



# Stick Around

Play, design, and share sorting and labeling puzzles! Stick Around comes with an assortment of example puzzles, including ordering decimals and classifying rocks. It's the player's job to drag the stickers from the tray to their correct spots on the background before time runs out.

Stick Around is a puzzle creation tool that empowers teachers, students, and parents to make and share their own puzzles. Puzzles can be created in just three steps:

1. Use drawing tools and/or import photos to make a background.
2. Add stickers with text, images, and/or drawings.
3. Indicate where stickers belong by making an answer key

**Teachers** can make puzzles for their students to practice content. **Students** can program their own study aids. **Parents** can design customized puzzles for their children. There are loads of possible uses for Stick Around for any age level, from toddler to college!

You can learn more about Stick around by visiting [stickaround.info](http://stickaround.info) and by finding Stick Around on social media.

- ★ Facebook: [facebook.com/stickaroundapp](https://facebook.com/stickaroundapp)
- ★ Twitter: [twitter.com/stickaroundapp](https://twitter.com/stickaroundapp)
- ★ Pinterest: [pinterest.com/stickaroundapp](https://pinterest.com/stickaroundapp)

To ask questions, report bugs, or make suggestions please email [support@explaineverything.com](mailto:support@explaineverything.com).

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# How Play a Puzzle

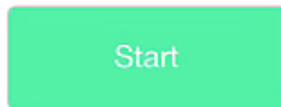
Puzzles are played by moving each sticker from the tray onto the correct part of the background. Stick Around comes with several demo puzzles so you can see how they work. Let's walk through playing a puzzle.

Access the list of puzzles by clicking the Puzzles tab.

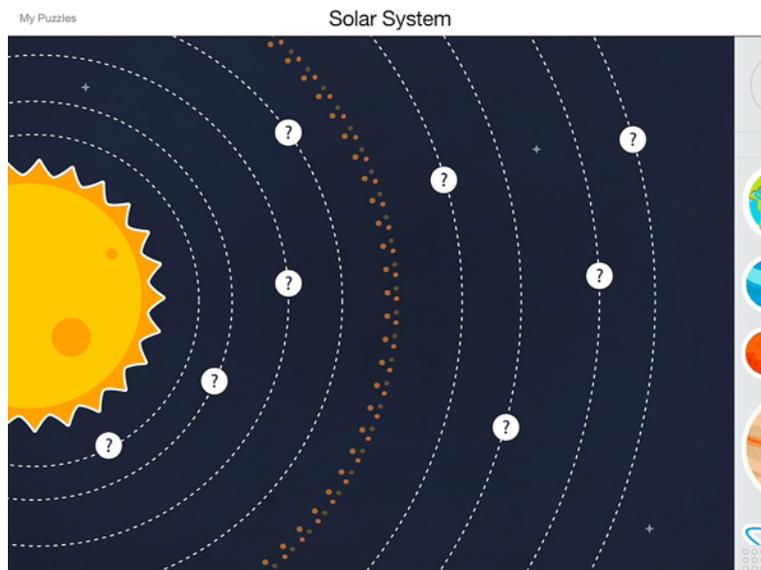


After clicking the puzzle you would like to play, Stick Around shows you a screen with information about the puzzle. That screen might display the author, a description, a web link, topic, and appropriate grade levels. It also might show a video or play an audio recording. The screen also indicates if the puzzle is timed or if you have to beat the clock.

