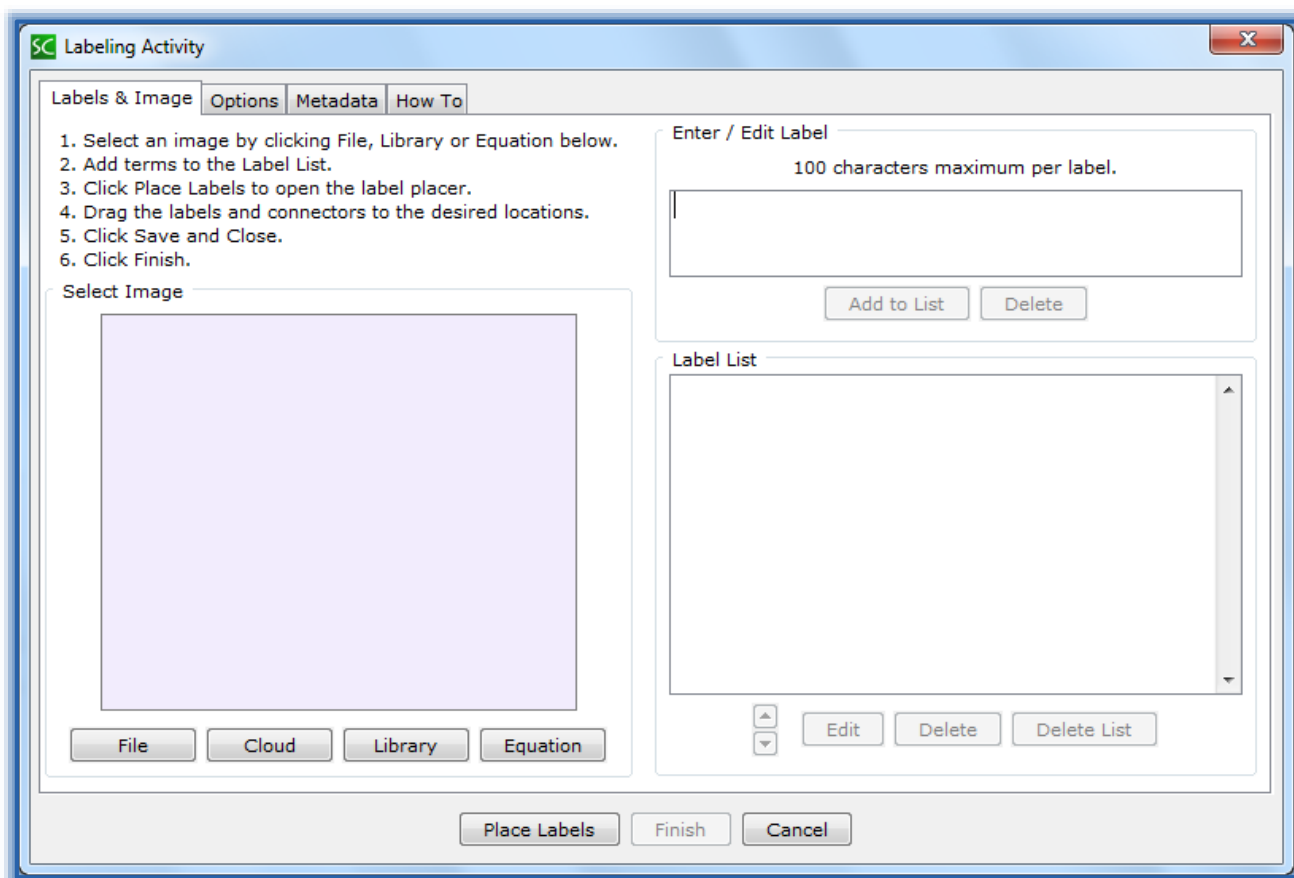


SoftChalk - Labeling Activity

This Activity allows you to label different parts of an image. Students match the label with the correct area in the image.

