

Boardmaker (Win) v.6

Using the Freeform Tool

Introduction

The Boardmaker tool palette includes a new “freeform” tool which allows the user to create freeform and polygon buttons.

This tutorial assumes...

- That you have Boardmaker 6 installed on your computer.
- You have some knowledge of the Boardmaker program.
- You know how to open a new board and make buttons.

Learning Objectives

Completion of this tutorial will give you experience with the following:

- Using the freeform tool to draw a freeform shape.
- Using the freeform tool to draw a polygon.
- Adding a dashed line to a freeform shape.

Case Study

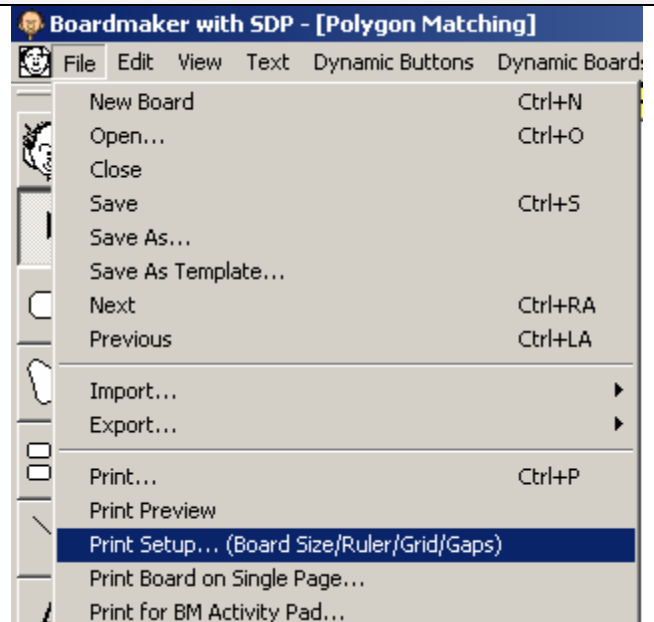
Freddy is a student with Down syndrome in Grade 10. He will be going to work experience in the community soon and so his teacher is preparing him with a review of road signs. She has discovered that Freddy does not know the difference between a hexagon and a square and she would like to have him practice shape recognition while studying the road signs themselves so that he can identify various types of signs from their shapes. She has decided to create a matching activity based on polygons to help Freddy learn these shapes.

Using the Freeform Tool

1

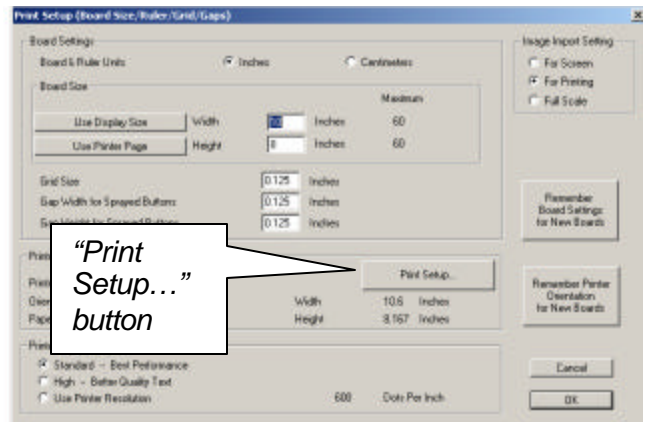
Begin with a new board. **Go to File** ➤ **Save As...** and **save** your board with a descriptive name...

The board size for this activity is 8 ½" X 11". To change the board size **go to File** ➤ **Print Setup...** (Board Size/Ruler/Grid/Gaps).



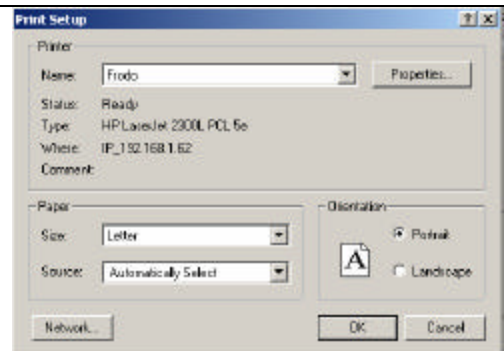
2

Click the “Print Setup...” button from the Print Setup Dialogue box.