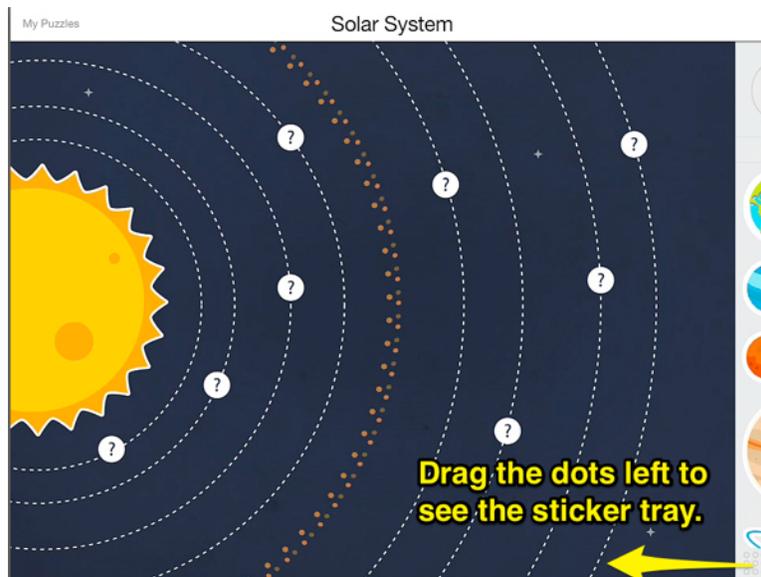
Click the Start button to begin playing the puzzle.



When you begin a puzzle, you see the background. Some puzzles might have markers to indicate where stickers go on the background.



You see only a portion of the sticker tray along the right side of the screen. Pull out the sticker tray by dragging the dots in the bottom right corner of the screen.



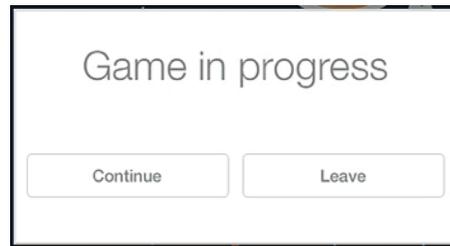
Some stickers might have a play button. Clicking this button will play the audio for that sticker.

Some stickers might have more information, indicated by the i button. Clicking that button reveals any comments or web links. If you click the web link icon, Stick Around's web browser will open the link. Click Done after viewing a web page to return to the puzzle. Note that any puzzle timers continue while Stick Around's web browser is open.

After you think you have placed all stickers from the tray onto their correct locations on the background, click the Check button. You will find out if you got it right or if you need to keep trying.

When completed, you can enter your name and optionally save a screenshot of the puzzle that will include your name, date, number of attempts, and time.

You can stop a puzzle any time by clicking My Puzzles in the top left corner. You will be notified that you have a game in progress. If you leave the game, your progress will not be saved and you will be returned to the Puzzles List.

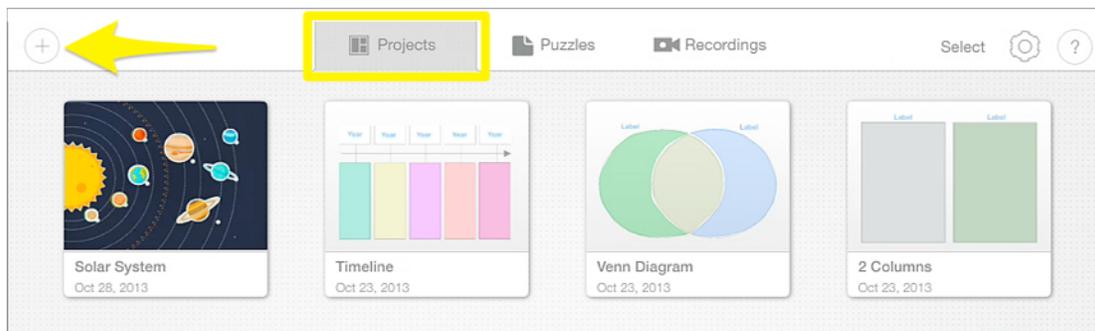


## How to Create a Puzzle

Puzzles are created by starting a new project. You import or design a background, add stickers, and make an answer key. You can also add information about the puzzle and test playing the puzzle yourself. When finished, you can export the project as a puzzle file so that it appears on the Puzzles list. Project files can always be edited and changed. Puzzle files cannot be edited so that players cannot make changes to the content or see the answer key.

Let's walk through creating a project.

