

Creating Accessible Interactive Books and Writing Activities with Boardmaker Plus v.6.

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These book and writing activities can be found on the Adapted Learning website www.adaptedlearning.com and at www.connectivetechologiesolutions.com

We're going to share with you a number of different templates for different book and writing activities. Some of the templates are really not so complex, and if you take the time to understand how they work, it will open your mind to creating your own activities and templates. Others of these templates incorporate fancy scripting in order to give them some extra "wow" features. These templates are easy to populate with your own content, but don't worry if you don't understand how they work!

The templates that you'll want to examine and learn from are marked below with an "***". You can analyze how each of these activities are constructed by double-clicking on any of the buttons contained within the activities. There you will see the action, or list of actions, that these buttons contain, in order to help you understand what happens when a button is selected. Any of these activities can be adapted for your own use, including removing certain actions to simplify them. An example might be removing a button action that inserts the button image into a Message Display window, but keeping the Type Message action that types text into the Message Display.

Talking Book Template – creating your talking books quickly and easily!

In the past, creating a book in Boardmaker meant creating your pages, then going back and editing each "next page" button to make sure the pages all linked to each other correctly. The Talking Book Template takes care of all that tedious linking for you, letting you focus on writing your story. It also adds a bunch of neat features, like a slideshow mode (click anywhere on the screen – great for early switch users) and configurable navigation controls.

How to Use the Template: *see instructions on CD for Using the Talking Book Template*

Some things to keep in mind:

- You can add as many pages as you like – just make sure to name each page sequentially, i.e. "page1", "page2", "page3"
- The "two-small graphics" layout is often a great way to fit more information on to one page, while breaking it up into manageable pieces with clear visual supports.
- You can add recordings instead of using text-to-speech (see the "how-to" instructions).

"What If?" Stories – let your students decide the outcome of the story

Do you remember the Choose Your Own Adventure books? Where you, the reader, could choose the actions of the main character, thus deciding the outcome of the story? Using the

“What If?” Story Template, you can create your own “What If?” story, where your students make the choices. The directions for creating your own are embedded in the activity itself. Some ideas for What If? Stories”

- social stories where you can see the consequences of the choices you make
- adventures where the student chooses where to go
- mysteries where the student finds clues to solve the mystery

How to Use the Template: *see instructions on CD for Using the What If? Story Template*

****Easy Story Writing I** - constructing a narrative using whole sentences and a single character

This activity allows the student to write a simple story by choosing whole sentences. First, the student chooses the “Who” button and selects a character that they will write about. This takes them to that character’s page, where they will start each sentence by clicking on the “character” button. Next, the student clicks on the “Character” button, which presents a popup with preset sentences specific to this character such as such as “The fireman smelled smoke” or “The fireman rode the fire truck.” Choosing one of these buttons inserts an image and types the phrase into the Message Display. The student selects as many sentences as he/she likes to create their story. When he/she is finished, choosing the Finished button will open a board allowing them to print or save their story.

TO EDIT THIS TEMPLATE:

1. Start with the “who pop” board. Populate this with your own choice of characters.
2. Now for each character:
 - a. Open up their main board (“character1”, “character2”, or “character3”)
 - b. Place the image and name of the character in the character button.
 - c. Open up their popup board (“character1 popup”, “character2 popup”, or “character3 popup”)
 - d. For **each button** on the popup board:
 - i. Place an image and text.
 - ii. Double-click on the button to see the actions on that button.
 - iii. Double-click on the Type Message action, and type in the sentence that you want to be written.

The main boards – the “beginning board” and each character board – are basically the same. They each have a Message Display to show your writing, and a button with a Go To Popup action, that links to a popup with the writing choices.

The popup boards – “who popup” and each character popup board – have the buttons that actually write the story. Each button has the 3 main actions: a Picture Button action, that puts the picture from the button into the Message Display; a Type Message action, that types in the sentence; and a Return to Last Board action, that closes the popup and brings us back to the main writing board. Note that the “Hide Text” option for the Picture Button action is checked off, so that it will put only the picture from the button, not the label – since we are using the Type Message action to put in our own text.

****Easy Story Writing II** - constructing a narrative by selecting multiple characters and constructing sentences

Similar to the Easy Story Writing I activity, however this time, when the student selects any of the characters, the characters name is typed into the Message Display and a pop-up board of action phrases opens. When the student selects one of the phrase buttons a Type Message action, will complete the sentence, such as “The girl smelled smoke.” A Return to Last Board action closes the pop-up window allowing them to now once again choose any of the characters, to then choose what “they” did next. A sample story that the student may write could look like this: *The girl* (the character choice) *saw the fire* (the action phrase choice completing the sentence.) *The girl called for help. The fireman saw the fire. The fireman sprayed water. The girl was a hero.*

****Tell My Story** - constructing a story using images as writing prompts, and recording the student telling a story about each image using a Quick Record action

This activity utilizes the actions Set Quick Record and Quick Record. A button containing the Set Quick Record action sets up the ability to record sound to a button containing a Quick Record action. Each of the buttons in the activity contains an image as a writing prompt for the student. The only button action for each of these buttons is Quick Record, in a sense a playback action of sound that will be recorded for this button.

When clicking on the button with the Set Quick Record action, then clicking on any of these buttons containing the action Quick Record, will open a record dialog window. Clicking the record button allows you to now record sound. The recorded sound is now saved to this button, and will play back when it is selected again. Since each of these buttons contains their own Quick Record Sound File, copying this action from each of the buttons and pasting them into a button that I labeled “Play” will play back each of the sounds recorded to these buttons, in the order that you pasted their Quick Record Sound File into this “Play” button.

Selecting the button with the Set Quick Record action, then clicking on any of the buttons containing the Quick Record action, will allow you to record over a previously recorded sound.

Tell My Story II – this is a multi-page version of the Tell My Story template, that lets you create multiple pages of recordings and then read them all back as a “slideshow” when you are done.

Multiple Choice Assessments – quickly assess comprehension after reading a story

You’ve given your students access to stories and given them multiple ways to create their own. Now you want to combine that with a way to assess their learning. The Multiple Choice template is a quick-and-easy template for creating a comprehension quiz for your students. You don’t even need to know how to program a button – just enter your questions and answers and hit go. It will even generate a report at the end with all of your student’s answers.

This version of the Multiple Choice template has been linked in with the Talking Book Template, so that when you finish your book, you’re automatically sent to the Quiz page. How to Use the Template: *see instructions on CD for using the Multiple Choice Template*