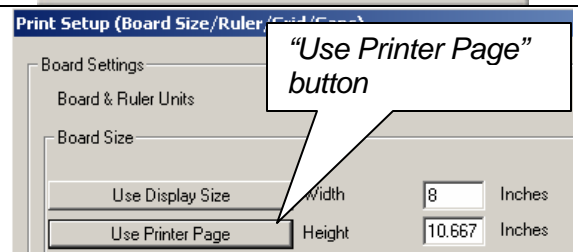
3

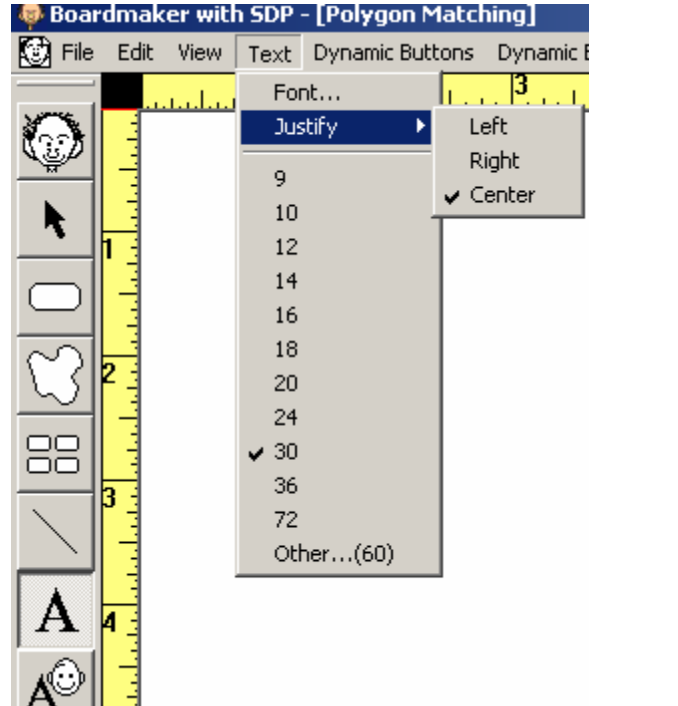
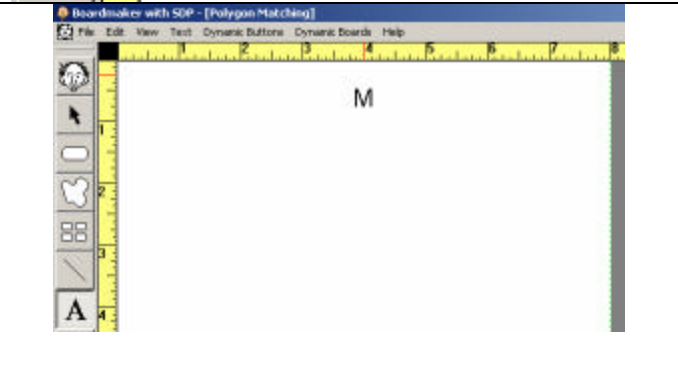
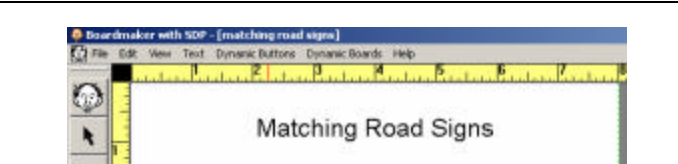
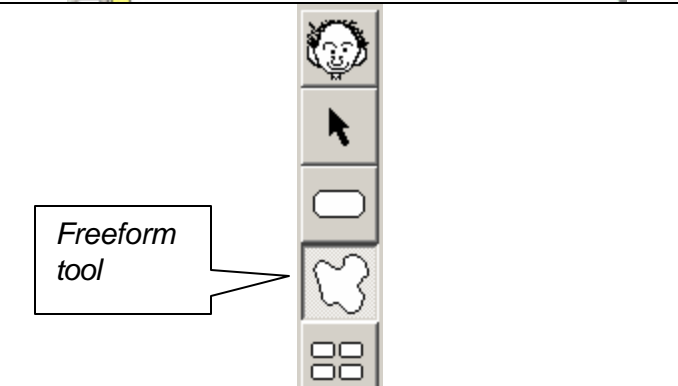
From the “Print Setup” box, **click** the “Portrait” radio button and **click** “OK.”



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Click the “Use Printer Page” button to set the new board size and **click** “OK.”

