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After installing the **Open-Sankoré**, its icon will be displayed on the desktop.

- Double-Click on **Open-Sankoré icon** on the desktop OR
- Click on the **(Start) button** and type “Open-Sankoré” in the search box, and then click on the “Open Sankoré” icon as displayed in the list.

**Open Sankoré Screen**
### MENU BAR

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Click to choose the appropriate color of the line.</td>
</tr>
<tr>
<td>2</td>
<td>Click to select the thickness of the line.</td>
</tr>
<tr>
<td>3</td>
<td>Click to select the size of the eraser.</td>
</tr>
<tr>
<td>4</td>
<td>Select the background that you want to use on the current page.</td>
</tr>
</tbody>
</table>

By clicking on the "Background" icon, a window displays the following:

![Background Options](image)

**--------- Did you know ---------**

The squared background can be used to guide writing: if the height of a letter is equivalent to the height of a square, writing is large enough to be seen easily from any distance.

- a. White background
- b. Grid on white background
- c. Black plain background
- d. Grid on black background
This icon is used to **show/hide** the floating toolbar.

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Allow to undo/redo the last action or actions performed on the current page.</td>
</tr>
<tr>
<td>6</td>
<td>Create a new page. A long tap to create a new page, duplicate the current page, to import a page.</td>
</tr>
</tbody>
</table>

With a long press on the "Pages" icon (excluding the Title page), the following options appears:

1. adding a new page
2. duplicate the current page
3. import a page (from a file)

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Move to the previous or next page.</td>
</tr>
<tr>
<td>8</td>
<td>Clear the page without deleting it.</td>
</tr>
</tbody>
</table>
Note: A long press on the "Erase" icon opens up a menu that includes:

1. erase only the annotations,
2. erase only the elements,
3. erase the entire content of the page
4. erase the background of the page.

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Allow you to group objects on the page.</td>
</tr>
<tr>
<td>10</td>
<td>Allow you to switch back to the &quot;board&quot; when the &quot;web browser&quot; is in the integrated mode or &quot;documents&quot; mode.</td>
</tr>
<tr>
<td>11</td>
<td>Provide access to &quot;Embedded Web Browser&quot; mode. (This is only possible when internet connection is available.)</td>
</tr>
<tr>
<td>12</td>
<td>Provide access to &quot;documents&quot; mode.</td>
</tr>
<tr>
<td>13</td>
<td>Provide access to the &quot;desktop&quot; mode.</td>
</tr>
<tr>
<td>14</td>
<td>Provide access to the preferences of the software, tutorials, Sankoré the publisher, the podcast and quit Open Sankoré.</td>
</tr>
</tbody>
</table>
FLOATING TOOLBAR

Note: The horizontal floating bar can be displayed vertically. To be able to do so:-

- Click on the icon "Open-Sankoré".
- From the dropdown menu, click on "Preferences" menu and change the settings of the "stylus palette" in the "View" tab (From “horizontal” to “vertical”).

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>&quot;Drawing toolbar&quot; is used to draw shapes, arrows, lines, to fill and align objects.</td>
</tr>
<tr>
<td>B</td>
<td>&quot;pen&quot; tool enables you to write/annotate using the stylus.</td>
</tr>
<tr>
<td>C</td>
<td>&quot;Erase&quot; tool allows you to delete all or part of the written elements.</td>
</tr>
<tr>
<td>D</td>
<td>&quot;Highlight” allows highlighting any particular element on the board.</td>
</tr>
<tr>
<td>E</td>
<td>&quot;Cursor&quot; tool is used to select an object, to move it and / or apply changes (resize, delete, rotate… etc).</td>
</tr>
<tr>
<td>F</td>
<td>&quot;Magic finger&quot; tool allows you to manipulate the objects <strong>without</strong> displaying the edit options (grey bounding box).</td>
</tr>
<tr>
<td>Labels</td>
<td>Functions</td>
</tr>
<tr>
<td>--------</td>
<td>-----------</td>
</tr>
<tr>
<td>G</td>
<td>“Scroll Page/Grab/Hand” tool can be used to move the working area on the board.</td>
</tr>
<tr>
<td>H</td>
<td>“Zoom In” tool is used to enlarge display area on the screen.</td>
</tr>
<tr>
<td>I</td>
<td>“Zoom Out” tool is used to reduce the display area on the screen.</td>
</tr>
<tr>
<td>J</td>
<td>“laser pointer” tool is used to point to an object/text on the board without leaving any trace on it.</td>
</tr>
<tr>
<td>K</td>
<td>“Line” tool is used to draw a straight line.</td>
</tr>
<tr>
<td>L</td>
<td>“Text” tool is used to create a text object on the page.</td>
</tr>
<tr>
<td>M</td>
<td>“Capture” tool is used to capture an area of the page.</td>
</tr>
<tr>
<td>N</td>
<td>“Virtual Keyboard” is used to type text in the writing textbox</td>
</tr>
</tbody>
</table>

**Note:** We should insert a “textbox” to be able to use the keyboard on a page.

----------------------- Did you know ---------------------

- When we use the "Zoom In" / "Zoom Out" tools, we can still return to the original size by clicking on the magnifying glass icon at the bottom right corner of the page. Click on the icon "Zoom" will also allow you to return to the original display.

