

## Using Containers & Containees

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In this document, we will go over how to insert Containers to your flipchart. A container can be an image, text, box, etc. that you identify as such. The container can then be set to only allow specific items or containees.

*Container Activities* create great opportunities for at-the-board work for students, especially with self-guided activities.

*Containers* are edited, if necessary, in the *Property Browser*. The *Property Browser* can contain a wealth of information about the properties of everything on a flipchart page.

A Container Activity will have 2 basic components: the *Container*, which is doing the containing and the *Containee*, which is the object or text being contained.

There are two different types of Containers, of which can contain either: *keywords* or a *specific object*.

Types of Containers:

1. *Keyword containers* can contain one or more objects (text, shape or picture).
2. *Specific object containers* can only contain one object.

Each type of container is self-explanatory in terms of deciding which type of container to use.

We will go over the steps of how to use each type of container.

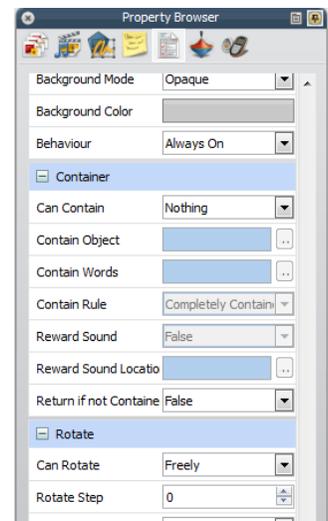


Figure 1

To build a container, go to your *Property Browser*, and scroll down to the *container section*. You will find this section about halfway down the page.

This is displayed in Figure 1.

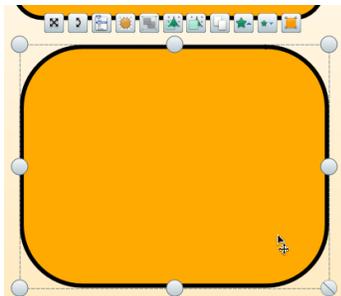


Figure 2

You will want to select the shape, or object, that you want to use as the container.

In Figure 2, I have selected a round-edged square.

# 1. Keyword Containers

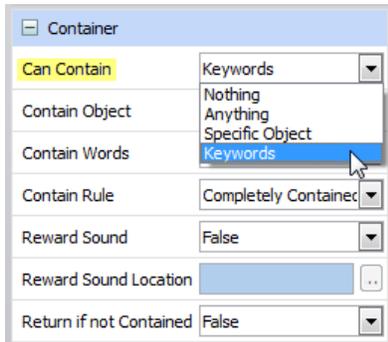


Figure 3

Your first step to making a *Keyword Container* is to make sure you are in the *Property Browser*. Once you are there, you will see the option for *Container*. Upon going to that option, follow the steps below.

Figure 3 to the left, displays a drop-down menu of what an object may contain. In creating a *keyword container*, we want to select 'Keywords.'

In Figure 4, notice that *contain object* is unavailable. This is because we cannot use it for the *keywords container*. For the *keywords container*, we will be using the *contain words* option. Select a word or letter, preferably a letter, to use for a keyword. Remember the keyword used for this *container*, you will use it later when we make *containees*.

The 'contain rule' can either be *completely contained* or *centers must match*. We want *completely contained* so that the *containe* does not have to be centered. The aforementioned instructions are represented in Figure 4 →

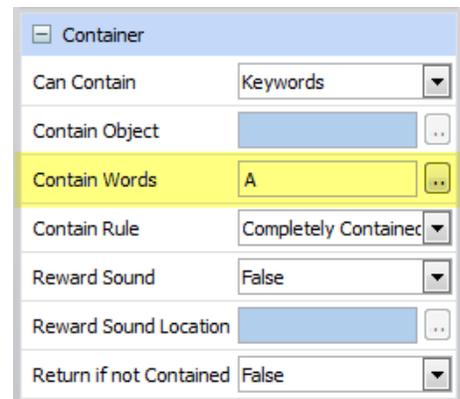


Figure 4

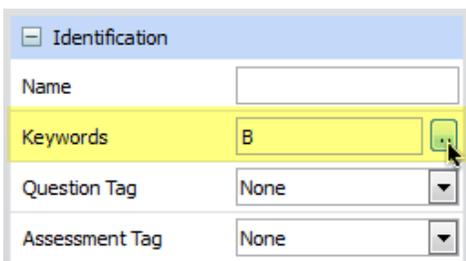


Figure 5

**Containe Identification:** In order for a *containe* to be allowed in a *container*, we will need to assign a keyword to the *containe* object. At the top of the *Property Browser*, you will see the *Identification* section.

