



# Using the Puzzle Template Tutorial

**Note:** This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using *IntelliPics Studio Player*.



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## Credits

*IntelliPics Studio* was produced through the collaborative efforts of many staff members at IntelliTools. Design: Arjan Khalsa, Scott Schafer; Project Management: David Robertshaw; Content Development: Suzanne Feit, Arjan Khalsa, Lucinda Ray, Patty Kilroy; Software Engineering: Scott Schafer, Paul Archibald, Fred Ross-Perry; User's Guide: Alan Rhody; Teacher's Guide: Lucinda Ray; Tutorial: Suzanne Feit, Lucinda Ray; Additional Development: Philip Nittenberg, Jeremy Bolan, Linda Finley, Meida Pang, Steve Gensler; Testing: Dale Goetsch, Lisa Carr, Mike Burns, Meida Pang, Chris Finley; Artwork: Patty Kilroy, Chris Santeramo, Michelle Graham, Mary Ann Zapalac, Jeremy Bolan; Support Services: Linda Finley; Packaging: Patty Kilroy.

## Puzzle Template Credits

Tutorial: Ann Brundige, Puzzle template, activities, and photos © 2002 annbrundige studio.  
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## Table of Contents

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The Puzzle activities for *IntelliPics® Studio* enable early learners to complete a puzzle, one piece at a time.

In this tutorial, you will start by exploring one of the sample puzzles. Later in the tutorial, you will learn to create a customized puzzle, using the Puzzle template.

## Universal Design

The activities you create using the Puzzle template and *IntelliPics Studio* are designed for all students, including those with physical or cognitive disabilities. Puzzle activities are ideal for inclusion classrooms, because all students can use them: with a mouse, an IntelliKeys® keyboard, or a switch. The Puzzle template includes a custom overlay (labeled Button Click Overlay).

## Important Note:

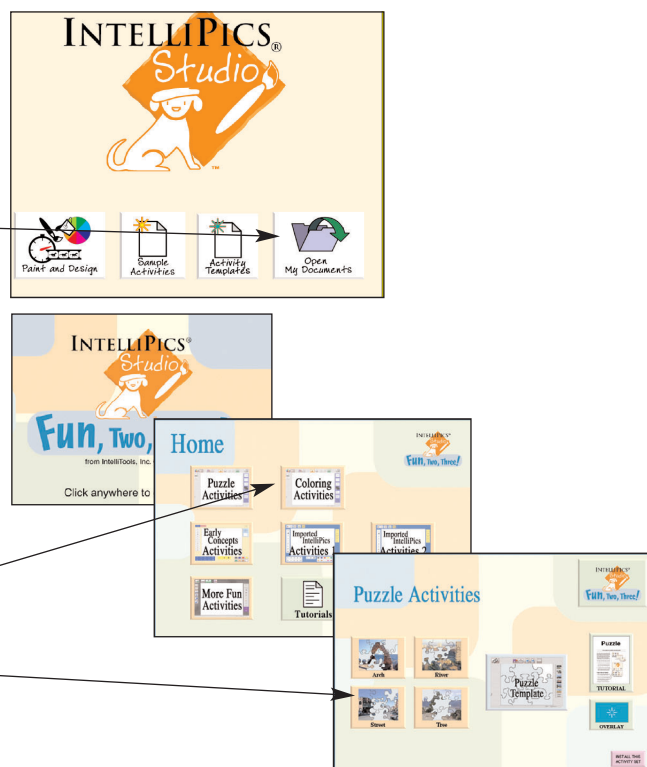
This tutorial requires that you have installed *IntelliPics Studio*. Authoring features necessary to complete this tutorial are not available when using the *IntelliPics Studio* Player.

## Beginning from *IntelliPics Studio*

1. If it is not open, launch *IntelliPics Studio*. When the program launches, the Home page is displayed.
2. Click the Open My Documents button.
3. Click the Template tab. Select the Fun, Two Three folder and open it.
4. Select Puzzle Street. Click Open.

## Beginning from the *IntelliPics Studio Fun, Two, Three!* CD

1. Open the *Fun, Two, Three!* CD.
2. Click the opening screen to proceed.
3. From the Home page that displays, click the Puzzle Activities button.
4. Click the Street button. The Street puzzle opens.

