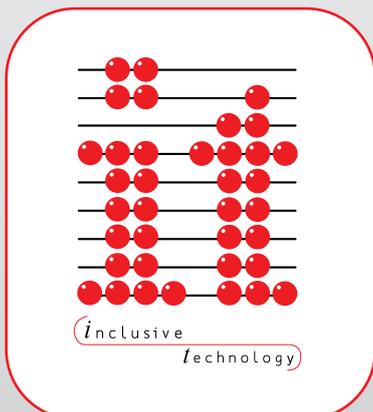
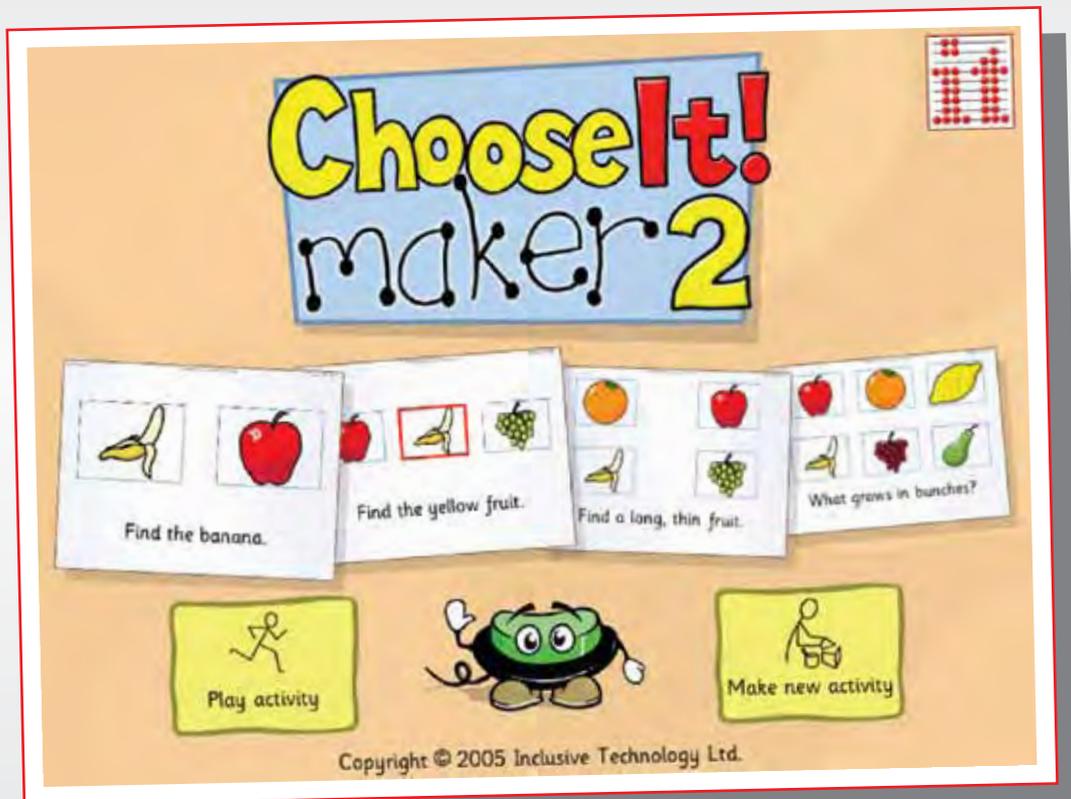


Learning Journeys

Step by Step Guide

Chooselt! Maker 2



Inclusive Technology

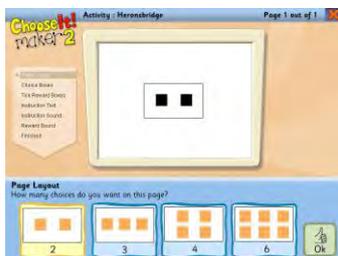
All the help you need

» ChooseIt! Maker 2

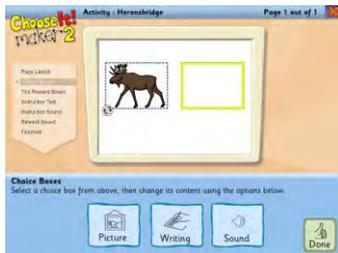
ChooseIt! Maker 2 is an easy to learn open framework program designed to help you make choosing activities which can be accessed with a mouse, rollerball, touch screen, interactive whiteboard and one or two switches. With *ChooseIt!* *Maker 2* you can use pictures and sounds from any source, enabling you to make activities to support any curriculum area at any level.



Load *ChooseIt! Maker 2* by clicking the green switch icon and choose 'New Activity'. Each new activity you make needs to have a name. Type this into the box and write a short note about the activity. This will be useful to colleagues when they are shared around the school. Choose a folder to store your activity and click 'OK'.



