## Creating an Activity Builder

- 1. Create the objects you want to use to accept or reject when dragged.
- 2. Press Add-ons d, and then press Activity Builder.
- 3. Select the object you want to use as the activity object, and then press **Edit**.
- 4. Drag the objects you want to accept to the *Accept these objects* list.

A green check mark Cappears beside objects you select to accept.

5. Drag the objects you want to reject to the *Reject these objects* list.

A red X Bappears beside objects you select to reject.

## NOTES

- To quickly select any remaining objects on the page to accept or reject, press **Add All Remaining** in the appropriate list.
- To remove an object from a list, drag it to the trash can icon
  a.
- 6. Try changing the **Settings** if you want to change the animations.
- 7. Press Done.

Objects Settings	
When accepted, objects play:	
Animation:	
Fade Out 🔻	
Also play the object's sound	
When rejected, objects play:	c
Animation:	

File Edit View Insert Fori

Activity B

Identify

Reset Al

How to build an acti

1. Select the object

object.

be the activity obj

then click Edit. D lines appear on t