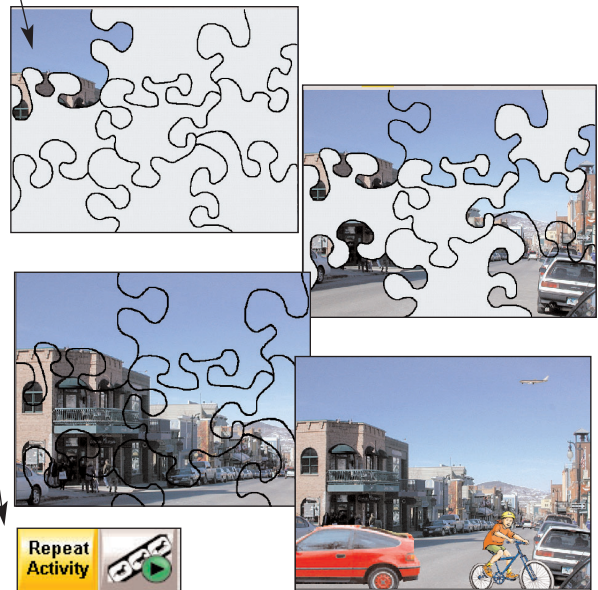
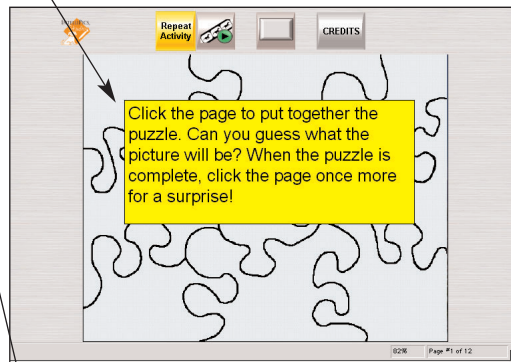


# Sample Activity

## Exploring the Puzzle Activities

1. Make sure you have located and opened the Street puzzle. (See the directions on page 1 of this tutorial.) The title screen displays.
2. Click the title screen to proceed to the next page.  
The directions “Click the page to put together the puzzle,” in the yellow text box, are read aloud.
3. Click the page. Notice that the yellow text box disappears and one piece of the puzzle picture becomes visible.
4. Click the puzzle again. A second piece of the puzzle picture becomes visible.
5. Continue clicking until the whole puzzle picture of the street is visible.
6. A final click causes vehicles and people to animate on the street.
7. Select the Play IntelliMation button to see the animation sequence again.
8. Select the yellow Repeat Activity button to put the puzzle together all over again.
9. Close this document without saving it.
10. There are three other puzzles included on the *Fun, Two, Three!* CD: River, Tree, and Arch. You can use these four puzzle activities immediately with students.

In the next part of this tutorial, you will learn to use the Puzzle template to create additional puzzles.



**Puzzle Sample Activity**

# Part 1: Using the Puzzle Template

The Puzzle template enables you to create a simple puzzle activity that is suitable for young students, including switch users. This template includes six different backgrounds and a variety of clip art for animations, so you can create many customized puzzles for your students. Once you have chosen a background, the template automatically creates a series of individual pages with the puzzle (using your selected picture) progressively filled in. You will create a simple animation for the finale of the completed puzzle.

## Opening the Puzzle Template

### From *IntelliPics Studio*

1. From the Home page of *IntelliPics Studio*, click the Open My Documents button.
2. Click the Template tab. Select the Fun, Two Three folder and open it.
3. Select the Puzzle Template. Click Open.