Access the list of projects by clicking the Projects tab and click the Add Project button.



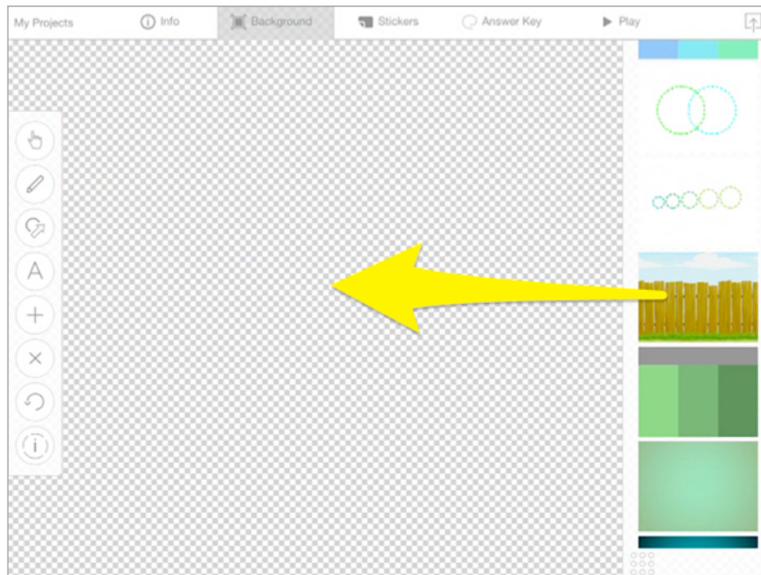
You can create a project from scratch or begin with a template. Templates provide a starting point for your projects.

Let's start from scratch by choosing Blank Project. For our example, we'll make a puzzle for labeling the parts of a plant.

There are five tabs across the top of the screen: Info, Background, Stickers, Answer Key, and Play. You will use each of these tabs to craft your project. Let's start with Background.

## Designing the Background

You can tell the background is blank because of the grey and white checkerboard pattern. Pull out the background tray by dragging the dots in the bottom right corner of the screen. Scroll through the designs and drag the one you like into the middle of the screen. Your chosen design is now the bottom layer of the background.



Move the background tray out of your way by dragging the dots in the bottom right corner of the screen. Now you're free to draw on top of the background layer. The drawing tools are along the left side of the screen.



### Hand Tool

Move and scale objects and turn off any other active tools.



### Pen Tool

Touch and hold to select color, thickness & opacity.



### Shape Tool

Touch and hold to select shape, color, opacity & shadow.



### Text Tool

Touch and hold to select font size, color, and opacity.



### Insert Object

Add image from Camera, Photo Library, Dropbox, Google Drive, or WebDAV.



### Remove Object

Click this button and then the object you want to delete.



### Undo

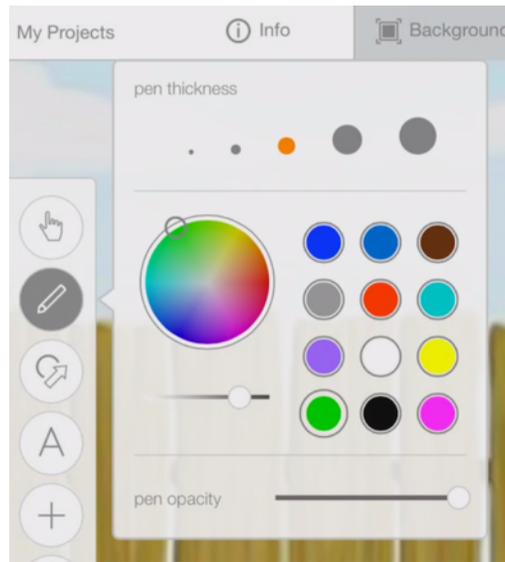
Cancel the last action.



