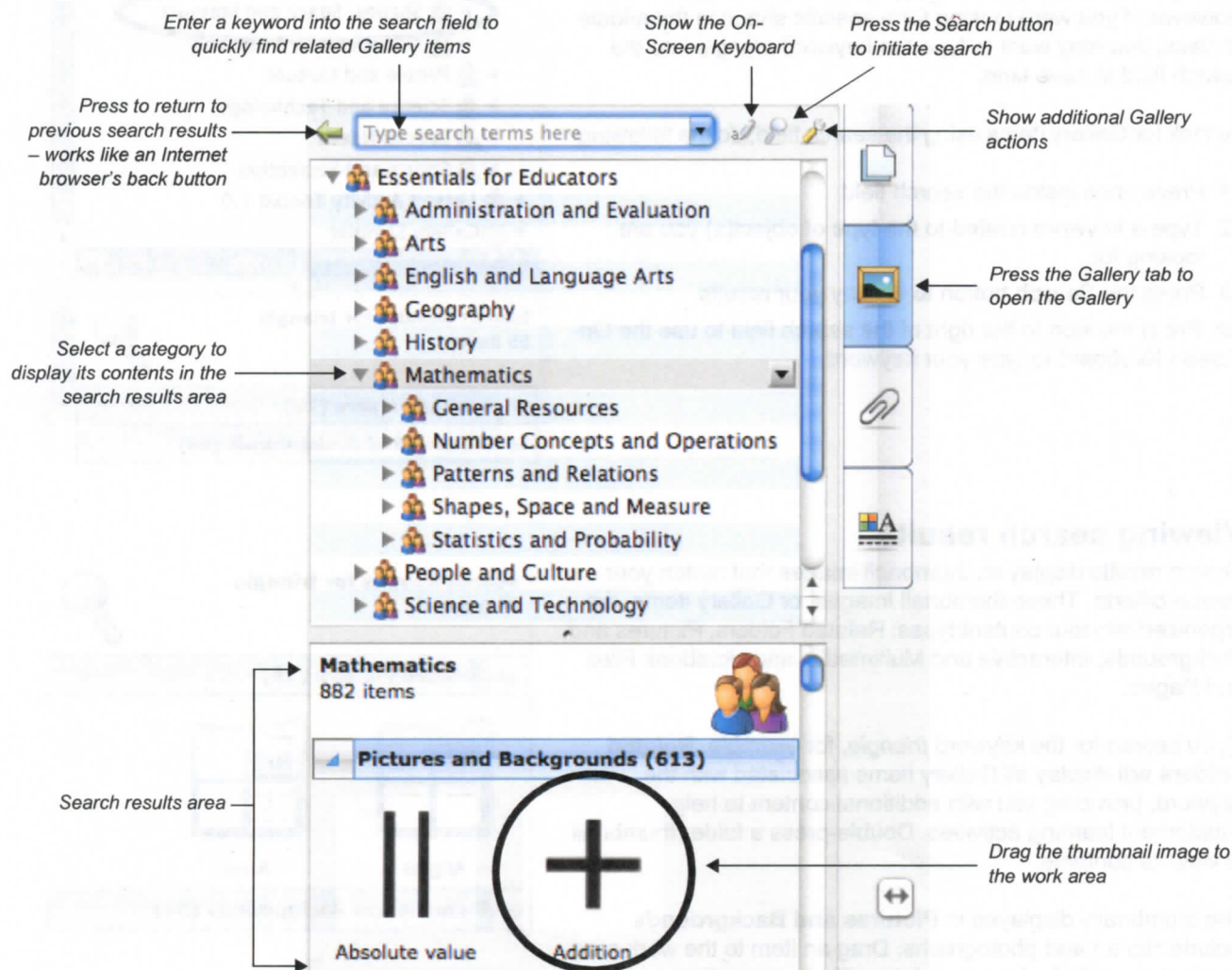


## Working with Notebook Software Gallery Collections

### What is the Notebook software Gallery?

The Notebook<sup>™</sup> software Gallery helps you quickly develop and deliver lesson activities and presentations in rich graphic detail. Thousands of high-resolution images, audio, video, Adobe<sup>®</sup> Flash<sup>®</sup> and entire Notebook files are organized into searchable collections that allow you to create attractive, reusable content.



## Searching for Gallery content

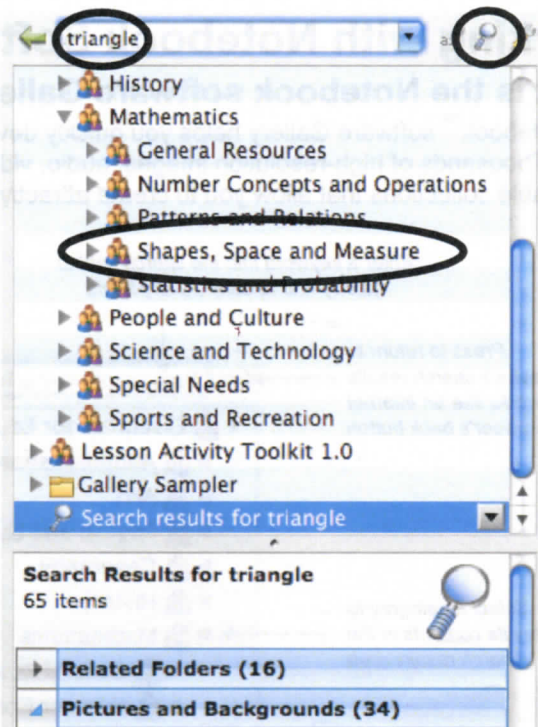
There are two ways to find Gallery content: browse through the Gallery Collections and select a category, or enter a keyword into the search field as you would when using an Internet search engine.

If you were building a mathematics lesson activity about shapes, for example, you may decide to browse by topic for all Gallery items relating to *Shapes, Space and Measure*. However, if you were looking for a specific shape in the middle of class, you may want to type the keyword *triangle* into the search field to save time.

To look for Gallery items using the search field, do the following:

- 1 Press once inside the search field
- 2 Type a keyword related to the type of object(s) you are looking for
- 3 Press the **Search** button to display your results

**TIP:** Press the icon to the right of the search field to use the On-Screen Keyboard to type your keyword.



## Viewing search results

Search results display as thumbnail images that match your search criteria. These thumbnail images, or Gallery items, are organized into four content types: Related Folders, Pictures and Backgrounds, Interactive and Multimedia, and Notebook Files and Pages.

If you search for the keyword *triangle*, for example, **Related Folders** will display all Gallery items associated with the keyword, providing you with additional content to help supplement learning activities. Double-press a folder thumbnail to view its contents.

The thumbnails displayed in **Pictures and Backgrounds** include clip art and photographs. Drag an item to the work area to use it as part of a lesson or to modify its properties.