- By double-clicking on the “Grab” tool, once the working area has been moved, will resume the page to its original position.
<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Delete the textbox.</td>
</tr>
<tr>
<td>2</td>
<td>Allow you to duplicate the textbox.</td>
</tr>
<tr>
<td>3</td>
<td>Open a drop-down menu option to lock the object, make it visible on the extended screen to add an action or make its content editable or not.</td>
</tr>
<tr>
<td>4</td>
<td>Open the dialog box to select the font, style and size of text.</td>
</tr>
<tr>
<td>5</td>
<td>Open the dialog box to choose the color of the text.</td>
</tr>
<tr>
<td>6</td>
<td>Put the text in <strong>BOLD</strong></td>
</tr>
<tr>
<td>7</td>
<td>Put the text in <em>Italic</em></td>
</tr>
<tr>
<td>8</td>
<td><strong>Underline</strong> the text.</td>
</tr>
<tr>
<td>9</td>
<td>Decrease font size of the text.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>10</td>
<td>Increase the <strong>font size</strong> of the text.</td>
</tr>
<tr>
<td>11</td>
<td><strong>Left align</strong> the text</td>
</tr>
<tr>
<td>12</td>
<td><strong>Center align</strong> the text</td>
</tr>
<tr>
<td>13</td>
<td><strong>Right align</strong> the text</td>
</tr>
<tr>
<td>14</td>
<td>Create a <strong>bulleted</strong> list</td>
</tr>
<tr>
<td>15</td>
<td>Create a <strong>numbered</strong> list</td>
</tr>
<tr>
<td>16</td>
<td><strong>Increase indent</strong></td>
</tr>
<tr>
<td>17</td>
<td><strong>Decrease indent</strong></td>
</tr>
<tr>
<td>18</td>
<td>Inserting <strong>hyperlinks</strong> of web pages into text</td>
</tr>
<tr>
<td>19</td>
<td>Create a table</td>
</tr>
<tr>
<td>20</td>
<td>Changing <strong>background colour</strong> of cell. Choose cell(s) and then click on this button to select the colour.</td>
</tr>
<tr>
<td>21</td>
<td>Generating <strong>HTML</strong> codes</td>
</tr>
<tr>
<td>22</td>
<td>Allow you to <strong>rotate</strong> the text object</td>
</tr>
<tr>
<td>23</td>
<td><strong>Bring</strong> the object <strong>to front</strong></td>
</tr>
<tr>
<td>24</td>
<td><strong>Send</strong> the object <strong>to back</strong></td>
</tr>
</tbody>
</table>
• Click and drag the cursor from the resize points (leftrightarrow) to the right to see other options

• Click on the table icon
• The following screen will be displayed

• Click on the Insert table option

• Insert the **number of columns** and the **number of lines (rows)** in the first and second textbox.
• Click on the **validate** button.
The drawing tool is a new feature of Open Sankoré 2.5.1. It is the first tool on the stylus bar. This tool allows you to draw all types of shapes (regular and irregular shapes), arrows, lines (dotted, dashed and solid), curvy and straight lines and so on. It also allows you to fill the shapes with any color. You can apply gradient effects to a shape. You can also apply a gridded texture to an object drawn with this tool.
As you may have guessed, this is an advanced tool. To be able to use it properly, you must understand that shapes or objects can be drawn in two ways. Either you use the default settings or customize them to generate a desired object.

Using the default settings, you can draw a shape in the following ways.

1. Click on the drawing tool to open it. To close it, you just click on it again. The following panel will open up. Please refer to figure 1.

![Figure 1](image)

To draw shape, click on the oval shape at the top, it will open another panel. Refer to figure 2.
Now you can select any shape in the list. To draw the shape, click and drag on the board.

Similarly, you can draw more polygons by selecting the second tool from the top. Please refer to figure 3
Figure 3
To draw an irregular shape, straight line or a curve, you should click on the third button from the top and select the appropriate tool to draw a line or curve. Refer to figure 4.

In this panel, you can see three tools. The first is used to draw irregular shapes. Select it and click on different areas on the board. To draw lines or curves, select the respective tool, click and drag on the board.

