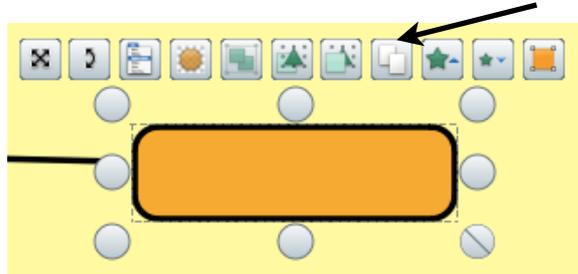# Making Containers in ActivInspire

1. Using the **Shapes** icon , choose a shape and a fill color and create a container that can hold a word, picture, etc.
2. If you need more than once container, click on the shape and choose the **Duplicate** button.

3. Add the pictures or the words that you want to fill the containers with for your matching activity.
4. Click on a container and enable your **Browser** in ActivInspire (if it is not already open). You might want to pin it too.
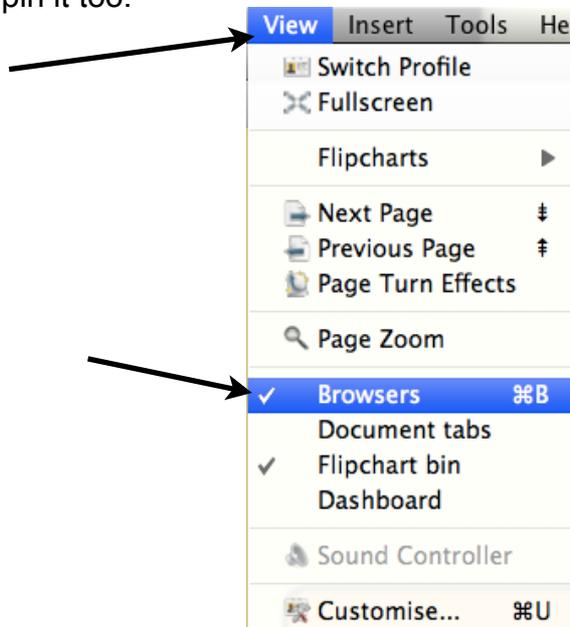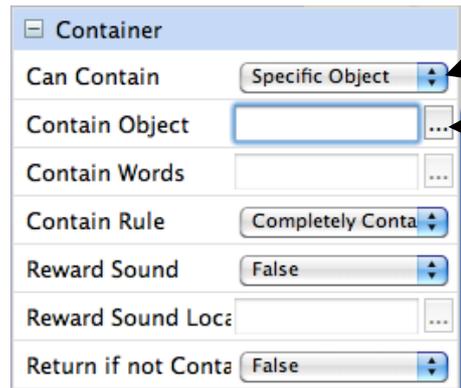

5. Click on a container and select the **Properties** button in your browser. Click on the '**+**' by the word container to open it.

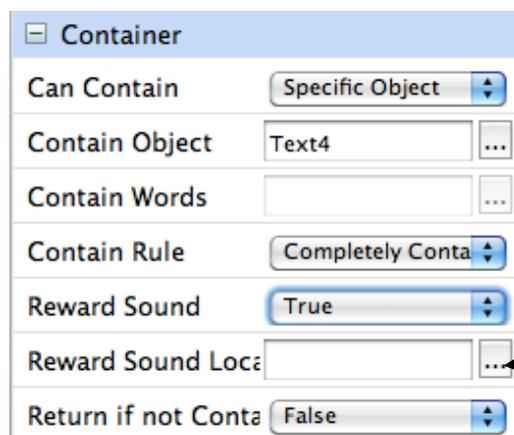6. In the container window, do the following:

Choose **Specific Object**

Click here to choose the object or text in the window that appears.

Do this for each container.

