



Workshop Tutorial

Adapting an Existing Template in *IntelliTalk II*[™]



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IntelliTools, Inc.
1720 Corporate Circle
Petaluma, CA 94954

Technical Support

Hours:	8 a.m.– 5 p.m. Pacific Time, Monday through Friday.
Phone:	(800) 899-6687 (U.S. and Canada) (707) 773-2000 (local and international)
Fax:	(707) 773-2001
Email:	tech@intellitools.com (for technical information) info@intellitools.com (for general information)
World Wide Web:	http://www.intellitools.com

Adapting an Existing Template in *IntelliTalk II*™

Introduction

After you have had a chance to view several of the templates included with *IntelliTalk II* and to create an activity from scratch, there's a third option. You can modify an existing template to work with a curriculum area you are studying. Modifying an existing template can save you a lot of time. It allows you to take advantage of the work that went into designing the original template, freeing you to add new pictures and text.

In this tutorial, you will modify the Dinosaurs template, changing it from a simple science activity for young children to a more complex reading activity. The modified template will allow students to retell the story of *Goldilocks and the Three Bears* in the correct sequence by selecting the appropriate picture items. To accomplish this you will:

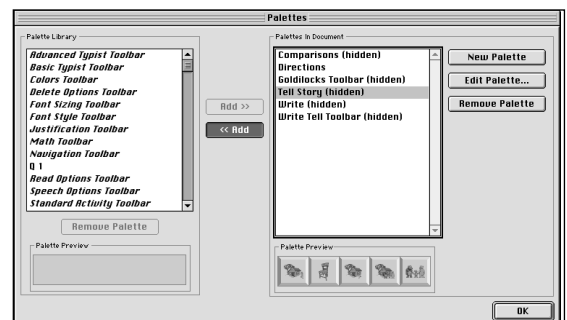
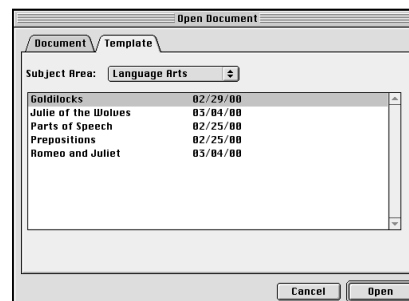
- Replace the dinosaur graphics with graphics from the story, *Goldilocks and the Three Bears*.
- Change the dinosaur text to match the content.

Getting Started

IntelliTalk II allows you to import graphics from other sources such as Clip Art programs, Boardmaker, digital images or the Internet. For this tutorial, rather than go to an external source for graphics, you will use the graphics that exist in the Goldilocks template. These graphics are not stored in the Picture Library. However, you can open the template and add its graphics to the Picture Library, making them available for your new activity.

Open the Goldilocks Template

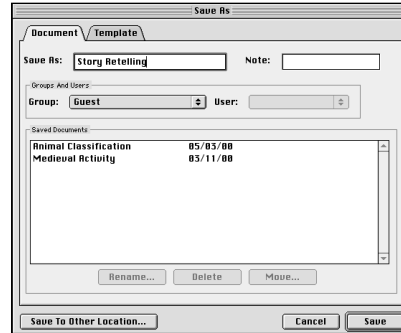
1. From the File menu, select **Open**. Select the **Template** tab. From Subject Area drop-down list, select **Language Arts**. Select **Goldilocks** and **Open**.
2. From the Create menu, select **Edit Palettes**.
3. From Palettes In Document list box, select the **Tell Story (hidden)** palette. Notice that the images appear in the Palette Preview window.
4. Select **<<Add**. The Tell Story palette will appear in the Palette Library on the left.
5. Select **OK**. From the File menu, select **Close**.



Open the Dinosaur Template

You will use the functionality and design of the Dinosaurs template as the basis for your new activity. The first step is to open this template and then save it with a new name. Doing this first makes it easy to save as you go along, reducing the risk of losing the work you've done.

1. From the File menu, select **Open**. Select the **Template** tab. From Subject Area drop-down list, select **Science**. Select **Dinosaurs** and **Open**.
2. From the File menu, select **Save As**. Title your document "Story Retelling". Select **Save**.

