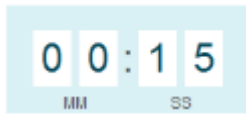


## Timer



Use the timer to track how long it takes students to complete an activity. In the *Timer* dialog box you can choose from 15 second, 30 second, or one minute predetermined *count down from* or *count up to* times, or you can customize a time in minutes and seconds.

## Dice



Roll dice to pick numbers at random. Select one die or two dice in the *Add Dice* dialog box.

## Hat Picker



Use the Hat Picker to randomly select the students or the activity's content. You can randomize flip card backs, numbers, or student lists. In the *Hat Picker* dialog box, you can randomize Flip card backs or numbers from 1 to 30. You can also randomize selected student names by adding them to the Student List box or by adding student names from a student list you have already saved. Each item can only be chosen once.

## Buzzer



Students can compete to see who gets to go next. You can select and use up to four buzzers from the *Buzzer* dialog box.

## Spinning Wheel



Use the Spinning Wheel to randomly select the students or the activity's content. You can randomize flip card backs, numbers, or student lists. Use the randomizer in the *Spinning Wheel* dialog box to randomize Flip card backs or numbers from 1 to 30. You can also add students, or add students from a student list you have already saved. Each item can be chosen any number of times.