


1. Open Lesson Activity Builder by pressing the toolbar icon  in the Notebook toolbar.  
The *Add an Activity* window opens.

2. Scroll to locate the *Label Reveal* activity and press **Add this Activity**.

The *Add an Activity* window opens.

3. Press **Next** to add an image to the activity in one the following ways:
  - a. Press **Browse for an image** to browse to and select an image from a directory on your computer.

Press **Open** to add the image to the activity, or drag it to the indicated region in the activity window.

- b. Drag an image from your computer desktop or other directory to the indicated region in the activity window.

#### TIPS

You can press **Label Options** to change size, shape and color of the label.


You can also paste or drag and drop sort items associated with the category, or add category content from a previously saved list. For more information about adding content, see [Managing Lesson Activity Builder content](#).

4. Press a **New Label** button and drag it to the component or part of the image you wish to label.

The *Label* window and *Label edit tool*  open.

5. Enter a brief label description. Press **+Add a description** to enter an extended description of up to 150 characters.

Press **Done** to close the window.

Press the pen icon  in the *Label edit tool* to edit the description.

6. Press **X** in the *Label edit tool* to close the window.
7. Press **Next**.

The *Add game components* dialog box opens. Select an optional game component if desired. See [Adding a game component to your activity](#).

8. Press **Finish**. LAB builds the activity, and it will be ready for use after a few moments.