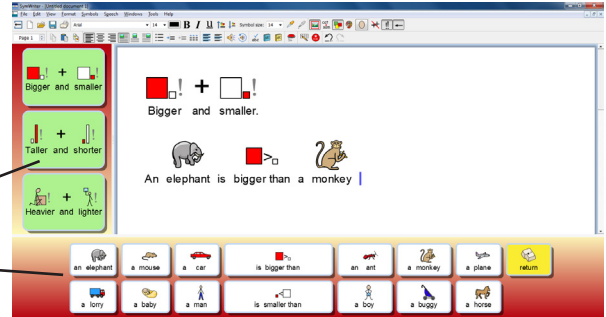### Creating a menu Grid on a different Stage

This activity shows how to create an Environment with an extra Stage with a menu Grid, how to adjust Grid and Stage appearances and how to link Grids manually.
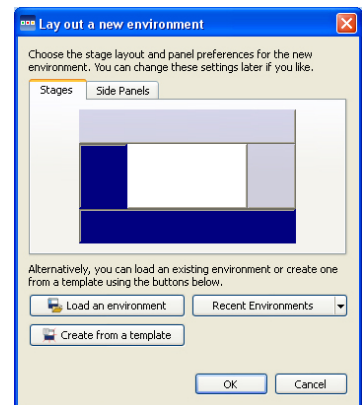
Menu Grid

Writing Grids

This activity assumes you have covered the features shown in the tutorials **Getting Started with Grids-1 -2 and 3**. It should take you no more than 30 minutes.
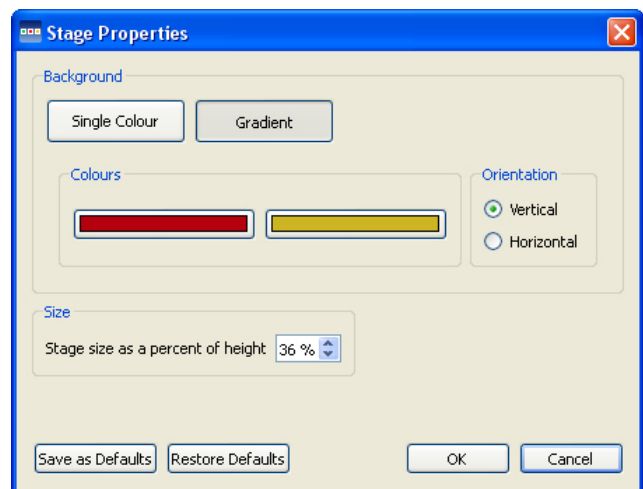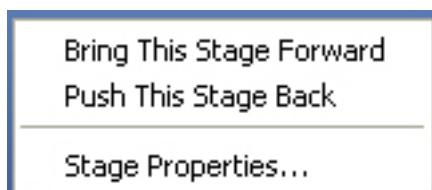
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1 ### Create the Stages

When you open the designer, you will need to select two Stages on the **Layout a new Environment** dialogue.

2 ### Designing the colour scheme

You can change the colour scheme at any point, but it is ideal to do it from the start. Right click on the bottom Stage, and select **Stage Properties**.

Bring This Stage Forward
Push This Stage Back

Stage Properties...

Choose a colour scheme. Remember the colours you choose, and apply them to the other Stage.

3 Create the Grids

Create a new Grid with 1 column and 3 rows to be the menu Grid. From the **appearance** tab, choose a line colour that will blend with your colour scheme. You may also like to set the **link** colour at this point as well. Place this Grid on the left Stage.

Create a Grid with 8 columns and 2 rows to be the first writing Grid. Place this on the bottom Stage. This will automatically pick up the appearance of the first Grid. Place this Grid centrally on the bottom Stage.

## 4 Arranging the Grids and Stages

All this is done in **Object mode**. Stretch the menu Grid so the Cells are slightly rectangular. Position it to the left of the Stage. Move your mouse over the Stage boundary until you see a small double ended arrow. At this point drag the Stage boundary to the left to make the document as wide as possible.

