

boom

Participant Manual

Designed to empower trainers to provide instruction on using the Boom Studio to create, share, and publish advanced Boom Cards.

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www.boomlearning.com

AGENDA

- Pre-Test
- Goals
- Play Flashlight deck (Created in Level 1)
- Getting Images into the Library
- Module 1: Creating Advanced Boom Cards
 - Pop the ____ (Hide when tapped)
 - Pop the ____ (Chained images)
 - Feed Me (Feed the __)
 - Invisible Ink
 - Group Container
 - Color Progression
 - Hidden Image
 - Quest for the ____
- Play Escape Room deck
- Module 2: Flow Magic
 - Setting up Flow Magic
 - Navigation Buttons
 - Links
- Module 3: Start Creating Cards with Conditional Logic
 - Escape Room
- Module 4: Sharing and Playing Created Deck
 - Private Publish
 - Play Created Deck
- Post-Test
- Feedback Form

PRE-TEST

Instruct participants to scan the QR Code to complete the pre-test.



Link:

<https://forms.office.com/r/XiYzLaUfLU>

GOALS:

- Learn how to use the Boom Studio features and create different types of Boom Cards.
- Understand the different Studio tools and techniques to enhance Boom Card creation.
- Reflect on favorite games and explore how to create similar experiences using Boom.

METHODS AND ACTIVITIES:

- Live demonstrations
- Active participation
- Q&A sessions

PLAY FLASHLIGHT DECK

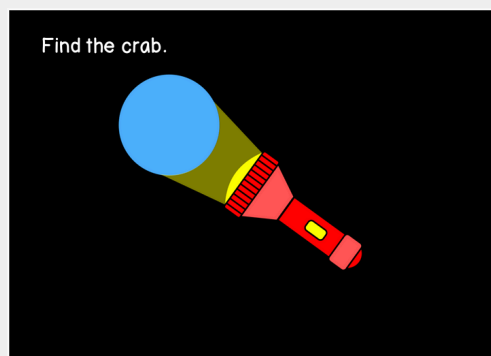
(CREATED IN LEVEL 1)

Trainer Instructions

INSTRUCTIONS

- In this part of the training, you'll be playing a participant's flashlight deck created in Creating Boom Cards Course Level 1.
- Ask one participant to share a Fast Play link with you of their flashlight deck.
- Showcase participant's deck by entering the Fast Play Pin on your computer and share screen.
- Explain briefly that in this course we'll be creating similar decks with other creative game functionalities and that the idea is for them to **end the training with templates they can use later on to create new decks.**

Let's start!



Without altering the content of the manual, use your creativity, judgment, and expertise to make this a great learning experience for participants.



GETTING IMAGES INTO THE LIBRARY

Trainer Instructions

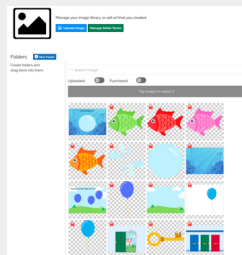
INSTRUCTIONS

- Ensure all participants have the images for training in their Libraries **before** starting. Confirm all participants have completed this step before beginning.
- Instruct participants to:
 1. Scan the QR Code or copy and paste the link to access the "700 CBC 2 Clipart" FAQ.
 2. Download the zip file containing the images.
 3. Upload the images into their Images Library in their Boom account (as practiced in CBC 1).



<https://tinyurl.com/yu2p8mdd>

- Confirm all participants have uploaded the images into their Libraries.



- Start the training once all participants have completed the steps above.

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MODULE 1

CREATING ADVANCED BOOM CARDS

- A. POP THE ____ (HIDE WHEN TAPPED)
- B. POP THE ____ (CHAINED IMAGES)
- C. FEED ME (FEED THE ____)
- D. INVISIBLE INK
- E. COLOR PROGRESSION
- F. HIDDEN IMAGE
- G. GROUP CONTAINER
- H. QUEST FOR THE ____

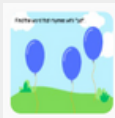


PLAY POP THE ____: HIDE WHEN TAPPED DECK

Trainer Instructions

INSTRUCTIONS

- In this part of the training, you'll start showcasing more elaborated decks and then explaining the steps on how to create it.
- First, mention that we'll be playing a Pop the ____ game deck using the Hide when tapped feature.
- Then, play the deck "Pop the Balloon: Hide when tapped".



Pop the Balloon: Hide
when tapped

<https://tinyurl.com/46ehkvxm>

- Start explaining steps in the next page.

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MODULE 1

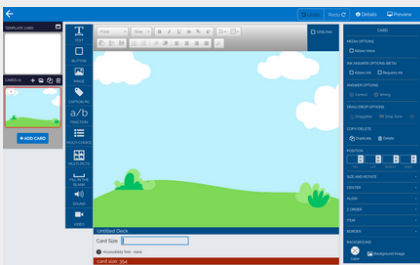
A. POP THE ____: HIDE WHEN TAPPED

PRE-CHECKLIST

- Ensure the image of the item to be "popped" (bubble, balloon, bubble gum, etc.) is uploaded to the Library.

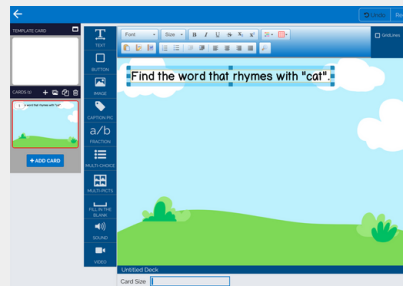
1

First, click **Background Image** and choose the image with the sky as the background of the card.



2

Add a text box with instructions and/or question.



3

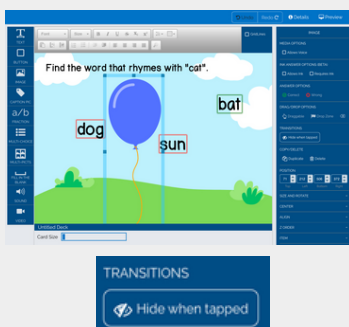
Add the items (text, image, or sound) that will be revealed when the "popped" images disappear.



Set them as correct/wrong answers.

4

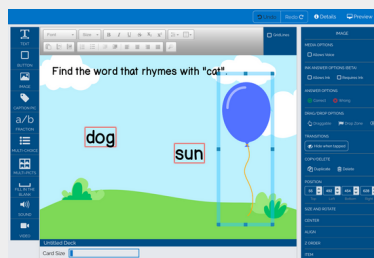
Add the image to be popped onto the card.



Select **Hide when tapped** from the Transitions panel.

5

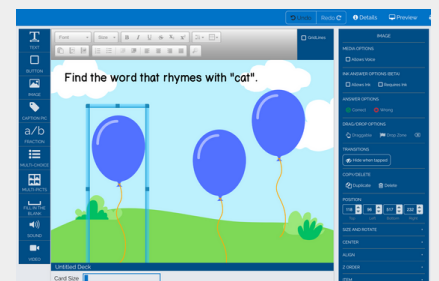
Move the image in front of the item to be revealed.



Ensure it fully covers the hidden object, rearranging the size of it.

6

Duplicate the image and cover the rest of the items.



NOTE

Double-check the Z-order to confirm that the popped images are on top of all other objects in the card.

SELECTABLE LIST	
Text - cat	
Image -	
blue balloon	

PLAY POP THE BUBBLE: CHAINED IMAGES DECK

Trainer Instructions

INSTRUCTIONS

- First, mention that we'll be playing a Pop the ____ game deck using the Chained Images feature.
- Then, play the deck "Pop the Bubble: Chained Images".



Pop the Bubble: Chained Images

<https://tinyurl.com/592spf45>

- Start explaining steps in the next page.

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MODULE 1

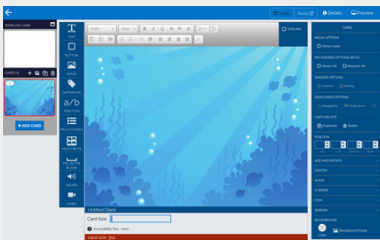
B. POP THE ___: CHAINED IMAGES

PRE-CHECKLIST

- Make sure all images (e.g., bubble, popped bubble, and the item to be revealed) are uploaded to your Library.

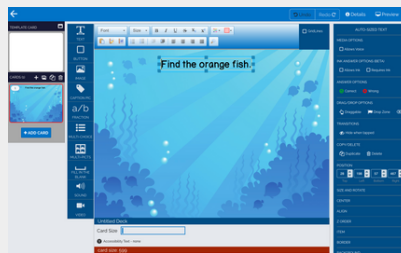
1

First, click **Background Image** and choose the under the sea image as the background of the card.



