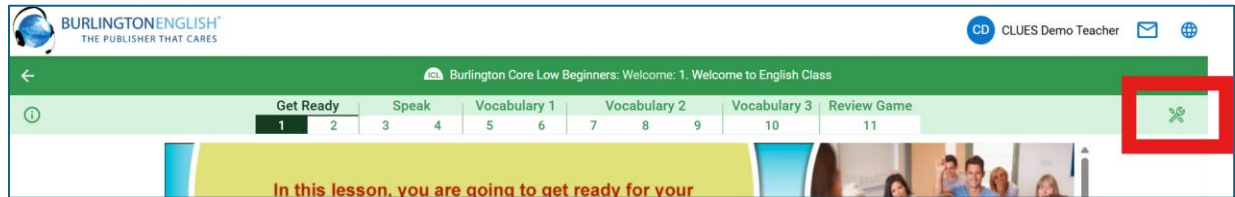
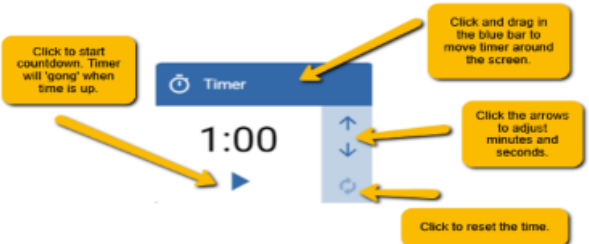


Burlington English Toolbar Functions

To access the toolbar in Burlington English: click the icon in the upper right corner of the lesson.



Icon	Function
	Show / Hide Toolbar: Toggles the toolbar on or off in the lesson.
	Drag & Rotate: Click and drag to move the toolbar. Use the rotate control to switch it between horizontal and vertical.
	Cursor: Switches back to the standard mouse pointer after using the brush, highlighter, shape, line, eraser, or focus tool.
	Brush: Choose a thickness and color, then click and drag to draw. <i>Tip: Underline answers, topic sentences, grammar, or vocabulary; draw arrows.</i>
	Highlighter: Choose a thickness, transparency, and color, then click and drag to highlight. <i>Tip: Highlight key answers or text. Set transparency to zero to block out text for fill-in-the-blank practice.</i>
	Shape: Choose a square or circle, thickness, and color, then click and drag to draw. <i>Tip: Use shaded boxes to chunk text, or block out words/headings for students to guess.</i>
	Line: Choose a solid or dotted style, thickness, and color, then click and drag to draw a straight line. <i>Tip: Underline answers or key text, separate paragraphs, or cross something out.</i>
	Eraser: Click and drag to erase marks you've added.
	Undo / Redo: Reverses or restores your most recent action.
	Clear: Deletes all marks at once.
	Show / Hide Marks: Hides all marks; click again to show them.
	Focus: Turns your cursor into a spotlight on one area of the screen; click again to turn it off. <i>Tip: Direct attention to a specific answer, or reveal a picture gradually for a “sneak peek.”</i>
	Slide: Shows or hides slide panels; drag a panel from any edge to cover part of the screen. <i>Tip: Cover answer choices, or hide a picture after a set viewing time to test recall.</i>

Icon	Function
	Timer: Displays an on-screen countdown until closed; reopens at the last time set. Tip: Use for timed writing prompts or vocabulary brainstorm activities.  <i>Ideas: Ask students to spend 3 minutes writing a response to a 'Now You' question and use the time. Give students a set amount of time to write as many vocabulary words or grammar as possible in a set amount of time.</i>
	Scoreboard: Opens a scoreboard that stays on screen until closed (closing resets scores to zero). Tip: Turn any activity into a team game — pair with the Timer for added challenge.  <i>Ideas: Make any activity into a team game. For a warm-up, have students write as many words related to the topic of a lesson as they can, in a set amount of time using the scoreboard together with the timer.</i>