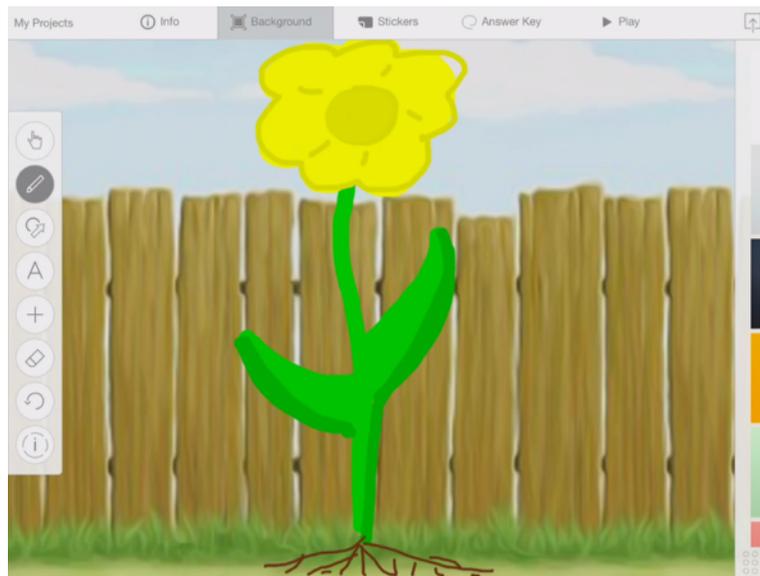
### Inspector

Click this button and then the object you want to modify to see duplicate, copy, lock, set as background, and arrangement options.

Touch and hold the Pen Tool and to select the thickness and color.

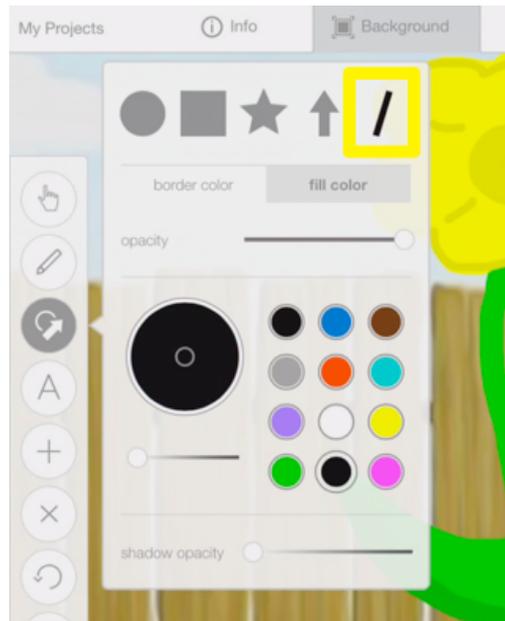


Click anywhere on the background to dismiss the Pen Tool menu. Next, touch the screen to draw. To change pen thickness and color, touch and hold the Pen Tool to make different selections and then continue drawing.

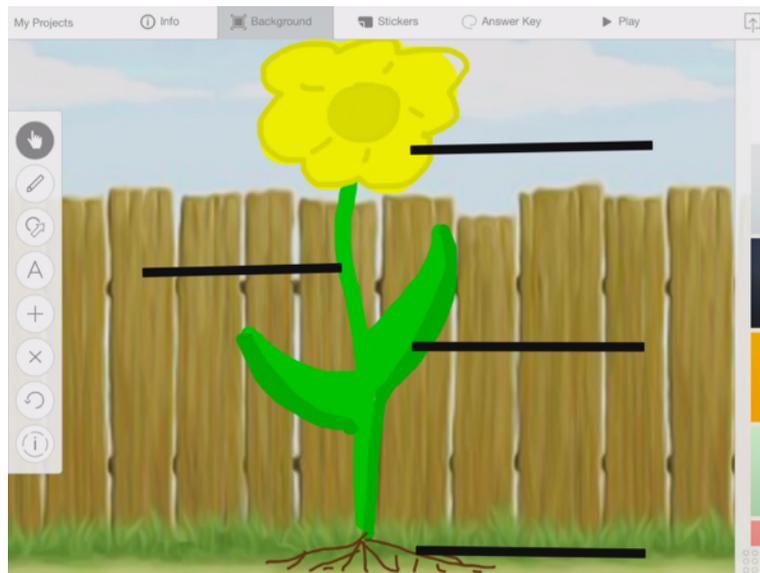


Stick Around offers options to indicate to a player where to place stickers, which include visible answer key regions or indicator icons (these can be found under the Info tab). Another way to signal where to place stickers is to draw boxes or lines on the background. That's just what we'll do for our example.