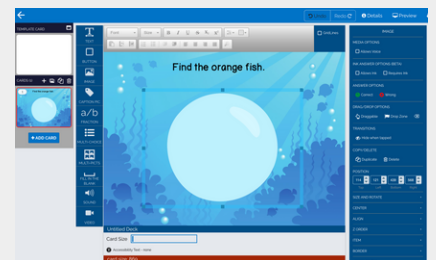
2

Add a text box with instructions and/or question.



3

Add the main image (bubble, balloon, etc) on the card as the default image.



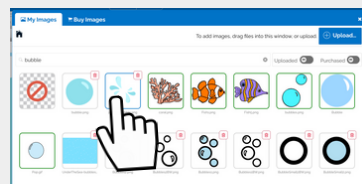
4

Select **Add Chain Images**.



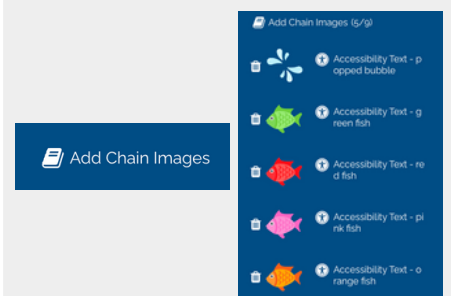
5

Select the next image in the chain (e.g., first the popped bubble and then the fish).

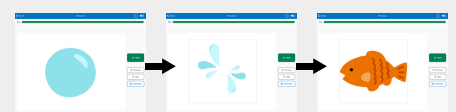


6

Repeat steps 4 and 5 until adding the total amount of chained images you want.



Test the order by clicking through the chain in **Preview Mode** to confirm the sequence.



NOTES

You can chain up to 9 images (10 with the default), so feel free to make the sequence more complex if needed.

Add Chain Images (2/9)

PLAY FEED ME DECK

Trainer Instructions

INSTRUCTIONS

- ☐ First, mention that we'll be playing a Feed Me game deck.
- ☐ Then, play the deck "Feed the Frog (Feed Me)".



Feed the Frog (Feed Me)

<https://tinyurl.com/mr3eknhu>

- ☐ Start explaining steps in the next page.

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MODULE 1

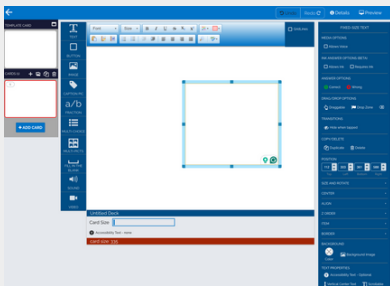
C. FEED ME (FEED THE ___)

PRE-CHECKLIST

- ☐ Make sure all images (e.g., cookie monster) are uploaded to your Library.

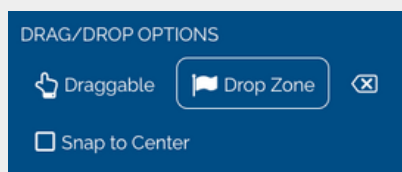
1

Add a text box to the card, remove the text, and resize.



2

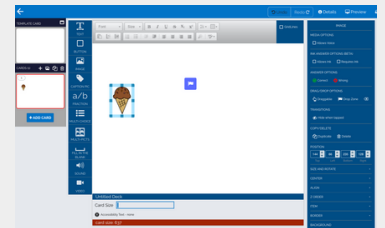
Select **Drop Zone**.



Optional:
Select **Snap to Center**.

3

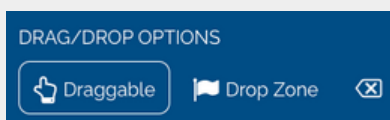
Add item to be "eaten" (e.g. Image, Text, etc) and resize it to fit drop zone.



Note: You can add multiple items (correct and wrong answers).

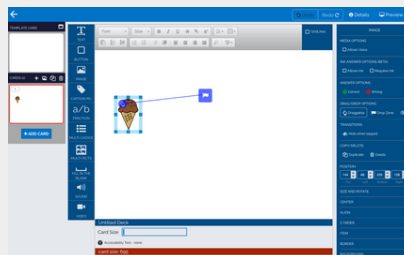
4

Select **Draggable**.



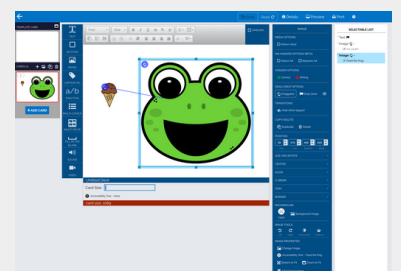
5

Connect it to the Drop Zone by dragging the pointing hand to the flag.



6

Add image of "open mouth character", resize it to cover drop zone, and make it a draggable.



NOTE

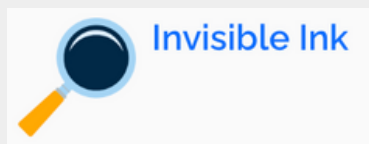
Ensure your Z-Order is:
Top: Character → Item to eat → Drop Zone.

PLAY INVISIBLE INK DECK

Trainer Instructions

INSTRUCTIONS

- First, mention that we'll be playing a Invisible Ink game deck.
- Then, play the deck "Invisible Ink".



<https://tinyurl.com/4vfk5c4>

- Start explaining steps in the next page.

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MODULE 1

D. INVISIBLE INK

PRE-CHECKLIST

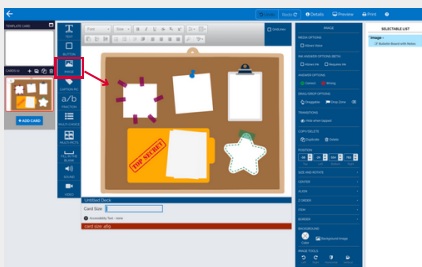
☐ Understand Draggables

☐ Understand Z-Order

With Invisible Ink, players drag and drop an item—like a highlighter or magnifying glass—onto specific areas to reveal hidden answers, “uncovering” information!

1

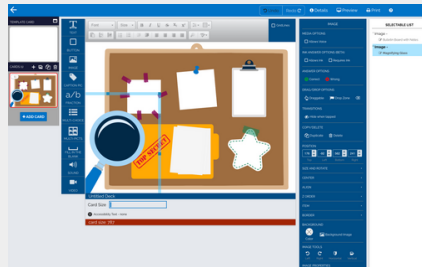
Add image to use as ink background (bulletin board).



Resize it.

2

Add item to reveal ink (magnifying glass).



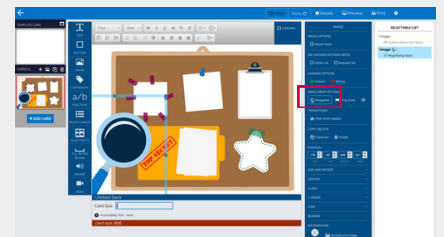
Resize it to cover ink (notes).

3

Make the item a draggable.

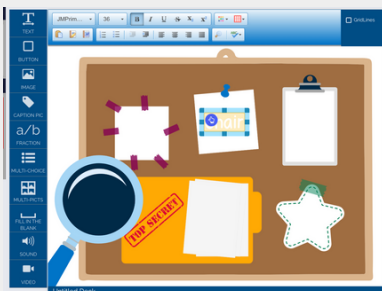
DRAG/DROP OPTIONS

☒ Draggable



4

Add a text box, edit text, and change the color to match the background, creating the invisible ink.

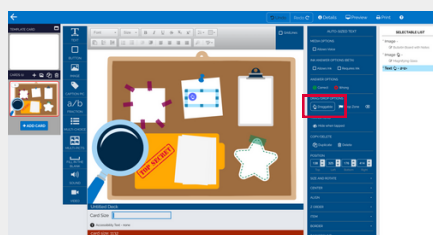


5

Make the text a draggable.

DRAG/DROP OPTIONS

☒ Draggable



NOTE

Double-check the Z-order to confirm that the invisible ink (text box) is on top of all other objects in the card.

SELECTABLE LIST

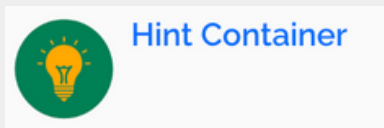
- * Image -
 - ☒ Bulletin Board with Notes
- * Image -
 - ☒ Magnifying Glass
- * Text - chair

PLAY DECK WITH HINT CONTAINER

Trainer Instructions

INSTRUCTIONS

- First, mention that we'll be playing a deck with a hint as draggable using a group container.
- Then, play the deck "Hint Container".



<https://tinyurl.com/yhk69n5e>

- Start explaining steps in the next page.

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MODULE 1

E. GROUP CONTAINER

A Group Container lets you combine multiple items into one interactive element, ideal for setting correct or wrong answers or creating tabs with tips, reminders, or clues.