INSERT IMAGE AND LABELS

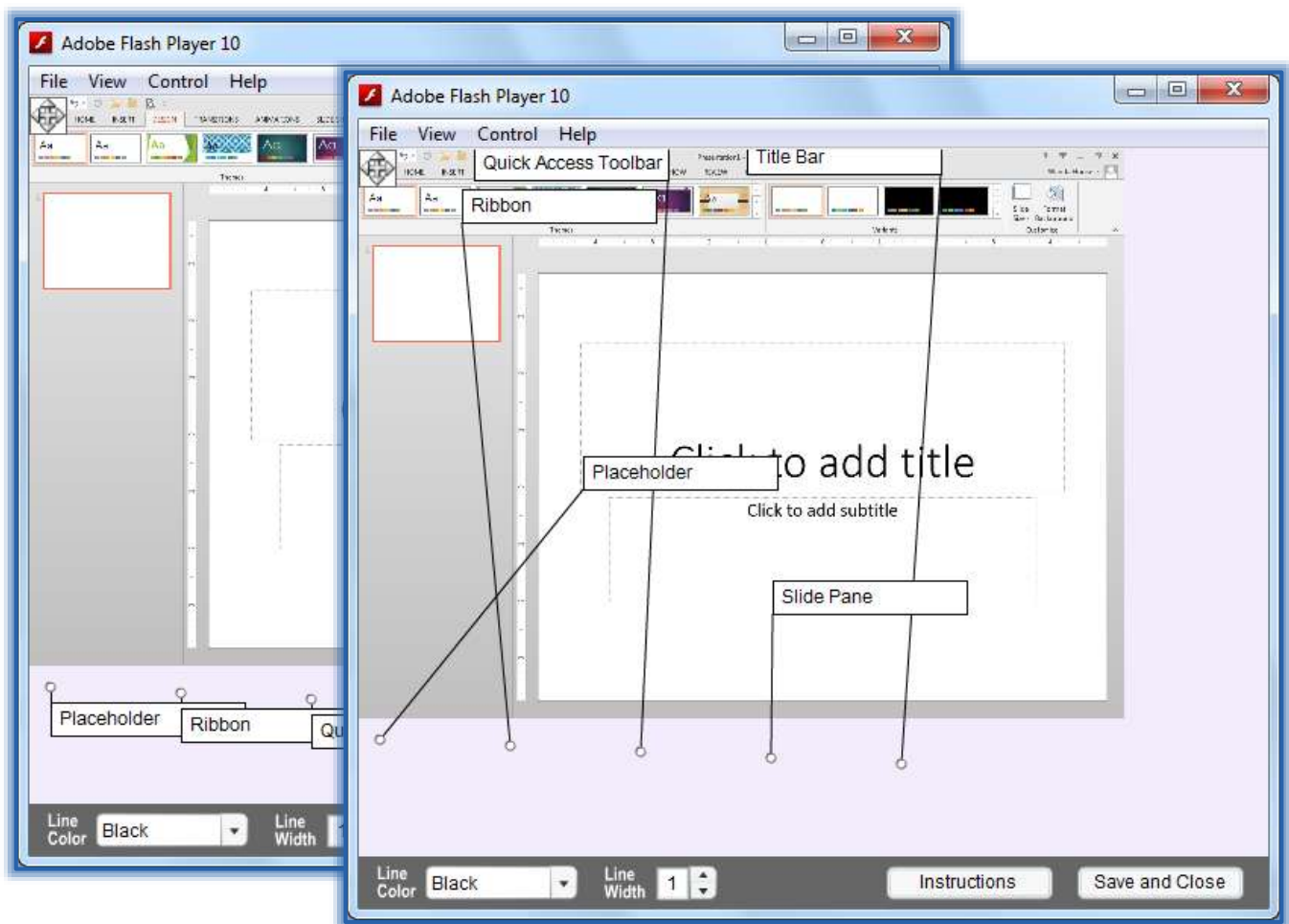
- ☞ Click the **Insert Tab**.
- ☞ Move the mouse pointer over **Activity**.
- ☞ Select **Labeling** from the list of **Activities**.
- ☞ The **Labeling Activity** window will display (see illustration below).



- ☞ To load an image for the **Activity**, click **File**, **Library**, or **Equation**.
- ☞ In the **Enter/Edit Labels** box, input the first label.
- ☞ Click the **Add to List** button.
- ☞ The **Label** will appear in the **Label List** box.
- ☞ Continue this process until all the **Labels** have been added.
- ☞ To change the order of the **Labels**:
 - ☞ Select the **Label** in the **Label List**.
 - ☞ Click the arrows at the bottom of the box to move the **Labels** up and down.

