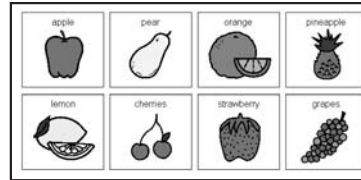


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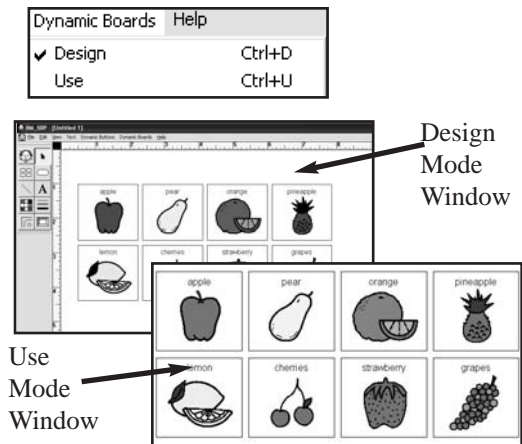
Basic Steps - Adding a Voice to a Board

This tutorial assumes you have basic Boardmaker for Windows vs 5.0 skills. You will learn how to change boards and how to add speech to a SD Pro Board: Both recorded and text-to-speech.

- Step 1** ★ Create a Boardmaker board with 8 cells. Add 8 symbols to the board: *apple, pear, orange, pineapple, lemon, cherries, strawberry, grapes.*



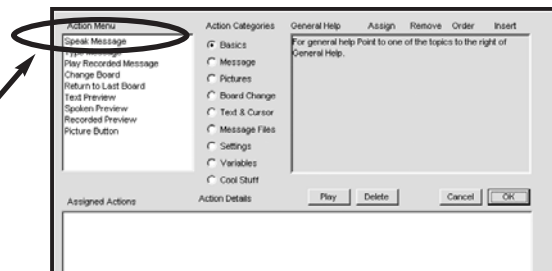
- Step 2** ★ Speaking Dynamically Pro has 2 settings: **Design** and **Use**.
- ★ To add speech to a BM board, you must be in the **Design** mode. To change the program mode, go to the menu and select **“Dynamic Board”** and then **“Design”**. You can also use keyboard commands of Ctrl D for Design, and Ctrl U for Use mode.
- ★ Practice changing modes several times and note the change in the appearance of the board.



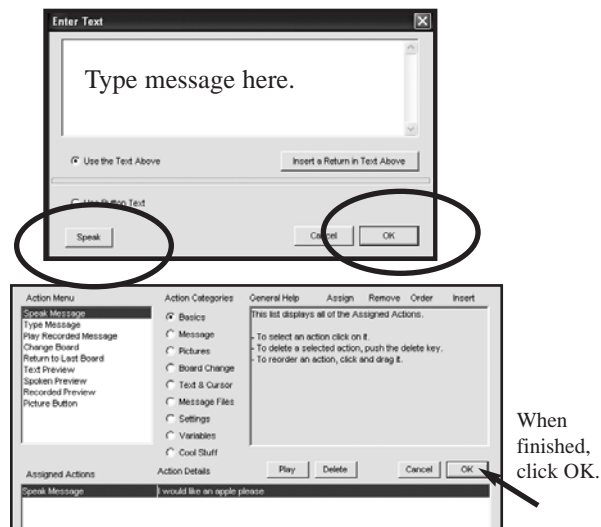
- Step 3** ★ Let's talk. Be sure you are in the **“Design”** mode.
- ★ Double Click on the cell with the *“apple”* symbol.



An **“Action Menu”** of selections will appear. Select **“Speak Message”**.



- Step 4** ★ Add **“Text to Speech”** voice to a button:
- ★ A new window will appear directing you to **“Enter Text”**. Type the following words in the box: *I would like an apple please.*
- ★ When the sentence is finished, test what you wrote by clicking on **“Speak”**, then either make changes or click on **“OK”** to exit screen.
- ★ The sentence will now appear in the **“Action Menu”** window. As no other actions are being added at this time, click on the **“OK”** button.



When finished, click OK.