So far you have learnt how to draw objects (shapes, lines, curves) using only the default settings. Now we shall see how to add a specific color to a shape or line. We will also see how to change the fill color of a shape.
First, you must understand that any shape consists of two parts namely the outline also called stroke and the fill color. Refer to figure 5 below.

As you see, the outline of the above is black whereas the fill color is red. This is important to know because you will learn how to draw shapes with different properties.

To be able to draw a simple oval as in figure 5, you will have to proceed in the following ways.

1. Click on the 4th button from the top. This is where you select the outline color, the line thickness and the type (solid, dotted, dashed) of the outline of the shape to be drawn.

Refer to figure 6 on the next page.
By default, the outline color is black. To add a different color, click on the small rectangle. The Select Color panel will open up. Pick a color of your choice and click on “OK”.
1. Select a particular line thickness among the three options.
2. Select a particular line style (solid, dotted, and dashed)

Now if you draw a shape, you will notice that only the outline properties have changed. However, the fill color is still the same. To alter the fill color, proceed in the following ways.

Click on the 5th button from the top. An additional panel will open. Refer to figure 7 below.

- To draw a No-filled shape, we need to select the No Fill option.
- To draw a coloured shape, select fill and choose a color.

**Figure 7**
To set a particular texture, choose one of the three options. The third texture is gradient. If you want a gradient with two different colors, click on the last button and pick a second gradient color. After setting these properties, select any shape you want to draw and see the result.

Next on the list is the Arrow tool. With this tool, you can draw different types of arrows. Refer to figure 8.

![Figure 8](image)

Clicking on the 6th button from the top will open an additional tab. Refer to figure 9.
This panel consists of two parts as represented by two rectangles. The one on the left defines the starting point of the arrow. The other one on the right defines the ending point of the arrow. Referring to figure 9, if you click and drag the line on the board, it will start with an arrowhead and end as a normal line. **Make sure the line tool is selected before drawing an arrow (third icon from the top).** Try experimenting with other properties to generate different types of arrows.

In fact, this tool allows drawing lines and curves with specific starting and ending point.

The next on the list is the paint bucket tool. If you want to fill a shape with a specific color (make sure you have already a shape drawn on your board), select a specific color by choosing fill color tool (the 5th button from the top), then select the paint bucket tool and click inside the shape.
Note: You can also apply a gridded texture to a shape. First you select a color, and then you select a texture from the panel. Refer to figure 7. Once the paint bucket tool has been selected, click inside the shape to apply the desired texture.

The last tool (8th from the top) allows you to align objects on the board. Refer to figure 10.

![Figure 10](image)

This tool allows aligning shapes vertically (options 1, 2, 3) and horizontally (options 4, 5, 6). To see how it works, first draw a few shapes on the board and place them in a random manner. Select all of them by clicking and dragging over them.

If you click on the first button in the panel, all shapes will be left aligned vertically.

Similarly, if you choose the 2nd option, the shapes will be centered accordingly. Same applies with the other options.
CAPTURE SCREEN

Step 1: Click on the capture screen icon to be able to capture part/whole of a screen.

Step 2: Click on a particular section of the screen, hold and move the pointer to do a selection.

Step 3: After selecting a section of the screen, the selected area will turn blue and the following window appears as shown below:

1. Add screen capture to the current page (current page)
2. Add screen capture to a new page,
3. Add screen capture to the library (in the "Pictures" folder).

Did you know---------

Once a screen capture is added to the “Library”, you can use it as per your need.
The library panel is displayed as shown below. We need to click on the appropriate icons to view its content.

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Open the Audios folder</td>
</tr>
<tr>
<td>B</td>
<td>Open the Movies folder</td>
</tr>
<tr>
<td>C</td>
<td>Open the Pictures folder</td>
</tr>
<tr>
<td>D</td>
<td>Open the Animations folder</td>
</tr>
<tr>
<td>E</td>
<td>Open the Interactivities folder</td>
</tr>
<tr>
<td>F</td>
<td>Open the Applications folder</td>
</tr>
<tr>
<td>G</td>
<td>Open the Shapes folder</td>
</tr>
<tr>
<td>H</td>
<td>Open the Favorites folder</td>
</tr>
<tr>
<td>I</td>
<td>Open the Web search folder</td>
</tr>
<tr>
<td>J</td>
<td>Open the Bookmarks folder</td>
</tr>
<tr>
<td>K</td>
<td>Open the Trash folder</td>
</tr>
</tbody>
</table>
Create a new folder in library

- Creating a new folder as shown in the bottom right of the library panel
  - Select a folder (audio, video, images, ...)
  - Click on the icon "create new folder".
    Enter the name of the new folder in the dialog box.

