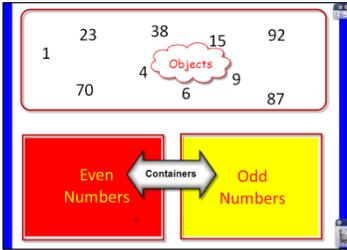
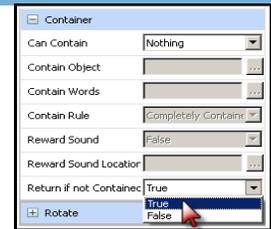
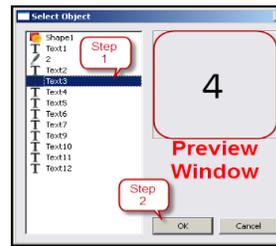
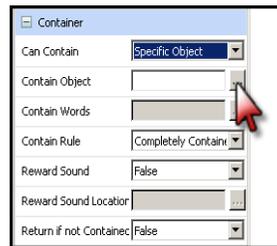
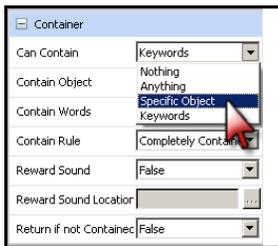


Preparing for Containers



Before adding properties to all the objects, create the page the way you would like it to appear. You will need to create containers (shapes or pictures are 2 options) and the objects you wish to contain. Make sure you have locked your containers so that they will not move when the students are dragging the objects to them. An example is shown to the left. I have created 2 containers, one for even numbers and one for odd. I then created 10 “objects” representing both even and odd numbers. Objects can be pictures or text. You can choose to create you containers by either specific objects or keywords.

Creating a Container for Specific Objects

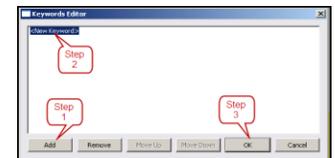
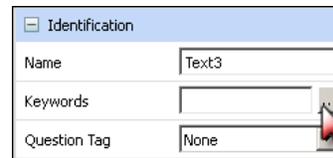
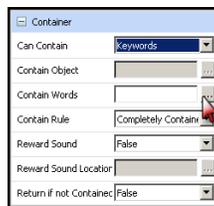
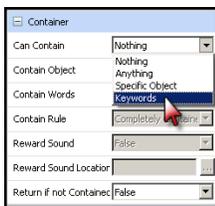


- ***This will need to be done for each container*****
- Step 1:** Open the Property Browser
 - Step 2:** Select the object you will use as a container
 - Step 3:** Expand the Container tab in the Property Browser
 - Step 4:** Click “Can Contain” and select “Specific Object”
 - Step 5:** Click on the “Contain Object” browse box
- ***Save often*****

- Step 6:** Select the object you wish to contain...use the preview window to confirm your choice.
 - Step 7:** Click “OK”
- ***Repeat for each object you wish to contain in that container.*****

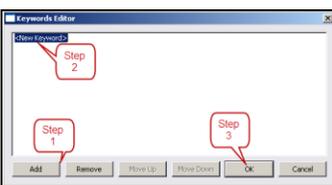
- Step 8:** In order to have objects returned if they are placed in the wrong container, individually click all the objects that will be contained. In the Container tab select True in the “Return if not Contained” section.

Creating a Container for Keywords

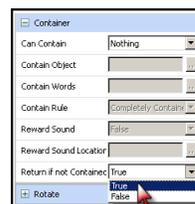


- ***This will need to be done for each container*****
- Step 1:** Open the Property Browser
 - Step 2:** Select the object you will use as a container
 - Step 3:** Expand the Container tab in the Property Browser
 - Step 4:** Click “Can Contain” and select “Keywords”
 - Step 5:** Click on the “Contain Words” browse box
- ***Save often*****

- ***This will need to be done for each object*****
- Step 9:** Select the object you wish to identify
 - Step 10:** In the Property Browser select the Identification tab
 - Step 11:** Click on the “Keywords” browse box
 - Step 12:** Click “Add”
 - Step 13:** Type in the keyword you want associated with that object
 - Step 14:** Click “OK”



- Step 6:** Click “Add”
- Step 7:** Type in the keyword you want associated with containing
- Step 8:** Click “OK”



- Step 15:** In order to have objects returned if they are placed in the wrong container, individually click all the objects that will be contained. In the Container tab select True in the “Return if not Contained” section.

