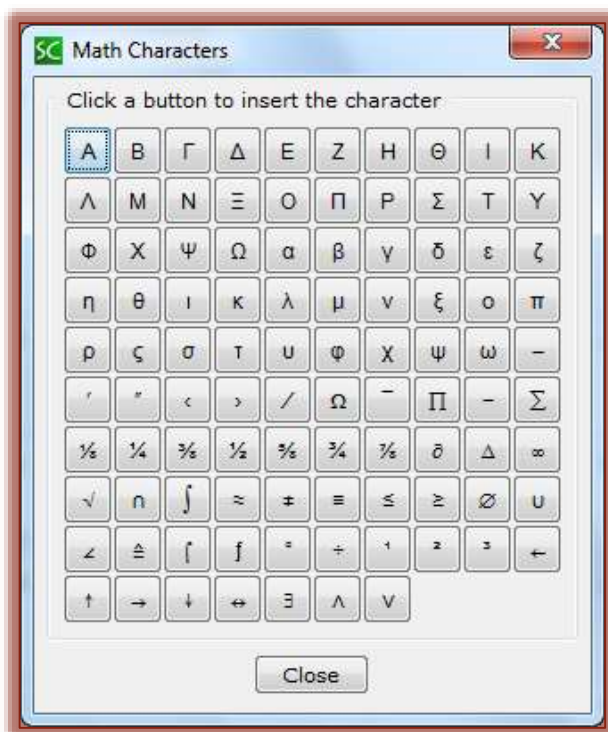


SoftChalk-Math

Within a SoftChalk Lesson, it is possible to insert Math Characters and Equations. There is a Help tab in the Equation Editor window that provides specific help for the Equation Editor.

INSERT MATH CHARACTERS

- ☰ Click in the area where the **Math Character** is to be inserted.
- ☰ Do one of the following:
 - ☞ Click **Insert** on the **Menu Bar**.
 - ☞ **Right-click** within the **Main Editing Window**.
- ☰ Select **Math Characters** from the list of options.
- ☰ The **Math Characters** window will display (see illustration below).



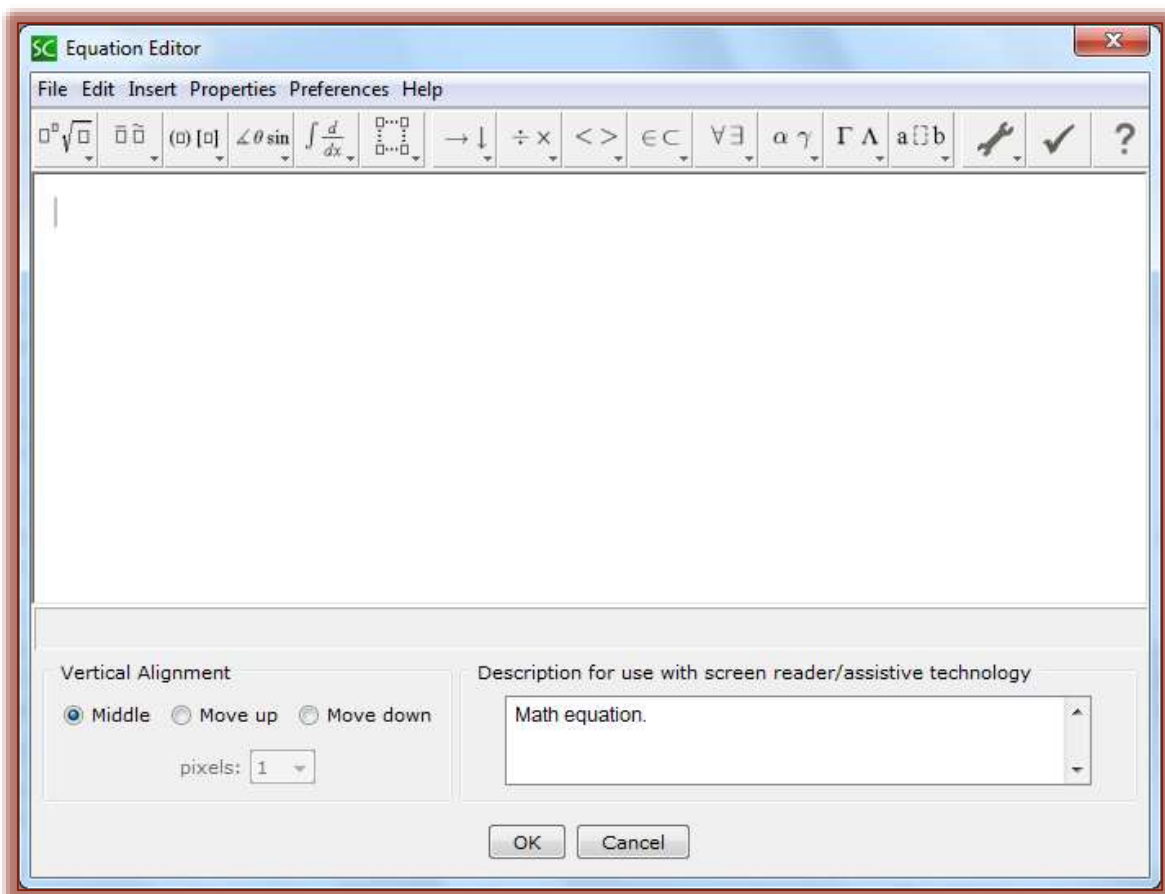
- ☰ Select the **Character** that is to be inserted.
- ☰ Click the **Close** button after all the characters have been inserted.