----------------------- Note ---------------------
1. To open and / or close the "library" pane, click on the “1” tab
2. To resize the "library" pane, click on the tab “1” as labeled in the previous page and hold, drag and release.
3. Click on “2” to return to main display (icons) of the library.

All the captured screens are sent directly to the Pictures folder.
VIDEOS

Note: During the first installation of Open-Sankoré, a folder named “Sankoré” is automatically created in the "Videos" folder of the computer. It is possible to add or delete videos directly in this folder without using Open-Sankoré.

► To insert a video on a page, use the drag and drop method to bring the video on the board or click on the video you want, then click "Add to page".

---

**Diagram:**

- A: Drag and drop method
- B: Click on video
- C: Add to page
- D: Video player controls
- E: Video screen
- F: Video thumbnail
<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Closes the window</td>
</tr>
<tr>
<td>B</td>
<td>Duplicates the video.</td>
</tr>
</tbody>
</table>
| C      | Displays other additional options related to the video drop-down menu:  
|        |   - the lock the video on the page  
|        |   - making it visible on the extended screen  
|        |   - go to the source of the content |
| D      | Starts video playback or pause. |
| E      | Stops the video (returns the play header to the beginning of the sequence). |
| F      | Mute or unmute the sound. |
PICTURES

During the first installation of Open-Sankoré, a folder named “Sankoré” is automatically created in the “Pictures” folder of the computer. It is possible to add or delete images directly into the folder without using Open-Sankoré.

► To insert a picture on a page, drag and drop the selected image to the board or click the desired image, then click on “Add to page”.

<table>
<thead>
<tr>
<th>Labels</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Closes the image</td>
</tr>
<tr>
<td>B</td>
<td>Duplicates the image</td>
</tr>
</tbody>
</table>
| C      | Displays other additional options related to the picture drop-down menu:  
  - to lock the picture on the page  
  - making it visible on the extended screen  
  - go to the source of the content |
| D      | Rotates the object. |
| E      | This button is recommended to be used for resizing any image as it keeps the aspect ratio of the image. |
Copy pictures to the Open Sankoré 'Pictures' Library

- Right click on the selected picture or folder of pictures (Maps, Animals etc) from your pendrive or any other sources and click on copy
- Click on "My Computer"
- Click on "Libraries"
- Click on "Pictures"

- Click on the "Sankoré" folder
- Right-click on the "Sankoré" folder, click on paste.
Inserting a picture as a background

- Click on a picture from the "Pictures" folder
- Click on "Set as background" to insert picture as background for ONE page only

Note: You can "Set as default background" if you want to add the same background to ALL the pages.
DOCUMENT MANAGEMENT

- Click on the **documents** icon on the menu bar

- The following screen will be displayed:-
- From the Document screen

<table>
<thead>
<tr>
<th>Icons</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Tools Icon" /></td>
<td>Click on this icon to be able to see/hide the virtual keyboard</td>
</tr>
<tr>
<td><img src="image" alt="New Document Icon" /></td>
<td>Click on this icon to create a new document</td>
</tr>
<tr>
<td><img src="image" alt="New Folder Icon" /></td>
<td>Click on this icon to create a new folder</td>
</tr>
<tr>
<td><img src="image" alt="Import Icon" /></td>
<td>Click on this icon to import files (PDF, jpeg, bmp, ubz or ubx files)</td>
</tr>
<tr>
<td><img src="image" alt="Export Icon" /></td>
<td>Click on this icon to export files from the sankoré board to PDF files or other sankoré format.</td>
</tr>
<tr>
<td><img src="image" alt="Rename Icon" /></td>
<td>To rename a document/folder, you should click on the document/folder and then click on the rename icon. Note: In Open Sankoré 2.5.1, the rename feature has been disabled and will be dealt in the newer version. Alternatively, you can double-click on the document/folder (the default name will become green) and then type the appropriate filename or folder name.</td>
</tr>
<tr>
<td>Icon</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td><img src="image" alt="Duplicate" /></td>
<td>Click on this icon to duplicate a document. First you need to click on the appropriate document and then click on the duplicate icon. <strong>Note: Folders cannot be duplicated</strong></td>
</tr>
<tr>
<td><img src="image" alt="Delete" /></td>
<td>This icon is used to delete a document/folder. To be able to do so, we have to click on the document/folder and then click on the “Trash icon”.</td>
</tr>
<tr>
<td><img src="image" alt="Open" /></td>
<td>First, click on a document and then click on this icon to open the document on the sankoré board.</td>
</tr>
<tr>
<td><img src="image" alt="Add" /></td>
<td>To use this icon, we need to select a page/pages in a document and then click on the “Add to working Document” icon in order to add a page/pages to the current document.</td>
</tr>
<tr>
<td><img src="image" alt="Add" /></td>
<td>Click on the “Add” icon to import Folder of Images or Images or Pages from file. <strong>Note:</strong> you can <strong>add folders of images</strong> or <strong>images</strong> or <strong>pages from file</strong> from any sources, for example from a pendrive. But you cannot manipulate these pictures.</td>
</tr>
<tr>
<td>Icons</td>
<td>Functions</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td><img src="image" alt="Board Icon" /></td>
<td>Click on this icon to return to the Sankoré board interface.</td>
</tr>
</tbody>
</table>
| ![Web Icon](image) | Click on this icon to search information on the internet.  
Note: This is only possible if there is internet connection. |
| ![Documents Icon](image) | This icon is disabled as the screen is already displaying the content of 
the Documents.                                                   |
| ![Show Desktop Icon](image) | This icon will hide the Sankoré interface but will provide some tools that 
can be used with other applications.                           |
Organising your documents effectively

