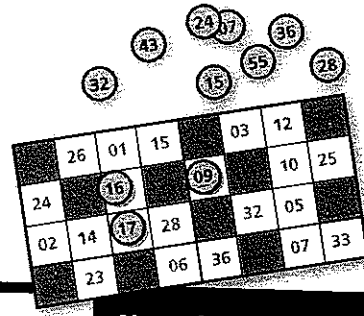# Learning How to Play Tutorial

◎ OBJECTIVE:

To create a PowerPoint presentation that explains and illustrates how to play a popular children's game

New Skills Reinforced:

In this activity, you will practice how to:
1. use the pointer (pen) tool during a presentation.
2. format the pointer tool.

PROJECT SCENARIO:

In this project, you will create a tutorial using PowerPoint on how to play one of the following children's games: Hopscotch, Go Fish, Tic-Tac-Toe or Bingo. Assume that your audience has never played the game before and knows nothing about it.

STRATEGIES AND DESIGN TIPS TO FOLLOW:

1. Choose a game from the list that you are familiar with or would like to learn how to play.

2. Use Project 19 as a reference guide when writing your instructions on how to play the game.

3. Choose colors and graphics that best fit the game you have selected.

BEFORE YOU BEGIN:

1. Carefully read through all parts included in this project.

2. Prior to starting any work on your computer, use the *Present It! Planning Layout Form* to sketch the content, layout, and design of the presentation you will be creating for this project. Use multiple copies if necessary.

3. Use the *Present It! PowerPoint Presentation Tips* provided in the Introduction as a guide while working on this project.

4. Unless otherwise noted, the layout, design, type size(s), and style(s) for this project will be left for you to decide.

➔

Present It!

Project 20: Learning How to Play Tutorial

INSTRUCTIONS:

1. Using Microsoft PowerPoint, create a NEW blank presentation.

2. Save the presentation as **PROJECT 20 – TUTORIAL**.

3. Using Project 19 as a reference and guide, create a 10-15 slide tutorial on how to play one of the following games: Hopscotch, Go Fish, Tic-Tac-Toe, or Bingo.

4. The presentation must meet the following criteria:

   ❑ Each slide must include a consistent slide transition.

   ❑ Use custom animation on a minimum of one graphic.

   ❑ Use at least one motion path animation effect.

   ❑ Hyperlink a minimum of one text box within the presentation.

   ❑ Use a minimum of one action button.

   ❑ Use the pointer (pen) tool during the presentation to demonstrate motion or movement (optional, only if presenting).

5. Resave the presentation.

6. Run the slideshow and proofread your work carefully for accuracy, design, and format.

7. Print a copy of your presentation as handouts using 3 or 6 slides per page if required by your instructor.

8. If required, present this presentation to your instructor and/or your class.

Present It!