



zSpace **Activity Builder Guide**

This guide will walk you through the steps to create or alter activities using the **Activity Builder** feature in Studio, Newton's Park, or Franklin's Lab. *You must have internet access in order to use Activity Builder.*

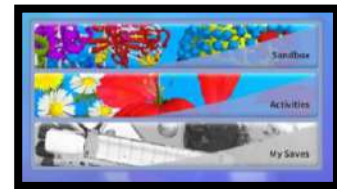
Step 1: Log in using your user name and password from Answer Web.

1. Open Studio, Newton's or Franklin's on your zSpace.
2. On the left side of the screen click  icon (*opens an option's menu*).
3. Click the  icon to log in/switch user.
4. Log in using your username and password you created on Answer Web.





Step 2: Getting Started.

5. To create a NEW activity, select Sandbox.
6. To MODIFY an activity, select "Activities" and choose the activity you would like to modify.



Step 3: Turn on Activity Builder.



7. On the left side of the screen click  the icon (*opens an option's menu*).
8. Click the  icon and select "Activity Builder" to begin building your activity.



Building/modifying the activity.




Please note: When building an activity, you can add your content/questions first and then use the models to build the correlating scenes OR you can build the correlating scenes first, then add your content and questions. No matter what order you prefer, the following procedure will still be the same.

Step 4: Adding/modifying questions or content.

9. To add a question/content click the  icon and then select “add a question”.
10. To modify an existing question, click on the question then add your modifications.
11. Choose how you want students to respond to your questions by selecting “answer with text” or “answer with image”. Leave both options unchecked if students are not responding to questions leave it unchecked.
12. To select the activities settings for the stylus, tools, models, etc. select the  icon and check the options you wish to use.





Step 5: Creating and attaching the scene.

14. To create a scene, click on the  icon on the top right of the screen. The model gallery will open.
15. Select your models and arrange them on the screen. *Keep in mind that you can create a different scene for each question/content box. How they appear on the screen is how they will appear to students as they click through the activity.*
16. Once the scene is built, follow **STEP 3** to open Activity Builder.
17. Select the question you would like to attach the scene to and click the  “attach to scene” icon.
18. To view the scene attached to a question click the  icon to “view the attached scene”.




Step 5: Saving your activity.

19. On the left side of the screen click  icon (*opens an Option's Menu*).
20. Click on the  icon and select "save" to save the activity.




Step 6: Creating/Altering the tile for your activity.

22. In the Options Menu, (see step 5) click on the  icon and select "Create Cover Photo"
23. Your stylus will become a stylus cam. Point your stylus at the desired scene for your tile picture and press the front oval button to snap the shot.




Sharing/Exporting your activity.

25. To share your activity with other zSpace systems click on the  icon and select "Share".
(Other systems must be linked to the teacher station in order to utilize this option.)



26. To add a description and activity name enter the information in the "Share Activity" box.

Accessing your activity.

27. To access your activity, complete **STEP 1** then click on "My Saves" on the home page. (*the "My Saves" box will be illuminated*)
28. To export your activity, select "i" located on the bottom left corner of the tile cover. Click "export" under the tile description and save the activity to the location of your choice.
29. To import an activity, click the  icon in the options menu and select the activity you wish to import.