By organizing your documents and folders properly, one will be able to look for it whenever there is a need.

The following steps will guide you to organize your documents effectively.

Create a folder

Step 1: Click on the triangle (◆) near My documents

Note: when the above symbol has been clicked, it will change to “▼” and show the contents of the My documents folder.

Step 2: Click on the New Folder icon

Step 3: Double-click on the appropriate folder to rename it. Use the keyboard to write the name of the folder. For example, “Std IV Red” or “English”
Create a subfolder

If we want to create a subfolder, we need to click on the folder and then click on the **New Folder** icon.

The recommended model is as follows:

**Std IV Red** → **Create this folder first and rename it as per your class name**

- **English**
- **French**
- **History**
- **Geography**
- **Mathematics**
- **Science**

- Click on the above folder ("Std IV Red") and click on the **New Folder** icon
- Rename the folder as per the Subject ("English")
- To create folders for the other subjects, click on the **Std IV Red folder** and click on the **New Folder icon** and rename the folders

Create a document in a folder

If we want to create a document in a folder, we need to click on a specific folder and then click on the **New Document** icon

**Note:** If you will be working on a new subject, you need to click on the appropriated subject folder and then click on New Document.
INTERACTIVITIES

Click on the library tab and click on the **Interactivities folder**. There are 25 templates for interaction in the Interactivities folder.

To open any Interactivity, click on any interactivity (For Example, Ass Images) and then click on “**Add to page**” or drag and drop the selected interactivity to the working area.
1. **Associate images** ("Associer Images")

**Objective of the activity:** associate a picture to a given word or description

**Usage of the resource:** Drag and drop the image in the correct area. If the result is incorrect, the area turns to red. If the result is correct, the area turns to green.

"Reload button" resets the exercises.

**Edit/customize the resource:** Click on the "Edit" button:

- choose the theme of the App: pad, slate, or none (by default: none),
- click on the text field to change the instruction,
- click on the cross at the **top right** of each image box to **delete** the picture
- add picture frames by clicking on the "+" sign,
- **drag and drop** pictures from your library into the **image box**, 
- set the correct answer of your activity by clicking on the submit button “✓” on the frame,
- delete a frame by clicking on the cross button on the frame,
- replace a picture by clicking on the reload icon on the frame,

Click on the "Display" button to do the activity.

**Note:**  
1. Always **drag and drop** pictures from your library into the **image box**, for any interactivity. 
2. **Add to page** option will **NOT** load the pictures into the interactivities.
2. **Associate to the audio** (Match a picture to the given sound)

![Image of the Associate to the audio activity]

**Objective of the activity:** Associate an image to an audio file

**Usage of the resource:** Drag and drop the image in the correct area. If the result is incorrect, the area turns to red. If the result is correct, the area turns to green.

“**Reload**” button resets the exercises.

**Edit/customize the resource:** Click on the “**Edit**” button:

- choose the theme of the App: pad, slate, or none (by default: none),
- modify the instruction by clicking on the field,
- replace the audio file, by dragging and dropping a new one from your library,
- add picture frames by clicking on the “+”,
• drag and drop the pictures from your library,
• set the correct image of your activity by clicking on the submit button “✓” on the frame,
• delete a frame by clicking on the cross button on the frame,
• replace a picture, by dragging a new one from your library,

Click on the "Display" button to do the activity.
3. Scale (Equivalent mass, mental calculation)

**Objective of the activity:** Place weights on the left pan to find the equivalent mass on the right tray.

**Usage of the resource:** To add a weight on the left pan, drag and drop it on the pan.

"Reload" button removes the weight shown on the left pan.