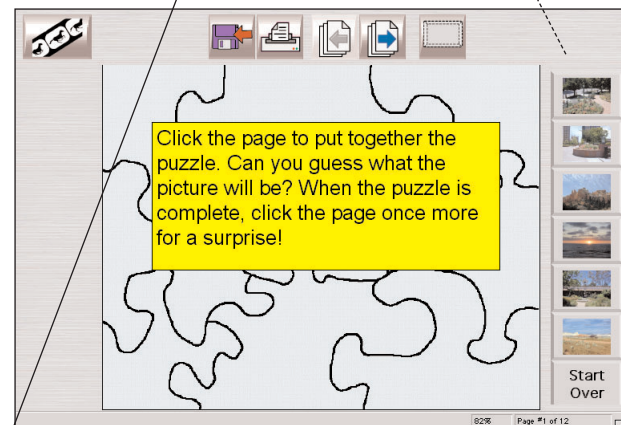
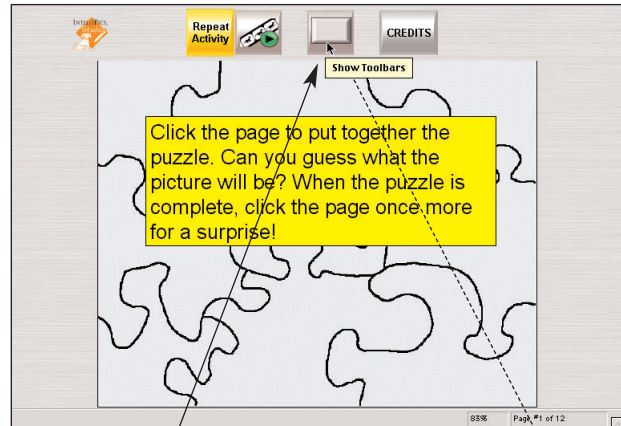
### From the *IntelliPics Studio Fun, Two, Three! CD*

1. From the Home page of the *Fun, Two, Three! CD*, click the Puzzle Activities button.
2. Click the Puzzle Template button.

## Selecting a Background

1. The first page of the template displays. It has a tool bar at the top.
2. Click the Show Toolbars item at the top right to see the palette of background choices at the right.
3. Click one of the background photos in the palette at the right. Clicking the background automatically inserts it on the page. In fact, this one click also places the background you have selected on all eleven pages of puzzle pieces.
4. If you want to change your selection, click the Start Over item. This will clear the template and enable you to make another choice.
5. You have just created the puzzle.
6. Save your document with a unique name, such as My Street.

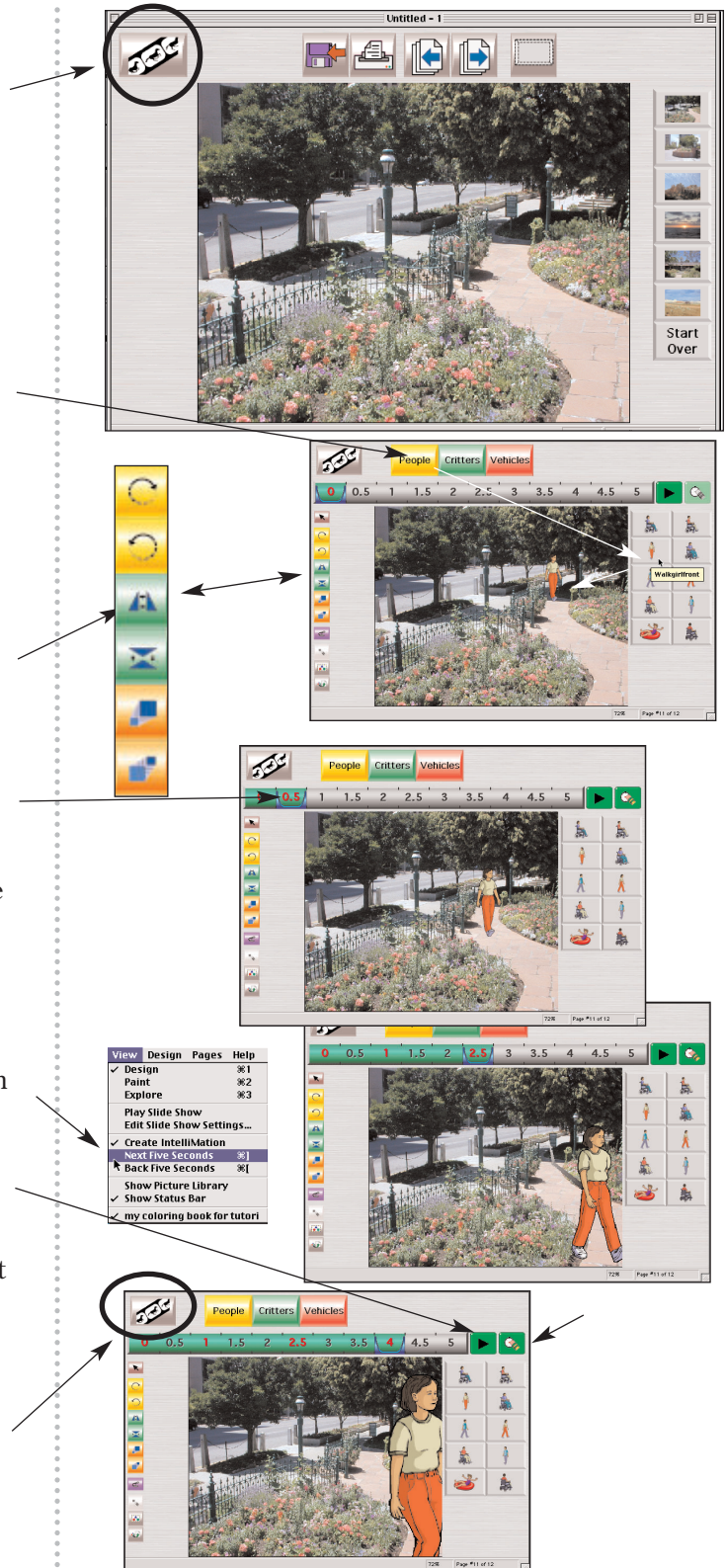
In the next part of the tutorial, you will create an animation sequence for the finale of the puzzle.