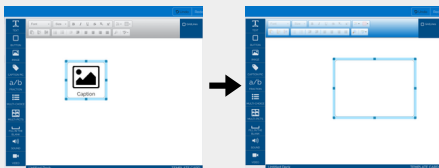
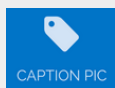
PRE-CHECKLIST

☐ Understand Caption Pic

☐ Familiarize with Keyboard Shortcuts

1

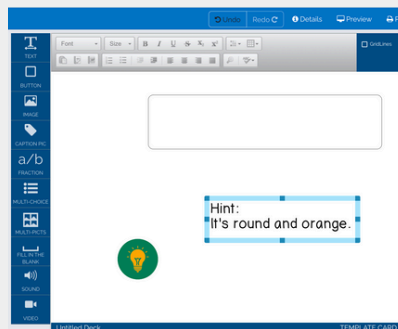
Add a Caption Pic to the card.



Remove the image and text box inside it.

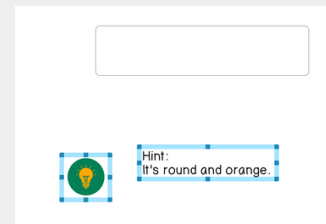
2

Add the items you want to group into the card.



3

Select the items by holding Shift and clicking each one.



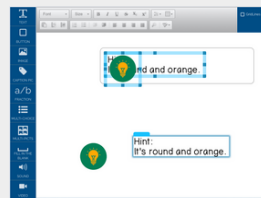
4

Press Command + C (Mac) or Ctrl + C (Windows) to copy them.



5

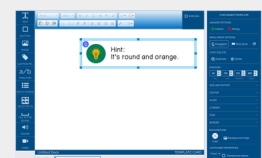
Click the container and press Command + V (Mac) or Ctrl + V (Windows) to paste the items into the container.



Delete the copied items.

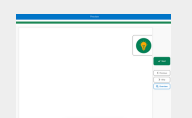
6

Now, the items are grouped into the container. Rearrange the size and position as needed. You can set the container as correct, incorrect, or draggable clicking the container's border.



NOTE

Creators place this type of draggable "Hint" in the corner of the card (hiding the hint, only showing the icon), so players can use it whenever they need a clue.



PLAY COLOR PROGRESSION DECK

Trainer Instructions

INSTRUCTIONS

- First, mention that we'll be playing a Color Progression game deck.
- Then, play the deck "Color Progression".



Color Progression

<https://tinyurl.com/ycjdnpxa>

- Start explaining steps in the next page.

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MODULE 1

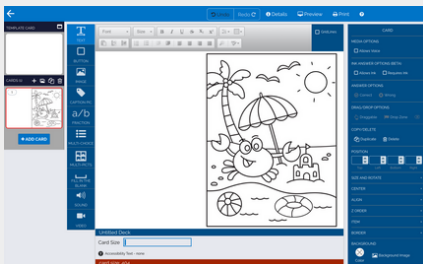
F. COLOR PROGRESSION

PRE-CHECKLIST

- ☐ Make sure all images are uploaded to your Library.

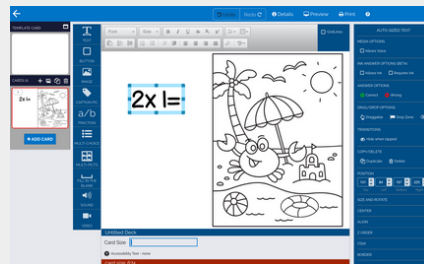
1

Add the first blank coloring image to the card and resize it.



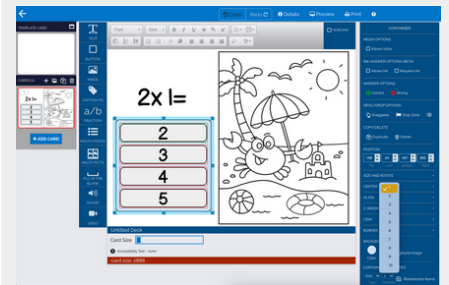
2

Add a text box with instructions and/or question.



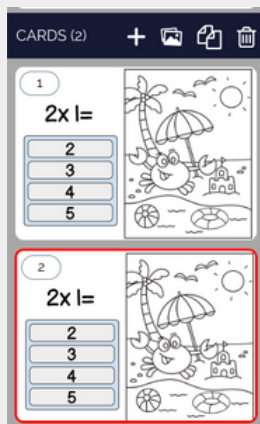
3

Add a multiple choice box with answers and set it up with 1 column.



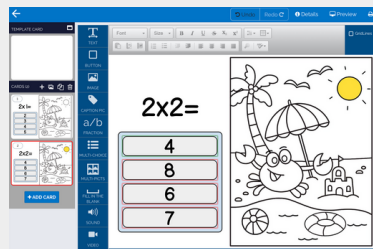
4

Duplicate the card.



5

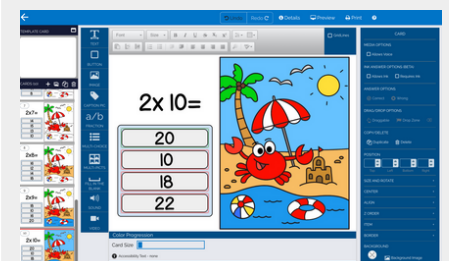
Double click on the image to change it to the second color progression image.



Edit the question and answers choices.

6

Continue repeating steps 4 and 5 until the coloring picture is complete.



NOTE

Go to the Details of the deck, select Play, and set it up as **Sequential**.

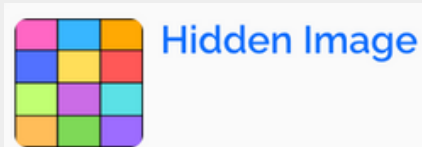
☒ Sequential

PLAY HIDDEN IMAGE DECK

Trainer Instructions

INSTRUCTIONS

- First, mention that we'll be playing a Hidden Image game deck.
- Then, play the deck "Hidden Image".



<https://tinyurl.com/4sw57yzd>

- Start explaining steps in the next page.

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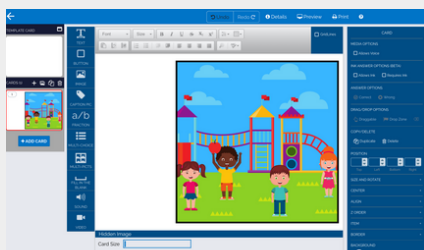


MODULE 1

G. HIDDEN IMAGE

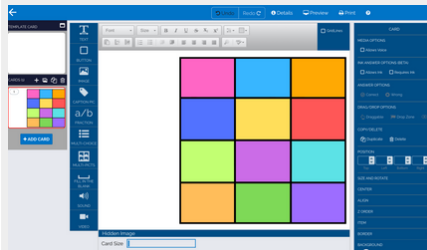
1

Add the image to be revealed to the card and resize it.



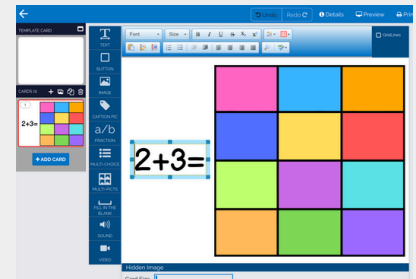
2

Add the image with all the tiles and place it on top of the other image.



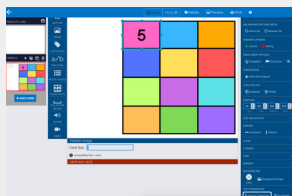
3

Add a text with instructions and/or question.



4

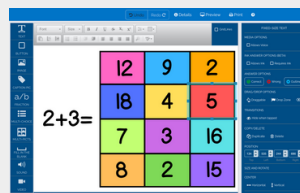
Add a text box with one answer choice on top of the first tile. Center it.



Go to the text properties and select **Vertical Center Text**.

5

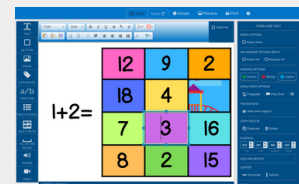
Duplicate the text box, add answer, and place one above each tile.



Type the correct answer in the tile that will disappear on the next card, set it as **Correct**, and mark the others as **Wrong**.

6

Duplicate the card, remove the answered text box, update the tile image to the next one without the removed tile, update the question based on the next disappearing tile. Set the text box as **Correct**.



NOTES

- Continue repeating steps 6 until the hidden image is revealed, removing the tiles overlay image.
- As last step, go to the Details of the deck, select Play, and set it up as **Sequential**.