**Edit/ customize the resource:** Click on the "Edit" button:

- Choose the theme of the App: pad, slate, or none (by default: pad),
- Determine the mass on the right pan,
- Determine weights you want to use for the left pane.
- To move a weight in the right tray, drag and drop it on the pane.
- To add weight, click the "+" button and enter a mass (don't use decimal numbers).
- Weights have a field number. Click the box and enter the desired digits.

Click on the "Display" button to do the activity.
Objective of the activity: carry out mental calculations

Usage of the resource: Clicking on the dial and on the question mark.

"Reload" button resets the selection.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of the App: pad, slate, or none (by default: pad),
- Modify the number in the center of the dial.
- To change the number in the center, click and replace it.

Click on the "Display" button to do the activity.
5. Calculation (Arithmetic, simple operations)

Objective of the activity: insert the correct results.

Usage of the resource: To check the answer click on the "✓" button. If the result is incorrect, the calculation turns to red. If the result is correct, the calculation turns to green. Once the series is performed, the interactivity reviews all calculations.

"Reload" button generates new calculations.

Edit/ customize the resource: Click on the "Edit" button:

- the theme of the App: pad, slate, or none (by default: pad),
- operation (addition, subtraction, multiplication),
- magnitude of proposed numbers,
- number of elements (2-4),
- number of operations (2-10).
- Results are automatically calculated by the interactivity.

Click on the "Display" button to do the activity.
6. Categorize pictures (Sort pictures according to the name of the category)

Objective of the activity: categorize pictures to their respective group/category

Drag and drop pictures in the corresponding category. All pictures should be placed to get a feedback from interactivity. If the result is incorrect, the area turns to red. If the result is correct, the area turns to green.

“Reload” button resets the exercises.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of interactivity : pad, slate or none (none by default),
- Edit the category by clicking on the text field,
• Add an another category by clicking on the “+”,
• Drag and drop pictures from your library on the correct category,
• Delete a picture by clicking on the cross button on the frame,
• Remove a category by clicking on the “-” sign on the right,

Click on the “Display” button to do the activity.
7. Categorize text (Sort labels according to the name of the category)

Objective of the activity: categorize words to their respective group/category

Drag and drop labels in the corresponding category. All pictures should be placed to get a feedback from interactivity. If the result is incorrect, the area turns to red. If the result is correct, the area turns to green.

“Reload” button resets the exercises.

Edit/ customize the resource: Click on the "Edit" button:

- choose the theme of interactivity: pad, slate or none (none by default),
- edit the category by clicking on the text field,
- add an another category by clicking on the “+” (small one),
- add a label by clicking on the “+” (big one) on the correct category,
• Modify the text field by clicking on it,
• Remove a label by clicking on the cross button on the frame,
• Delete a category by clicking on the “-” sign on the right,

Click on the “Display” button to do the activity.
8. Choose the right answer (Multiple-Choice Question - MCQ)

Objective of the resource: The goal is to choose the correct answer.

“Reload” button resets the exercises.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of interactivity: pad, slate or none (none by default),
- Click on “Add a new question”,
- Edit the text field by clicking on the text field “Enter your question here ... ”,
- Click on “Options” to select the type of our MCQ (one correct answer, multiple correct answers, drop down) and close it,
- Add a new possible answer if needed,
- Modify the text field by clicking on it,
• Set the correct answer by clicking in the checkbox to the left of the text field,
• Remove a label by clicking on the cross button on the frame,
• Delete a possible answer by clicking on the cross on the left,

Click on the "Display" button to do the activity.
9. **Contrast** (Color game)

![Contrast Color Game](image)

**Objective of the resource:** Hide and show text by playing with the background color (yellow or black).

**Usage of the resource:** Hide and show data by dragging dropping text fields to the right or the left.

“**Reload**” button resets the exercises.

**Edit/ customize the resource:** Click on the "**Edit**" button:

- Choose the theme of interactivity: pad, slate or none (none by default),
- Click on “+Add”,

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- Enter the data for example “3x15”,
- Enter the result, for example “15” and click “OK”
- To modify data or results, click directly on text fields.
- To delete a label, click on the “X”.

Click on the "Display" button to do the activity.
10. Dices (For oral calculation or for various games)

Objective of the resource: writing the numbers as displayed on the dice and carrying out addition/subtraction of 2 or more numbers.

Usage of the resource: By clicking on the arrow or on "Launch" button, you have a new set of results. You can work the oral calculation with the displayed results or play to "the account is good".

The calculations and reasoning can be written on the white board (outside the App).

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of the App : pad, slate, or none (by default : pad),
- Determine the number of dices you want to use for your activity (1-6).
- The calculations and reasoning could be written on the page (outside the App).

