

BOARDMAKER

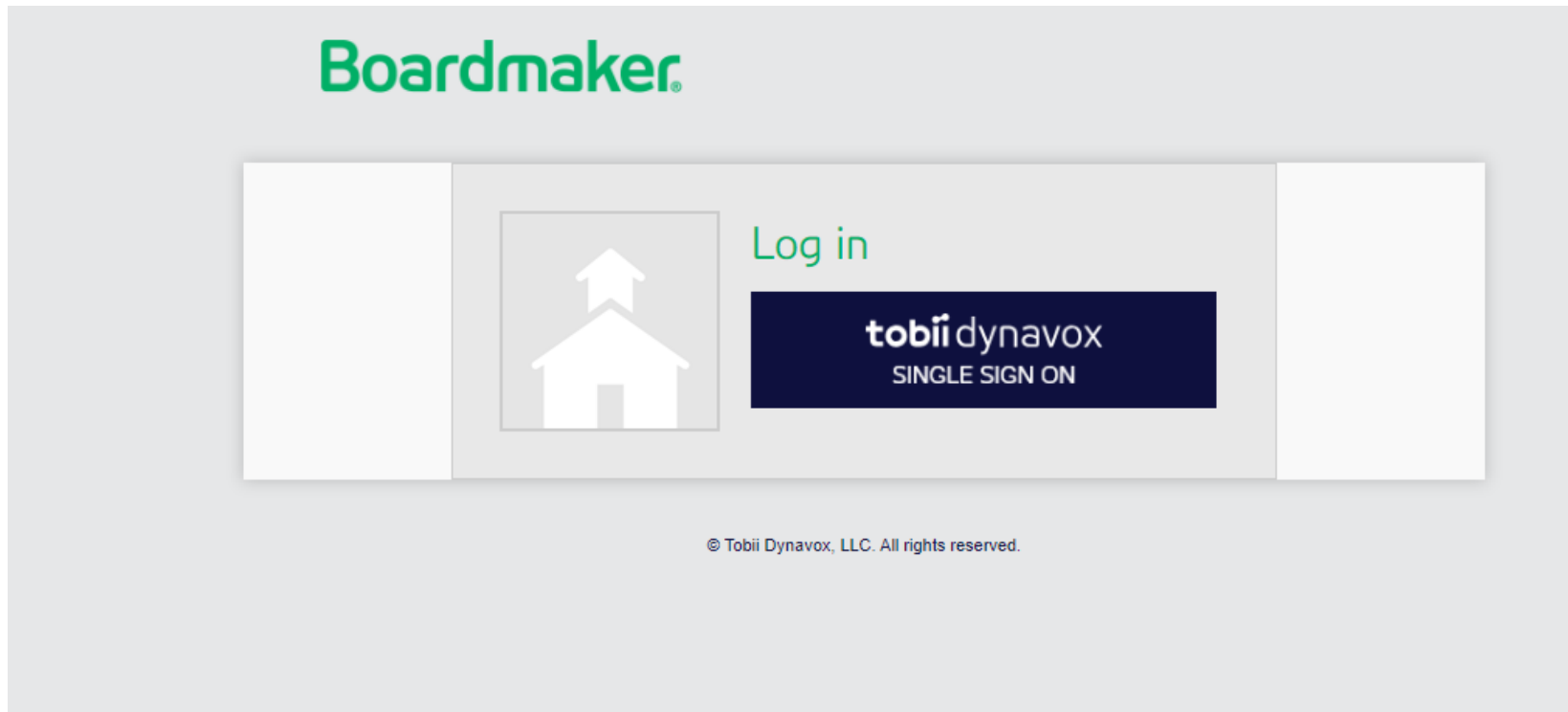
Piattaforma per creare varie attività con
simboli, foto, disegni etc

Susanna.Pelagatti@unipi.it



COME ACCEDERE

- <http://unipi.boardmakeronline.com>



COME ACCEDERE

- <http://unipi.boardmakeronline.com>
- <http://www.boardmakeronline.com>

Boardmaker.

Welcome, Visitor / Log in / Sign up

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Welcome To Boardmaker Online

Building on the strong legacy of our traditional Boardmaker software, Boardmaker Online provides a multi-level approach to creating engaging print and interactive materials for your special education needs. Start with convenient, ready-made print activities or just imagine, make, print and use! Ready for more? Extend learning by adapting curriculum to the unique needs of your learner with easy-to-use enhanced features. Then, increase student engagement by making your favorite print activities interactive on smart boards, computers, tablets and communication devices.

[Learn more](#)

[Request a quote](#)

Log in

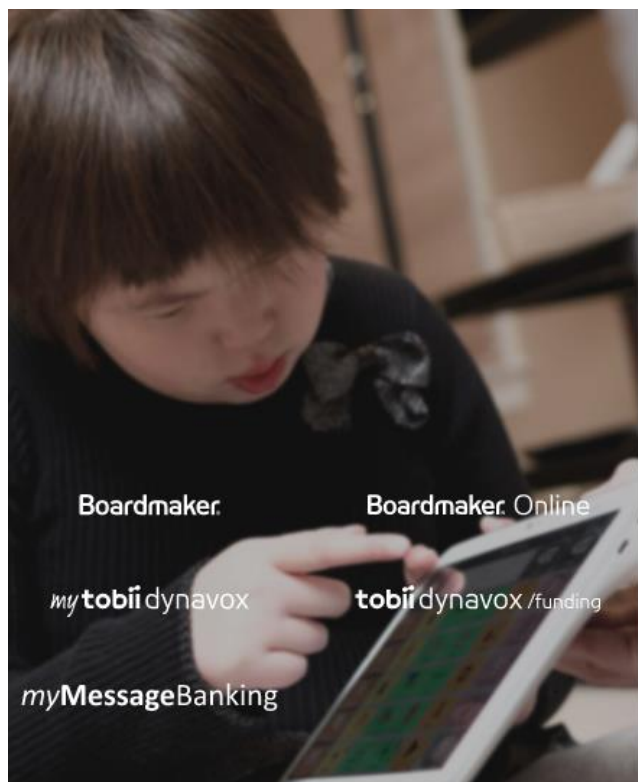
Current Boardmaker Online users should log in below.

Sign up

Sign up to:



LA PAGINA DI LOGIN



Tobii Dynavox Single Sign On

Accedi al tuo account

Cos'è un account Tobii Dynavox?