To draw a line, click and hold the Shape Tool and choose Line and select a color.



Drag your finger across the screen to draw a line. Click the Hand Tool to adjust the line's position and double-click to adjust its angle.



### Changing a Text Box's Properties

You can change properties of text that you've added to the background. First select the Hand Tool. Then double-click the text. Then press and hold the Text Tool. You can now make changes to the size, font, color, and opacity of the text.

### Changing a Shape's Properties

You can change the properties of a shape that you've added to the background. First select the Hand Tool. Then double-click the shape you want to change. It will have grey dots indicating it is

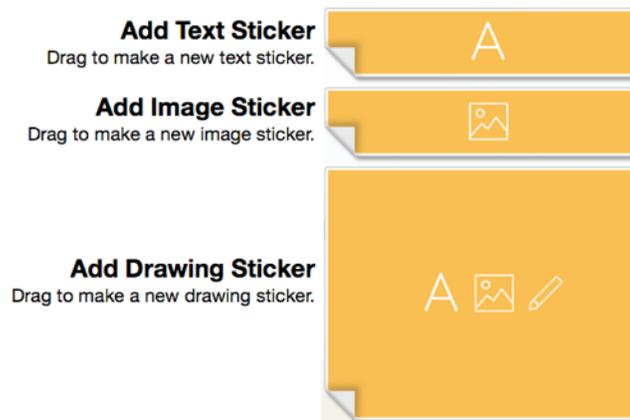
selected. Press and hold the Shape Tool. You can now make changes to the border and fill colors, opacity, shadow, and border width.

## Adding Stickers

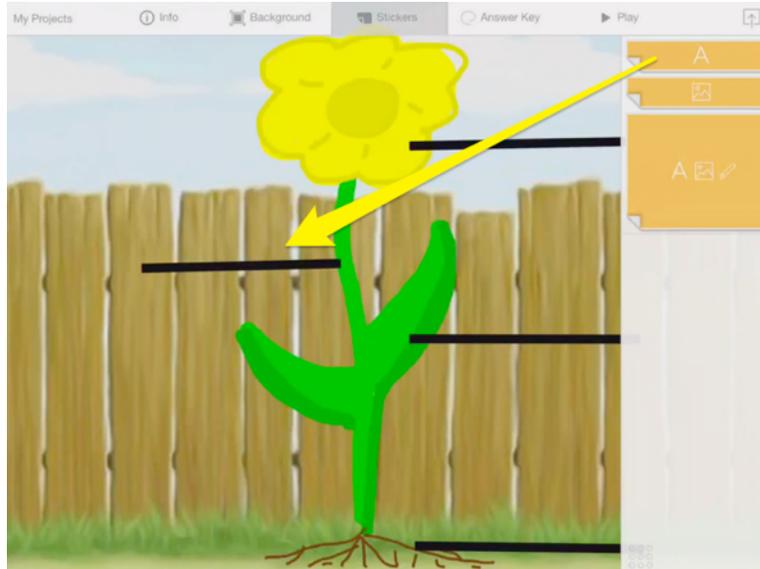
Now that your background is complete (you can always click the Background tab while working on a project to make changes), click the Stickers Tab.

Pull out the sticker tray by dragging the dots in the bottom right corner of the screen.

There are three types of stickers.