Click on the "Display" button to do the activity.
Objective of the activity: carry out addition/subtraction of numbers

Usage of the resource: Drag and drop the paperclips one by one into the envelope. Simply click on the envelope to make reappear the paperclips on the page. They appear in a different color.

"Reload" button resets the exercises.

Edit/ customize the resource: Click on the "Edit" button:

- choose the theme of the App: pad, slate, or none (by default pad),
- change the number of paperclip(s).

Click on the "Display" button to do the activity.
12. Slider (Booklet pages)

Slider is a booklet with pages.

Objective of the activity: This booklet can be enriched with text, images, sound and videos.

Usage of the resource:

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of interactivity: pad, slate or none (none by default),
- Edit the pages of the booklet,
- On each page, you can:
  - Insert text boxes with the “T+” on the left (to modify these text boxes, click inside the text and write),
  - Insert pictures, sounds and videos by dragging and dropping files from the library,
• Move texts, pictures, sounds and videos inside the page by clicking and dragging the multidirectional arrows located on the frame,
• enlarge the size of an element with the double arrow at the bottom right of the frame,
• Delete an item with the “X”.
• To add a page, click on the “+” green arrow at the bottom.
• To delete a page, click on the red cross.

Click on the "Display" button to do the activity.
13. Memory (Mental calculation, matching game)

**Objective of the activity:** To make pairs and remembering the location of the various cards.

**Usage of the resource:** Cards are laid out in a grid face down. The player turns two cards. If the two cards match, cards are not covered. If they do not match, the cards are turned back over.

The game is over when all pairs have been found.

Cards are randomly arranged in the game mode.

"Reload" button resets the game.

**Edit/ customize the resource:** Click on the "Edit" button:
• Choose the theme of interactivity: pad, slate or none (by default: pad),
• Choose the number of cards (4, 6 or 8 cards),
• Select the displayed time of returned cards,
• Edit a card (insert a picture or change the text).
• Place pairs of cards in the same column (same figure in each card).

**Note:** Cards have a default text field.

Click on the field to insert text.

Click on the box before dragging and dropping picture from your library.

Click on the "Display" button to do the activity.
Objective of the resource: carry out mental calculation

Usage of the resource: The two players choose, complete and validate an operation in turn.

- Click the "check" button to verify the entry. The App is able to verify the calculation.
- If the answer is correct, the box is marked with a cross (X) or a circle (O) according to the player.
- If the answer is false, the other player takes the hand and begins to play.
- The name of the player is displayed on the left: Player 1 (X), Player 2 (O).
- The first player to get 3 of his marks (X or O) in a row (up, down, across, or diagonally) is the winner.

The "Reload" button restarts the game.

Edit/ customize the resource: Click on the "Edit" button:
• Choose the theme of interactivity: pad, slate or none (by default: pad),
• Modify the calculations that you want to use for your activity.
• Insert the calculation in each field. Results of operations are automatically calculated by the interactivity.
• The App is able to identify mathematical signs ("+", "*", ",", "/" and parentheses).

Click on the "Display" button to do the activity.
15. Order pictures

**Objective of the resource:** Sort pictures in the correct order.

**Usage of the resource:** The number on the frame indicates the order in which the images should be classified. Drag and drop to rank the pictures. Once all the pictures have been correctly classified, the area turns to green.

“A**Reload “button resets the exercise.

**Edit/ customize the resource:** Click on the "Edit" button:

- choose the theme of interactivity : pad, slate or none (by default : none),
- modify the instruction by clicking on the text field,
- add picture frames by clicking on the “+”,
- drag and drop pictures from your library,
- change the order of images by dragging them,
- delete a frame, by clicking on the cross (X),
- change a picture by clicking on the “reload” button on the frame,

Click on the "Display" button to do the activity.
16. Order letters

**Objective of the resource:** rearrange the letters to form an appropriate word.

**Usage of the resource:** Drag and drop the labels in the correct order

Listen to the audio file and drag and drop the labels in the correct order. If the result is correct, the area turns to green.

You can also use this activity with numbers.

“**Reload**” button resets the exercises.

**Edit/ customize the resource:** Click on the "Edit" button:

- choose the theme of the App: pad, slate, or none (by default: none),
- insert an audio by dragging and dropping a file from your library,
- edit the text field “Enter your instruction here...”,
• write the desired word instead of “example”,
• set the correct image of your activity by clicking on the submit button “✓” on the frame,
• replace an audio file, by dragging a new one from your library.
Click on the "Display" button to do the activity.
17. Order Words

**Objective of the resource:** put the words in the correct order to construct a sentence.

**Usage of the resource:** The interactivity displays labels in a random way. Drag and drop the words in the correct order. If the result is correct, the area turns to green.