The writing Grid has one central column that is wider than the others. Click in the 4th Cell from the left to highlight it, now stretch the Grid using the blue drag handles on the frame. You will see the central Cells only getting wider. When it is about twice the width of the other Cells click in the highlighted Cell to de-select it and stretch the whole Grid to fit the width of the Stage.
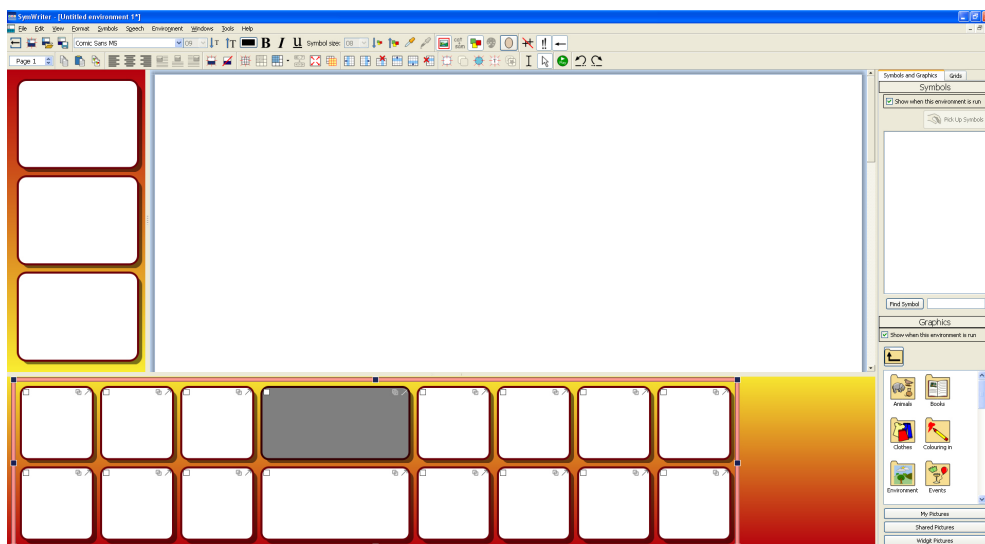
5 **Adding content**

Add the content for the menu Grid and the first writing Grid:

Change to **Text mode** and type in text as illustrated.
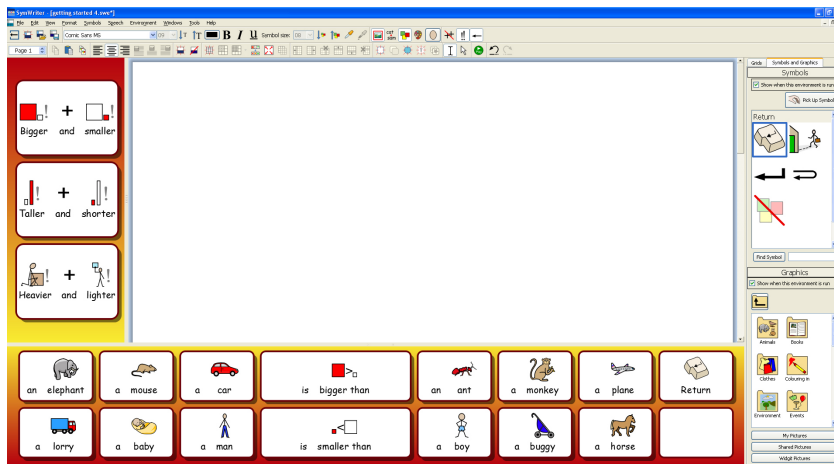
Note: when you write 'is bigger than' the symbol for 'is' will be the question mark. Click on the **Symbols** tab and turn this symbol off. Similarly, the first symbol for 'buggy' may be the infection symbol and will need changing.

When you have correctede the symbolisation you may want to click on the **Tidy Cells** button to make the text and font more consistent.

The final Cell has been left blank deliberately.

HINT: Use the **Tab** key to move from one Cell to another rather than changing from keyboard to mouse each time.

6 **Making a Cell transparent**

In **Object mode**, click in the last Cell to highlight it and then right click to bring up the **Cell Properties** dialog. From this, choose **Edit Grid appearance**.

In the **Cell appearance** dialog, click on the buttons (not the colour boxes) for **Background** and for **Line colour**, and you will see that these elements no longer appear. Click **OK** and the Cell disappears.

Adapting the Environment for switch users

If you want to make this Environment for switch users, then instead of following step 6 to make the Cell transparent, type in the word 'Change', pressing the **F9** key until you see the symbol shown, then go straight to step 7.