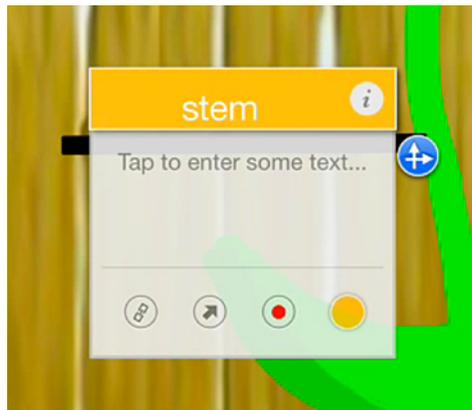


For our example, we'll use text stickers. Puzzles can have any number and combination of stickers. To add a sticker, drag the type of sticker you want to add from the tray onto the background.



Double-click the the sticker to enter text. After typing, click anywhere on the background to dismiss the keyboard. You can adjust the size of the sticker by dragging the blue icon.

Optionally, you can add a comment, recording, arrow, or web link to your sticker by clicking the *i* button. Click the *i* again to close the extra information drawer.



Add another sticker by dragging the type of sticker you want from the tray. Double-click to enter text. Repeat this until you have created a sticker for each item you want to label on your background.



Tip: To delete a sticker, touch and hold the *i* button until the sticker shakes. Then click the red X button.

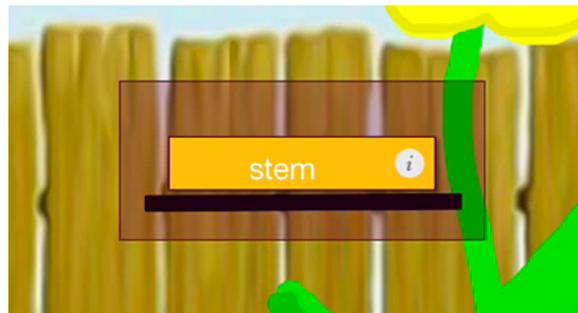
### **Making the Answer Key**

Now that you have your background and stickers ready, it's time to make an answer key. Click the Answer Key tab. The answer key is made by drawing answer regions around stickers to indicate their correct placement on the background. As long as the middle of the sticker or the sticker's arrow is somewhere in the answer region, it will be counted as correct when playing the puzzle.

There are three tools for drawing answer regions.

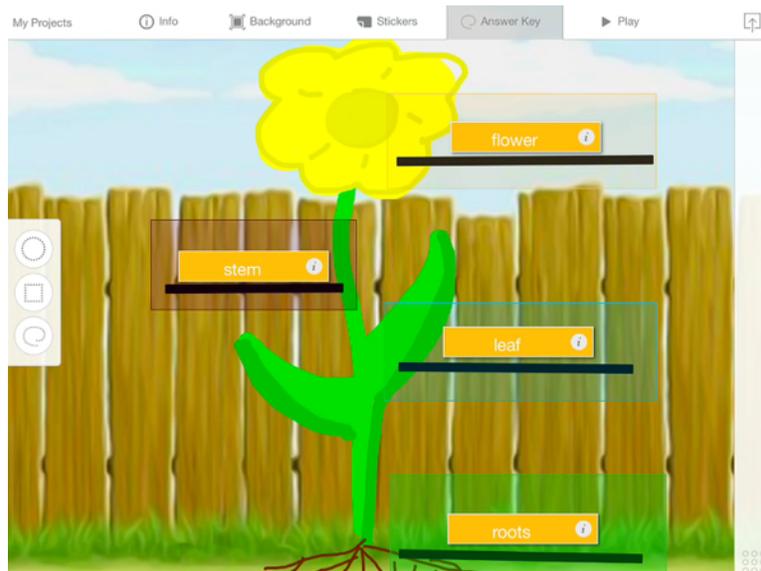
-  **Round Answer Region**  
Assign stickers to a circular region.
-  **Rectangular Answer Region**  
Assign stickers to a rectangular region.
-  **Drawn Answer Region**  
Assign stickers to an enclosed shape.

For our example, we'll choose the Rectangular Answer Region Tool. Touch at the corner of where you'd like to draw an answer region. Drag your finger to the opposite corner of where you'd like to draw the answer region. The drawn region will be a random color. Any stickers within that region will be outlined in the same color.