“**Reload**” button resets the exercises.

**Edit/ customize the resource:** Click on the "**Edit**" button:

- choose the theme of the App: pad, slate, or none (by default: none),
- determine the sentence and place separation between words.
- to create a new exercise:
  - insert the desired sentence,
  - add spaces in the sentence, by inserting “*” between each word. **DO NOT** place a star at the beginning or the end of your sentence.

Click on the "**Display**" button to do the activity.
18. Order Sentences

**Objective of the resource:** put the sentences in the correct order to reconstruct a text.

**Usage of the resource:** The interactivity displays the labels in a random order. Drag and drop fragments in the correct order. If the result is correct, the area turns to green.

“**Reload**” button resets the exercises.

**Edit/ customize the resource:** Click on the "**Edit**" button:

- choose the theme of the App: pad, slate, or none (by default: none),
- determine the text and fragments.
- To create a new exercise:
  - insert the desired text in the text field,
o create fragments by adding a new line.

Click on the "Display" button to do the activity.
Objective of the resource: Select the correct answers from the given options

Usage of the resource: Choose correct element(s). If the result is correct, the area turns to green.

"Reload" button resets the exercises.

Edit/ customize the resource: Click on the "Edit" button:

- choose the theme of the App : pad, slate, or none (by default : none),
- edit the instruction by clicking on the text field,
- add text fields with “+T”,
- select the correct answer by clicking in the box,
- change the order of images by dragging them,
- delete a frame by clicking on the cross (X),

“Display” button comes back to the activity.
20. Split a sentence

Objective of a resource: Insert spaces at the appropriate places to separate words in a sentence.

Usage of the resource: The sentence is written without separations between the words. If the result is correct, the area turns to green.

To add separations between words, move the cursor and click between two characters, a separation is then added.

“Reload” button resets the exercise.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of the App: pad, slate, or none (by default: none),
- Modify the sentence (select the text field).

Click on the "Display" button to do the activity.
21. Split a text

Objective of the activity: Separate sentences/words in a text

Usage of the resource: Text is written without the dots between sentences. The goal is to split the text correctly. If the result is correct, the area turns to green.

To add points between sentences, move the cursor and click between any two words.

“Reload” button resets the exercise.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of the App: pad, slate, or none (by default: none),
- Modify the text (write in the text field different phrases separated by dots).
- DO NOT use question and exclamation mark.

Click on the "Display" button to do the activity.
Objective of the resource: Separate the syllables of a word

Usage of the resource: If the result is correct, the area turns to green.

To add a separation between two syllables, move the cursor and click between any two characters.

“Reload” button resets the exercise.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of the App: pad, slate, or none (by default: none),
- Modify the word (write in the text field and separate syllables with *).

Click on the "Display" button to do the activity.
23. Tables

**Objective of the resource:** perform mental calculation on multiplication, division, addition and subtraction.

**Usage of the resource:** With the table App you can work on the properties of various operations and review tables of addition, subtraction, multiplication, and division. Click on the case to display or hide the answer.

The arrow on the board indicates the sense of reading.

"Reload "button resets the exercise.

**Edit/ customize the resource:** Click on the "Edit" button:

- Choose the theme of interactivity : pad, slate or none (by default : pad),
- Desired operation: addition, subtraction, multiplication or division, number of rows and columns (1 to 12).

Click on the "Display" button to do the activity.
Objective of the resource: put the numbers in the correct order (ascending/descending order)

Usage of the resource: Drag and drop the labels to the right place.

The Interactivity DOES NOT correct the exercise.

"Reload" button generates new labels numbers.

Edit/ customize the resource: Click on the "Edit" button:

- Choose the theme of interactivity : pad, slate or none (by default : pad), the number of labels (2-6), magnitude of proposed numbers,
- The order to classify numbers (ascending or descending).

Click on the "Display" button to do the activity.
**Objective of the resource:** demonstrate the use of pictures/text to show concepts like

- singular-plural,
- masculine-feminine
- input-process-output etc.

**Usage of the resource:** The cards pass through a box and are transformed. To move a card through the box, just click on it.

The assumptions may be written on the white board (outside the App).
The "Reload" button replaces cards on the left stack.

**Edit/ customize the resource:** Click on the "Edit" button:

- Choose the theme of interactivity: pad, slate or none (by default: pad),
- Set the number of cards that you want to use,
- Set the cards before and after transformation.
- The cards have by default a text field. To insert text, click on it. To drag and drop an image from your library, select the checkbox “use image”.

Click on the "Display" button to do the activity.