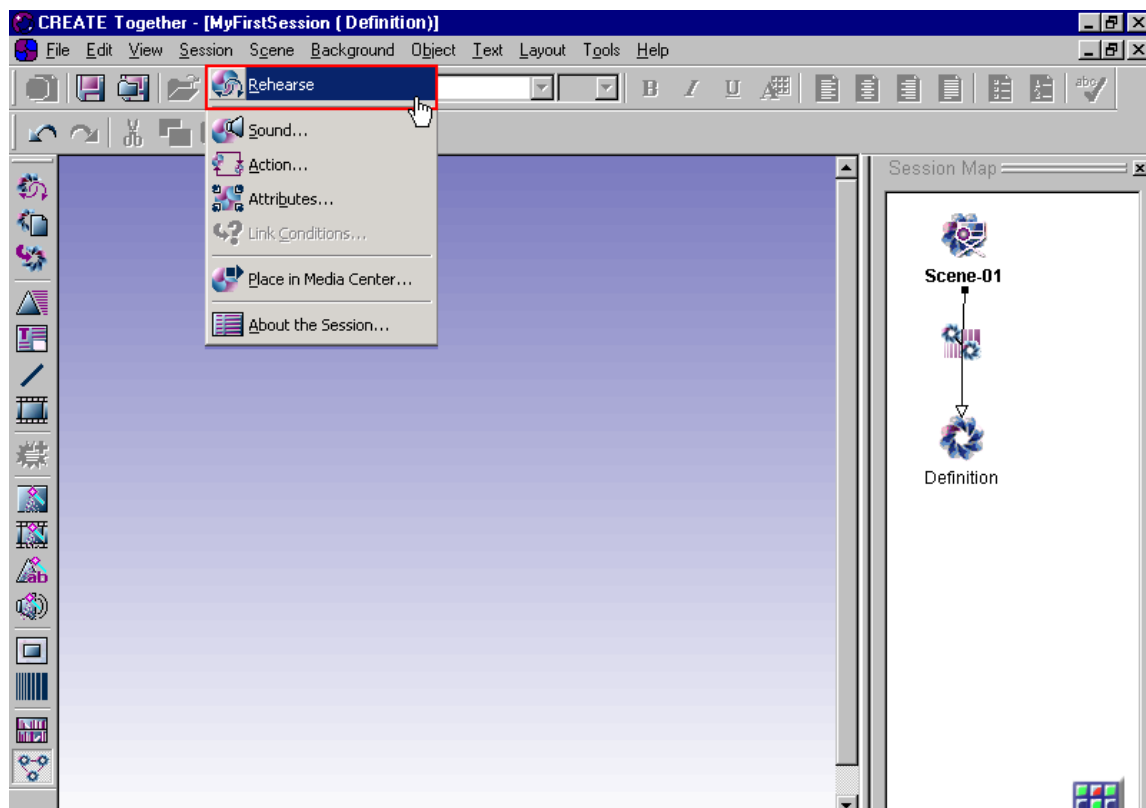
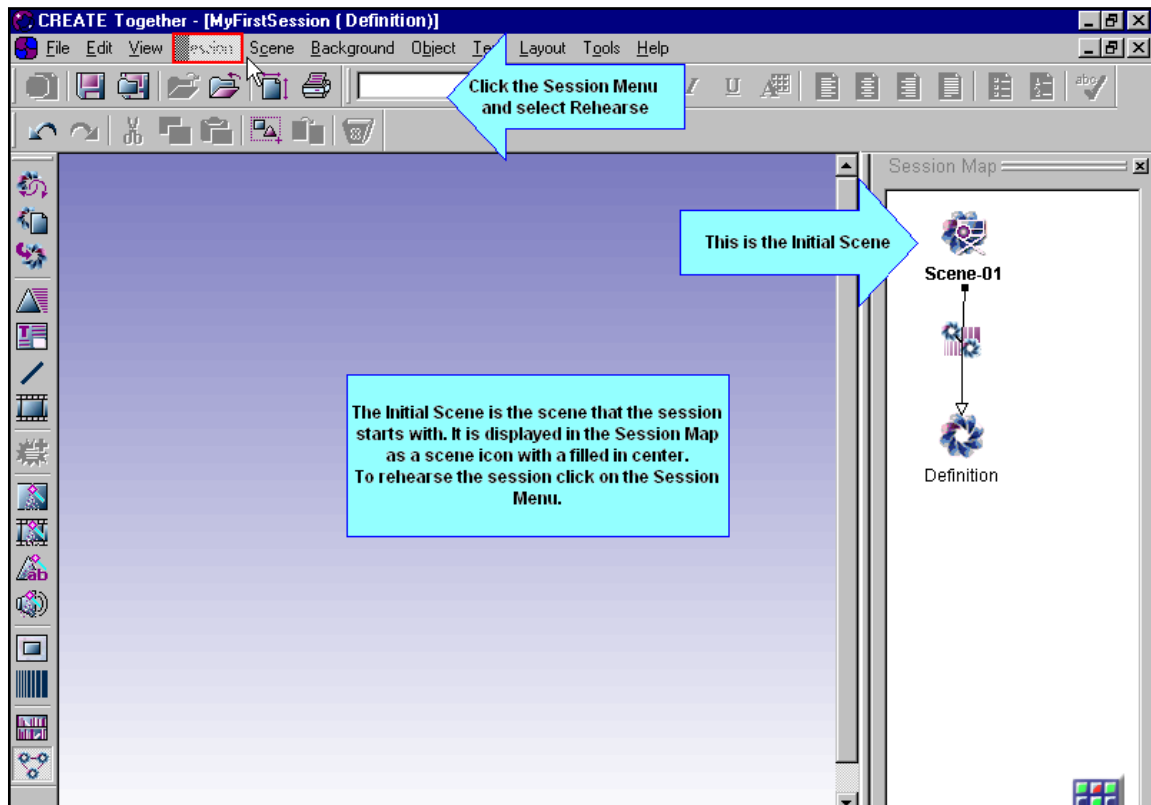