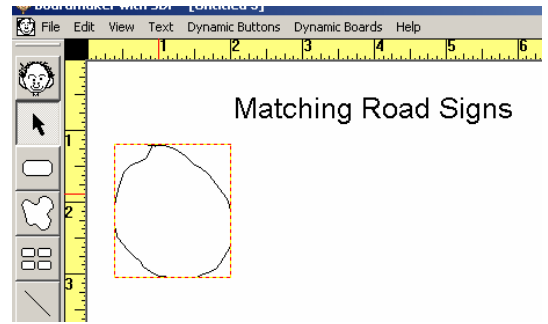


5	<p>Add the activity title:</p> <ul style="list-style-type: none"> • Click the “Text Tool” • Set the text justification: go to Text > Justify > Center. • Set the text size: go to Text > 30. • Type activity name along the top of your board. 	 <p>The screenshot shows the Boardmaker software interface. The 'Text' menu is open, and the 'Justify' sub-menu is displayed. The 'Center' option is selected with a checkmark. The font size is set to 30. The software title bar reads 'Boardmaker with SDP - [Polygon Matching]'.</p>
6	<p>Using the ruler as a guide, place your cursor at the 4” mark along the top of the board. Type your activity name.</p>	 <p>The screenshot shows the Boardmaker software interface. The ruler at the top is visible, and the letter 'M' is centered at the 4-inch mark. The software title bar reads 'Boardmaker with SDP - [Polygon Matching]'.</p>
7	<p>Your activity title will be centered along the top of the board.</p>	 <p>The screenshot shows the Boardmaker software interface. The title 'Matching Road Signs' is centered at the top of the board. The software title bar reads 'Boardmaker with SDP - [matching road signs]'.</p>
8	<p>Create the polygon buttons:</p> <ul style="list-style-type: none"> • Click the “Freeform” tool 	 <p>The screenshot shows the Boardmaker software toolbar. A callout box labeled 'Freeform tool' points to the freeform tool icon, which is a white irregular shape. The software title bar reads 'Boardmaker with SDP - [matching road signs]'.</p>

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Start with the stop sign:

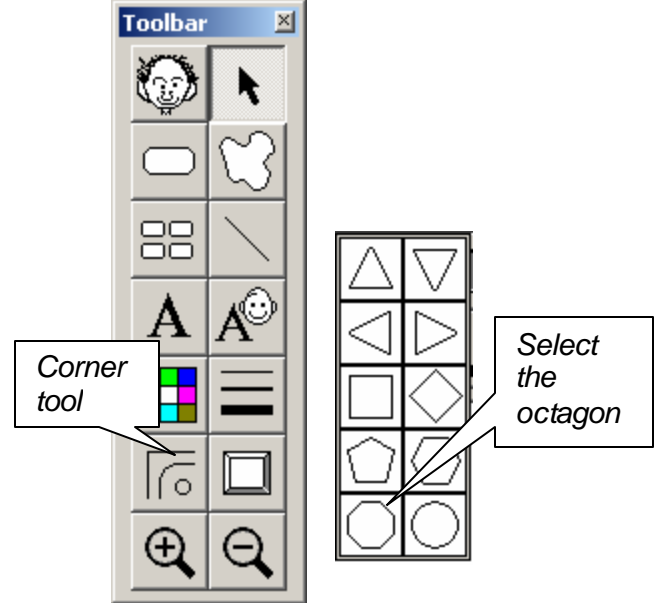
- Position the cursor on the board background along the top left, below the activity title.
- **Click and hold** the left mouse button down.
- **Drag** to draw a circular object. The object should be about 1 1/2 inches wide and high. It does not have to be even (it can be a very rough shape).
- **Release** the mouse button to close the shape



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With this new button selected, (**click** to select it – the orange dashed line indicates that it is selected,) **click** the corner tool.

A “Polygon Shapes Palette” will appear. **Click** the octagon shape to select it.

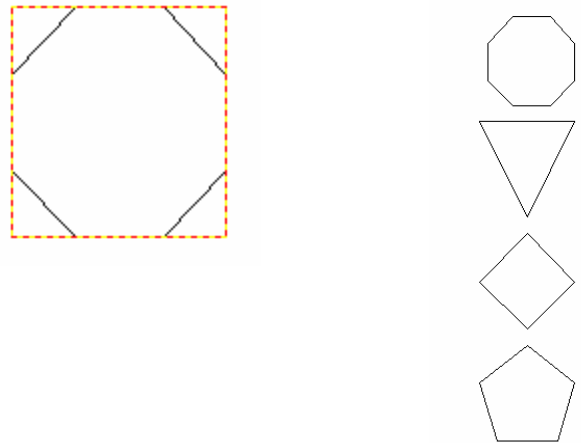


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The freeform object becomes an octagon.