POSTA ELETTRONICO

PASSWORD

Mantieni l'accesso

ACCEDI

[Password dimenticata?](#)

[Non hai un account?](#)

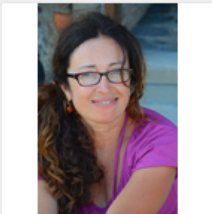





COME ACCEDERE





- Ognuno di voi ha un account
 - **Username:** la mail che mi avete fornito
 - **Password:** quella che vi è arrivata per mail
- E' una versione gratuita per le università di uno strumento a pagamento molto caro che si utilizza spesso nelle scuole
- Ha l'interfaccia in inglese (stanno lavorando alla traduzione in italiano)



DOPO L'ACCESSO

| | | | | |
|---|---|---|--|--|
|  | Susanna Pelagatti |  0 New Messages |  0 Friend Requests |  0 Group Updates |
| | Profile: Edit View Account ID: HWWFCHS Studio Product ID: GPLC-BMST-BEGF-3EPM Download Boardmaker Studio | | | |
| | My Friends 1 | Groups 0 | | |

Get Started

| | | | |
|--|--|---|--|
|  |  |  |  |
| Curriculum Complete programs ready to use. | Create Activities Create activities from templates or make your own. | Find Activities Search for activities shared by other members. | Learn How Learn how to use Boardmaker Online. |













**COSA AVETE A
DISPOSIZIONE**

- Una volta entrati avete a disposizione due studenti esempio
 - in modo da poter creare ed assegnare dei compiti diversi ad ognuno
 - Nel laboratorio creeremo delle attività per questi studenti facendo riferimento a un PEI (Progetto Educativo Individualizzato) di esempio

CURRICULUM....

| | | | | |
|---|--|---|--|--|
|  | <p>Susanna Pelagatti</p> <p>Profile: Edit View</p> <p>Account ID: HWWFCHS</p> <p>Studio Product ID: GPLC-BMST-BEGF-3EPM</p> <p>Download Boardmaker Studio</p> |  0 New Messages |  0 Friend Requests |  0 Group Updates |
| <p>My Friends 1</p> | <p>Groups 0</p> | | | |

Get Started

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|--|--|---|---|
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|--|--|---|---|




CURRICULUM....

- Interessanti ma pensati per la lingua inglese (UK & USA)
- Alcuni si possono tradurre, altri sono fuori contesto
- Da usare come fonte di idee e di ispirazione



CREARE ATTIVITA'....




Susanna Pelagatti
Profile: [Edit](#) | [View](#)
Account ID: **HWWFCHS**
Studio Product ID: **GPLC-BMST-BEGF-3EPM**
[Download Boardmaker Studio](#)


My Friends: 1 | Groups: 0

0 New Messages | 0 Friend Requests | 0 Group Updates


Get Started




Curriculum
Complete programs ready to use.



Create Activities
Create activities from templates or make your own.



Find Activities
Search for activities shared by other members.



Learn How
Learn how to use Boardmaker Online.




COME CREARE UNA NUOVA ATTIVITÀ

- Ci sono diverse possibilità
 - Crearla noi direttamente (**Create activities**)
 - da zero (**new blank activity**)
 - da un modello predefinito
 - Prenderla da quelle già sviluppate da altri e modificarla (**Find activities**)
 - Fare l' upload di un'attività locale già sviluppata (per chi ha già usato Boardmaker installato localmente)
- Analizzeremo i vari casi



CREARE DA ZERO



Susanna Pelagatti
Profile: [Edit](#) | [View](#)
Account ID: **HWWFCHS**
Studio Product ID: **GPLC-BMST-BEGF-3EPM**
[Download Boardmaker Studio](#)





| | |
|-----------------|-------------|
| My Friends 1 | Groups 0 |
|-----------------|-------------|

0 New Messages

0 Friend Requests

0 Group Updates

Get Started

| | | | |
|---|---|--|--|
|  <p>Curriculum Complete programs ready to use.</p> |  <p>Create Activities Create activities from templates or make your own.</p> |  <p>Find Activities Search for activities shared by other members.</p> |  <p>Learn How Learn how to use Boardmaker Online.</p> |
|---|---|--|--|



CREARE DA ZERO

Create Activity From...

New Blank Activity All Types Interactive (87) Performance (138) Print (415)

1 to 16 of 640 Prev Next

Search

Activity Type

- Art and Creativity (1)
- Books and Presentations (31)
- Calendars (14)
- Classroom Routines (10)
- Communication and Participation (21)
- Device Overlays (295)
- Explore (7)
- Flashcards (6)
- Games (16)
- Graphic Organizers (28)
- Labeling (2)
- Matching (14)
- Mathematics (104)
- Question and Answer (10)
- Sequencing (15)
- Sorting (44)

Choice-Writing - 3 Categories + Sentences

Show Sample | Select

Greeting Card

Show Sample | Select

KWL Chart

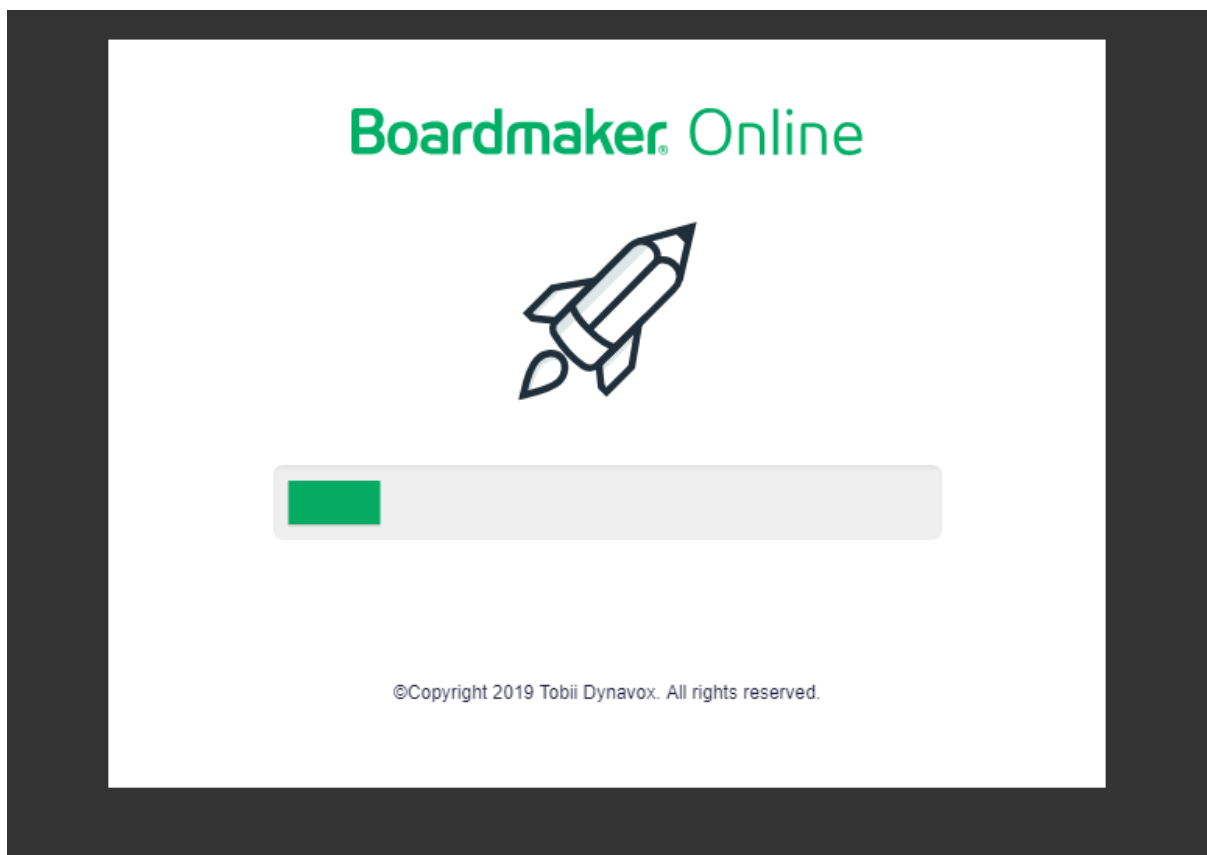
| K | W | L |
|---|---|---|
| | | |
| | | |