7   ### Adding the Actions

The three menu Cells each have the same Actions, so you can highlight each Cell (holding down **CTRL**), right click for the **Cell Properties** menu and choose **Edit Actions** for these Cells.
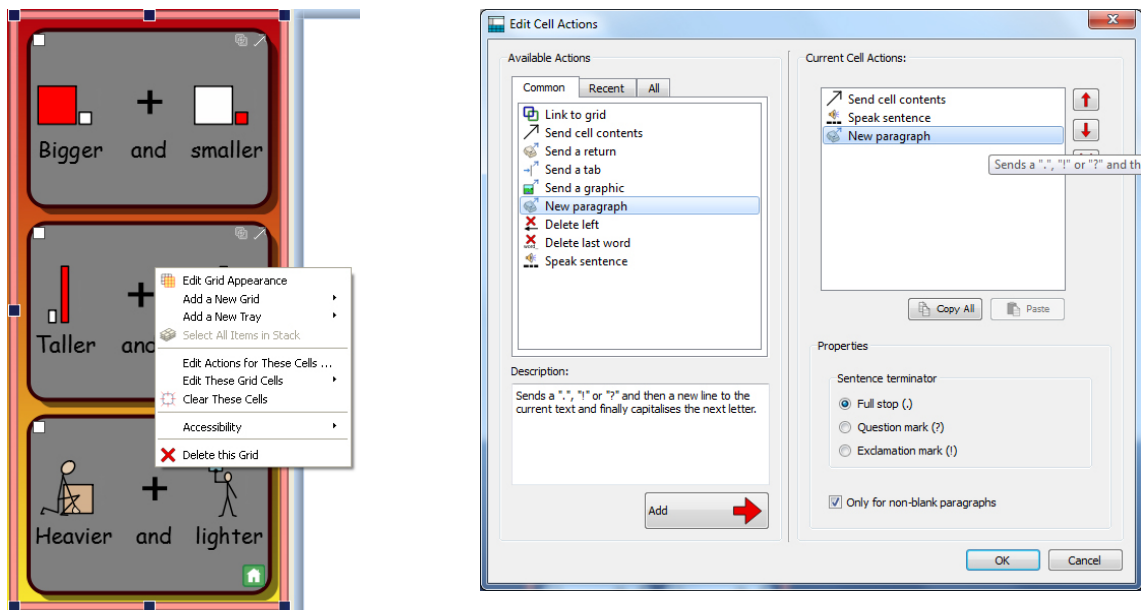
There are three Actions required: **Send Cell contents** (already there), then **Speak sentence**, and then **New Paragraph**, This Action will send a full stop, new line and capitalise the next letter.
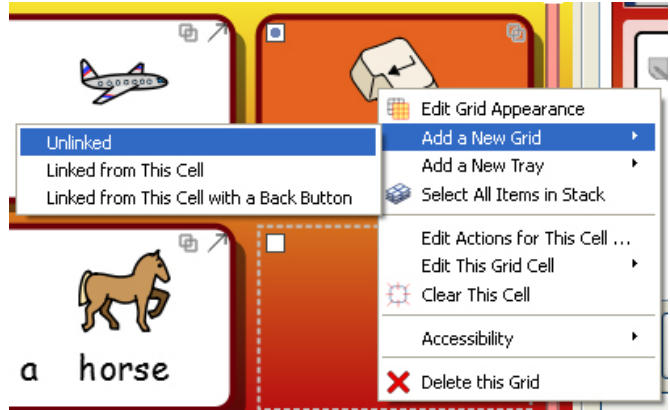
Click **OK**.

HINT: If you forgot to highlight all three Cells, you can click on the **Copy All** button to copy all the Actions in that Cell, and then open the **Cell Actions** of each of the other Cells, and click the **Paste** button to put all the Actions into that Cell. Note: when you click Paste you get a warning that this will override any existing Actions. Just Click **OK**.

The 'Return Cell' in the writing Grid will speak the sentence and create a new paragraph. In the **Cell Actions** dialog for this, delete the **Send Cell Content** (Click on it and then on the red X button) and then add **Speak Sentence** and **New Paragraph** as you did above. This Cell should also have a different colour background.
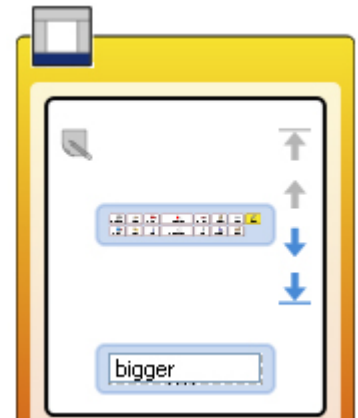
IDEA: The text and symbols in the writing Grid are larger than in the menu Grid. You may want to make this Grid a bit shorter so you can make the document a bit longer. Drag the top of the Grid down to the desired height, and then adjust the Stage boundary as above.