If you need to delete an answer region, touch and hold until it shakes. Then click the red X button.

Click the Rectangular Answer Region Tool again and draw another answer region. Continue adding answer regions until all stickers have been assigned a region.

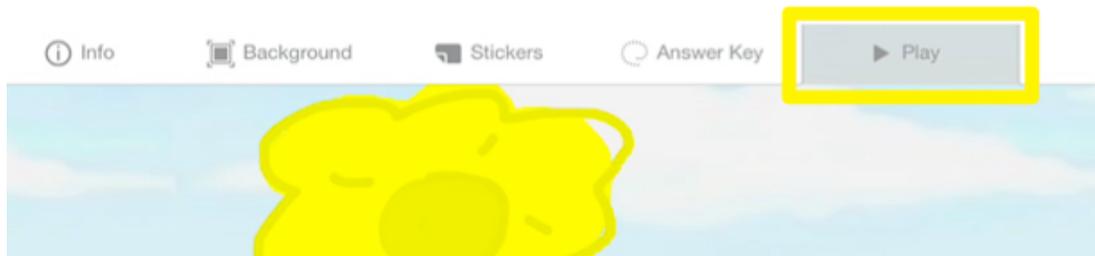


Note: Answer regions cannot overlap. You will receive an error message if you have overlapping answer regions.

Another note: Each sticker may be assigned to only one answer region. Keep this in mind as you design your projects. Don't design projects where there are multiple possible solutions.

## Testing Your Puzzle

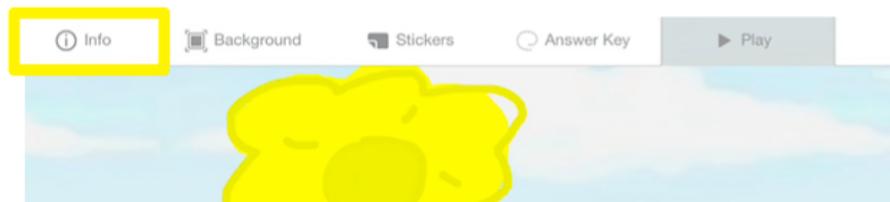
You've designed a background, added stickers, and made an answer key. It's time to test your project by playing it. Click the Play tab.



Drag stickers from the tray and place them into their correct locations on the background. Click the Check button to see if you've solved it correctly. If you did solve it correctly, but Stick Around says otherwise, click the Answer Key tab and make sure that all stickers are assigned to the correct regions. Also check to be sure that your regions are large enough to accept correct answers that might not be placed precisely.

## Adding Information

You've tested your project and it checks out. It's almost ready to be shared with others. The last task remaining is to fill in some information. Click the Info tab.



The information you input on this screen will be displayed each time your puzzle is opened. So, before a puzzle is played, the player will see the information you enter. The Puzzle Name is required. All other of the other details are optional.

**Record Audio Description:** Click the red Record button to use iPad’s microphone to record audio. This is great if you’d like players to hear directions before beginning your puzzle.

**Tutorial:** You can share .xpl recordings from the Explain Everything app (available in the App Store) to Stick Around. Any shared .xpl recordings can be visible under the Recordings List on Stick Around’s opening screen. To add a shared Explain Everything recording, click the + button next to Tutorial and select the one you’d like to display before players begin this puzzle.

**Description:** Click anywhere under Description to enter text. Like the other information you input on this screen, it will be displayed before a player begins playing the puzzle.

**Answer Key Mode:** You can choose to make the answer regions visible while the puzzle is being played. Alternatively, you can choose to show the centers of each answer key region with a question mark icon.

**Author:** Input your name. You worked hard on your puzzle. Take credit for it.

**Web Link:** Type or paste a URL that players can click to visit inside of Stick Around’s web browser before beginning a puzzle. This link can go to anything on the web—a web page, a PDF, an image, a video, etc...pretty much anything with a URL.