Front of Card

| Word | Word | Word | Word | Word |
|------|------|------|------|------|
| | | | | |
| | | | | |



CREARE DA ZERO

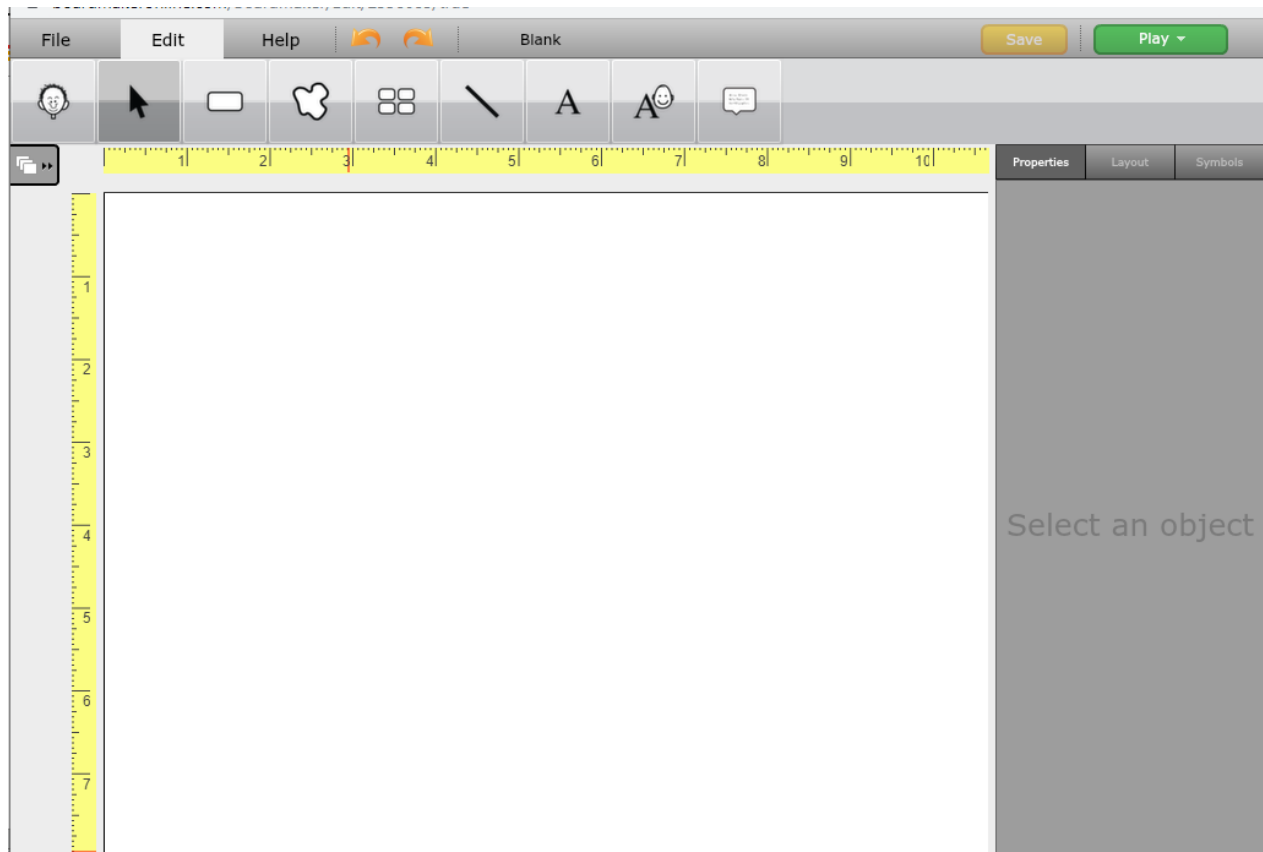


CREARE DA ZERO

1. Scegliere **create activities**
2. Scegliere **new blank activity** (aspettare un po' potrebbe chiedervi il permesso di usare FLASH ... dateglielo)



CREARE DA ZERO



CREARE DA ZERO

1. Scegliere **create activities**
2. Scegliere **new blank activity**
3. Utilizzare l'editore ...



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**



SCEGLIAMO UN MODELLO

Create Activity From...

New Blank Activity

All Types

Interactive (87)

Performance (138)

Print (415)

1 to 16 of 640

Prev

Next

Search

Activity Type

Art and Creativity (1)

Books and Presentations (31)

Calendars (14)

Classroom Routines (10)

Communication and Participation (21)

Device Overlays (295)

Explore (7)

Flashcards (6)

Games (16)

Graphic Organizers (28)

Labeling (2)

Matching (14)

Mathematics (104)

Question and Answer (10)

Sequencing (15)

Sorting (44)

Title or prompt

Message Window

All activities are designed to be used with the interactive whiteboard. Some activities may also be used with a projector or computer monitor. For the greatest student success, use the mouse.

popup 1 popup 2 popup 3

Choice-Writing - 3 Categories + Sentences

Show Sample | Select



Front of Card

Front of Card

Back of Card

Help

Greeting Card

Show Sample | Select



KWL Chart

| K | W | L |
|-------------|---------------------|----------------|
| What I know | What I want to know | What I learned |
| | | |

Message Window

Do not edit this chart!