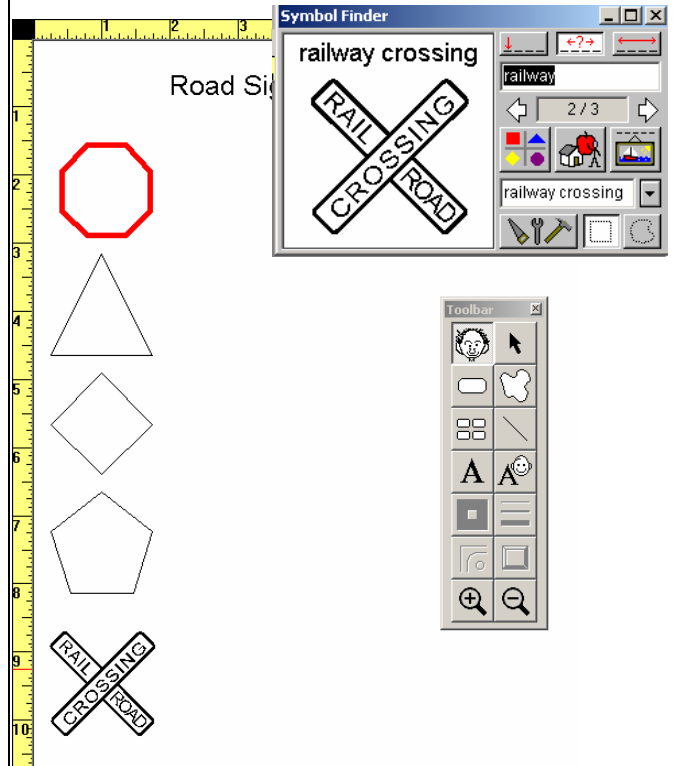
Draw other freeform shapes for the other signs. **Select** the corner tool and choose:

- the diamond for the hazard sign,
- the triangle for the yield sign,
- the pentagon for the school zone sign.



To create a railway crossing sign, **select** the “symbol finder” tool and **search** for the railroad crossing symbol. **Press** “Enter” to paste it on your board below your bottom button on the board background. (If it does not paste into the correct position, **click** the “pointer” tool, then **click** to select the picture, and then **click and drag** it into location.

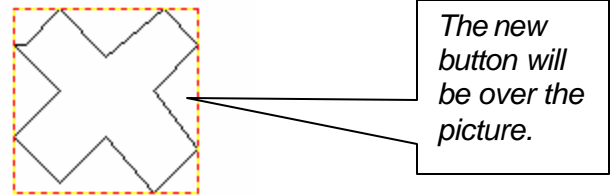
12



Now use the “freeform button” to “draw” a polygon shape around the image:

- **hold down** the “Ctrl” key and **click** to set the starting point of your shape
- **move** the mouse to draw the first side of the sign
- **click** to set the end point of that side
- continue to **hold down** the “Ctrl” key, and **click** the mouse where you want each corner of the polygon to be.

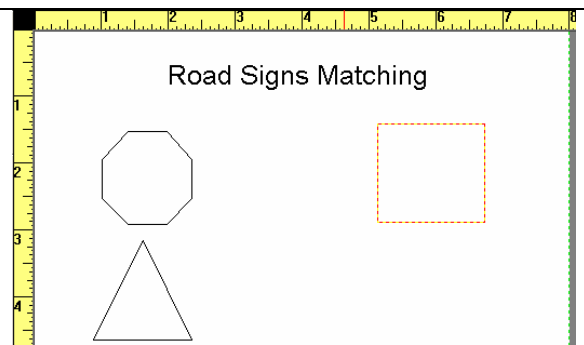
13



Select the “New Button” tool to create a 1 ½ inch square button (**hold down** the shift key to create a square button) to the right of the stop sign button.

