

Information Node #:

BC.A.15.2.C

Description:

Chapter Name



Duplicate Slide

Preview

SAVE

BACKGROUND

STATES

TEXT

SHAPES

Drag&Drop

TEMP's

MEDIA



The Information Node # comes from the PHP and cannot be changed'  
The name is something the author can change  
The description is used to describe the Chapter  
The slides are called Pages  
The objects are called Context  
The Media is called Content  
Every Slide must have a Context  
Context's Merge  
Every context has a Timeline ( in the form of buttons or timer logic)

Math, 5-8

Math, 5-8 (1)

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iPad Air Pro  
1024x768  
1920x1080

Set Size

+BACKGROUND TEXT WEDGES STATES AUDIO Drag&Drop NAVIGATION TEMPLATES

this is a sample

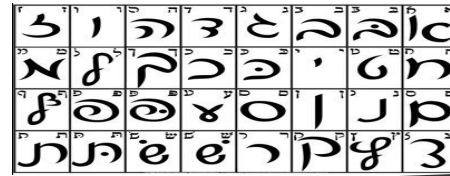


Math, 5-8

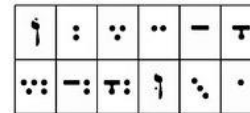
Math, 5-8 (1)

$\begin{array}{r} 18 \\ - 11 \\ \hline \end{array}$	$\begin{array}{r} 20 \\ - 20 \\ \hline \end{array}$	$\begin{array}{r} 16 \\ - 13 \\ \hline \end{array}$	$\begin{array}{r} 17 \\ - 9 \\ \hline \end{array}$
$\begin{array}{r} 13 \\ - 11 \\ \hline \end{array}$	$\begin{array}{r} 4 \\ - 3 \\ \hline \end{array}$	$\begin{array}{r} 14 \\ - 10 \\ \hline \end{array}$	$\begin{array}{r} 12 \\ - 2 \\ \hline \end{array}$

Monday	Tuesday	Wednesday	Thursday
Find the product: (2 x 246)	Find the product: 3 x 5	Find the product: -9 x 98	Find the product: 8 x 24
Find the sum: 30825 + 2382	Find the sum: $\frac{4}{5} + \frac{2}{3}$	Find the sum: 088 + 004	Find the sum: $\frac{3}{7} + \frac{1}{4}$



אבגדהוזחטיכךלמם  
נוסעפפזקרחש



Background Color:

IMPORT IMAGE:

Import

After selecting it will allow  
to crop and place.  
Can select 2 and over-lay



IMPORT ADDITIONAL IMAGE

W	3	X	3
H	3	Y	3

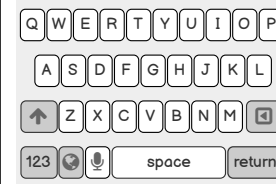
Font Name:

ComboBox

☐ Hebrew ☐ English

Will have for hebrew 4 basic  
fonts

vilna (bold) with nikud  
ahroni, rashi,script no nikud



☐ Standard Location

Font Size: 3 ☐ Bold

Text box position:

W	3	X	3
H	3	Y	3

These selections are the  
static state

Keyboard will have Hebrew  
characters and diacritics

Wont need H&W as it will adjust to  
text input

The Background is the only  
thing that remains static in the  
slide throughout the slide if  
we need to change  
background then we change  
slide

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**B I U S** *style* ▼

# The Rabbit Ran Through The Hole

Math, 5-8

Math, 5-8 (1)

Select from-to is one button  
select each word from-to  
means that they become  
separate button  
for each word or letter

Padded button  
means that it  
would place a  
automatic  
button around  
the selected  
text

BACKGROUND +TEXT WEDGES STATES AUDIO Drag&Drop NAVIGATION TEMPLATES

Select From-To  
Select One  
Select Few  
Select Each Word From-To  
Select each letter From-To

Words  
Letter  
Vowels  
Letters & Vowels

Select More

When selecting  
words or letters  
you can choose  
from the drop  
down

The  
Rabbit  
Ran  
Through  
The  
Hole

T  
h  
e  
R  
a  
b  
b  
i  
t  
R  
a  
n  
T  
h  
r  
o  
u  
g  
h

## Name Switch

2.34ww-3.12

☐ Default

Padded Button

1.2w-2.32

☐ Default

Text tab is to select text to  
buttonate

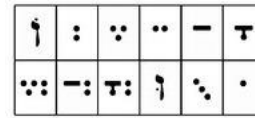
when we choose the button here we  
get to name that. the ID is a  
indicator of position from line & letter  
location and then author can name  
them