QUEST FOR THE ___ DECK

Trainer Instructions

INSTRUCTIONS

- In this part of the training, you'll be showcasing a Quest for the ___ deck to show the deck that will be created next.
- First, mention that for this type of deck, it could be set up as Sequential or Conditional Logic. In this case, we'll use Sequential.
- Explain also that the activities to be played in the deck can be any type of activity that has been already created, but for the training purposes, we'll follow steps to create a specific one. These activities can be changed to any subject. Also, once the deck is created, it can be duplicated and edited for new subjects or activities.
- Make sure all participants have uploaded the images provided into their Boom libraries.
- Then, play the deck "Quest for the ____".



Quest for the ____

<https://tinyurl.com/mu3wxhdf>

- Start explaining Module 1, section H.

Without altering the content of the manual, use your creativity, judgment, and expertise to make this a great learning experience for participants.



MODULE 1

H. QUEST FOR THE ____

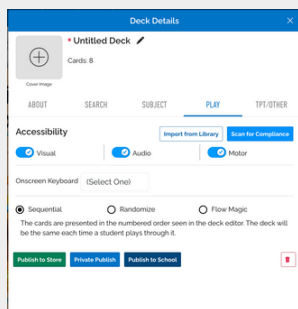
PRE-CHECKLIST

- ☐ Make sure all images (e.g., map) are uploaded to your Library.

Quest for the ____ takes players on a mission to solve puzzles, find clues, and reach a goal. For these decks, create all cards first, then add conditional logic links for smooth navigation.

1

First, go to Details, go to Play, and select **Sequential**.



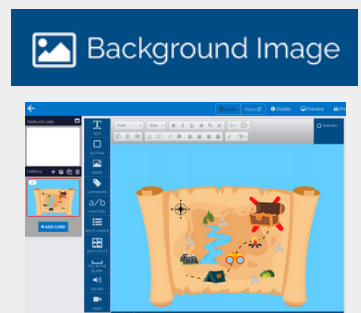
NOTE

This first card will be the "Menu Card" or, in this case, the Map Card.

You can add as many stops you like and elements such as: place when the player gets the answer right or wrong, etc.

2

Set map image as background image of the first card of the deck.



3

Add a text box with the quest title. E.g. "Addition Quest for the Treasure".



4

Add a text box, remove the text, and place it on top of the first stop.



Make it a correct answer.

NOTE

This card will be duplicating each time an activity or "scene card" is finished.

Now, let's create the activity cards in the next steps!

MODULE 1

H.2 QUEST FOR THE ____

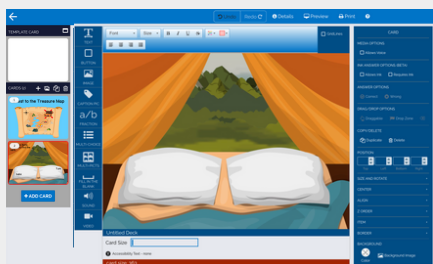
PRE-CHECKLIST

- ☐ Make sure all images (e.g., map) are uploaded to your Library.

4

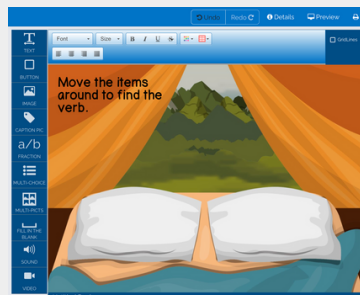
Add a new card and change the background to the first scene.

 Background Image



5

Create the activity!
Add a text box with instructions.



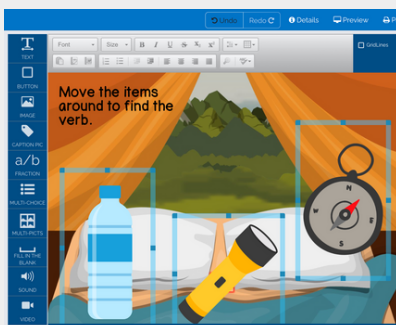
6

Add text boxes with answers choices, and set them as correct or wrong answers.



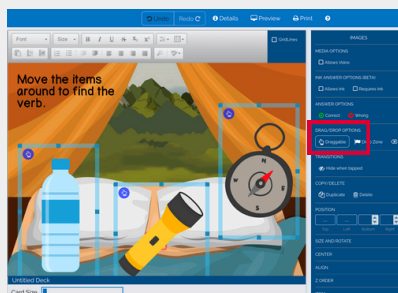
7

Add items to cover the answers to be found.



8

Add items to cover the answers to be found and set these items as draggable.



NOTE

You can create any type of activity for these decks.
The examples in this manual are for training purposes.

MODULE 1

H.3 QUEST FOR THE ____

9

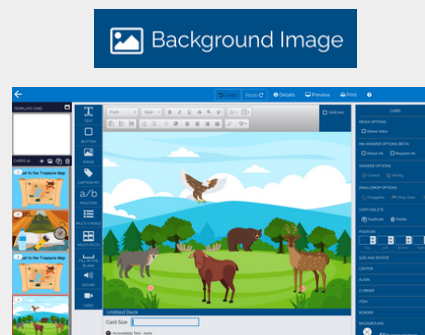
Duplicate the map card and drag and drop it after the first scene card.



Move the blank text box on top of the next stop and make it a correct answer.

10

Add a new card and change the background to the next scene.



11

Create the activity!
Add a text box with instructions.



Then, add text boxes with answers around the card.

12

Add the binoculars image to the card and make it a **draggable**.



13

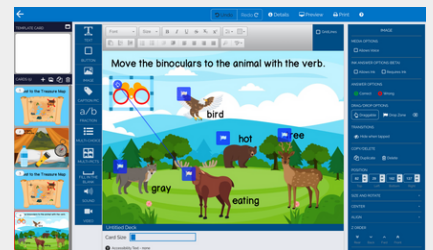
Add blank text boxes to cover the animals with the answers, and set these as **drop zones**.



Make sure the drop zones are larger than the binoculars' draggable.

14

Connect the binoculars to the correct drop zone by linking the pointing hand to the flag on the drop zone.



MODULE 1

H.4 QUEST FOR THE ____

15

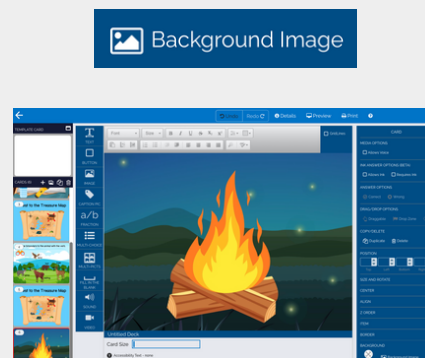
Duplicate the map card and drag and drop it after the second scene card.



Move the blank text box on top of the next stop and make it a correct answer.

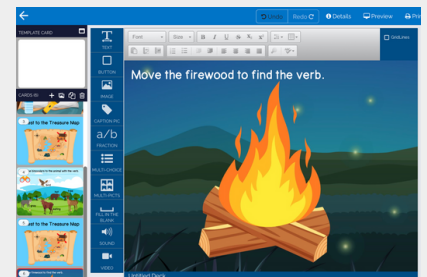
16

Add a new card and change the background to the next scene.



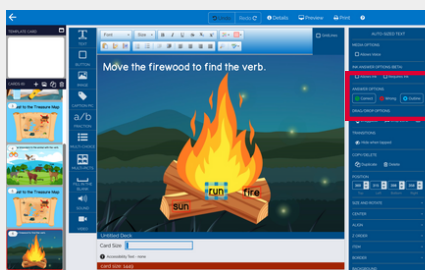
17

Create the activity!
Add a text box with instructions.



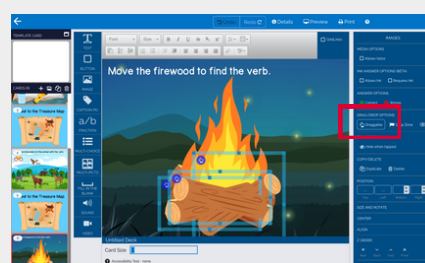
18

Add text boxes with answers choices, and set them as correct or wrong answers.



19

Add the firewood images to cover the answers to be found and set these items as draggable.



MODULE 1

H.5 QUEST FOR THE ____

20

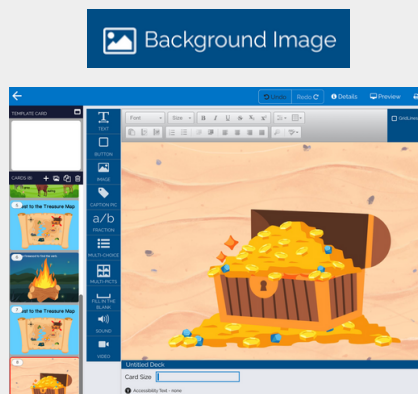
Duplicate the map card and drag and drop it after the third scene card.



Move the blank text box on top of the next stop and make it a correct answer.