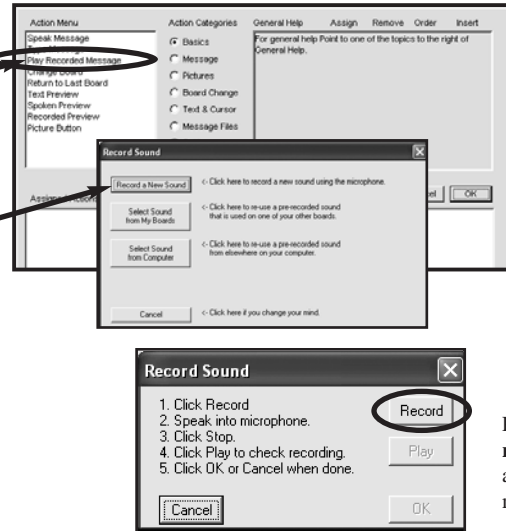
Step 5

- ★ **Test your button.** Go to the file menu and select **“Dynamic Board”**.
- ★ Select **“Use”**. Click on the apple to hear the voice.
- ★ Go back to the **“Design”** mode.

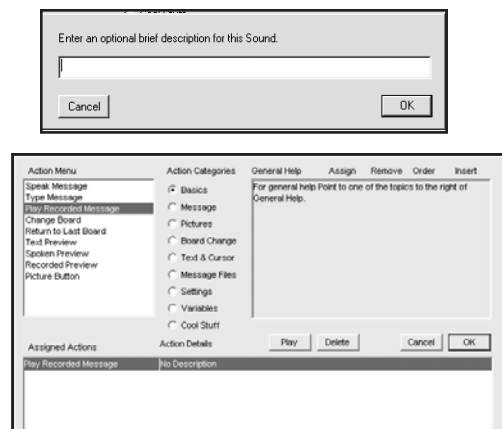
Neat feature in SD Pro is the “Use Button Text” feature. This will speak whatever word is over the symbol. If you change the symbol, the word will automatically speak the word that is over the symbol. You find this selection in the “Speak Message Box.”

Step 6

- ★ **Add Recorded Voice.** Double click on the “pear” cell.
- ★ When the Action Menu appears, select **“Play Recorded Message”**.
- ★ A new menu appears asking where to get the sound. Select **“Record a New Sound.”**
- ★ Another menu will appear with directions to record sound. Press **“Record”** and speak the message *“I want a pear please”*. Press **“Stop”** when finished. NOTE: The “Record button changes into the **“Stop”** button when recording.
- ★ Click on **“Play”** to hear the message. If satisfied, click on **“OK”**.

**Step 7**

- ★ An optional screen comes up asking if you want to name this sound. If it is one you want to use over and over, name the sound. If it is for only one time, skip this step and click on the **“OK”** button.
- ★ The **“Action Menu”** appears and you will see the message either with the title you gave it or with **“No Description”**.
- ★ Click on **“OK”** to exit the Action Menu.

**Step 8**

- ★ **Test your button.** Go to the file menu and select **“Dynamic Board”**.
- ★ Select **“Use”**. Click on the pear to hear the recorded sound.
- ★ Go back to the **“Design”** mode.

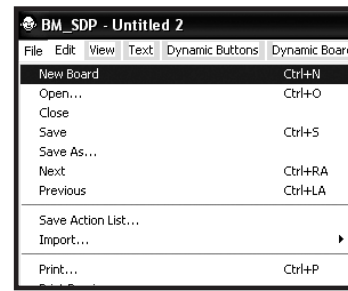
Step 9

- ★ **Finish Board.** Repeat steps 3-8 to add speech to the remainder of the buttons.
- ★ **Save Board as Suzie’s Fruit Bd.** Go to File>Save As then type the name in the File Name box. Press **SAVE** when finished.

Step 10 ★ **Create a New Board.**

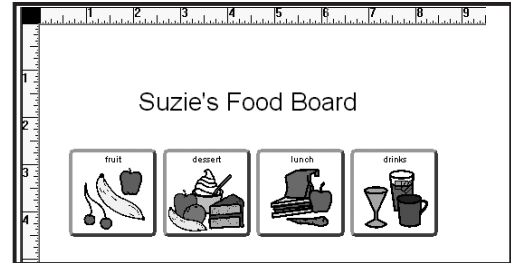
Make a new board. (Note: it is not necessary to close the board that you are working on).

- ★ Select **File>New Board**.