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 Duplicate Slide

BACKGROUND TEXT +WEDGES STATES AUDIO Drag&Drop NAVIGATION TEMPLATES



Highlight Switch 


W	X
H	Y

Button Name:  ☐ KEEP DEFAULT

Drop down with hebrew Nikud

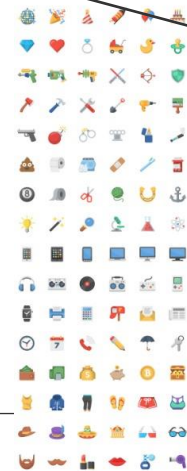
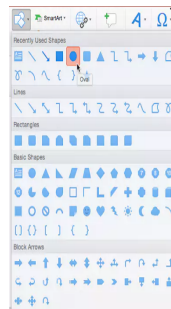
Drop down with Basic Shapes

Library With Basic Objects (i.e. apple emoji library)

 Upload vector or image to place in library  
If we can have vector cropping program would be good "remove background"

Name Vector Upload

Place in Library



<https://github.com/abhi14dodiya/background-removal-using-ML/blob/main/README.md>



Information Node #: BCA15.2.C Description:

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Preview

SAVE

BACKGROUND TEXT WEDGES +STATES AUDIO Drag&Drop NAVIGATION TEMPLATES

## HIGHLIGHT SWITCH

Q search Blink Speed

Border PX choose 3

Switch Color: Transparency: 65%

Select All

Static  
Show  
Listen

In here all the buttons and texts are visible on the board and when their properties are set it changes in real time when selecting it in the search it gets highlighted on the board we can also access it through clicking on the actual board to edit it

## TEXT SWITCH

Q search Select All Blink Speed

☐ Bold Text Color: Transparency: 65%

Border PX choose 3 Select State:

Switch Color: Transparency: 65%

Show  
Listen



The Text static was created during inserting the text as background

## VECTOR SWITCH

Q search Blink Speed

Border PX choose 3

Switch Color:

Static  
Show  
Listen

## SHAPE SWITCH

Q search Blink Speed

Border PX choose 3

Switch Color: Transparency: 65%

Static  
Show  
Listen

When the ON OFF button gets clicked all of that category get highlighted so we can select it from the search or from the board

"select all" would mean we are applying the same state for all buttons the same so the show and listen state etc for all are the same

We need a conditions tab, where we put if then when and

We need pop quizzes (pop detail can really be a new board)

if text has padding we set the padding parameters same way as highlight switch

After we choose a state the button gets an extension with that state

THE EXTENSION HAS THE DETAILS OF TRANSPARENCY COLOR AND BLINK SPEED SO THERE WILL BE THE BASIC COLOR BLA.BLU.GRE.ORA.RED ETC AND THEN FROM 1-100 TRANSPARENCY AND THEN FROM 1-10 BLINK SPED SO A BUTTON MIGHT BE LIKE VAYESHEV2.1/BLU.65.4

Vector is a image or object the actual color does not change just the border around it can have color and blink and set thickness

Information Node #:

BCA.15.2.C

Description:

Chapter Name



Duplicate Slide

Preview

SAVE

Math, 5-8

Math, 5-8 (1)

When Selecting button it will be highlighted on the Learning Board the same way it was created on the shapes panel

Here we Import Audio  
We select which portion of the audio to play  
We can name that portion  
We select a switch and pair it  
We can present Audio without pairing to switch  
We can add blanks and add show switches there  
This pair is called a pointer and its named sepatley  
Then we select if its present  
Then we are given time line  
and if its Q&A we start first with Listen Logic  
then We add the triggers  
i.e. timing, wrong correct, how many tries etc

By default it will have start and end time of the clip, but we are setting now the pointer.

