



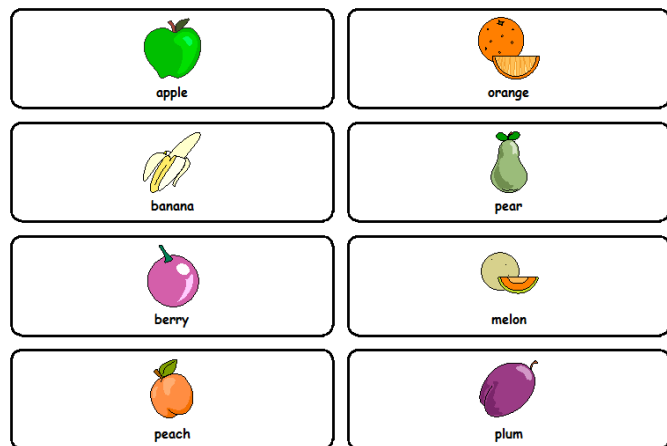
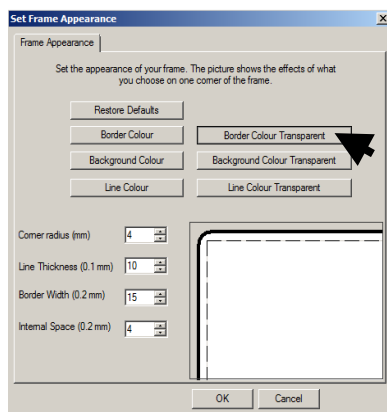
## Communicate: In Print

### Making a table – Helpful Hints V2.6 or older

#### Creating labels or flashcards to cut out

Make the **Border Colour Transparent** when adjusting **Appearance**

**Note:** Thicken **Border Width** to allow more space to cut between cells



#### Creating symbol only and word only flashcards

Create a table by starting with a **non-symbol fixed frame**



Go to **Graphics Resources**

Go to **Use List**

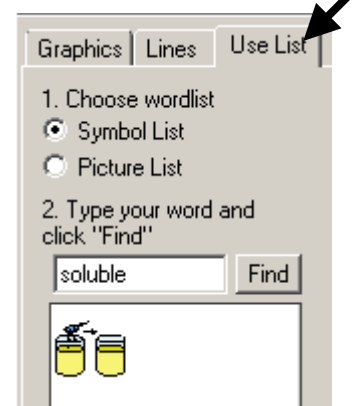
Search the **Symbol List** to find a symbol with the open wordlist

Search the **Picture List** to find a **Widgit Picture** from the clipart bank

**Click** on the graphic you want

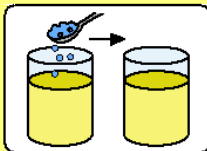
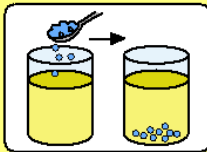
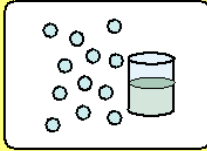
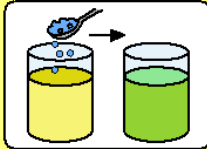
**Click** on the cell you want to place it into

Repeat to fill half the cells



Leave the **Graphics Resources**

Enter text in the remaining cells

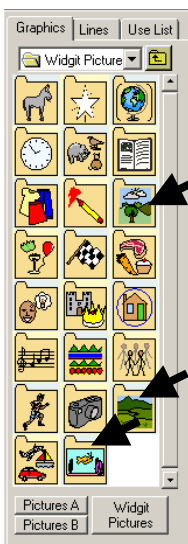
soluble	
insoluble	
liquid	
solution	

**Format** all the text in the cells at once by **right clicking** on the table before making changes to the **Font, Size or Colour**

### Creating a game board



Go to **Graphics Resources**



Search **Widgit Pictures** for backgrounds.

Backgrounds can be found in:

**Scenes**

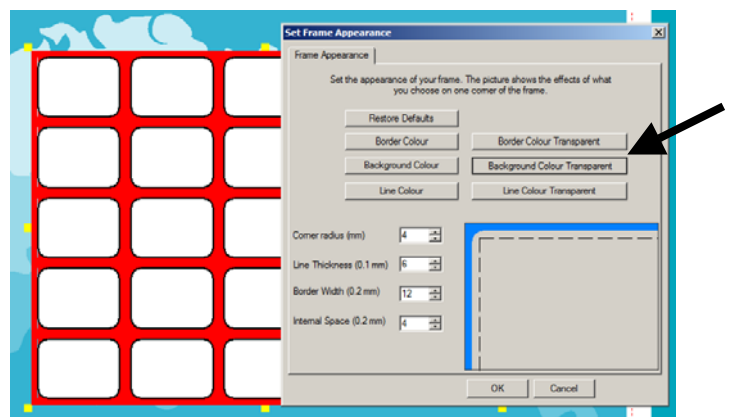
**Environment**

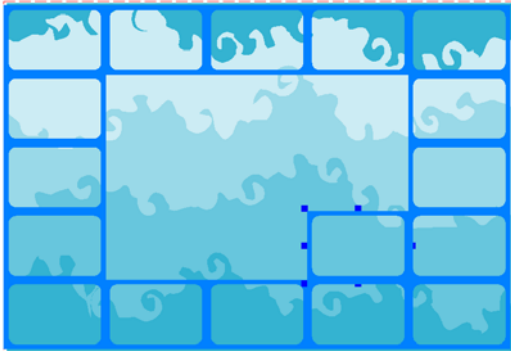
**Underwater**

**Click** on the background and **click** on the page  
**Click** and then **drag** the scene to fill the page

Create a **table** on top of  
the background

Edit the **Appearance**  
by making the  
background transparent





In **Adjust** mode use the **yellow handles** to stretch/shrink the table to fit on the background

**Right click** on the cells to edit the table to turn table into the desired same pattern

Go to the **Graphics Resources** to fill the table

Use the **Scratch area** to place objects and **duplicate** to arrange multiple objects per cell

**Group** the table when finished