## Part 2: Creating the Animation Finale

You will be adding an IntelliMation (an animated sequence) to the final page of the puzzle.

1. Click the Create IntelliMation item at the top left of the page.
2. The IntelliMation timeline appears. You will use this timeline as you create an animation sequence.
3. Notice that two new palettes have also appeared. On the top is a palette of categories of objects to use in your animation.
4. Click one of these categories (people, in this example) to see the people you can use.
5. Select one of the people, such as the girl walking forward. Clicking it will place her on the page.
6. On the left is a palette of Transform tools that enable you to rotate, enlarge, or flip the object(s) you have chosen to animate.
7. With the girl selected, click one of the Transform tools. In this example, click Flip Horizontally to change the direction the girl is facing.
8. Next, click the 0.5 second mark on the time line. Move the girl to a new position on the page.
9. Click the 2 second mark on the time line. Move the girl to a new position on the page. Change the size or direction, if you wish.
10. Continue to click new time points and move the girl.
11. If you want to add more time to your animation, from the View menu, select Next 5 Seconds. Then continue your animation.
12. Click the arrow at the end of the time line to preview your animation.
13. If you want to remove timeline points or change your animation, click the Erase button at the right of the time line. It will remove the points one at a time.
14. When you are satisfied with your animation, click the Create IntelliMation button again to remove the timeline. Your animation will play automatically when this page opens.
15. Save your work. In the next section of this tutorial, you will prepare the puzzle for students.



## Part 3: Finishing Up

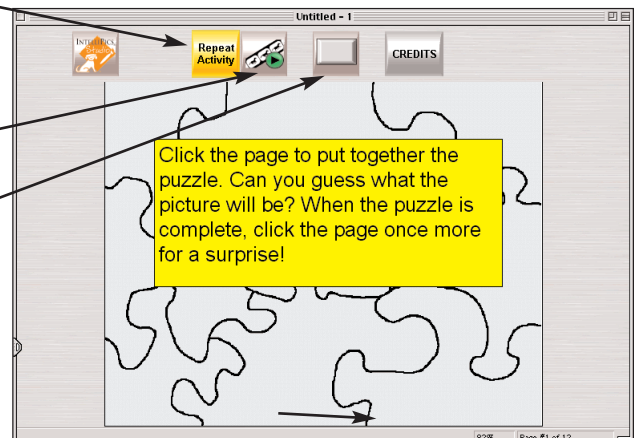
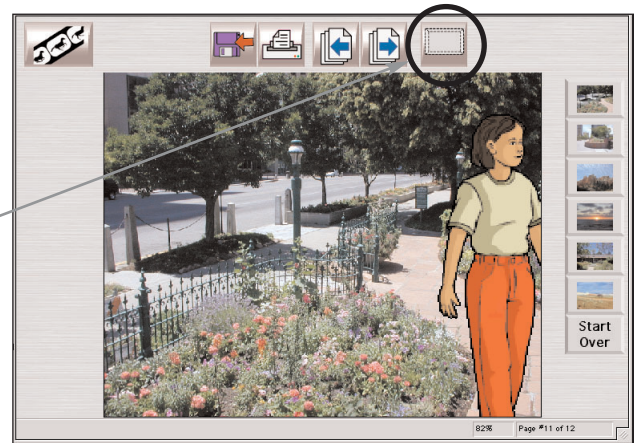
### Simplify the Page for Student Use