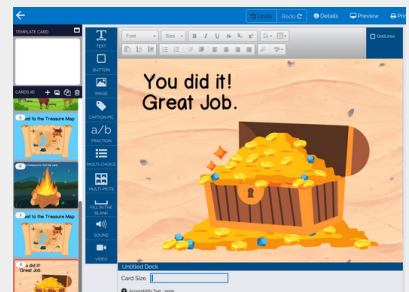
21

Add a new card and change the background to the next scene (final).



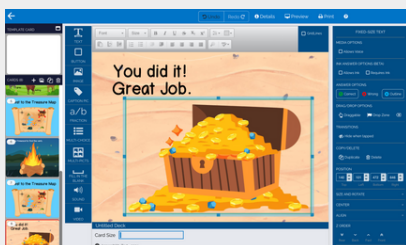
22

Celebrate the win!
Add a text box with a congratulations message.



OPTIONAL

You can add a blank text box on top of the gold and set it as a correct answer to finish the game.



MODULE 2

FLOW MAGIC

- A. SETTING UP FLOW MAGIC
- B. NAVIGATION BUTTONS
- C. LINKS



PLAY ESCAPE ROOM DECK

Trainer Instructions

INSTRUCTIONS

- In this part of the training, you'll be showcasing an escape room deck to show a more elaborated deck.
- First, mention that we'll be playing a different type of deck than what we've been creating in our last training.
- Explain: In this next escape room game, the player will begin by searching the room for a hidden note containing a code to unlock the safe. They'll move items around until they find the note, which links to a question. If answered correctly, the code is revealed. The player will then return to the main room, click on the safe, and enter the code to open it. Inside, they'll find various items and a key. Clicking the key reveals another question. Once answered, the player will be directed to a slide with three doors, where they'll use the key to find and unlock the correct door to escape.
- Then, play the deck "Math Counting Escape Room".



<https://tinyurl.com/49vfsz27>

- Explain briefly that when making a deck of Boom Cards, you don't always want a student to just go to the next card after clicking an answer. If you need a more complex structure to your deck, you can create decks that use conditional logic, also known as Flow Magic.

Some of the things you can make with Flow Magic include a clickable table of contents, an interactive story, or an automatic review when a student answers incorrectly.

- Start explaining module 2.

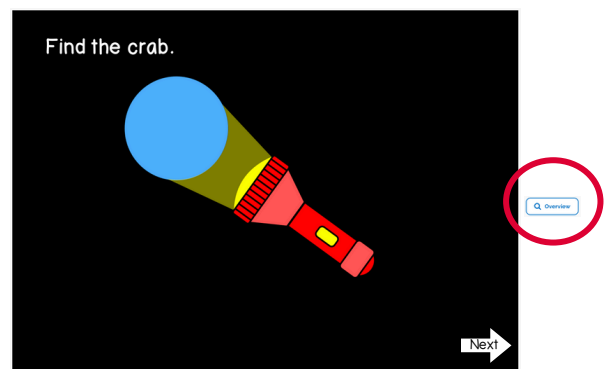
Without altering the content of the manual, use your creativity, judgment, and expertise to make this a great learning experience for participants.



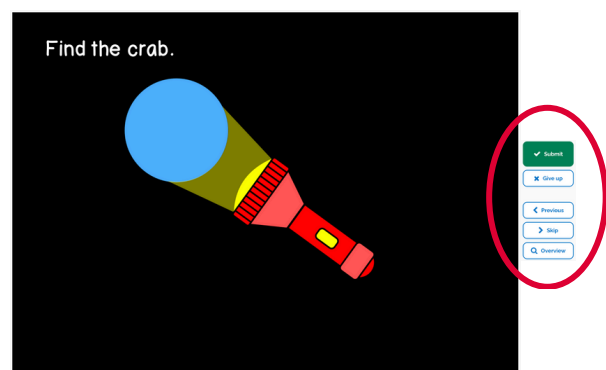
DIFFERENCES BETWEEN FLOW MAGIC AND NON FLOW MAGIC DECKS

- Navigation arrows: Previous, Skip
- For Flow Magic decks you need navigation tools inside the cards (buttons, texts, images with links to other cards).

Flow Magic:



Non Flow Magic:



MODULE 2

A. SETTING UP FLOW MAGIC

PRE-CHECKLIST

- ☐ Open a new deck

Flow Magic allows you to link an item to a specific card. This allows you to create conditional logic for the flow through the deck. In flow Magic, every card must have links to tell the deck where to flow next. To turn on Flow Magic in your deck:

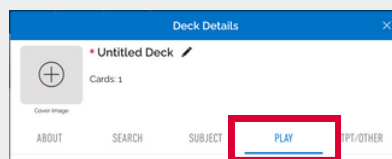
1

Go to the deck's
Details.



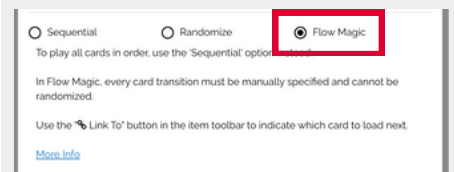
2

Select **Play.**



3

Select **Flow Magic.**



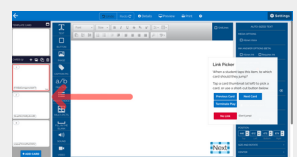
NOTE

You can use any item in your card including but not limited to an image, button, or text to link a card to another.



Linking cards together can be done by clicking the "Link To" button below the Answer options.

Clicking the "Link to" button will pull up a modal that will direct you to choose what you would like the link to do. You can either link to a card of your choice by clicking a card on the left side list, pointed to by the Large red arrow that appears, or you can use the buttons provided in the modal shown below.

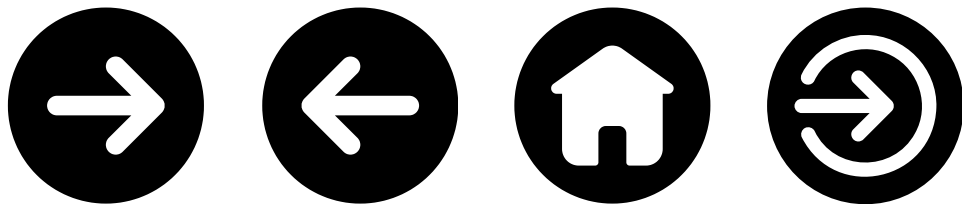


MODULE 2

B. NAVIGATION BUTTONS

For Flow Magic decks, you need to have navigation tools in order for the player to go to the next card. Buttons in Flow Magic can be: images, texts, or buttons. Here are some examples of each for a Flow Magic deck:

- Image:



- Text:

NEXT PREVIOUS HOME EXIT

- Button:



Make sure to remove the correct set up from buttons.



These can also be items from the actual game or activity, not necessary with the words "Next", "Previous", etc.
Example: When the player clicks a book, that item it's linked to the next card.

MODULE 2

C. LINKS

There are a few ways in which you can link cards in a Flow Magic deck. Using the navigation buttons, when a player taps that item it will jump them to:

- Previous Card

Previous Card

- Next Card

Next Card

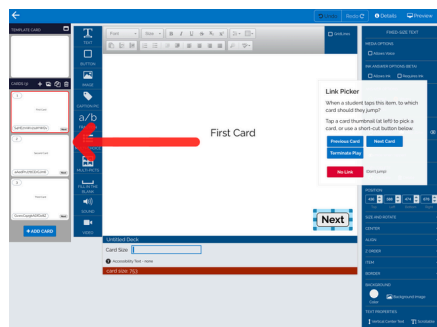
- Terminate Play

Terminate Play

- No Link: Don't jump, remove a link.

No Link

- Specific Card: You can tap a card thumbnail (at left) to pick the card to go next. This is helpful if you want the player to skip cards instead of going in order.



NOTE

Each card will have an ID number so you can see which card a specific button is linked to.



Link To

Card: 2



For Flow Magic decks, make sure to always link cards to what's next, especially to Terminate Play.

MODULE 3

CREATING CARDS WITH CONDITIONAL LOGIC

A. ESCAPE ROOM



MODULE 3

A. ESCAPE ROOM

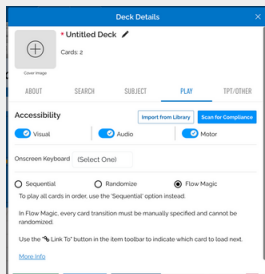
PRE-CHECKLIST

- Think of type of escape room (mansion, garden, elevator, etc)
- Think of what will be the end (objective) (find key, find code, answer questions)
- Think of challenges, goals, clues, and targets
- Create the activity cards

For this training deck, we'll be creating an Escape the Room by answering Math Counting exercises.