Click the Photos icon to upload photos to the Writing Taskmaster page to illustrate additional writing examples.

Adjust the font of content supported in the Project to make more.

Word

Word

Word

Word

Word

APC

ABC

ABC

ABC

ABC



MODELLO: SEQUENCING ...


New Blank Activity

All Types Interactive (0) Performance (9) Print (6)

1 to 15 of 15 [Prev](#) [Next](#)

- Search
- Flashcards (0)
 - Games (0)
 - Graphic Organizers (0)
 - Labeling (0)
 - Matching (0)
 - Mathematics (9)
 - Question and Answer (0)
 - Sequencing (15)**
 - Sorting (0)
 - Visual Schedules and Sequences (0)
 - Word Study (1)
 - Writing (0)
- Instructional Area
- Assessment (15)
 - Communication (0)
 - English Language Learners (8)
 - For Fun (0)
 - Language (15)

| | | | | | |
|---|---|---|---|---|---|
| a | b | c | d | e | f |
| g | h | i | j | k | l |
| m | n | o | p | q | r |
| s | t | u | v | w | x |
| y | z | | | | |


Sequencing - 3 Items
Show Sample | Select 

Sequencing
Place the items in the correct order.

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Sequencing
Place the items in the correct order.

| | | | |
|---|---|---|---|
| | | | |
| 1 | 2 | 3 | 4 |

Sequencing - 4 Items
Show Sample | Select 

Sequencing
Place the items in the correct order below.

| | | | | |
|-----|-----|-----|-----|-----|
| | | | | |
| 1st | 2nd | 3rd | 4th | 5th |



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**



MODELLO: SEQUENCING ...

New Blank Activity

All Types Interactive (0) Performance (9) Print (6)

1 to 15 of 15 Prev Next

Search


- Flashcards (0)
- Games (0)
- Graphic Organizers (0)
- Labeling (0)
- Matching (0)
- Mathematics (9)
- Question and Answer (0)
- Sequencing (15)
- Sorting (0)
- Visual Schedules and Sequences (0)
- Word Study (1)
- Writing (0)

Instructional Area

- Assessment (15)
- Communication (0)
- English Language Learners (8)
- For Fun (0)
- Language (15)

| | | | | | |
|---|---|---|---|---|---|
| a | b | c | d | e | f |
| g | h | i | j | k | l |
| m | n | o | p | q | r |
| s | t | u | v | w | x |
| y | z | | | | |

Sequencing - 3 Items


Show Sample | Select 

Sequencing
Place the items in the correct order.

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

1 2 3 4


Sequencing - 4 Items

Show Sample | Select 

Sequencing
Place the items in the correct order below.

| | | | | |
|--|--|--|--|--|
| | | | | |
|--|--|--|--|--|

1st 2nd 3rd 4th 5th



MODELLO: SEQUENCING

The screenshot displays a user interface for creating an activity. At the top, the title "Create Activity From..." is shown in green. Below it, there are several filter buttons: "New Blank Activity" (highlighted in light blue), "All Types", "Interactive (0)", "Performance (9)", and "Print (6)". To the right of these buttons, it indicates "1 to 15 of 15" items, with "Prev" and "Next" navigation buttons.

A search bar is visible on the left. The main content area shows a preview of a sequencing activity. A modal window is open over the preview, containing the instruction: "Sequence 5 items horizontally into the correct order." Below the instruction are three buttons: "Show Sample" (green), "Select Template" (green), and "Close" (grey).

Below the modal, a sidebar on the left lists various activity categories with their respective counts: Sequencing (15), Sorting (0), Visual Schedules and Sequences (0), Word Study (1), Writing (0), Instructional Area, Assessment (15), Communication (0), English Language Learners (8), For Fun (0), and Lessons (15). The main area shows two preview cards for sequencing activities: "Sequencing - 3 Items" and "Sequencing - 4 Items", each with a "Show Sample | Select" button and a document icon.



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)








MODELLO: SHOW SAMPLE

Sequencing

Stop

Place the items in the correct order below.

| | | | | |
|---|--|---|--|---|
|  Put things away. |  Have snack. |  Get off at my stop. |  Ride the bus. |  Walk home. |
|---|--|---|--|---|

1st 2nd 3rd 4th 5th

Iniziare attività

Terminare



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)
 2. Oppure selezionare un modello da editare (**select template**)



MODELLO: SELECT TEMPLATE

The screenshot displays the Boardmaker online editor interface. At the top, the browser address bar shows the URL: `boardmakeronline.com/Boardmaker/Edit/2494334/true`. The menu bar includes "File", "Edit", and "Help". The main toolbar contains icons for a person, a mouse cursor, a rectangle, a cloud, a grid, a line, a text box, a text box with a smiley face, and a speech bubble. The "Sequencing - Horizontal 5 Items" template is active, featuring a blue header with the title "Sequencing" and a "Stop" button. The main workspace contains the following text and elements:

- Red text: "Type the directions to the student below:"
- Black text: "Place the items in the correct order below."
- Five light blue rectangular boxes arranged horizontally, each with a red border and a small red square in the top-left corner.
- Red text: "Place pictures in the correct order on these buttons. You must use all the buttons."
- A green-bordered box containing red text: "Don't touch these boxes. The student will drag the pictures above into these boxes."
- Labels "1st", "2nd", "3rd", "4th", and "5th" positioned below the boxes.

The right-hand side of the interface features a "Properties" panel with the following settings:

- Button**: Name: SequenceItem_1
- Type**: Standard
- Label**: (Empty text box)
- Symbol**: Choose Symbol, Edit Symbol
- Label Location**: Bottom Center
- Font**: Tahoma, size 14



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)
 2. Oppure selezionare un modello da editare (**select template**) in questo caso nel modello sono indicate le parti da editare e personalizzare con i simboli e le foto che interessano: In questo caso
 1. Inserire i simboli o le foto che interessano



MODELLO: INSERIRE SIMBOLI/FOTO

boardmakeronline.com/Boardmaker/Edit/2494334/true

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing

Stop

Type the directions to the student below:
Place the items in the correct order below.

1st 2nd 3rd 4th 5th

Don't touch these boxes. The student will drag the pictures above into these boxes.