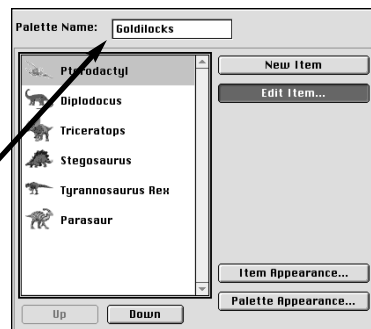


Create the Story Retelling Activity

The next steps are to replace the pictures of the dinosaurs in the template you just saved with pictures from the Goldilocks template and change the text that is inserted when an item from the palette is chosen.

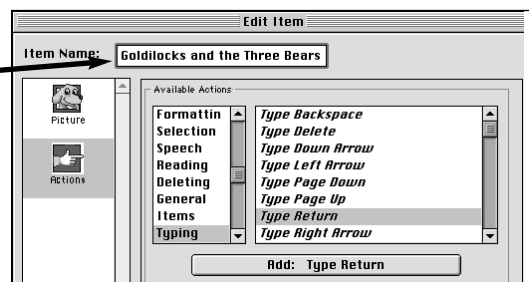
Rename the Dinosaurs Palette

1. From the Create menu, select **Edit Palettes**.
2. Select **Dinosaurs** from the Palettes In Document list box. Select **Edit Palette**. Change the Palette Name to "Goldilocks".



Modify the Pterodactyl Item

1. Select **Pterodactyl**. Select **Edit Item**.
2. Change the Item Name to "Goldilocks and the Three Bears". The item name you choose is important, as it will appear as text under the picture in the palette. The item names can reinforce the story structure and serve as a short synopsis of the story line.
3. Select the **Picture** icon.



- Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear.
- Scroll down the list of pictures to “three bears lived in the”. Select **Paste**. The image of the three bears will replace the image of the pterodactyl.

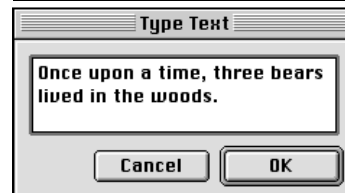
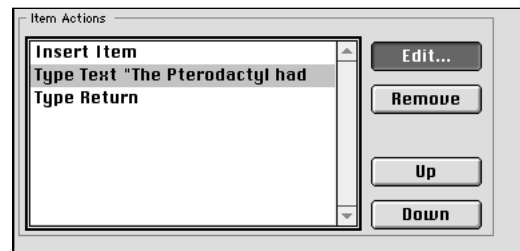
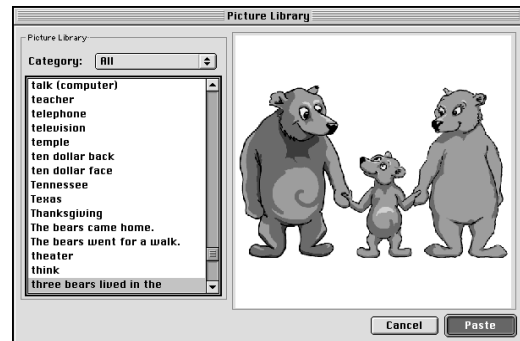
6. Click the Actions icon.



7. From the Item Actions list box, select **Type Text “The Pterodactyl had.** Select **Edit**.

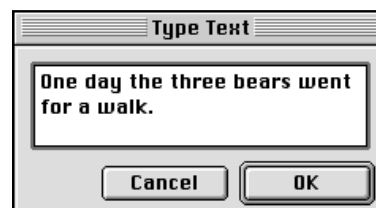
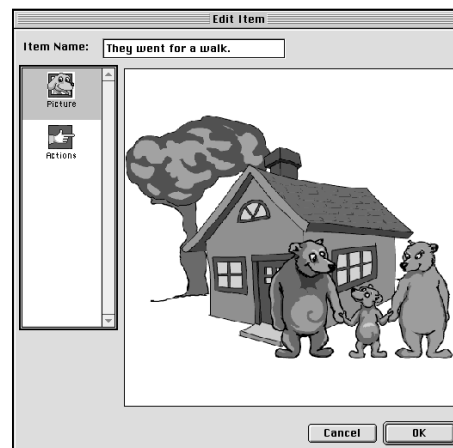
8. Replace the text in the Type Text box with “Once upon a time, three bears lived in the woods.”