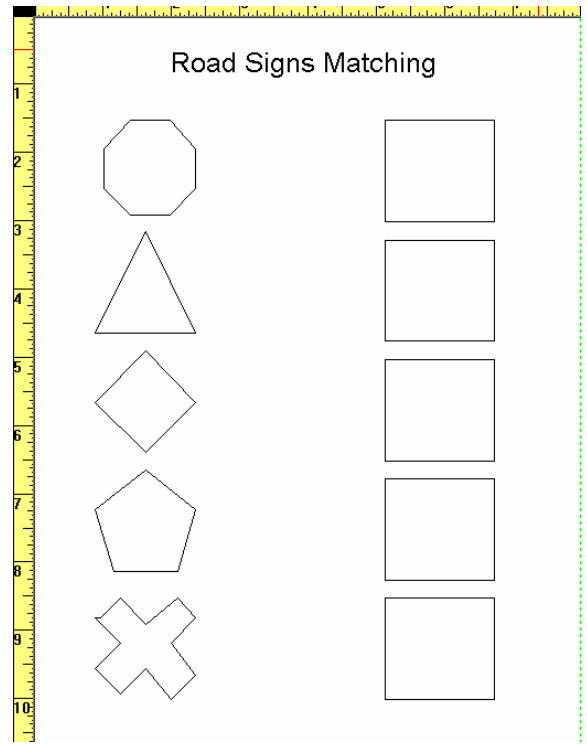
14

Use the left ruler to align the top of this button with the top of the stop sign.



Select the "Button Sprayer" tool to **spray** a vertical row of 4 more buttons.

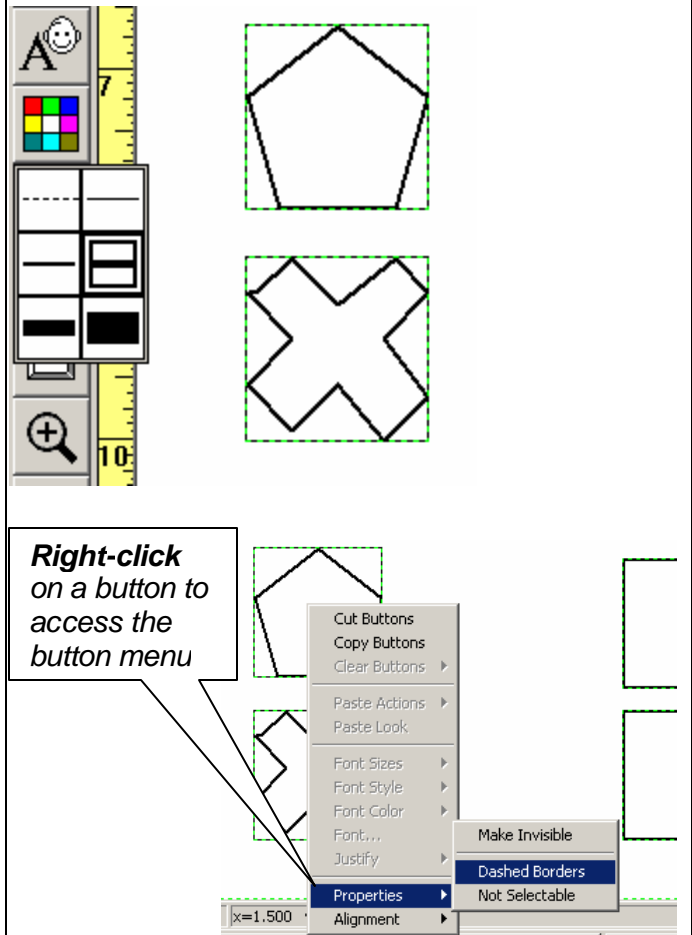
15



Adjust the borders:

- **Select** all buttons: **go to** Edit > Select All
- **Click** the line thickness tool and choose a medium thick line
- With all buttons selected, **right-click** on one of the polygons
- From the pop-up menu choose "Properties" and select "Dashed Borders"
- All buttons will now have dashed borders.

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Click the "Symbol Finder" tool to add pictures to the right hand buttons.

Select the "Text" tool and add directions under the activity title.

Road Signs Matching

Directions: Draw a line to match the shape with the correct sign.

Save this board with a new name e.g.: "Matching Road Signs with Names."

Add sign names to the sign shape buttons. The student can cut out the shapes and signs and match them as in a lotto game.

Matching Road Signs with Names

Directions: Draw a line to match the road sign with its name.



Tip...

By using dashed borders, it is easy to create cutting lines for students who need practice with fine motor skills.