

Smart Notebook II Activity Builder

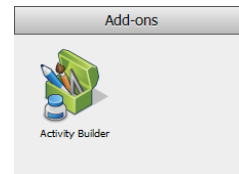
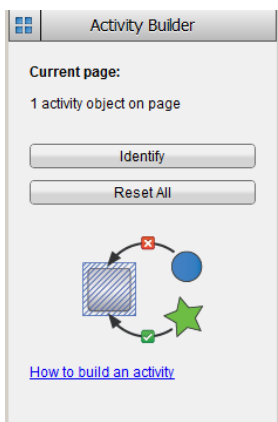
- Add your content (clip art/text objects) to a Notebook page.
- Click on the blue puzzle piece



- Under **Add-ons**, click on **Activity Builder**

Find more Activity Builder examples in Notebook:

Gallery>Lesson Activity Examples>Activity Builder



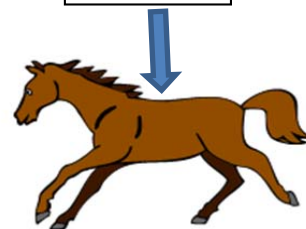
- The Activity Builder tab opens. Now you can create drag-and-drop activities for formative assessment similar to Lesson Activity Toolkit and Vortex.

- The activity object is the container for correct or incorrect answers.
- Example: What do horses eat?

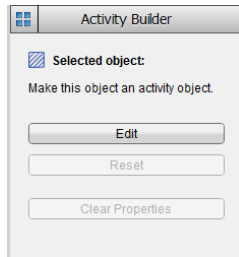
Answers



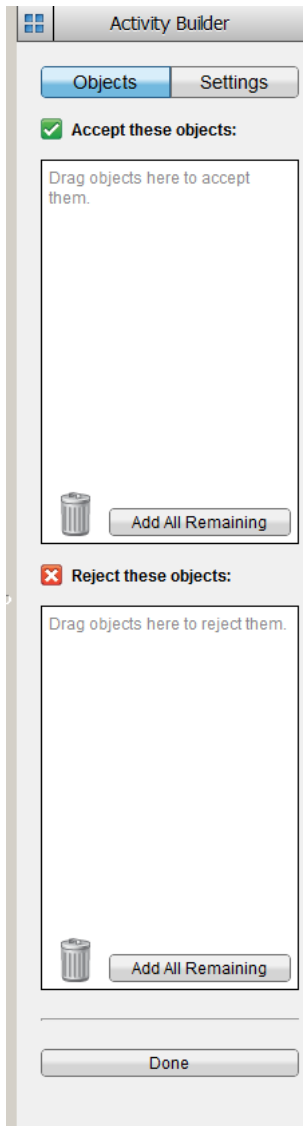
Activity Object



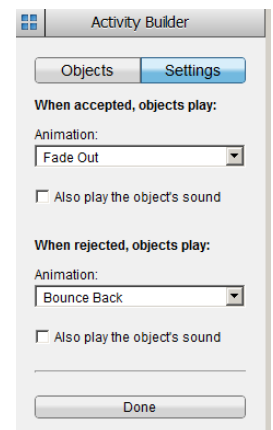
- In this example, click on the horse to identify it as the activity object. The object will be highlighted.



- In the Activity Builder tab, click on **Edit**.



- The **Objects** tab will open.
- Drag and drop the correct answers - hay, apples, carrots - into the **Accept these objects** box on the top. Each item will have a green check mark.
- For the remaining incorrect objects (candy, cupcake) click on the **Add All Remaining** box under **Reject these objects**. Each item will have a red x. Or...you can drag and drop each item one at a time into the Reject box.
- Click on the **Settings** tab.
- Click on the drop-down menu to select animations (Fade out, Fly out, Snap to center or Spin) for accepted and rejected objects.



- Click **Done**. Save your page and test your Activity Builder!