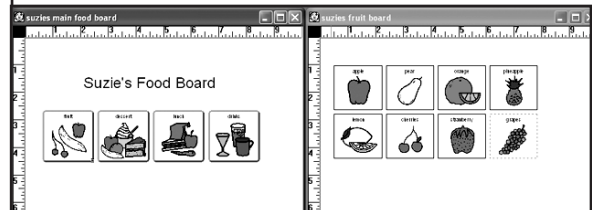
Step 11 ★ **Create a board with 4 cells.**

- ★ Using the “A” tool Title the board “**Suzie’s Food Board**”.
- ★ Add the following symbols to the cells: Fruit, Dessert, Lunch, Drinks, or any other items of your choice.
- ★ Save this board as Suzie's Main Food Board. **File >Save As> Suzie's Main Food Board**. Click on “**Save**” when done.



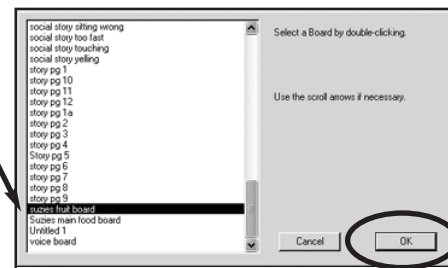
Step 12 ★ **View Both Boards**

- ★ Go to **View>Tile Vertical**
- ★ Both boards can be viewed at the same time and worked on at the same time.



Step 13 ★ **Link the two boards.**

- ★ Using the Arrow Tool, double click on the “fruit” symbol on Suzie’s Food Board.
- ★ When the menu appears, click on the “Change Board in the left hand menu.
- ★ Scroll down until you see “**Suzie's fruit board**”. After selecting, Click on OK
- ★ Click on OK on the main menu



Step 14 ★ **Test your link. Select Suzie’s Food Board. Change to the Use Mode. Press the fruit button and see if the link works.**

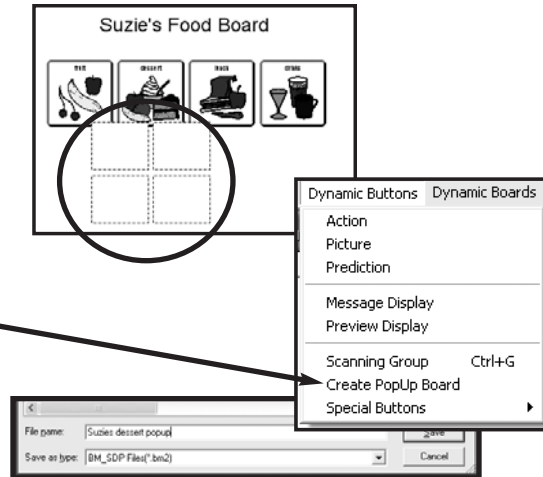
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Basic Steps - Creating a PopUp Board

- Step 1** ★ **Open Suzie's Main Food Board** or create another board with 4 cells similar to the one shown on the right.

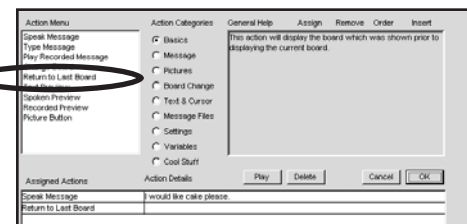


- Step 2** ★ **Click on the button tool.**
- ★ Spray 4 1-inch cells just below the dessert cell.
- ★ **While these buttons are still selected (with dotted green lines around the buttons) pull down the Dynamic Buttons Menu and select "Create PopUp Board."**
- ★ Name the board **Suzie's Dessert Popup.**
- ★ Click on **"Save"** when finished.



- Step 3** ★ Fill the squares with dessert items of your choice.

- Step 4** ★ **Add speech.** Double click on the first button. Click on the **"Speak Message"** and add a message of your choice.
- ★ Click on **"Return to last board"** before leaving the menu board. Once added, click on **"OK"**.
- ★ Repeat for the remaining buttons.
- ★ **Link the Popup to Suzie's Main Board.** Double click on the dessert button. Click on the **"Board Change" IN THE MIDDLE OF THE PAGE.**
- ★ Select **"Go to Popup"**. The popup you are working on should be highlighted. Click on OK. Click on OK on the Main Menu.
- ★ Test the Board by placing **"Suzie's Food Board"** in the **"Use"** Mode and clicking on the dessert button.
- ★ Make more Popup Boards for Lunch and Drink buttons by repeating steps 2-4.



Note: There are 2 items in the action box. 1. What to say. 2. Return to last board. Return to last board should be the last item in the list.