As you can see in Figure 5, you will need to insert the Keyword used for the *container* in the space provided to label the *containe*. This will allow the *containe* to be dropped into the *container*.

## 2. Specific Object Containers

Just as we selected *Keywords* for making a *Keyword Container* we also need to select *Specific Object* for making a *Specific Object Container*. You may refer back to Figure 3 if needed.

In creating a *Specific Object Container*, we are going to use ‘contain object’, rather than ‘contain words.’

To select a specific object for the container, click the ... that is next to the blank space.

You will then see the dialogue box as shown in Figure 6.

Then, select the text that is to be contained by the object.

(You may name the text in the *Identification* section in the *Property Browser* to make this step easier.)

Now that the text has been assigned to the object, you have created the *Specific Object Container* and the *containe*.

You will now be able to click and drag the text to the correct space, or object. This is displayed below in Figure 7.

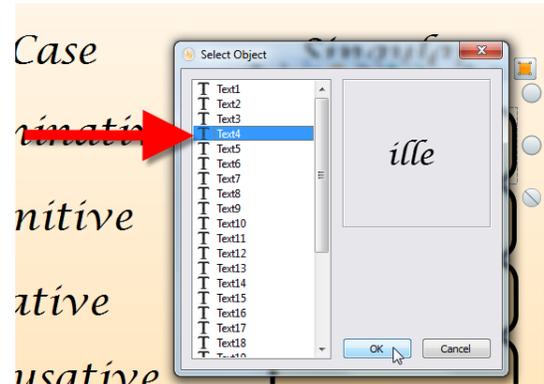


Figure 6

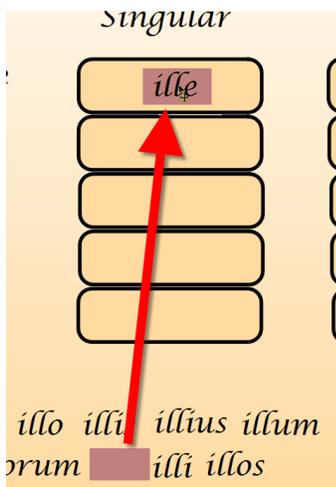


Figure 7

If the text is not assigned to the square, or other chosen object, then it will return to its originated space.

You will also want to note that the *containers* are larger than the *containe*s. This is important because the *container* needs to be large enough to hold the *containe*e to prevent the *containe*e from returning to its originated position.

When working with *containers*, we want the *return if not contained* option to read as ‘false.’ Selecting false simply means the *container* will not be used as a *containe*e. This is displayed in Figure 8 to the right.

When working with *containe*es, however, we want the *return if not contained* option to read as ‘true.’ This is so that the *containe*e will return to its original position if the *container* does not have the property of holding it.

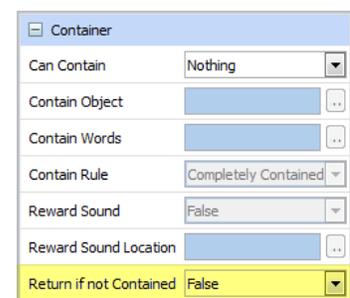


Figure 8

**Reward Sound:** When creating Containers, you will notice in the *Containers* section the ability to select a 'reward sound.' This is optional.

**Layers of Containers and Containees:** So that the *containee* is dropped and displayed above the *container* you will want to go to the object browser. You will then want to make sure that the objects, shapes, etc. being used as *containers* are listed below the objects, text, etc. that are being used as *containees*. This is shown below in Figure 9.

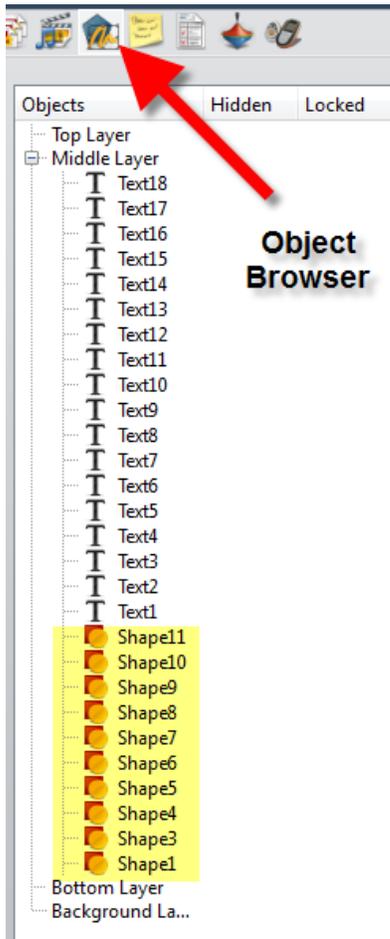


Figure 9