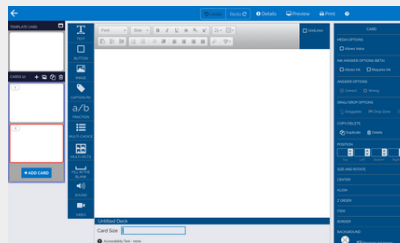
1

Go to Details, select Play, then select **Flow Magic**.



2

Add two new blank cards.



3

On the first card, set room image as background image of the first card of the deck.



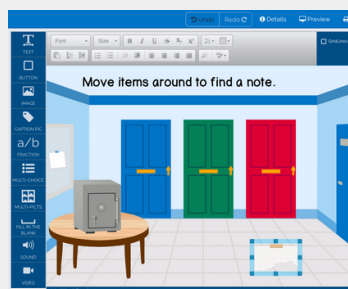
4

Add a text box with instructions.



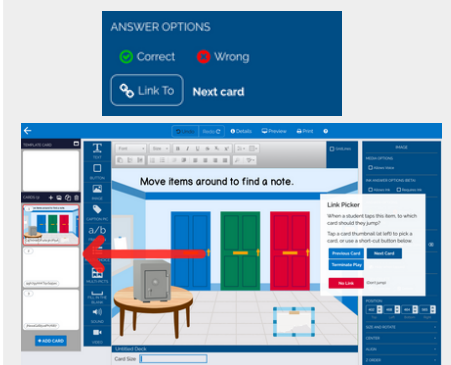
5

Add item to look for to escape the room (note).



6

Go to the answer options and link it to the next card.



MODULE 3

A.2 ESCAPE ROOM

7

Go back to the room card, and add items to cover the hidden item (note) and more.



Set them as draggables.

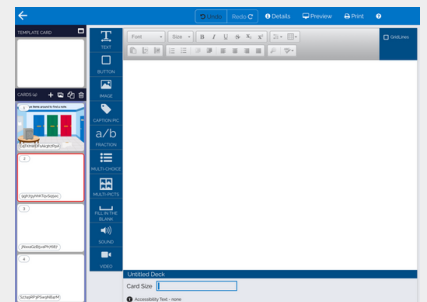
8

Add a blank text box in front of the safe box.



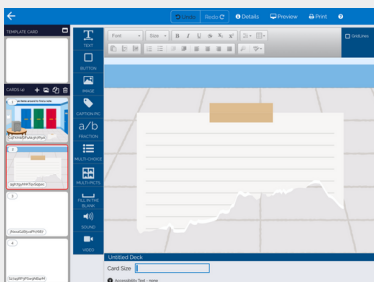
9

Add two new blank cards.



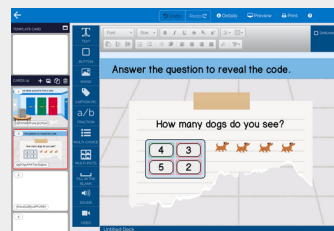
10

On the second card, change background image to the next activity (note opened).



11

Add a text box with instructions to complete the question in order to reveal the code.



The code will be used to open the safe box from first room.

12

Add question with multiple choice box, adding the correct answer to the green highlighted choice.



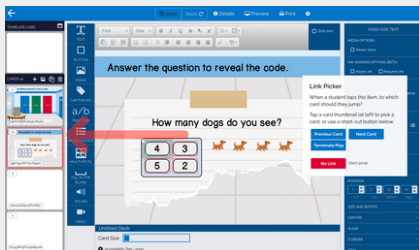
For this training, add images of amount of items they'll be counting.

MODULE 3

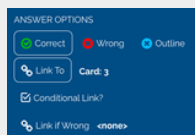
A.3 ESCAPE ROOM

13

Link the correct answer to the next card.

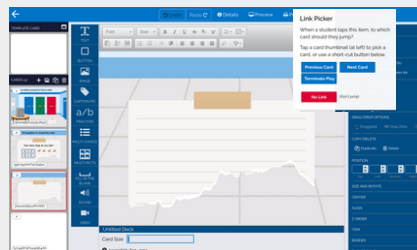


Check the Conditional Logic box. This will prevent player from moving forward if they don't have the correct answer.



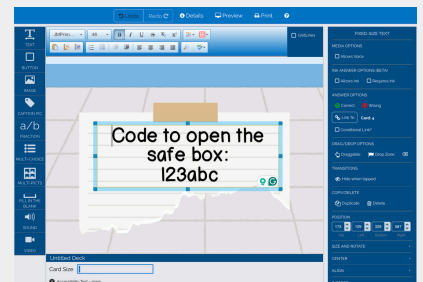
14

On the next card, set as background the same image as the previous one (note opened).



15

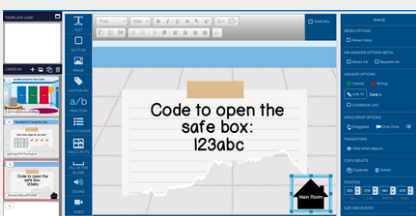
Add text box and type the secret code.



Link to the next card.

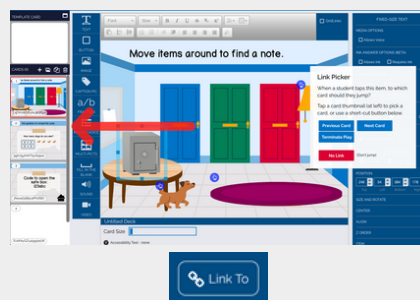
16

Add the Main Home Icon to the corner of the card and link it to the first card.



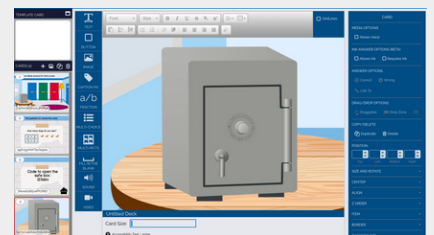
17

Go back to the first card, select the blank text box in front of the safe box, and link it to the next blank card..



18

On the next blank card, set as background the image with the safe box zoomed in.

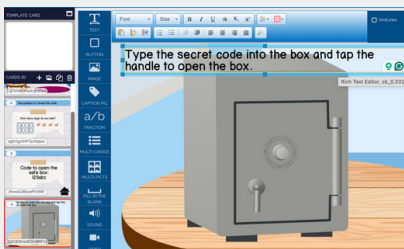


MODULE 3

A.4 ESCAPE ROOM

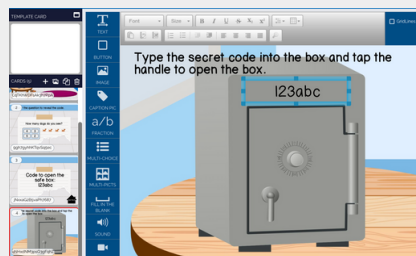
19

Add text box with instructions to enter secret code.



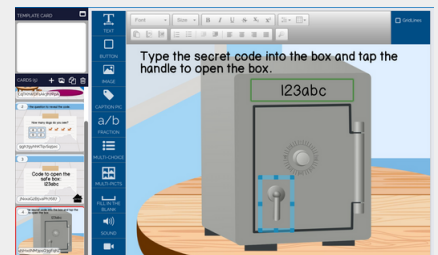
20

Add a fill in the blank box. Double tap to enter the secret code as correct answer.



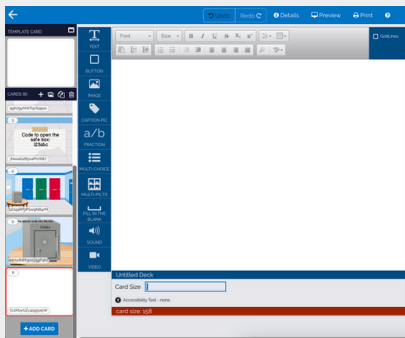
21

Add a blank text box and place it on top of the safe box handle.



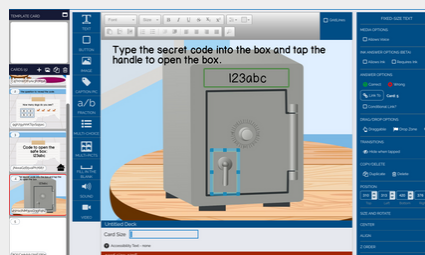
22

Add a new blank card.

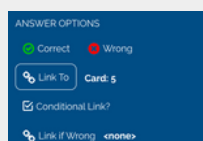


23

Go back to the last room card, and link the handle blank text box to the next card.

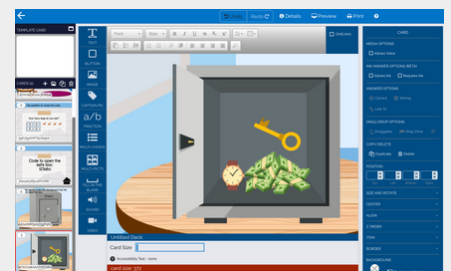


Check the Conditional Logic box. This will prevent player from moving forward if they don't have the correct code.