Lesson 20: Rehearsing the Session


In lesson 7 you learned how to rehearse the scene you were producing. You

Can also rehearse the entire session starting with the Initial Scene. The Initial Scene, marked in the Session Map with a filled center, is the scene designated to display first when the session is played.

In this lesson you will rehearse the whole session.



Lesson 20: Rehearsing the Session

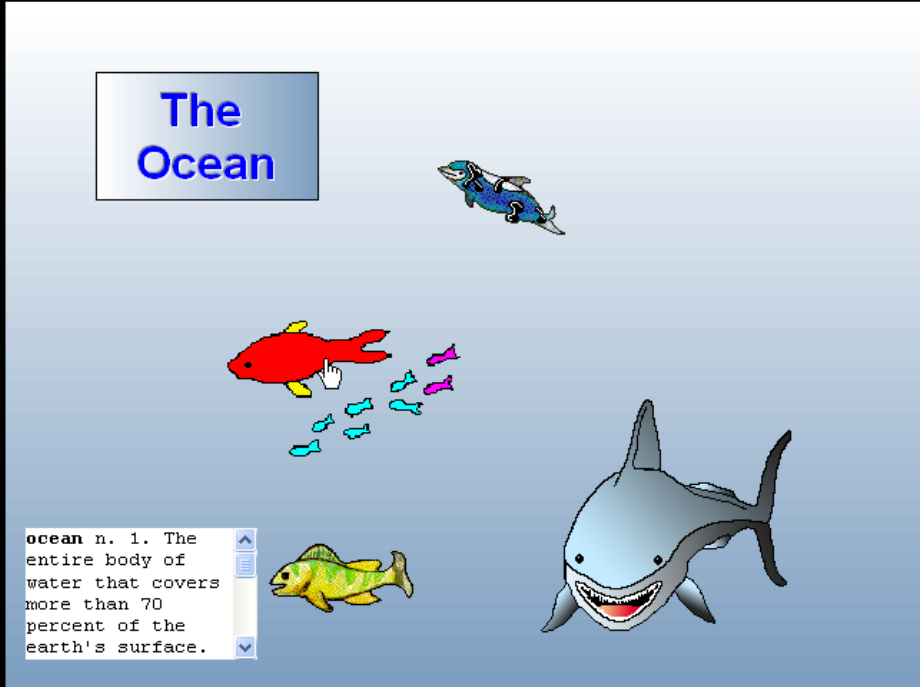


My First
CREATE
Together
Session

The Ocean

Use the controller to play the movie. Double-click the arrow button to go to the next scene. [Buttons can be programmed with single clicks if desired. This tutorial made a button with a double-click.]

The screenshot shows a presentation slide with a blue sky and ocean background. At the top, it says "My First CREATE Together Session". The word "CREATE" is in large blue letters, and "Together" is in purple. Below that, "Session" is in black. In the center, there's a white box labeled "The Ocean". To the right, a video player shows a close-up of a white whale's head. A play button is visible in the bottom left corner of the slide area.



The Ocean

ocean n. 1. The entire body of water that covers more than 70 percent of the earth's surface.

To end the rehearsal, right click (click the context button) on the black area or in the upper left corner of the screen. Then click the End Rehearsal button.

The screenshot shows a presentation slide with a light blue background. In the top left, there's a blue box with the text "The Ocean". Below it, there are several cartoon sea creatures: a blue fish, a red fish, a yellow fish, a green fish, and a large grey shark with its mouth open. A text box in the bottom left contains the definition of "ocean". A hand cursor is pointing at the red fish.



CONGRATULATIONS!

You have completed the tutorial!

Now that you have learned the basics of placing objects onto scenes you can develop more interactive and more interesting activities!

Use the project assistants to create matching games, drag and drop games, electronic encyclopedias and presentations. Explore the objects to discover how they function.

Use Actions to create all kinds of interactive games, activities and simulations.

Learn about actions by exploring the Actions-Examples templates and other samples.