If you would like your container to play a reward sound when a student has made the match correctly, do this following:
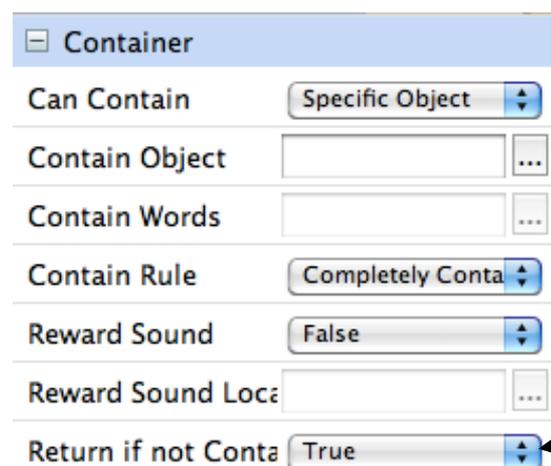

Choose **True**

Click here to choose the reward sound from the **Sounds** folder in the window that appears.

7. Click on a picture (or text) that will go in a container. In the container window, do the following:


Choose **True**

Do this for each picture or text.

8. Once you have your objects or text and containers matched, you need to check the layers in your **Object Browser**. To do this, click on the **Browser** and choose the **Object Browser** button.

9. In the **Objects Browser** window, all of your objects, text, and/or containers appear in the middle layer. In this layer, make sure your container shapes are below the text or objects you are filling them with in your matching activity. (If they are not, just click hold and drag them to put them in the right order.)
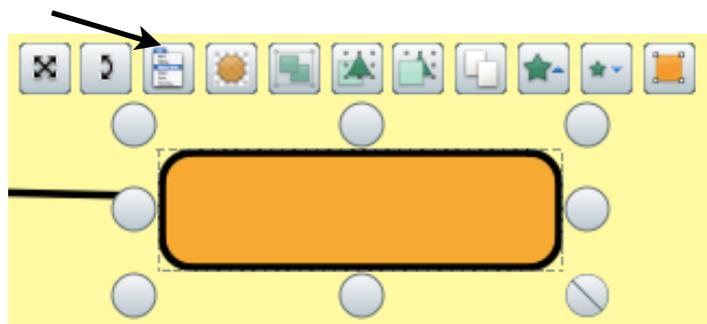
Text or objects used for matching
Example: roots
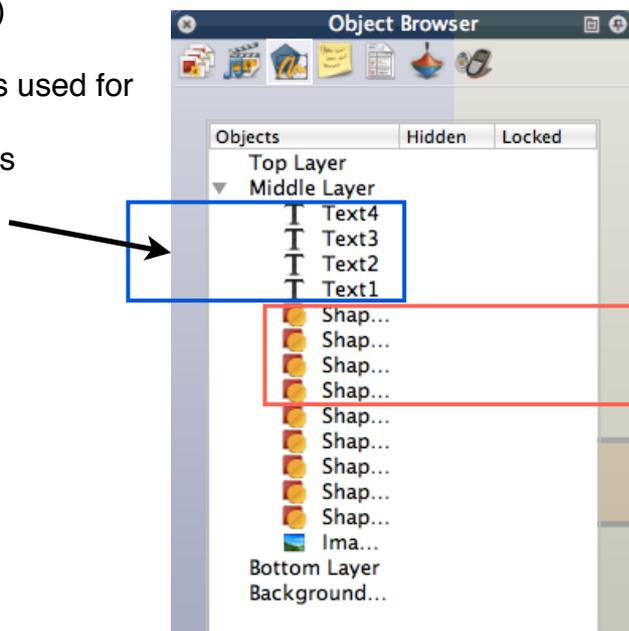
Container Example:

10. Since this is a matching activity, you need to lock the items on the page that should not move. To lock an item, click on it and choose the menu button. In the menu, that appears, choose the **Lock** button. Do this for any items you want to lock, especially the containers!

10. In the **Browser**, use the **Notes Browser** to add teacher directions for your matching activity (or put them right on the flip chart.)

11. Be sure to save your flipchart and try it out!

Additional Resources:
Check out the ActivTips on Promethean Planet to learn more about containers.
http://www.prometheanplanet.com/en-us/professional-development/activtips/

Check out the Container Resource Packs on Promethean Planet.
http://www.prometheanplanet.com/en-us/Resources/Item/45779/containers-made-easy-1-resource-pack

http://www.prometheanplanet.com/en-us/Resources/Item/64871/containers-made-easy-2-resource-pack