PLACE LABELS

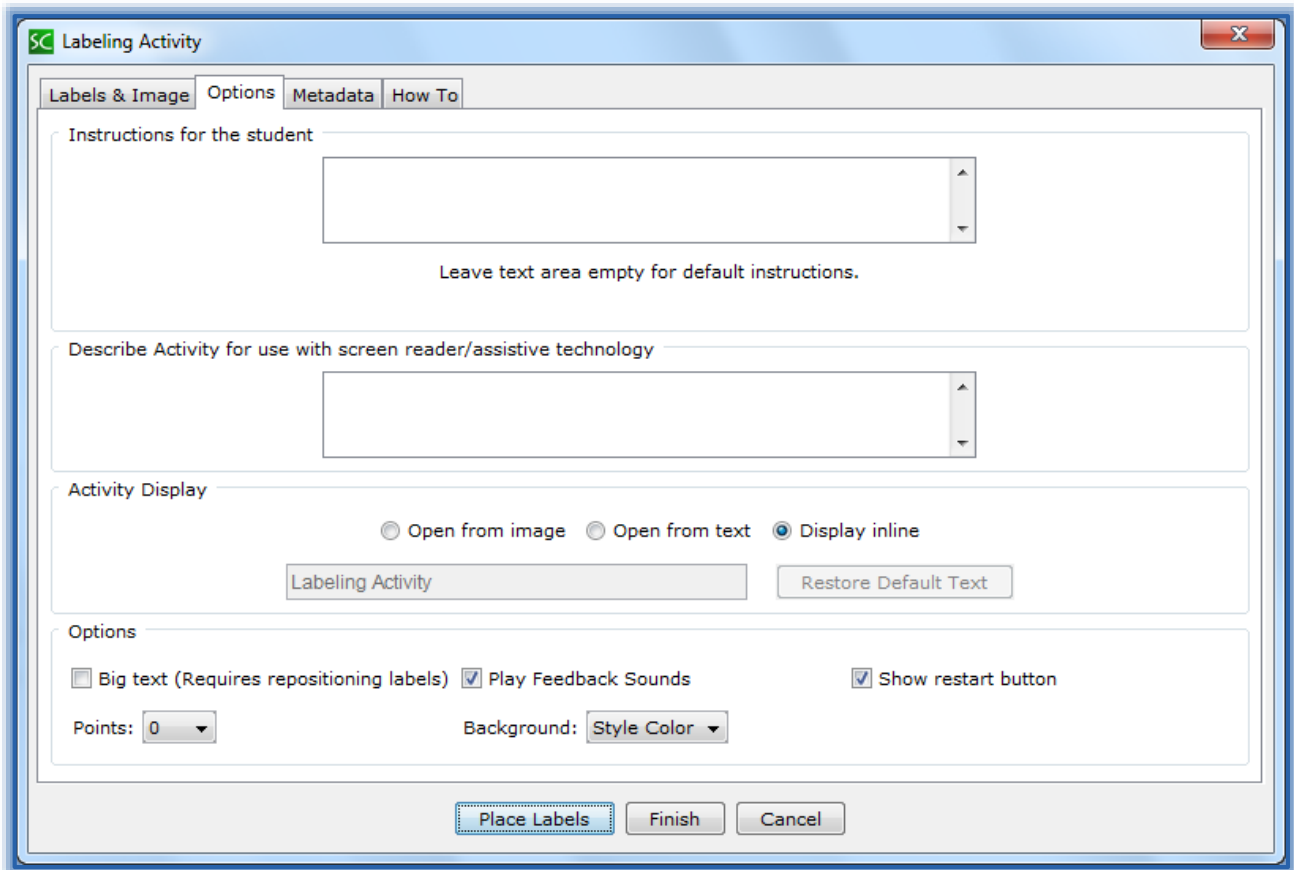
- ☞ Click the **Place Labels** button at the bottom of the window.
- ☞ The **Adobe Flash Player** window will display (see illustration on next page left).



- ☰ Click on each **Label** and drag it to the correct location in the image.
 - ☞ Be sure to drag each **Label** and **Circle Pointer** onto the image.
 - ☞ The **Line Color** and **Width** can be changed.
 - ☞ The graphic in the upper left corner of the image allows you to move the image in the window.
- ☰ Once the **Labels** are placed, they will display as shown in the illustration above right.
- ☰ When the **Labels** have all been placed, click the **Save and Close** button.

OPTIONS

- ☰ Click the **Options** tab (see illustration on next page).
- ☰ Input instructions for the student into the appropriate box.
- ☰ Insert a description of the **Activity** for those students who are visually impaired.
- ☰ Click the **Big Text** checkbox to have the text for the **Labels** display larger in the **Web Browser**.
- ☰ Click the **Show Restart Button** option. This will allow the students to restart the **Activity**.
- ☰ Click the **Display Inline** check box if the **Activity** is to display directly within the **Lesson**.
- ☰ Click the **Play Feedback Sounds** check box to allow the **Activity** to play a sound when **Feedback** is selected.



- ☰ Select a **Background Color** for the **Activity**. The options are:
 - ☞ **Style Color** – The color will be determined by the Style that is applied to the SoftChalk Lesson.
 - ☞ **White** - The Background Color of the Activity will be white.
 - ☞ **Gray** – The Background Color of the Activity will be gray.
- ☰ When all the **Options** have been chosen, click the **Finish** button.
- ☰ The **Activity Placeholder** will appear in the **Lesson**,

EDIT HOTSPOT

- ☰ Right-click on the **Labeling Activity Placeholder**.
- ☰ Select **Modify Activity** from the list.
- ☰ Make the necessary changes to the **Activity**.
- ☰ Click the **OK** button.

VIEW ACTIVITY IN BROWSER

- ☰ **Save** the **Lesson**.
- ☰ Click the **View in Browser** button on the **SoftChalk Toolbar** (see illustration at right).
- ☰ The **Activity** will appear as shown in the illustration on the next page.
- ☰ Drag the **Label** to the correct location in the **Image**.





Drag the labels from the bottom to the correct slots.

The screenshot shows a presentation software interface with the following components and connections:

- Placeholder:** A red line connects this label to the empty rectangular box on the left side of the slide.
- Quick Access Toolbar:** A red line connects this label to the top-left corner of the application window.
- Ribbon:** A red line connects this label to the horizontal bar containing various icons at the top of the window.
- Title Bar:** A red line connects this label to the top edge of the application window.
- Slide Pane:** A red line connects this label to the vertical bar on the right side of the application window.

At the bottom of the interface, there is a dark grey bar with the text "Press SPACE to switch between labels, ENTER to drop" and a "Re-start" button.