Activity Builder

The Activity Builder is an easy to use add-on for SMART Notebook that enables you to create matching activities, sorting activities, labeling activities, games and more using your own content. Students will drag an object to a specified location. If the object was dragged to the correct location, the object will disappear or do some other user specified animation. If the object was incorrectly place, it will return to its starting location (or do nothing).

Building an Activity

1. Add the desired objects/text to your page
2. Click the add-ons tab on the side tabs (puzzle piece)
3. Click the Activity Builder icon
4. Select the object that will serve as the container
5. Click the Edit button
6. Drag the correct items into the “Accept these objects” box
7. Drag the incorrect items into the “Reject these objects” box
8. Use Settings to change the animation effects for correct and incorrect responses
9. Click Done

Accept these objects Box

Reject these objects Box

Building Notes

- Multiple object containers can be added to a single page.
- “Add All Remaining” allows you to add all unassigned, unlocked items to the Accept or Reject box. Useful when working with a large number of objects.
- If you add an object to the wrong box, simply drag it to the trash can to remove it completely, or drag it to the correct box

Additional Settings

By clicking on settings, you can customize the animation action that occurs for accepted or rejected objects. You can also set the object to play a sound that is linked to the object.