

Boardmaker 6™ (Win) v.6.0.1

Creating a Social Story using the Symbolate Tool

Introduction

The Symbolate tool in Boardmaker is an excellent program to use for creating social stories to support students. Social stories may be used to meet a variety of student goals:

- To learn appropriate behaviour in a variety of social situations and interactions.
- To explore feelings of self and others in various situations
- To learn the steps of a skill such as food preparation.
- To prepare in advance for new experiences and situations

This tutorial assumes...

- The Boardmaker program is installed on your computer.
- You know how to create a board in Boardmaker™/Speaking Dynamically™ and add symbols and text to it

Learning Objectives

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

- Creating a social story using “symbolate “
- Assigning an alternate symbol to a word
- Bringing in a new image to support the text.

Case Study:

Some students particularly those with Autism Spectrum disorders have difficulty dealing with new situations or changes to their routines. They also may have difficulty understanding emotions and feelings of others and understanding the nuances of social situations. Social stories with picture support can help provide context, prepare students for changes and provide behavioural supports. Mark is a grade 4 student who wants to play with a group of boys in the playground but often pushes and interrupts their game by pushing and touching to indicate his desire to play. The boys become upset at Mark's behaviour and avoid and exclude him. We will create a social story which will help Mark review the appropriate ways that he can ask to join in the game and participate with the other boys

Starting the Program

1

Begin by launching the program.

- **Launch** Boardmaker by clicking the alias on your desktop or selecting it from your “**Start – All Programs**” list.
- When the splash screen opens, click on the “**Open a New Board**” button to create a new board from scratch. A blank board will open.
-

You are now ready to begin working on your social story.

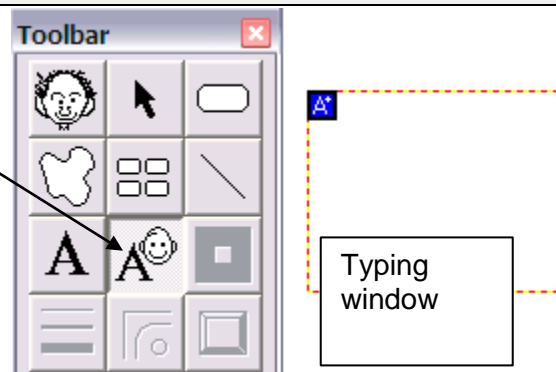


Creating the Social Story

2

Begin by clicking on the symbolate tool button.

Click in your board and a typing window will open.

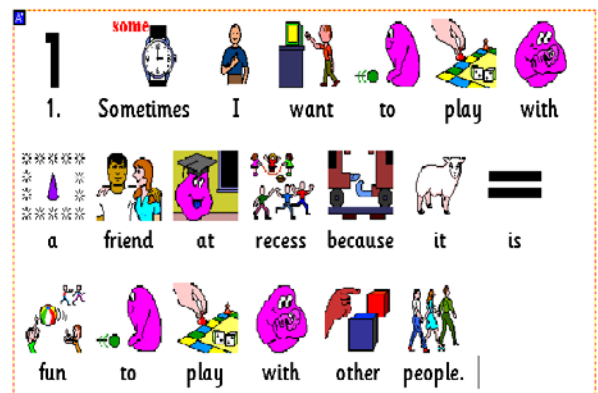


3

Begin typing the following text:

“Sometimes I want to play with a friend at recess because it is fun to play with other people.”

As you type you will see that symbols appear above the words.

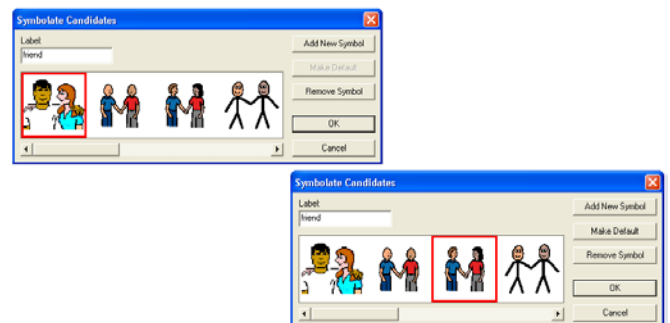


4

Sometimes you may wish to change the symbol which is associated with the text.

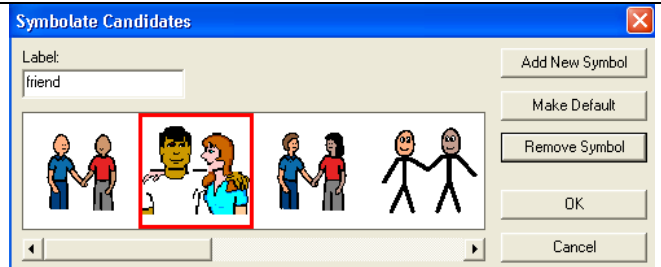
Double-click on the picture you wish to change and the symbolate candidates window will appear. Click on the symbol for “Friend”

Scroll across the window till you find the symbol that you want. Click on it and it will be sent to your document.



5

If you wish a particular symbol to come up each time that you type the word you may set it as a default by highlighting it and then using the **Make Default** button.



6

You may also choose and add a different symbol from within the boardmaker symbol library. Click on the Add new symbol button and the **Symbol Finder** window will open. Click on the desired symbol and it will appear in your scroll window of choices.

Continue typing your social story until complete. Save your social story and/or print it out for your student.

