Containers by Keyword

Containers can be used to sort or match items. If items or terms are sorted to the wrong containers, the items can be made to spring back to their starting place.

1. Open ActivInspire.

2. Create the Container. Containers need to be a solid object or image. One way to do this is to create a shape.
   - Click on the “Shape” Tool.
   - Click on the desired shape.
   - Select the color you would like for the inside of the shape. To change the outline color of the shape, click on a color on the “Main Toolbar.”

3. Insert the images or type in the words that you will be matching to the containers.

4. Open the Property Browser. Be sure to pin down the Browsers window.

5. To set up the objects that are going to go into the containers:
   - Select one of the items that will be matched to a container or if multiple items are going into one container, you can use the Ctrl key to select all of them at once.
   - For the objects that are to be contained, select True for Return if not Contained in the Property Browser under the Container section.
     - Scroll to the top of the Property Browser to Identification and type in the appropriate keywords to match the keyword you set up for the container. You need to click Enter after you type in the keyword.
6. Setting up the Containers: All of the options in the Container tab apply to the container **besides the last option, “Return if not Contained,” that applies to objects going into the container.** To set up a container:

- Click on a container.
- Select **Keywords** from the **Can Contain** drop-down menu.
- Type in the identifying **keyword(s)** in the **Contain Words** box. Click **Enter** after you type in the keyword.
- **Reward Sound** - a reward sound can be added. (**Optional**)
- Repeat for any other containers that will contain objects.

7. **Save before you test it out.** After testing, click the **Reset button** to have everything go back to how it originally was before it was contained.