Setting up Containers

In a drag and drop container activity, text and/or objects can be moved to an appropriate place (i.e., a container) within a flipchart. If the text/object is correctly placed, it will stay in the container, but incorrect answers will be bounced back to their original position. Instructional uses of this activity include categorizing, fill-in-the-blanks, or labeling.

Creating a Container with One Right Answer

Any object being contained must fit completely within the container. Follow the steps below to create a simple container activity.
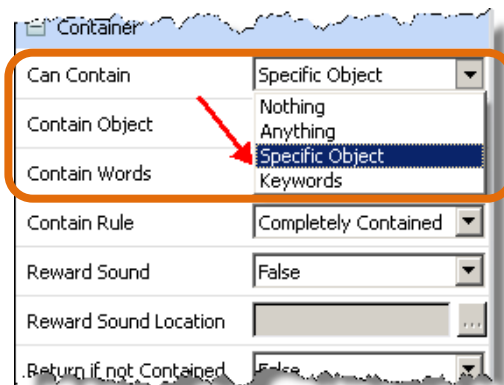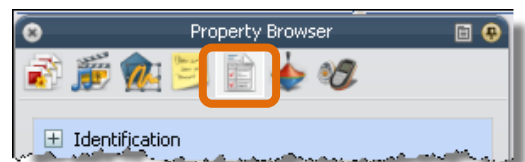
1. Draw a shape using the **Shape Tool** or select an image from the **Resource Browser** to be your container.

> **Note:** *The object (text or image) being contained must be on a higher layer than the container so create the container first. Otherwise, you can change the layer of the container in the Object Browser.*
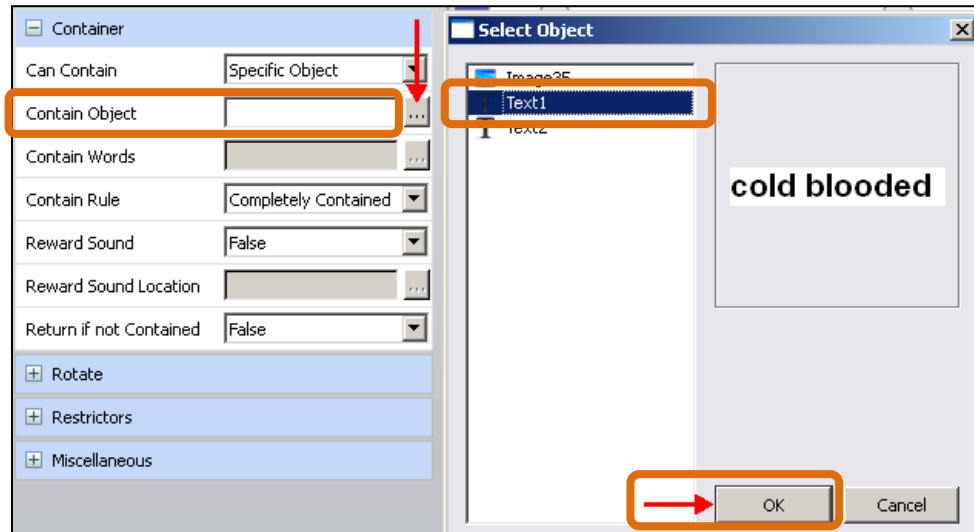
2. Create a separate text box or find a separate image for each answer.

Setting up the Container:

1. Click on the container object to select it.

2. Go to the **Property Browser** and expand the **Container** category by clicking on the plus (+) sign.

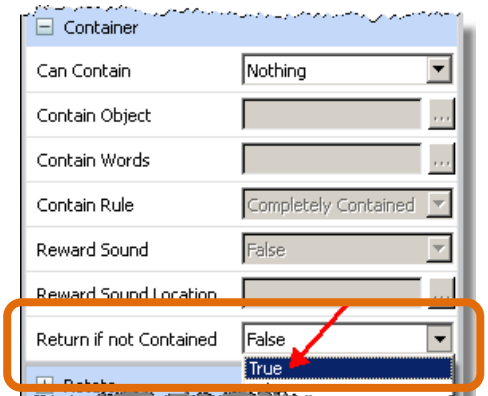3. Use the **Can Contain** drop down menu and select **Specific Object**.

4. In the **Contain Object** category, click on the value list icon [...] to open the **Select Object** pop-up window which lists all textboxes and objects found on the page. Click on each textbox or object to preview it on the right-hand side of the pop-up window and choose the correct answer. Then, click the **OK** button.

5. If desired, add a reward sound that will play when an answer is correctly moved into the container.

6. Repeat steps 1 – 5 to set up additional containers.

Setting the Answers:

1. Click on each answer (correct and incorrect).

2. Go to the **Property Browser** and expand the **Container** category by clicking on the plus (+) sign.

3. Use the **Return if not Contained** drop down menu and select **True**. This will cause an incorrect answer to pop back to its original place instead of sticking in the container.