Now decide on a layout for the screen. You can choose two, three, four or six boxes. Remember, if you are making an activity for children with severe or profound learning difficulties, they may only be able to choose from two or three options. Know who you are making your activity for and ensure that it meets their needs. Remember that you can always have blank choice boxes. Click 'OK' when you are ready to move on.



You should now see your chosen layout displayed on the screen. Click one of the boxes and it will be highlighted in yellow. This means we are working on that specific choice box. Now we need to decide if the box is to include a picture, word or sound. If you are using a picture, click 'PICTURE' and a browser window will open enabling you to find pictures that are stored on your computer. Remember, pictures will always be

displayed as thumbnails rather than filenames: **RIMG00467.JPG doesn't really** mean much to anyone. You can use clipart, digital photographs or any of the 1,500 pictures that come on the *ChooseIt! Maker 2* CD. Click on the picture you want and click 'OPEN'.

If you want to use words or phrases, simply click the 'WRITING' button. A keyboard will be displayed on the screen. Now type, click or touch the letters of the word or phrase you want to use and click 'OK' when you are finished.



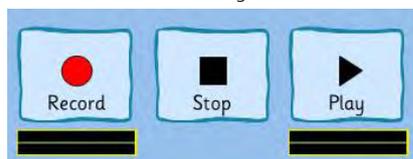
Repeat the process for each of the boxes on the screen, first selecting them by clicking them with the mouse. Then choose the content for the box and click 'OK'.

You can also add a sound to a box. Any sounds recorded into boxes will be played when the mouse moves over the box or when it is scanned for use with switches. This can be a useful way to add auditory feedback for a switch user or for a child with visual impairment. It can also be a useful way to give the child extra help with the question: for example if your question is 'Find a cow', the choice box could be made to play a mooing sound when it is scanned or when the mouse pointer is over it.

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You can either load a previously saved sound from your computer or record a new sound. To load a sound, click '**LOAD SOUND**' and use the browser window to find the sound on your computer. If you are looking for specific sound effects, you might try using www.findsounds.com, a sound effect search engine. Simply type in the name of your sound and listen to the results before saving them to your computer.

To record a sound, click the '**SOUND**' button. You should now see three buttons at the bottom of your screen.



To record sounds on your computer you will need a microphone. Make sure this is plugged in and working. If you are not sure how to do this, ask your school's technician who will be able to help.

When you are ready, click the '**RECORD**' button and speak in to the microphone. When you are finished speaking, click '**STOP**'. You can preview your recorded sound by clicking the '**PLAY**' button. If you want to re-record the sound simply repeat the process. When you are ready to move on, click '**OK**'.

Once you have added the pictures, words and sounds to your choice boxes, click '**DONE**' to move to the next stage.



Now we need to decide what will happen when the boxes are chosen. Most probably, your activity will be asking questions, so we need to decide which boxes will contain the correct answer. In our example, we have two animals displayed on the screen and the question will be 'Find the mouse.' To select the correct answer simply click the picture of the mouse.

Remember that you have can have more than one correct answer: for example, you may make an activity

with six choice boxes, three of which have furry animals and three of which are feathered birds. If the question was 'Which animal has feathers?', we would click all of the birds. When you have chosen the correct answer, click '**DONE**'.



Now we need to type the question. Use the on-screen keyboard or type directly from the computer's keyboard. Remember that you can change the size of the font by clicking the 't' on the left of the page. When you are ready to move on click '**DONE**'.



If you would like to have the computer read out your question, you will need to record it. The process is exactly the same as when you recorded sounds into your choice boxes. Use the record, stop and play buttons until you are happy with your recording then click '**OK**' to move on to the next stage.



Now we need to decide on the reward the child will receive if they answer the question correctly. By default, *ChooseIt! Maker 2* will play music and show a colourful animation, but you can change this if you

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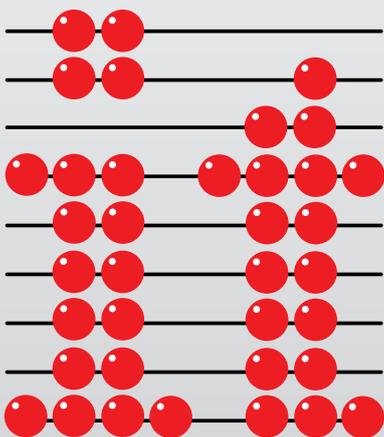
like. For example you could make the reward sound match the question, or use sounds which the child really likes. To do this you can either load or record a sound **as we did before**. Click **'NO'** if you don't want to make any changes to the reward sounds.

Congratulations! You have made your first *ChooseIt! Maker 2* activity. Add new questions by clicking the **'ADD PAGE'** button and following same process.



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