# PowerPoint Game

Make it – Take it

1. Open PowerPoint. Click on Start > All Program	s > Microsoft Office > PowerPoint.
2. Type a game title in the title box.	
	Click to add title
	Click to add subtitle
3. Add a blank slide	Eile Edit View Insert
Click on Insert > New Slide.	New Slide Ctrl+M
	Duplicate Slide
	Slide N <u>u</u> mber
	Date and Time
4 On the right hand side of the screen	♦ ♦ Slide Layout
Click on a blank layout	Apply slide layout:
	Text Lavouts
	Content Layouts
5. On the drawing toolbar on the bottom	
Click on the <b>rectangle</b>	Draw 🔻 🗟 🛛 AutoShapes 🔹 🔪 🔪 📿 🔘
If you do not have this on your screen click on	
View > Toolbars > Drawing.	

**PowerPoint Games** 

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#### **PowerPoint Games**

- 15. Choose a Font, Color and Size.
- 16. Click **OK**.

17. Repeat steps 10 - 16 placing the text boxes on the right side with the matching choices.



18. Click on **Insert > New Slide** and choose a **Blank Layout.** This will be the slide the student sees if they choose the right answer.

19. To add a sound to the slide click Insert> Movies and Sounds > Sound from ClipOrganizer.





24. Choose a picture and then click on **Insert.** 



25. To resize the picture move your cursor to the corner of the picture. It will change to a two ended arrow. **Click and drag** the picture to the size you want.







29. Click on Insert > New Slide and choose a Blank Layout. This will be the slide the student sees if they choose the wrong answer.

30. Click on Insert > Picture > From File.



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31. Click a picture and click Insert.



32. Resize the picture if necessary. (see step 25.)



33. Click on Slide 5.



36. Resize the picture if necessary.

#### PowerPoint Games

37. Insert text boxes with answers for the children to choose from. (Steps 10-16)



38. Click on Slide 3 > Insert > Duplicate

Slide. It will appear below slide 3.

39. Click and drag the new Slide 4 below the slide you just made.



40. Click on Slide 4 and repeat steps 38 and 39.

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### Adding Buttons and Transitions

PowerPoint has two ways of going through the slides. The default is that by clicking anywhere on the slide it will go to the next slide. That works fine with a linear presentation that goes straight through, however our game is interactive. If you followed the linear model you would start at the girl jumping, then go to the blob crying and then to the next problem.

To prevent that from happening we will use Action Buttons. The first step is to disable the default transitions.

41. Click on **Slide 2** so it is in the work

space. (we will keep the default for Slide 1)

42. **Right Click** on the slide and from the popup menu choose **Slide Transition**.

	Ж	Cut
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		<u>R</u> uler
		Grid and Guides
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		Slide <u>L</u> ayout
		Background
	<b>B</b>	Slide <u>T</u> ransition

43. First, **uncheck On mouse click.** Then click on a **transition**. Although multiple transitions in a presentation are distracting, they help keep the child's attention in a game. The play button at the bottom will show you what the transition looks like.

🔹 🔶 Slide Transition 🛛 🔻 🗙		
Apply to selected slides:		
No Transition		
Blinds Horizontal		
Blinds Vertical		
Box In		
Box Out		
Checkerboard Across		
Checkerboard Down		
Comb Horizontal		
Comb Vertical		
Cover Down		
Cover Left		
Cover Right		
Cover Up		
Cover Left-Down		
Modify transition		
Speed: Fast		
Sound: [No Sound]		
📕 Loop until next sound		
Advance slide		
🔽 🗩 n mouse click		
Automatically after		
Apply to All Slides		
► Play Slide Show		

44. Repeat step 50 for each of the remaining slides.

## Adding Action Buttons

Now we will add Action Buttons so we can control where the slide is going.

45. Click on Slide 2.



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49. Another box will pop up with a choice of slides.

50. Click on the slide that matches the one you want-if you are working with a wrong answer then choose the slide with the crying character, if you are working with a right answer then choose the slide with the jumping girl.

51. Double click on the button you just made and from the pop up window **slide the Transparency slider** to the right until it reads 100%.

52. Click on **OK**. You will no longer be able to see the box.

	C Object action:  Play sound:  [No Sound]  F Highlight click  OK Cancel
5	Colors and Lines Size Position Picture Text Box Web
le	Iransparency:
	Color: No Line v Style: v Dashed: v Weight: 0.75 pt d
	Arrows       Begin style:        Begin size:        End size:        Default for new objects
	OK Cancel Preview

Hyperlink to Slide

1. PowerPoint Game 7 2. Slide 2 3. Slide 3 4. Slide 4

Hyperlink to Slide

1. PowerPoint Game Trial 2. Slide 2 3. Slide 3 4. Slide 4

C Run macro

Slide title:

4. Slide 4 5. Slide 5 6. Slide 6 7. Slide 7 8. 2 x 2

Slide title:

5. Slide 5 6. Slide 6 7. Slide 7

8.2x2

? 🔀

?

OK

Cancel

6

OK

Cancel

PowerPoint Game Tital

53. Repeat steps 52-58 for the other answers.

54. Click on **Slide 3.** You want slide 3 to link to the next question. Choose a blank action button and cover the complete slide with it. From the pop up box choose **Hyperlink to > Slide** and then from the slide pop up box choose the slide number of the next problem. Click **OK > OK.** Double click the button and give it a transparency of 100%.



55. Repeat Step 60 for **Slide 4** linking it back to the question so the student can try again.

56. Click on **Slide 5** and repeat steps 52-58 for each of the answers.

57. Repeat Step 60 for Slide 7.

58. Click on **Slide 6** and add an action button that links to the **last slide**.