After We set pointer it gets added to the list and we can always go back and selecta new audio. ad set the pointer it can even be the same audio in different start and end ( or even same)

When selecting correct or incorrect all items already marked are highlighted on the present board

BACKGROUND TEXT WEDGES STATES +AUDIO Drag&Drop NAVIGATION TEMPLATES



Import Audio

01:23.78



Set Start End Time

FROM: 0:00.00

TO: 03:24.78

Rename:

Select SHOW SWITCH

Q search

Name Pointer:

Set Pointer

Set Q



PAIRING Q&A

List of Q&A's

Q&A102  
Q&A115  
Q&A269

☐ List All Q&A for redo

Select Correct

Select Multiple Correct

☐ Sequence

Q&AZ23

SELECT AUDIO INPUT

Start Audio After 3 Sec, For 30 Sec.

☐ Audio Start and end signal

Select Incorrect

Line2.34  
Vyeishev  
Line 4

Select Semi-Correct

Line2.34  
Vyeishev  
Line 4

Line2.34  
Vyeishev  
Line 4

NAME:

Set Q & A SET



PRESENT TIMELINE

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Chapter Name:



Duplicate Slide

Preview

SAVE

BACKGROUND TEXT WEDGES STATES +AUDIO Drag&Drop NAVIGATION TEMPLATES

Math, 5-8

Math, 5-8 (1)

If we want a audio to play with out any show

PAIR TOGETHER AND CREATE POINTER

When selecting correct or incorrect all items already marked are highlighted on the present board

List of Q&A's

Q&A102  
Q&A115  
Q&A269

☐ List All Q&A for redo

DISPLAY POINTER AND AUDIO- TO SET AS LISTENERS

By default it will have start and end time of the clip, but we are setting now the pointer.

After We set pointer it gets added to the list and we can always go back and select a new audio. ad set the pointer it can even be the same audio in different start and end ( or even same)

Here we Import Audio  
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and if its Q&A we start first with Listen Logic  
then We add the triggers  
i.e. timing, wrong correct, how many tries etc

When Selecting button it will be highlighted on the Learning Board the same way it was created on the shapes panel

01:23.78

Import Audio

Set Start End Time

FROM: 0:00.00 TO: 03:24.78

Rename:

Select SHOW SWITCH

Select AUDIO

Line2.34  
Vyeishev  
Line 4

☐ No Show

Name Pointer:  Set Pointer

Select Listening

Line2.34  
Vyeishev  
Line 4

Q&AZ23

SELECT AUDIO INPUT

Start Audio After  Sec, For

☐ Audio Start and end signal

Select Incorrect

Select Correct

Select Multiple Correct +

☐ Sequence

Select Semi-Correct

NAME:  Set Q & A SET

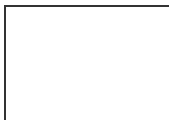
PRESENT TIMELINE

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- BACKGROUND
- TEXT
- WEDGES
- STATES
- +AUDIO
- Drag&Drop
- NAVIGATION
- TEMPLATES



Math, 5-8



Math, 5-8 (1)

You can insert a blank buffer (between audios etc.)

Here we place pointers on time line either through drag and drop or through setting start and end times (we don't need end times it gets adjusted according to length of audio/ also the starts will only be times available on the time line after previous placement of pointer)

When clicking on button in the select box it will start playing the audio

This is actually part of navigation page

~~We will add new actions here as what can be done at end of slide~~

## PAIRING Q&A

## PRESENT TIMELINE

☐ Sync For Rewind

BLANK 1.1

PV24

Drag & Drop

PV25

PV25  
PS2.81  
Pointer whatever

List Of Pointers

01.....05.....10.....15.....20.....25.....30.....35.....40.....45.....

Select Button

SET

AT:

0:00.00

TO:

03:24.78

Line2.34  
Vyeishev  
Line 4

At End Of Presentation

Set Present Name

Rewind  
QnA  
Slide 25



Information Node #:BC.A.15.2.CDescription:

