

Design and Paint Mode 1



Have you ever wished you could get IntelliTools Classroom Suite® to read out a text box while the activity is in **Paint** mode? It certainly would be handy for giving instructions in a coloring activity.

What about a finished activity in which a student has painted a scene and written about it? In showing off the finished masterpiece, pages look less cluttered in **Paint** mode, with writing tools hidden. But the student still needs to get the text box to read out.

When Paint Mode Is The Default

The [Trucks](#) activity set's coloring book **My Cool Trucks** is a good example of an activity of this type. It's set up with **Paint** mode as the default, so it's easy for students to show off their work in **Paint** mode. Since you can't click on a text box while in **Paint** mode, there is a button with a **Read All** action to read out the text.

But wait a minute! A button with a **Read All** action won't function in **Paint** mode! How does it work? Instead of having the activity read the text in **Paint** mode, I set it up to switch to **Design**, execute **Read All**, and then switch back to **Paint**. It's like a magic trick where things are not what they seem!

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A Button To Read A Text Box

In most activities, I set text boxes not to scan, and instead use a button to select and read out the text box. It's less tedious for scanners, and doesn't change the experience for students using a mouse or IntelliKeys®.

To set this up, I open the text box **Properties** dialog, and under the **Scanning** tab take off the checkmarks for **Auto Scan** and **Step Scan**. Next, I make a button with the following actions:

- Select object "Text box"
- Read All

(Important: If you use this action, be sure you type in the name of the object carefully, as it's **case sensitive**.)

A Button To Read Text In Paint Mode

That set of actions works great in **Design** mode, and by listing several text boxes in separate **Select Object** actions, each followed by **Read All**, you could extend that technique to read a whole page.

But to get the same effect in **Paint** mode, two more actions are needed. Here's the set of button actions you need to do that tricky switch:

- Design
- Select object "Text box"
- Read All
- Paint

Put these actions into a button that will display in **Paint** mode. The apparent effect is that the text is reading out while in **Paint** mode. In reality, the activity pops into **Design** mode just long enough to select

the text box and read, then returns to **Paint** mode. As soon as the text is finished reading, students can continue painting.

It's a nice trick whenever you have a text box on a page where students are painting on the background. If you want to have students paint and also write into the text box, you'll need to know more tricks, utilizing toggling toolbars.

I'll show you how to do that in a later tip, but for now, take a look at the [Trucks](#) coloring and writing activity to see these tricks in action.

We usually build activities either in **Design** or **Paint** mode, but using both in one activity opens up many new possibilities!

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