Creating a Container with More Than One Right Answer

Remember, any object being contained must fit completely within the container. Follow these steps to create a container that can contain more than one answer:
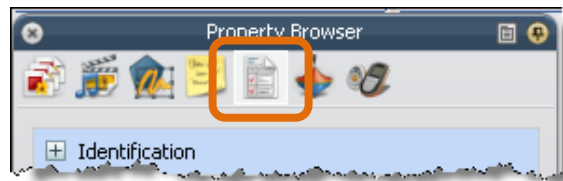
1. Draw a shape using the **Shape Tool** or select an image from the **Resource Browser** to be your container.

> ✎ **Note:** *The object (text or image) being contained must be on a higher layer than the container so create the container first. Otherwise, you can change the layer of container in the Object Browser.*
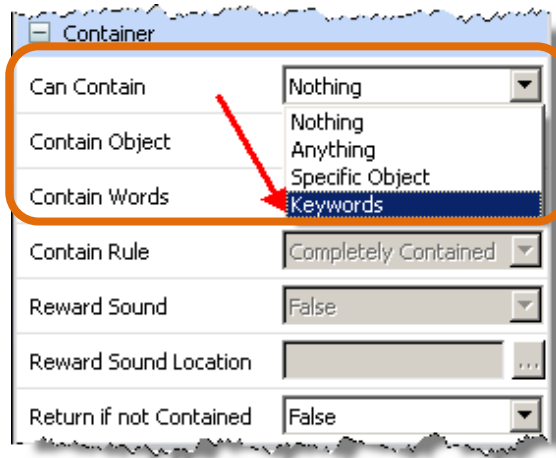
2. Create a separate text box or choose separate images for each answer.
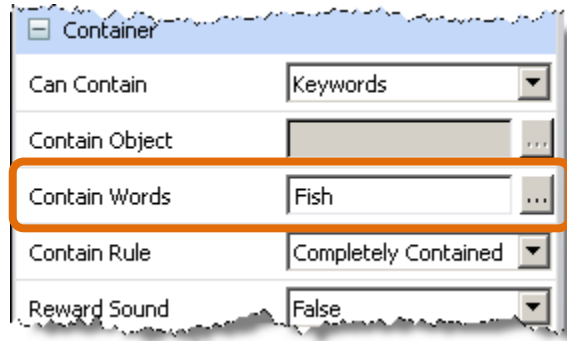
Setting up the Container:

1. Click on the container object to select it.

2. Go to the **Property Browser** and expand the **Container** category by clicking on the plus (+) sign.

3. In the **Can Contain** subcategory, click on the arrow to open the drop down menu and select **Keywords**.
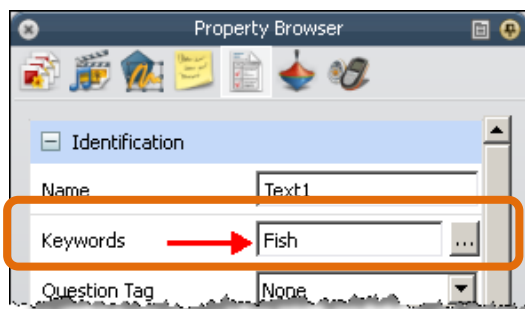
4. In the **Contain Words** field, type in the keyword or keywords (separate multiple keywords by a space) that you will assign later to the correct answers. Textboxes or objects that are set with those keywords will remain in the container.
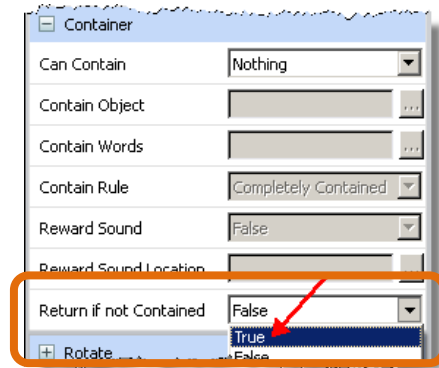

5. If desired, add a reward sound that will play when an answer is correctly moved into the container.

6. Repeat steps 1 – 5 to setup additional container objects.

Setting the Answers:

1. Click on each answer. If you have multiple answers that will be contained in the same container, you can select them all by clicking on the first one, holding down the **Ctrl** key, and clicking on the additional answers; this allows you to set multiple answers all at once.
2. Go to the **Property Browser** and expand the **Identification** category by clicking on the plus (+) sign.
3. Type in the keyword that you set in the container in the **Keywords** field.

4. Expand the **Container** category by clicking on the plus (+) sign.

5. Click on the **Return if not Contained** drop down arrow to see the menu and select **True**.

6. If you multiple-selected all the correct answers that use the same keyword, they will all be set up at this point. If you are setting up the correct answers one at a time, repeat the steps above to set each correct answer.

7. When your container activity is completely set, save it. Next, test it to be sure it is working correctly and trouble-shoot using the steps above.

8. After testing your page, you can use the **Reset Page** button   on the **Main Toolbox** to reset the page to the last saved version so that it is ready to use with your class.