9. Click **OK** twice.



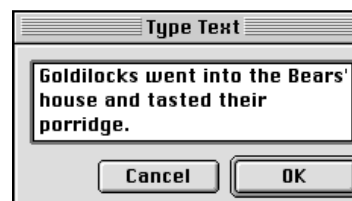
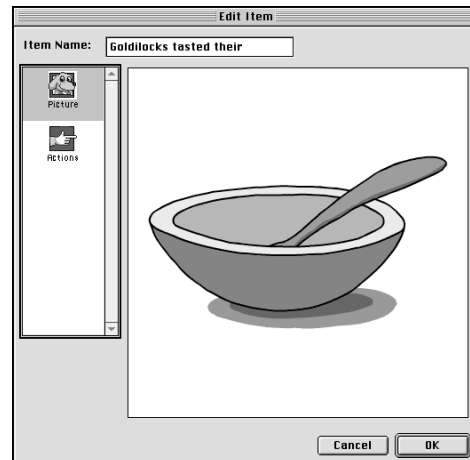
Modify the Diplodocus Item

- From the Edit Palette Contents window, select **Diplodocus**. Select **Edit Item**.
- Change the Item Name to “They went for a walk.”
- Select the **Picture** icon.
- Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear..
- Scroll down the list of pictures to The bears went for a walk. Select **Paste**. The image of the three bears will replace the image of the Diplodocus.
- Click the **Actions** icon.
- From the Item Actions list box, select **Type Text “The Diplodocus was.** Select **Edit**.
- Replace the text in the Type Text box with “One day the three bears went for a walk.”
- Select **OK** twice.



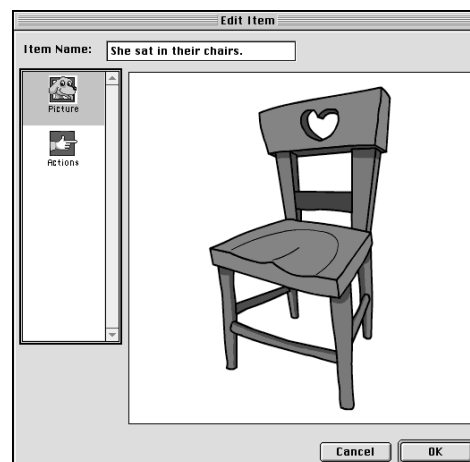
Modify the Triceratops Item

1. From the Edit Palette Contents dialog box, select **Triceratops**. Select **Edit Item**.
2. Change the Item Name to “Goldilocks tasted their porridge.”
3. Select the **Picture** icon.
4. Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear..
5. Scroll down the list of pictures to She tasted the porridge. Select **Paste**.
6. Click the **Actions** icon.
7. From the Item Actions list box, select **Type Text** “**The Triceratops had**. Select **Edit**.
8. Replace the text with “Goldilocks went into the Bears’ house and tasted their porridge.”
9. Select **OK** twice.



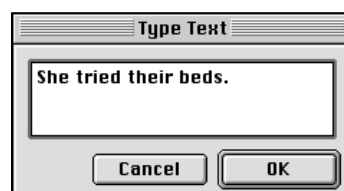
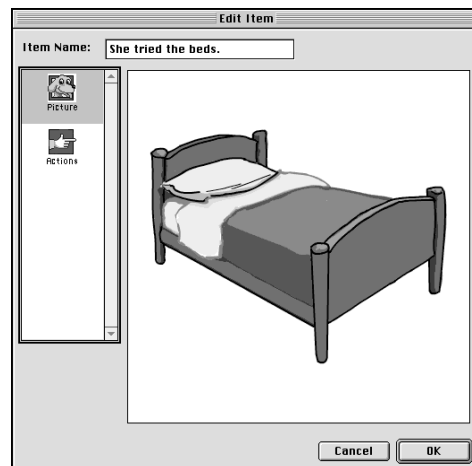
Modify the Stegosaurus Item

1. From the Edit Palette Contents dialog box, select **Stegosaurus**. Select **Edit Item**.
3. Change the Item Name to “She sat in their chairs.”
4. Select the **Picture** icon.
5. Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear..
6. Scroll down the list of pictures to She sat in the chairs. Select **Paste**.
7. Click the **Actions** icon.
8. From the Item Actions list box, select **Type Text** “**The Stegosaurus had**. Select **Edit**.
9. Replace the text with “She sat in their chairs.”
10. Select **OK** twice.