24

On the next blank card, set as background the image with the safe box opened.

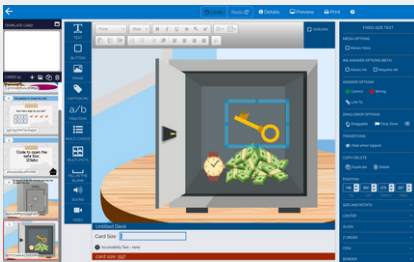


MODULE 3

A.5 ESCAPE ROOM

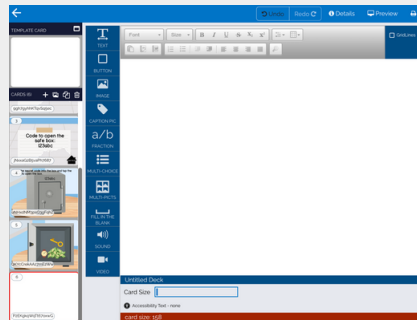
25

Add a blank text box and place it on top of the key.



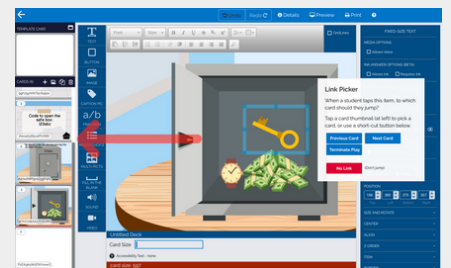
26

Add a new blank card.



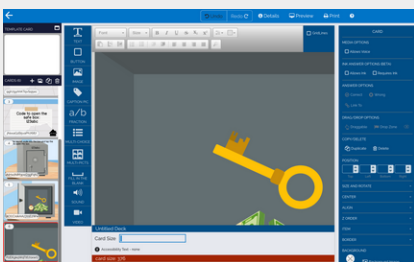
27

Go back to the last room card, and link the key blank text box to the next card.



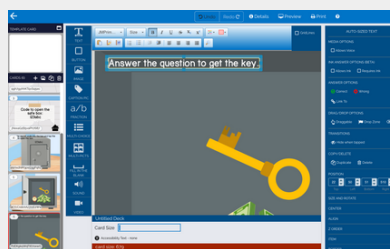
28

On the next blank card, set as background the image with the key zoomed in.



29

Add a text box with instructions to complete the question in order to get the key.

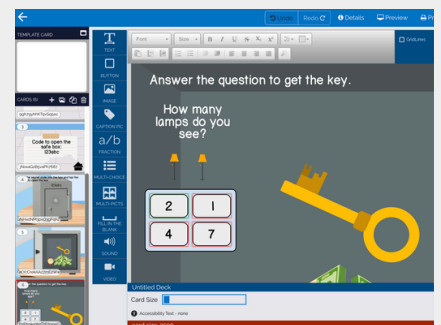


Change the color of instructions to contrast background if needed.

The key will be used to open the doors from first room.

30

Add question with multiple choice box, adding the correct answer to the green highlighted choice.



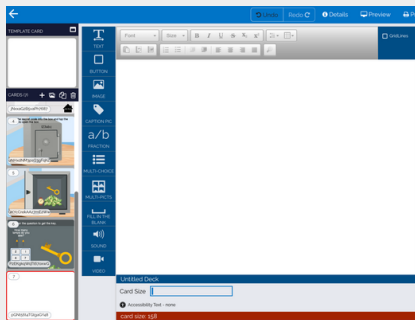
For this training, add images of amount of items they'll be counting.

MODULE 3

A.6 ESCAPE ROOM

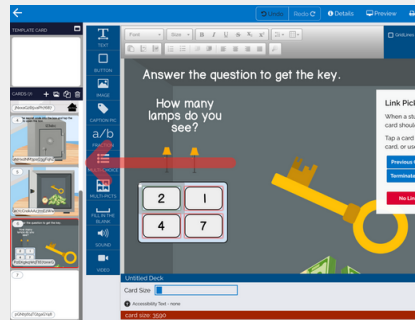
31

Add a new blank card.



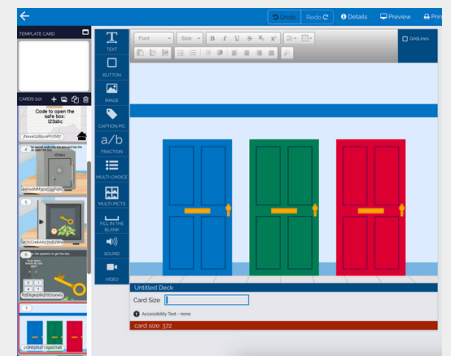
32

Go back to the last room card, and link the correct answer to the next card.



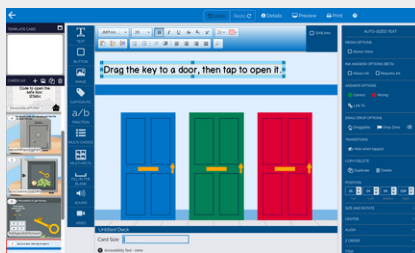
33

On the next blank card, set as background the image with the doors zoomed in.



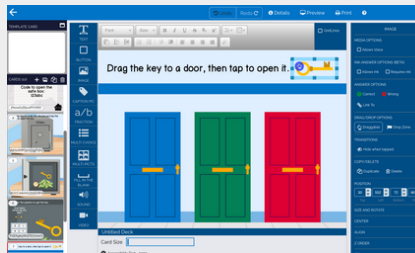
34

Add a text box with instructions to drag and drop the key to open the doors.



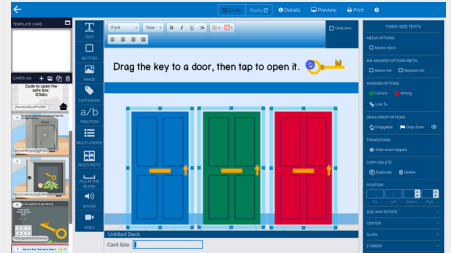
35

Add the key image and make it a draggable.



36

Add blank text boxes and place them on top of each door.



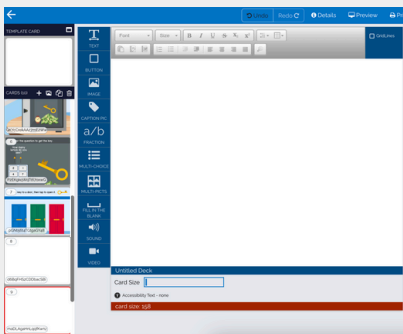
Tip: You can make the first one and then duplicate for the next 2 doors.

MODULE 3

A.7 ESCAPE ROOM

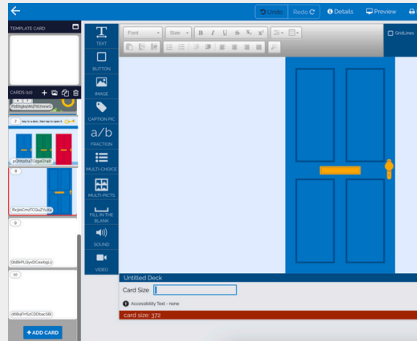
37

Add 2 blank cards.



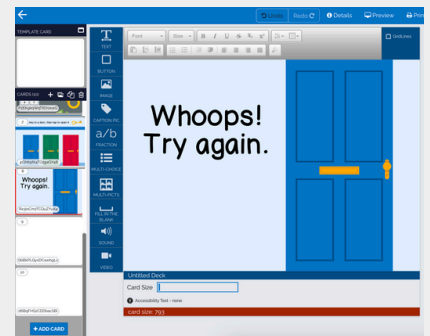
38

On the first blank card, set as background the image with the blue door zoomed in.



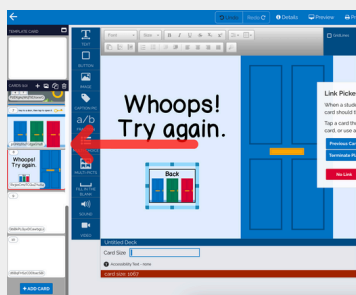
39

Add a text box and type a "Whoops" message.



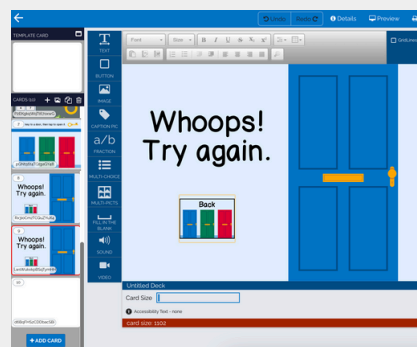
40

Add the image with Back to Door button and link to the previous card with doors.



