picture where you want it to first appear.

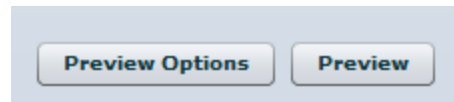


16. Continue steps 8 to 15 until all the pictures are isolated on the background.

17. At the bottom of the screen you can add instructions for the activity.



18. If you want to preview the activity, click on Preview at the bottom right of the screen. Note: You may have to install Silverlight.



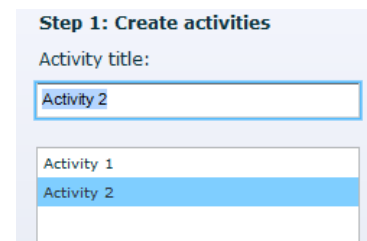
19. Here is the Preview in Start position.



20. Here is it in the End position.



21. Now you can go back to Step 1 and add other screens to your activity.



22. When it is complete, save your file to a memory stick by clicking on Save As. Put the memory stick into the usb port on the table and load the activity. See the Toolkit manual for specific details. It can be found on the Table Activity Toolkit download page.

If you have questions or comments about this activity, please contact me at pd@advanced-education.com