Properties Layout Symbols

Button
Name: SequenceItem_1
Type
Standard
Label
Symbol
Choose Symbol
Edit Symbol
Label Location
Bottom Center
Font
Tahoma

Clicchiamo qua



MODELLO: INSERIRE SIMBOLI/FOTO

The screenshot displays the Boardmaker software interface. At the top, the browser address bar shows `boardmakeronline.com/Boardmaker/Edit/2494334>true`. The menu bar includes **File**, **Edit**, and **Help**. The title bar reads **Sequencing - Horizontal 5 Items**. A toolbar contains icons for a person, a mouse cursor, a rectangle, a cloud, a grid, a line, a text 'A', a text 'A' with a smiley face, and a speech bubble. Below the toolbar is a yellow ruler with markings from 1 to 10. The main workspace is titled **Sequencing** and contains the following text and elements:

- Red text: **Type the directions to the student below:**
- Text: **Place the items in the correct order below.**
- Five light blue rectangular boxes arranged horizontally.
- Red text below the boxes: **^ Place pictures in the correct order on these buttons. You must use all the buttons.^**
- A green-bordered box containing red text: **Don't touch these boxes. The student will drag the pictures above into these boxes.**
- Labels **1st**, **2nd**, **3rd**, **4th**, and **5th** positioned below the boxes.
- A red stop sign icon with the text **Stop** in the top right corner of the workspace.

On the right side, a **Properties** panel is open, showing settings for a **Button** (Name: SequenceItem_1). The **Type** is set to **Standard**. The **Label** field is empty. The **Symbol** section includes a **Choose Symbol** button with a smiley face icon and an **Edit Symbol** button. The **Label Location** is set to **Bottom Center**. The **Font** is set to **Tahoma**. A red circle highlights the **Choose Symbol** button and the **Edit Symbol** button.



MODELLO: INSERIRE SIMBOLI/FOTO

boardmakeronline.com/Boardmaker/Edit/2494334/true

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing

Stop

Type the directions to the student below:
Place the items in the correct order below.

^ Place pictures in the correct order on these buttons. You must use all the buttons.^

Don't touch these boxes. The student will drag the pictures above into these boxes.