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Duplicate Slide

Preview

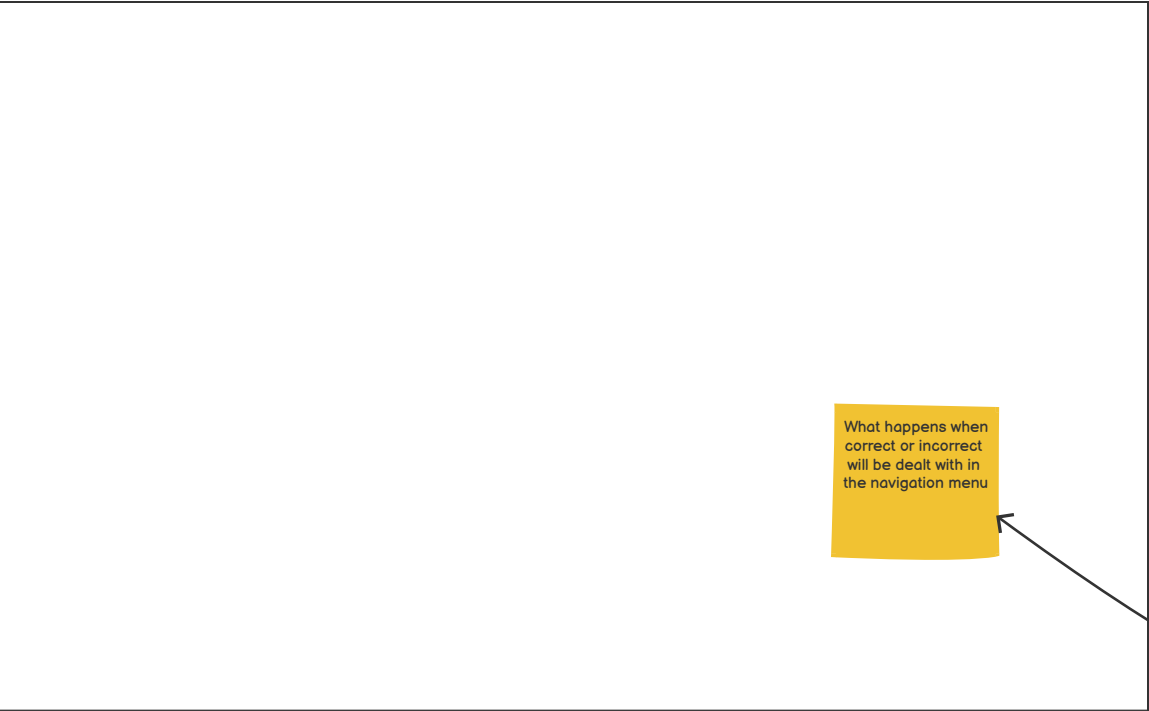
SAVE



Math, 5-8



Math, 5-8 (1)



- BACKGROUND
- TEXT
- WEDGES
- STATES
- AUDIO
- +Drag&Drop
- NAVIGATION
- TEMPLATES

Listener Zone

W

X

Listener Name:

H

Y

Default Text

☐ KEEP DEFAULT

Area 123

Area 122

Import any shapes from the shape library, vector, object, shape



☐ Keep Name

☐ KN Vector1635.png

☐ KN Vector1645.png

☐ KNVector16535.png

Vector1635

Vector1645

Vector16535

IS:

Correct

Incorrect

Semi-Corr

WHEN PLACED IN:

Area 123

Area 122

Select Multiple Correct

☐ Sequence



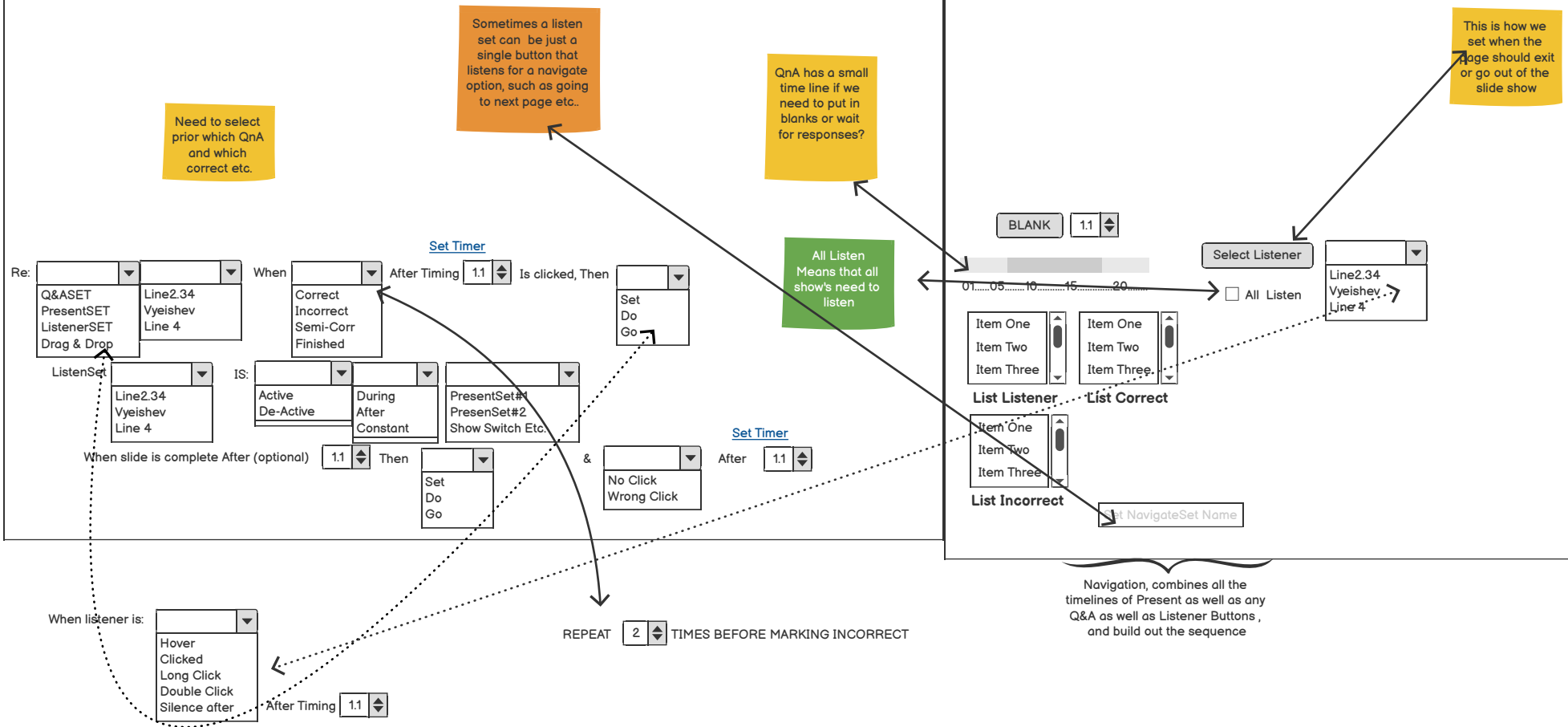
Duplicate Slide

Preview

SAVE

Math, 5-8

Math, 5-8 (1)



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Duplicate Slide

Preview

SAVE

Math, 5-8

Math, 5-8 (1)

If

Switch ( everythingn is a switch ( either its dragable or its pushable or its just rewindable)

first make logic for presentation

we need to divide the logics

1. presentation ( will have options like rewind if clicked on previous button how many times i

2. Q&A pop ( will have logic of timing of pop to be done

3. Q&A on board ( will have logic o

4. DR&DR on board ( will have logic of sc

The logic will be base on time line and you sets into the tim

POP INFO#1234

Drag And drop images or videos or audio or document or combined

Select from device

B I U S style

SAVE

BACKGROUND

STATES

TEXT

SHAPES

Drag&Drop

+LOGIC

TEMP's

MEDIA

POP INFO will be a library of pieces of information, it is basically a template of info window

POP QUIZE will be a standard way how to give quizzes in multiple choice

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Duplicate Slide

Preview

SAVE

Chapter Name



Math, 5-8



Math, 5-8 (1)

If  
Switch ( everythingn is a switch ( either its dragable or its pushable or its just  
rewindable)  
first make logic for presentation

- we need to divide the logics
1. presentation ( will have options like rewied if clicked on previous button  
how many time
  2. Q&A pop ( will have logic of timing of p  
to be do
  3. Q&A on board ( will have logic
  4. DR&DR on board ( will have logic of

The logic will be base on time line and y  
sets into the



Drag And drop images or videos or audio or document or combined

Select from device

**B I U S** *style*

SAVE

BACKGROUND

STATES

TEXT

SHAPES

Drag&Drop

LOGIC

TEMP's

MEDIA

POP INFO will be a library of pieces of information, it is basically a template of info window  
POP QUIZE will be a standard way how to give quizzes in multiple choice

IMAGE- Is where we bring a background PC and we can crop it to fit on the page. here we apply a audio to the image. and set the start and end of audio.