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.
   - For the objects that are to be contained, select True for Return if not Contained in the Property Browser under the Container section.
6. Scroll down on the Property Browser to the Container tab. 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 one of the containers.
- Select **Specific Object** from the **Can Contain** drop-down menu.
- Click on the ![select button](image) in the **Contain Object** area and find the specific object to go in the appropriate container.
- Reward Sound - a reward sound can be added. (**Optional**) 
- Repeat for any other containers that will contain specific objects.

![Container Options](image)

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.