1st 2nd 3rd 4th 5th

Properties Layout Symbols

Button
Name: SequenceItem_1

Type
Standard

Label

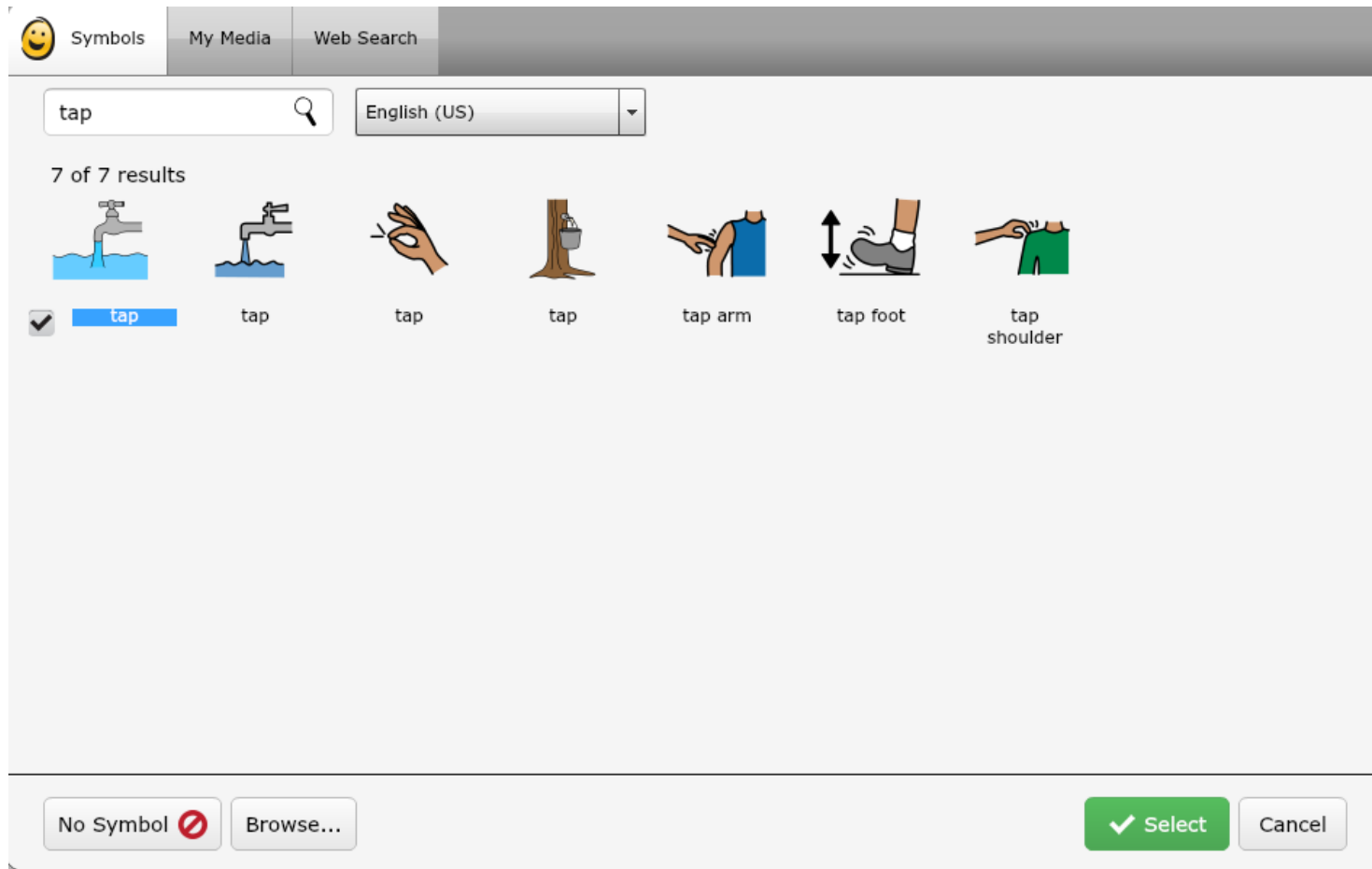
Symbol
Choose Symbol
Edit Symbol

Label Location
Bottom Center

Font
Tahoma
14



MODELLO: INSERIRE SIMBOLI/FOTO



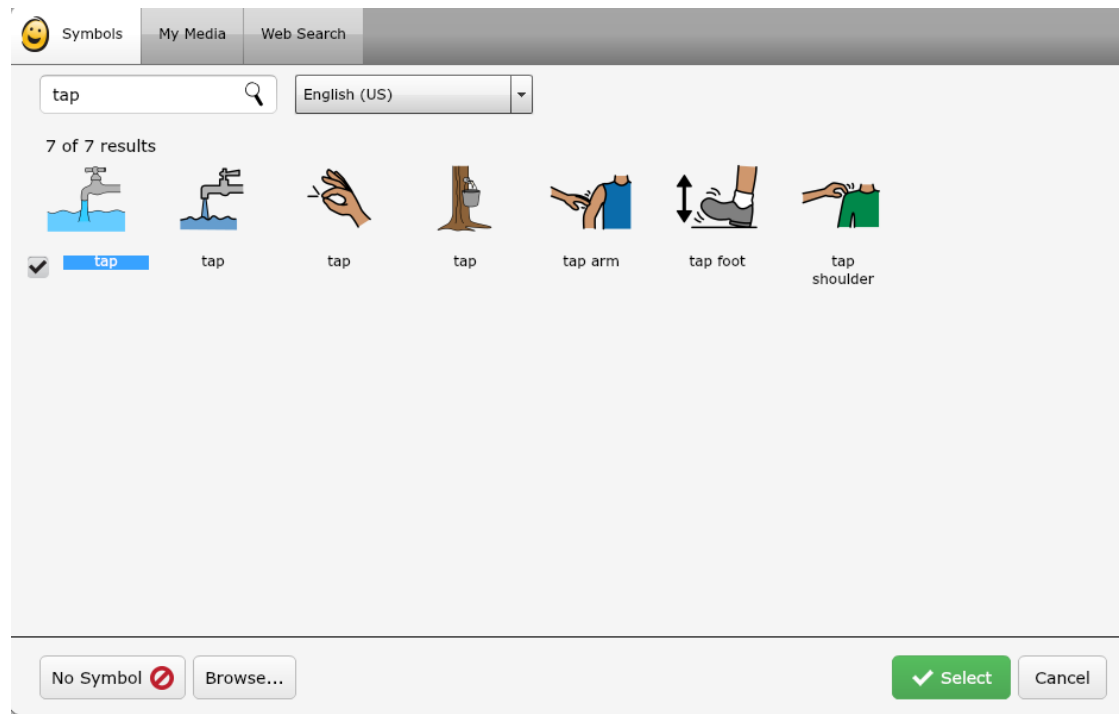
INSERIRE UN SIMBOLO/FOTO

- Si può **scegliere** fra i simboli già pronti
 - Basta ricercare il nome inglese
- Si possono **usare foto**
 - Basta caricarle dal computer o cercarle su WEB
- Si può **disegnare** un nuovo simbolo
-



INSERIRE UN SIMBOLO PRONTO

- Ricercare fra i simboli già pronti
 - Scrivere il nome (inglese!!) di cosa cerchiamo
 - **Es: sto cercando di creare una sequenza per il lavaggio delle mani cerco «tap» (rubinetto)**



INSERIRE UN SIMBOLO PRONTO

- Ricercare fra i simboli già pronti
 - Scrivere il nome (inglese!!) di cosa cerchiamo
 - Es: sto cercando di creare una sequenza per il lavaggio delle mani
cerco «tap» (rubinetto)
 - Poi selezionare il simbolo desiderato e cliccare "**select**"



SELEZIONARE UN SIMBOLO

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing Stop

Type the directions to the student below:
Place the items in the correct order below.

tap

^ Place pictures in the correct order on these buttons. You must use all the buttons.^

Don't touch these boxes. The student will drag the pictures above into these boxes.

1st 2nd 3rd 4th 5th

Button
Name: SequenceItem_1
Type
Standard
Label
Symbol
Choose Symbol
Edit Symbol
Label Location
Bottom Center
Font
Tahoma



INSERIRE UN SIMBOLO PRONTO

- Ricercare fra i simboli già pronti
 - Scrivere il nome (inglese!!) di cosa cerchiamo
 - **Es: tap/rubinetto**
 - Poi selezionare il simbolo desiderato e cliccare "**select**"
 - Infine modificare l'etichetta in modo che sia in **italiano**



SIMBOLO: CAMBIARE ETICHETTA

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing

Type the directions to the student below:
Place the items in the correct order below.

RUBINETTO

1st 2nd 3rd 4th 5th

^ Place pictures in the correct order on these buttons. You must use all the buttons.^

Don't touch these boxes. The student will drag the pictures above into these boxes.

Button
Name: SequenceItem_1
Type
Standard
Label
RUBINETTO
Symbol
Choose Symbol
Edit Symbol
Label Location
Bottom Center
Font
Tahoma
14