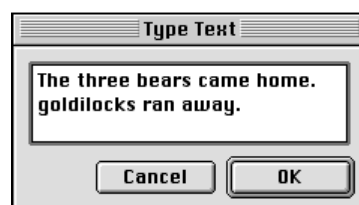
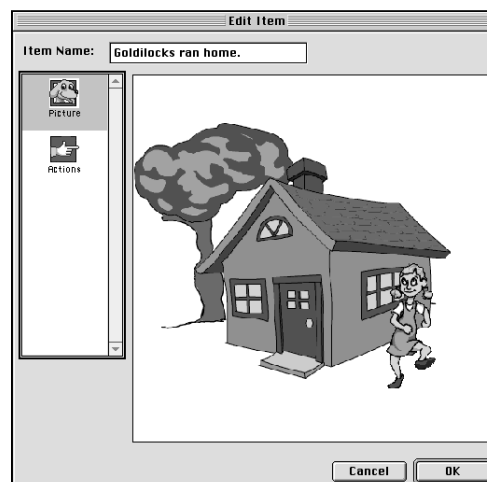
Modify the Tyrannosaurus Rex Item

1. In the Edit Palette Contents dialog box, select **Tyrannosaurus Rex**. Select **Edit Item**.
2. Change the Item Name to “She tried their beds.”
3. Select the **Picture** icon.
4. Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear.
5. Scroll down the list of pictures to She tried the beds. Select **Paste**.
6. Click the **Actions** icon.
7. From the Item Actions list box, select **Type Text** “**The Tyrannosaurus Rex**. Select **Edit**.
8. Replace the text with “She tried their beds.”
9. Select **OK** twice.



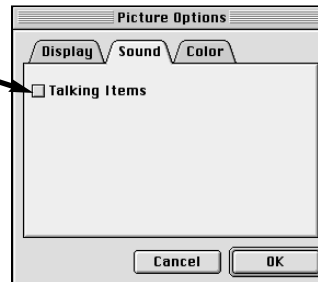
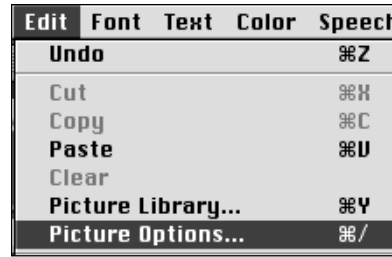
Modify the Parasaur Item

1. From the Edit Palette Contents dialog box, select **Parasaur**. Select **Edit Item**.
2. Change the Item Name to “Goldilocks ran home.”
3. Select the **Picture** icon.
4. Press **[Command]+y** (Windows: **[Ctrl]+y**). The Picture Library will appear.
5. Scroll down the list of pictures to Goldilocks ran home. Select **Paste**.
6. Click the **Actions** icon.
7. From the Item Actions list box, select **Type Text** “**The Parasaur made**. Select **Edit**.
8. Replace the text with “The three bears came home. Goldilocks ran away.”
9. Select **OK** until you return to the document window.



Make a Change to Picture Options

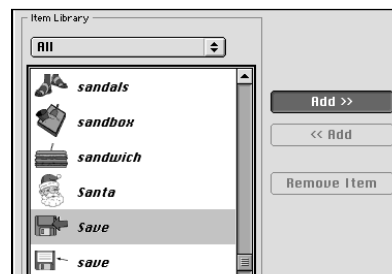
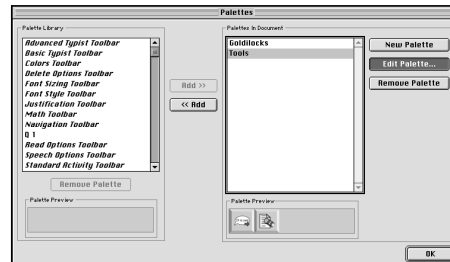
1. Back at the document window of your activity, click an item in the palette. Notice that the graphic appears, the name of the item is spoken and then the inserted text is read. Hearing the item name is confusing. This feature can be changed, using the Picture Options.
2. From the Edit menu, select **Picture Options**.
3. Select the **Sound** tab. Deselect **Talking Items**.
4. Select **OK**. Now try out your activity again.



Make a Change to the Toolbar

Next you will add Save to the Toolbar so your student can easily and quickly save their work.

1. From the Create menu, select **Edit Palettes**. Select the **Tools** palette. Select **Edit Palette**.
2. On the left you will see the Item Library. Locate and select the item **Save**. Select **Add>>**.
3. Select **OK** to close this window. Select **OK** to return to the document.



Congratulations!

You have successfully adapted an existing template. It is possible to adapt other *IntelliTalk II* templates. To do so, explore the template, see how the palettes and items are designed, and note any special actions or features that you would like to use in your own activity. Then use the skills you have learned in this tutorial as well as the Exploring, Basic and Advanced *IntelliTalk II* tutorials to make the changes you desire.