INSERT EQUATION

To insert an Equation, you insert a template of the equation characters and then fill in the blanks.

- ☰ Click in the area where the **Equation** is to be inserted.
- ☰ Do one of the following:
 - ☞ Click **Insert** on the **Menu Bar**.
 - ☞ **Right-click** within the **Main Editing Window**.
- ☰ Select **Equation** from the list of options.
- ☰ The **Equation** window will display (see illustration on next page).
- ☰ Click the **Question (?) Mark** button to obtain assistance with this feature.
- ☰ Under **Vertical Alignment** select the **Middle**, **Move Up**, or **Move Down** option buttons.
- ☰ Specify the **Number of Pixels** for the **Move Up** or **Move Down** options.

- Input a **Description** for the **Equation** for students with visual differences.
- Click the **OK** button to insert the **Equation** into the **Lesson**.



MODIFY EQUATION

- Right-click on the **Equation**.
- Select **Modify Equation** from the list of options.
- The **Equation Editor** window will display.
- Make the necessary changes.
- Click the **OK** button.

SAVE EQUATION TO LIBRARY






The Library is a repository for items such as Equations, QuizPoppers, and other SoftChalk items. When these items are added to the Library, they can be inserted into the current lesson or into another lesson.

- Right-click on the **Equation** in the **Main Editing Window**.
- Select **Save to Library** from the list of options.
- The **SoftChalk Library** window will display.
- Input a **Name** and **Description** for the **Equation**.
- Click the **Save Item** button to add the **Equation** to the **Library**.






MATH AND QUIZPOPPERS

Math Characters and Equations can be inserted into the questions within a QuizPopper as well as within the Hints and Feedback areas. You cannot insert them into the Answer fields for the Short Answer QuizPoppers.

Insert Equation or Math Character into QuizPopper









-  Create the **QuizPopper**.
-  Right-click in any of the **Text Fields** except the **Answer** field.
-  Choose **Math Characters** or **Equations** from the list of options.
-  Input the pertinent information.
-  Click the appropriate button to **Close** the window.

Insert Equation from Library into QuizPopper

-  Create the **QuizPopper**.
-  Right-click in any of the **Text Fields** except the **Answer** field.
-  Choose **Library** from the list of options.
-  Select the **Equation** from the list on the left side of the **Library** window.
-  Click the **Insert into QuizPopper** window.

MATH AND ACTIVITIES

Equations as well as text can be used in the following Activities.

-  Did You Know
-  Flash Card
-  Hot Spot-Explore Mode
-  Hot Spot-Quiz Mode
-  Jigsaw Puzzle
-  Labeling
-  Sorting
-  Tabbed Info

NOTE: Equations cannot be used in the other Activities.