EDITARE UN NUOVO SIMBOLO

- Scegliere **edit symbol**



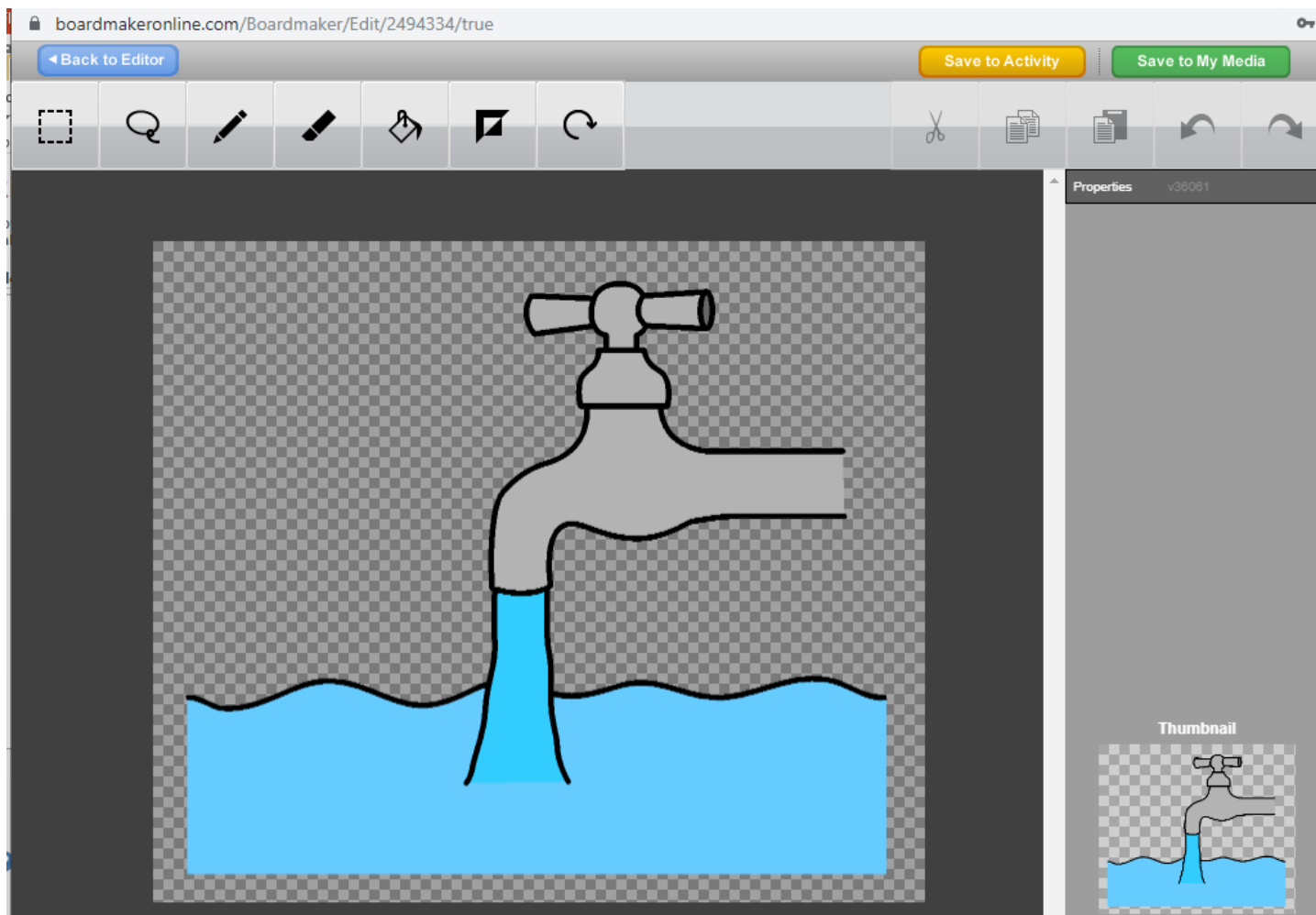
EDITARE UN (NUOVO) SIMBOLO

The screenshot shows a software interface for creating a sequencing activity. The main workspace displays a 'Sequencing' activity with a blue header and a 'Stop' button. The activity content includes the instruction 'Place the items in the correct order below.' and a row of five light blue boxes. The first box contains a faucet icon and the label 'RUBINETTO'. Below the boxes are labels '1st', '2nd', '3rd', '4th', and '5th'. A red box highlights the 'Edit Symbol' button in the Properties panel on the right. The Properties panel shows the following settings:

- Name: SequenceItem_1
- Type: Standard
- Label: RUBINETTO
- Symbol: Choose Symbol (with a smiley face icon)
- Edit Symbol (highlighted with a red circle)
- Label Location: Bottom Center
- Font: Tahoma
- Font Size: 14



EDITARE UN (NUOVO) SIMBOLO

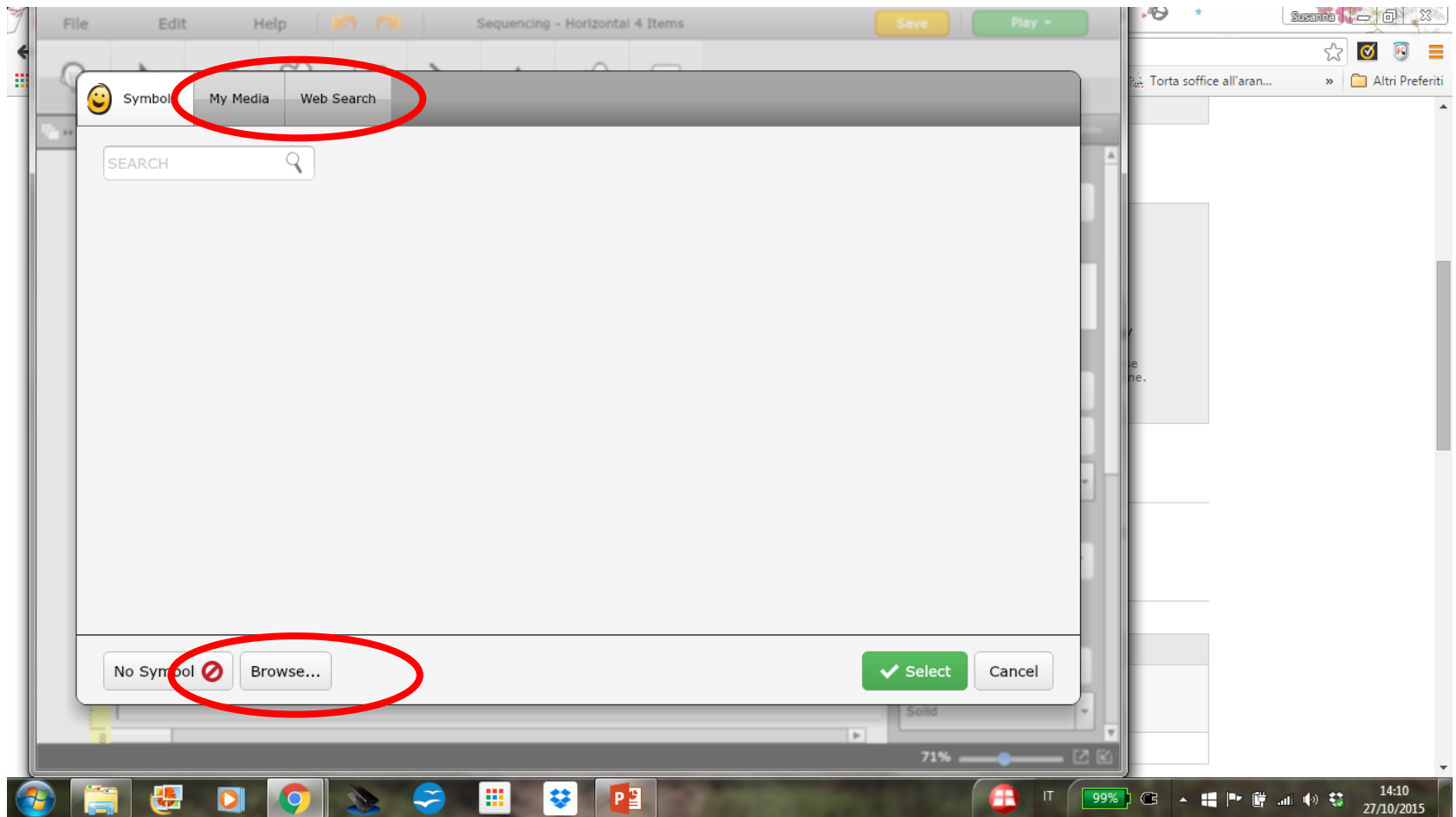


EDITARE UN NUOVO SIMBOLO

- Scegliere **edit symbol**
- Utilizzare il symbol editor per modificare, disegnare e salvare il nuovo simbolo



CARICARE DA COMPUTER/INTERNET



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)
 2. Oppure selezionare un modello da editare (**select template**) in questo caso nel modello sono indicate le parti da editare e personalizzare con i simboli e le foto che interessano: In questo caso
 1. Inserire i simboli o le foto che interessano
 2. Tradurre le scritte in italiano



TRADURRE SCRITTE/ISTRUZIONI IN ITALIANO

boardmakeronline.com/Boardmaker/Edit/2494334/true

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing Stop

Type the directions on the student below:
METTERE IN ORDINE

RUBINETTO

^ Place pictures in the correct order on these buttons. You must use all the buttons.^

Don't touch these boxes. The student will drag the pictures above into these boxes.