You have just created a puzzle that will work as if by magic. Good magicians always hide their tricks. In this case you will want to hide the palettes of tools you used to create the puzzle so the student can focus on completing the picture.

1. Click the Hide Toolbars item at the top right of the page. This will remove the tool palettes and return the activity to Page #1.
2. Notice that a new palette appears at the top of the page. The yellow button Repeat Activity item enables students to repeat the puzzle activity as many times as they wish. Clicking this Repeat Activity item returns the student to Page #1 and restarts the activity.
3. The Play IntelliMation item allows a student to replay the animation on the final page of the puzzle.
4. The Show Toolbar button enables you, the author, to show the toolbars again, in case you want to make changes.
5. Save your work. It is now ready to share with others.
6. Now try out the puzzle you have created. Be sure to click the last page again, so that the IntelliMation plays.

Congratulations! You have just created an activity that is ready for students to use. You can repeat the steps on pages 3–5 of this tutorial to create a large variety of additional puzzles.

The next two pages of this tutorial provide additional information about how this template was constructed. They also include tips on customizing the template even further by adding your own pictures.



## Part 4: Behind the Scenes


### Transparent Buttons

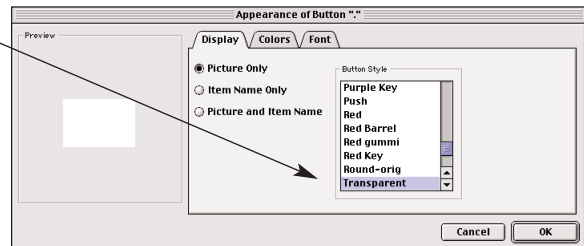
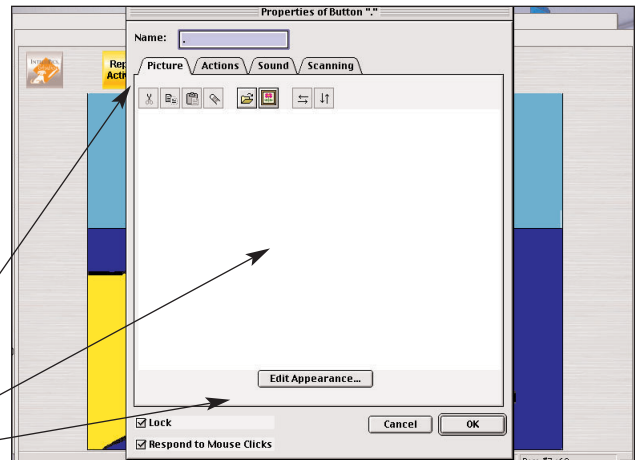
Part of the magic that makes this template work for students is the use of transparent buttons. The following section of this tutorial will explain how this works, in case you want to use this technique in other activities you create.

1. *IntelliPics Studio* includes the capability of placing buttons on the page. Buttons can perform a variety of actions, such as causing a sound to play, navigating to a new page in an activity, or even opening an Internet browser and going to a specific Web site.

In this activity, each page is completely covered with a transparent button. The action assigned to the button is to go to the next page.

2. Press **[Ctrl]** and click any page of your activity.
3. The Properties of Button dialog box displays, opened to the Picture tab. Notice that the button has no picture.
4. Click the Edit Appearance button and you will see that the Transparent Button Style has been selected. This means that the student using the puzzle does not see that a large, transparent button is covering the whole page.
5. Click OK to return the Properties of Button dialog box. Next you will learn about button actions, which cause the page to turn.

 **Note** The illustrations in this tutorial are intended to be similar to what you see on-screen. Some may differ depending on the computer system you are using.