8 Creating the other writing Grids

When creating the second writing Grid you will need to copy the 'Return' Cell. Click in this Cell to highlight it and then right click to get the **Cell Properties** menu. Select **Add a new Grid** and from the roll-out menu choose **Unlinked** (because the links will be between the menu and each Grid and not from one writing Grid to another).
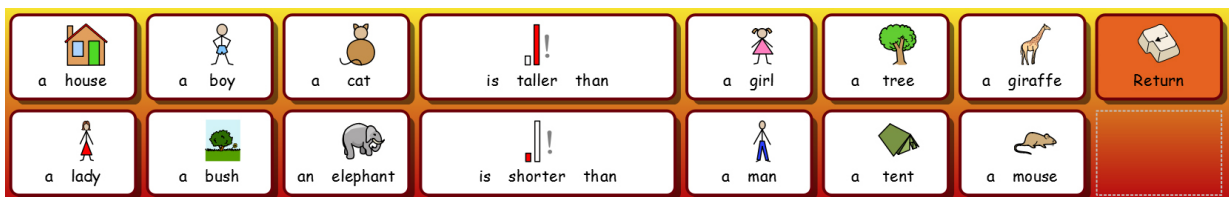
HINT: It is a good idea to give each Grid a name as you make it. This makes it much easier to swap between Grids in the Grid viewer. Click on the **Grids** tab if necessary to show the Grids on the right.
Double click in the box under the thumbnail of the Grid to type in a short name.

In **Text mode**, fill in content on these other Grids.

Grid 2

| a house | a boy | a cat | is taller than | a girl | a tree | a giraffe | Return |
| a lady | a bush | an elephant | is shorter than | a man | a tent | a mouse | |

Grid 3

| a baby | a kettle | a mouse | is heavier than | a penny | a book | a feather | Return |
| a phone | a birthday card | a brick | is lighter than | a girl | an elephant | a cup | |

HINT: If you want to change a symbol choice you can press **F9** to flip through the symbols available for that word, instead of changing the browser tab to choose in the symbol browser (eg for 'phone').

9   Linking the Grids

Linking the Grids is done in **Object mode**. Make sure the Grid viewer is showing on the right. Select the 'Menu Grid', and click in the first Cell (Bigger and smaller) to show the Cell icons. Click on the small Link icon in the top right corner.
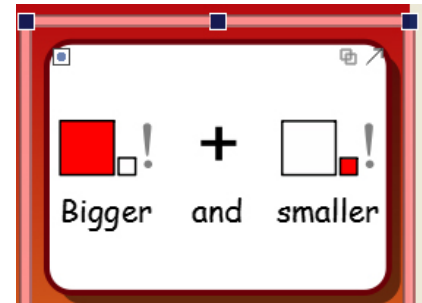
A green dot will appear in the centre of the Cell and a line with an arrow will be attached to your mouse pointer. Move your mouse over to the thumbnail of the 'Bigger' Grid in the browser and click to make the link.
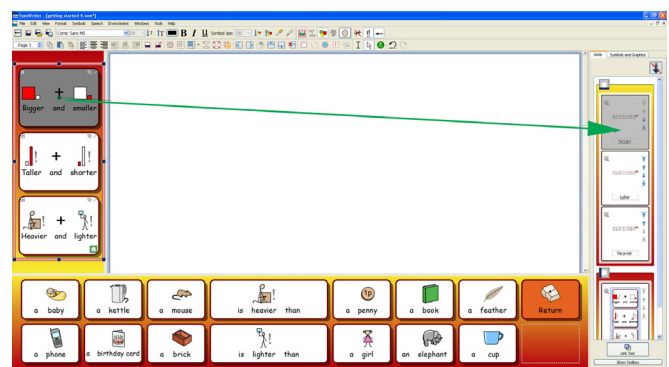
The 'Bigger' Cell in the menu Grid will change colour to the link colour you set, to indicate that this is now linked.

Repeat this by clicking on the link icon in the 'Taller' Cell and dropping it onto the 'Taller' thumbnail, and the same for the 'Heavier' Cell.

HINT: If you click on this icon by mistake at any time, press Esc to cancel the link Action.

If you are making this Environment for switch users, at this point you will also want to link between the 'Change' Cell and the menu Grid. You will also want to use the **Cell Actions** Dialogue to remove the Action **Send Cell Contents**. Don't forget to do this on all 3 writing Grids. The student will then be able to scan to that Cell to get to the menu to change the topic.

13   Save and test your Environment

You will probably not want to show the symbol or graphics browser when the Environment is being used, so uncheck this option at the top of the two viewer panels before you save.

Click on the green **Play** button to test your work in the player. Check the text and symbol sizes in the document. If necessary, change these sizes when you are in the designer. The Environment will use the font and graphic settings in the document at the time of saving.