1st 2nd 3rd 4th 5th

Object
Name: label
Label
METTERE IN ORDINE
Symbol
Symbolate Mode
No Symbols
Text Align
Horizontal Justification
Center
Vertical Justification
Top
Font
Tahoma
20



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)
 2. Oppure selezionare un modello da editare (**select template**) in questo caso nel modello sono indicate le parti da editare e personalizzare con i simboli e le foto che interessano: In questo caso
 1. Inserire i simboli o le foto che interessano
 2. Tradurre le scritte in italiano
 3. Selezionare la voce italiana per la lettura durante il gioco interattivo



SELEZIONARE LA VOCE ITALIANA

User Settings

Interface Access Method **Text To Speech** Symbol and Language

Voice

Voice: Lucia [Italian IT] ▾

Rate: 0

Test Speech: This is how the voice currentl

Audio Cue Settings

Speak Audio Cue

Voice: Lucia [Italian IT] ▾

Rate: 0

Test Speech: This is how the voice currentl



CREARE USANDO UN MODELLO

1. Scegliere **create activities**
2. Scegliere **una categoria nel menu' di sinistra**
3. E poi un **modello delle attivita' a destra**
 1. Possiamo vedere un esempio (**show sample**)
 2. Oppure selezionare un modello da editare (**select template**) in questo caso nel modello sono indicate le parti da editare e personalizzare con i simboli e le foto che interessano: In questo caso
 1. Inserire i simboli o le foto che interessano
 2. Tradurre le scritte in italiano
 3. Selezionare la voce italiana per la lettura durante il gioco interattivo
4. **Salvare o vedere come viene con save/play**



SALVARE O PROVARE

File Edit Help Sequencing - Horizontal 5 Items Save Play

Sequencing

Type the directions to the student below:
Place the items in the correct order below.

tap

^ Place pictures in the correct order on these buttons. You must use all the buttons.^

Don't touch these boxes. The student will drag the pictures above into these boxes.

1st 2nd 3rd 4th 5th

Button
Name: SequenceItem_1
Type
Standard
Label
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CERCARE LE ATTIVITÀ NELLA COMMUNITY

- Siete collegati alla community degli utenti boardmaker online
- Si sceglie **Community activity** dal menu **Activity**



CERCARE LE ATTIVITÀ NELLA COMMUNITY


Find Activities and Boards




























Search

🔍


Trending

Life Skills:
Food Choices



| | | | | | |
|---|---|---|--|---|---|
|  I |  work |  Mr. Potato Head |  eyes |  nose |  arm |
|  yes |  have |  mouth |  tongue |  teeth |  ear |
|  yes |  no |  feet |  shoes |  earrings |  mustache |
|  |  |  hat |  glasses |  flower |  dinner |
|  voice |  pencil |  rock |  sword | | |

School Life:
Back to School





CERCARE LE ATTIVITÀ NELLA COMMUNITY

- Siete collegati alla community degli utenti boardmaker
- Si sceglie **Community activity** dal menu **Activity**
- Si inserisce (sempre in inglese) qualche parola che descrive cosa stiamo cercando (es: carrot cake)



CERCARE ATTIVITÀ: TORTA DI CAROTE

Search

Clear Search

carrot cake



Narrow Your Results

Showing 1-20 of 85



Type

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- Boardmaker Activity Packs (0)
- Boardmaker Community Sample Library (0)
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CERCARE LE ATTIVITÀ NELLA COMMUNITY

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 - La importiamo fra le nostre attività (basta cliccare su "+")



CERCARE LE ATTIVITÀ NELLA COMMUNITY



My carrot cake by.....

I used.....

I peeled.....

I grated.....

I cooked them in the

It tasted.....

eggs

peel carrot

sugar

weigh

flour

grater

olive oil

oven

cool down

clean dishes

clean kitchen



sue kindred

| Views | Adds | Downloads |
|-------|------|-----------|
| 1013 | 2 | 18 |

Description:
symbols and sentences to finish

Associated Standards (What's this?)



Correlated Standards (What's this?)



CERCARE LE ATTIVITÀ NELLA COMMUNITY

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 - La importiamo fra le nostre attività (basta cliccare su "+")
 - **questo attiva anche gli altri pulsanti !**



Provare
l'attivita'

Modificare
l'attivita'

Boardmaker
UNIVERSITA' DI PISA

District Account / Susanna ▾



My Boardmaker Curriculum Students ▾ Activities ▾ Community ▾ Help ▾ Admin ▾ Shop 🔍

📄 carrot cake



My carrot cake by.....
I used.....
I peeled.....
I grated.....
I cooked them in the



sue kindred

| Views | Adds | Downloads |
|-------|------|-----------|
| 0 | 0 | 0 |

Description:

symbols and sentences to finish



Associated Standards (What's this?)



Correlated Standards (What's this?)



CERCARE LE ATTIVITÀ NELLA COMMUNITY

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 - La importiamo fra le nostre attività (basta cliccare su "+")
 - **questo attiva anche gli altri pulsanti !**
 - L'attività a questo punto si può eseguire così com'è, modificare, salvare etc come nel caso precedente



UPLOAD DI UNA ATTIVITÀ



carrot cake



My carrot cake by.....

I used.....

I peeled.....

I grated.....

I cooked them in the

It tasted.....

eggs

peel carrot


sugar

weigh

flour


grater


olive oil



sue kindred

| Views | Adds | Downloads |
|-------|------|-----------|
| 0 | 0 | 0 |

Description: symbols and sentences to finish 

Associated Standards (What's this?) 

PIÙ IN INFORMAZIONI ON LINE



carrot cake



My carrot cake by.....

I used.....

I peeled.....

I grated.....

I cooked them in the

It tasted.....

eggs

peel carrot


sugar

weigh

flour


grater

olive oil



sue kindred

| Views | Adds | Downloads |
|-------|------|-----------|
| 0 | 0 | 0 |

Description: symbols and sentences to finish 

Associated Standards (What's this?) 