### Page Actions

1. Click the Actions tab. Notice that the action assigned is to go to the Next Page. In other words, by clicking the transparent button, students are actually navigating to the next page (which has an additional puzzle piece filled in).

A Play Sound action has also been assigned, but no sounds have been added to this activity. (You could do this at a later time.)

2. These buttons are already set up to respond to scanning or to the Intellikeys keyboard, for students who will be using these input devices.



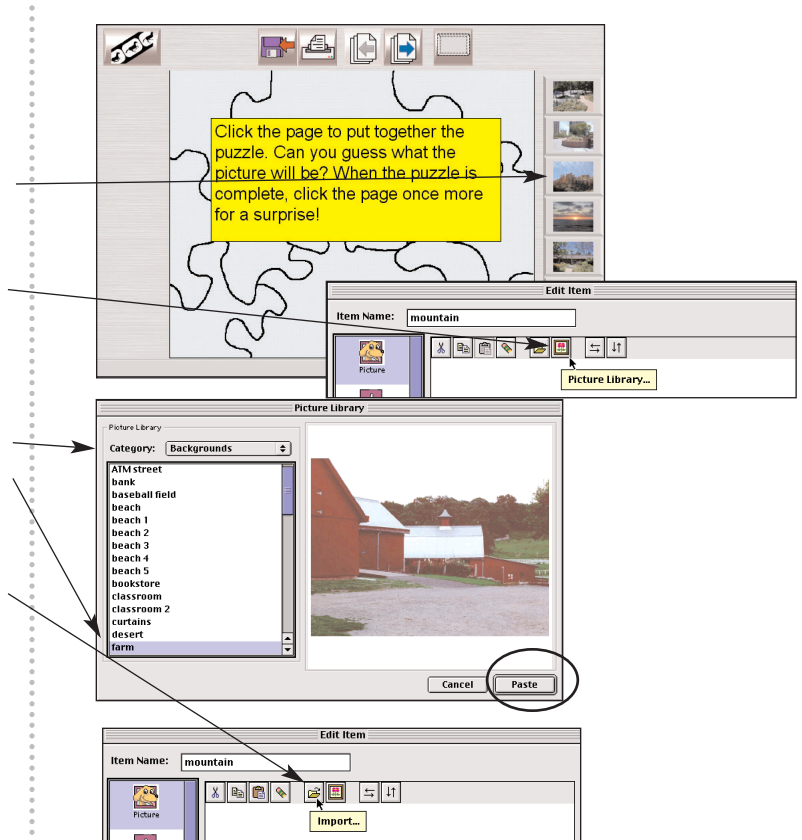


## Part 5: Customizing the Template

### Adding a New Background

It is possible to use your own photo or picture for a puzzle background, rather than using the pictures provided in this template.

1. Press **[Ctrl]** and simultaneously click any one of the background picture items provided. The Edit Item dialog box displays.
2. Click the Picture Library button. When the Picture Library dialog displays, use the Category drop down list to locate a different background in the *IntelliPics Studio* Picture Library.
3. Select the Backgrounds category, and then select a new picture. Click Paste to place your selected picture into the palette of available backgrounds.
4. You can also click the Import button. Then navigate to a background you wish to use that you have stored elsewhere on your computer, or on another CD. This example shows navigating to the extra pictures available on the *IntelliPics Studio* CD.
5. When you locate the picture you want, click Open, and it will replace the previous picture on the template's palette of background choices.



### Adding New Objects to Animate

It is possible to use your own pictures of objects to animate, rather than using the pictures provided in this template, as you have learned to do above with backgrounds.

1. Click the Create IntelliMation item. Then click People, Critters, or Vehicles. The palette of objects available to animate will appear at the right of the page.
2. Press **[Ctrl]** and simultaneously click any one of the objects provided. The Edit Item dialog displays.
3. Click the Picture Library button and locate a different picture in the *IntelliPics Studio* Picture Library (as in steps 3 and 4 above). Click Paste to put your selected picture into the palette of available objects.
4. You can also click the Import button. Then navigate to a picture you may have stored elsewhere on your computer that you wish to use. When you locate it, click Open, and it will replace the previous picture on the template's palette of choices.