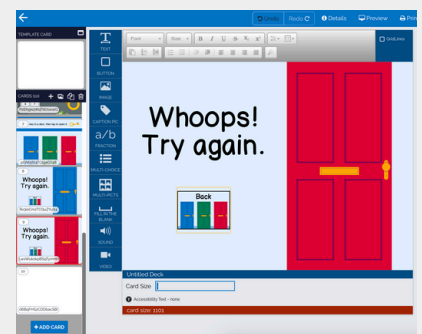
41

Duplicate the "Oops" card.



42

On the duplicated card, set as background the image with the red door zoomed in.

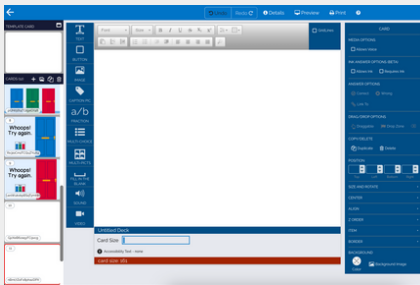


MODULE 3

A.8 ESCAPE ROOM

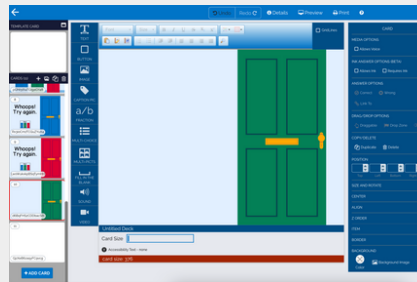
43

Add 2 blank cards.



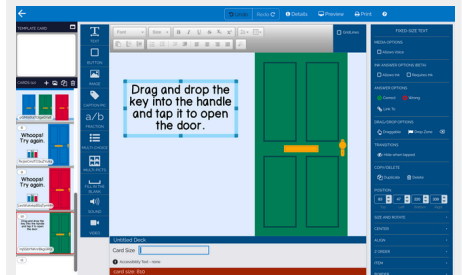
44

On the first blank card, set as background the image with the green door zoomed in.



45

Add a text box with instructions to drag and drop the key to open the door.



46

Add the key image and make it a draggable.



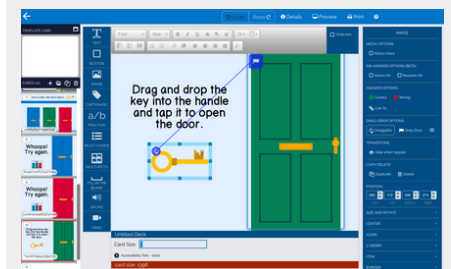
47

Add a blank text box and make it a drop zone.



48

Connect the key to the door by linking the pointing hand to the flag.



MODULE 3

A.9 ESCAPE ROOM

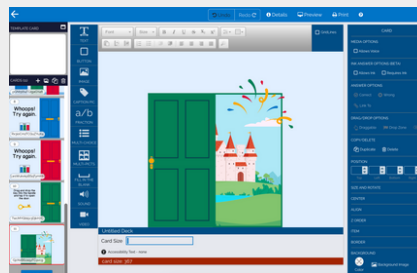
49

Add a blank text box on top of the door handle and link it to the next card.



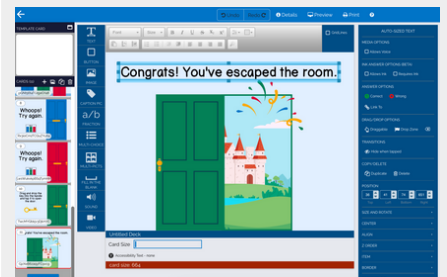
50

On the next blank card, set as background the image with the green door opened.



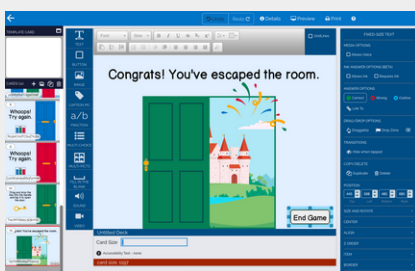
51

Add a text box with a congrats message.



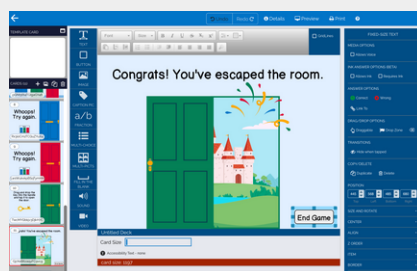
52

Add a button and type "End Game".



53

Remove "Correct answer" setting by clicking on Correct.



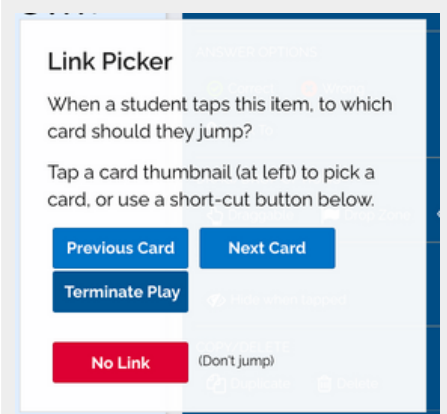
ANSWER OPTIONS

☒ Correct ☐ Wrong

Link To

54

Link to Terminate Play.

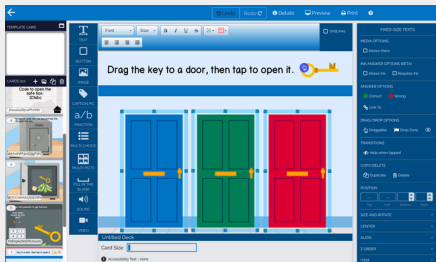


MODULE 3

A.10 ESCAPE ROOM

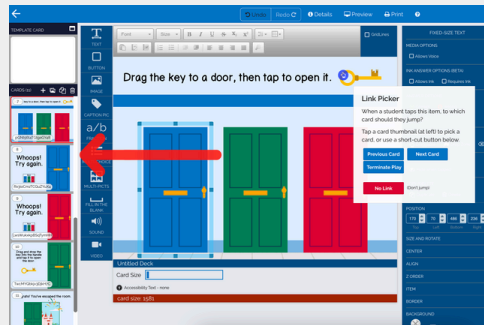
55

Go back to card with Doors.



56

Select each blank text box on top of each door and link it to the next card with the specific door.



- Blue door to card with blue door zoomed in.
- Red door to card with red door zoomed in.
- Green door to card with green door zoomed in.

MODULE 4

SHARING AND PLAYING CREATED DECK

- A.PRIVATE PUBLISH
- B.PLAY CREATED DECK



MODULE 4

A. PRIVATE PUBLISH

PRE-CHECKLIST

- ☐ Deck created.

1

Navigate to your **Studio** tab.



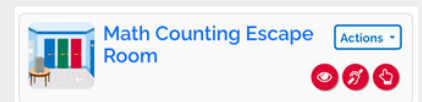
2

Select **Decks**.



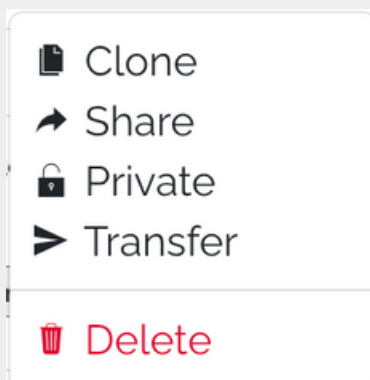
3

Find the deck you'd like to publish and click the **Action** button.



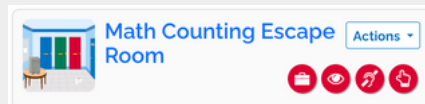
4

Select **Private**.



5

You'll see the Red Private Published icon (suitcase) and you'll be able to find the deck in your Private Library.



NOTE

Private decks are not available in the Store or for discovery by other users.

PLAY CREATED DECK

(ANY OF THE PREVIOUS)

Trainer Instructions

GENERAL INSTRUCTIONS

- In this part of the training, you'll be playing a participant's deck created in this training.
- Ask one (or more) participant to share a Fast Play link with you of their deck.
- Showcase participant's deck by entering the Fast Play Pin on your computer and share screen.
- Congrats participants!

Without altering the content of the manual, use your creativity, judgment, and expertise to make this a great learning experience for participants.



CONTACT US

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POST-TEST

Instruct participants to scan the QR Code to complete the post-test.



Link:

<https://forms.office.com/r/dmXDgy7YfT>

FEEDBACK FORM

Instruct participants to scan the QR Code to complete the post-test.



Link:

<https://forms.office.com/r/uNhBpBMAFf>