**Topic:** Click the + button and select the best tag for your puzzle. You can add multiple tags and add your own tags.

**Common Core Standards:** Click the + button and select your puzzle’s learning standard. You can add multiple standards. Remember that inputting this information is optional.

**Grade Level:** Indicate which grade levels for which this puzzle is appropriate. Drag the circles to indicate the range.

**Measuring Time:** Do you want your puzzle to have a time limit? If so, click Countdown and choose the minutes and seconds. Alternatively, you can click Timer to display how long it took to solve the puzzle.

## Exporting a Project as a Puzzle

Now your project is ready to be exported as puzzle. Puzzles cannot be edited like projects can be. It's best to export as puzzle if you don't want others to see or change the Answer Key.

Click the Share button at the top-right corner of the Info screen. You will have the option to change the name of the Puzzle. You also have the option to display the solution to the puzzle before puzzle play begins.

Export Your Project as a Puzzle.

Exporting as a puzzle saves your project as a file that cannot be edited. This option is best if you are sharing your puzzle with others and you do not want them to see or change the Answer Key.

Plant Parts

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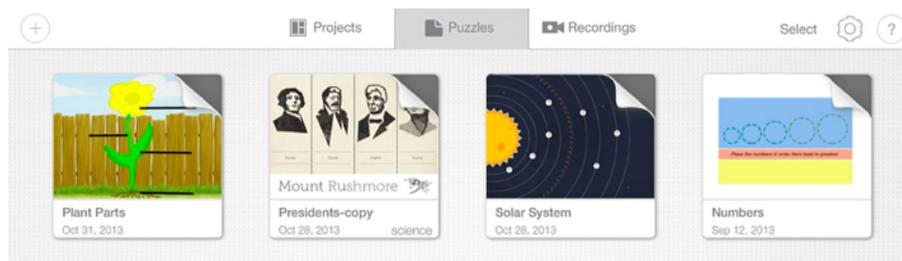
Display solution before beginning puzzle.

Export

Cancel

Click the Export button. Your project has been exported as a puzzle and appears in the Puzzles List.

To see the Puzzles List, click My Projects in the top-left corner. Click Save to save your project (you probably want to keep the project file in case you want to make changes to your puzzle in the future). Now click the Puzzles tab. You can see your newly created puzzle in the list!



# Linking and Unlinking Cloud Accounts



Stick Around has the ability to copy puzzle and project files to and from Dropbox, Google Drive, and WebDAV. Stick Around can also import images from these sources.

To use any of these services you will have to link your account from within Stick Around. Of course, you can unlink accounts at any time.

## Linking Dropbox

If you do not already have a Dropbox account, create an account at [dropbox.com](https://dropbox.com).

From Stick Around's Projects, Puzzles, or Recordings tab, click the gear icon.



Click the on/off button next to Dropbox.



If you have the Dropbox app installed, you will be asked to verify that you want to link Dropbox with Stick Around. If you do not have the app installed, you will be asked to sign in to your account.

You can tell if your account is successfully linked if the on/off switch is orange.



## Linking Google Drive

If you do not already have a Google account, create an account at [accounts.google.com/SignUp](https://accounts.google.com/SignUp).

From Stick Around's Projects, Puzzles, or Recordings tab, click the gear icon.



Click the on/off button next to Dropbox.



Sign in to Google Drive and click the Accept button on the next screen.

You can tell if your account is successfully linked if the on/off switch is orange.



## Linking WebDAV

From Stick Around's Projects, Puzzles, or Recordings tab, click the gear icon.



Click the on/off button next to WebDAV.



Enter the server address, port, username, and password for your WebDAV account.

WebDAV Settings Cancel



WebDAV

Server address:  Port:

You can tell if your account is successfully linked if the on/off switch is orange.



## Unlinking Dropbox, Google Drive, or WebDAV

From Stick Around's Projects, Puzzles, or Recordings tab, click the gear icon.



Click the on/off button next to the service you would like to unlink.



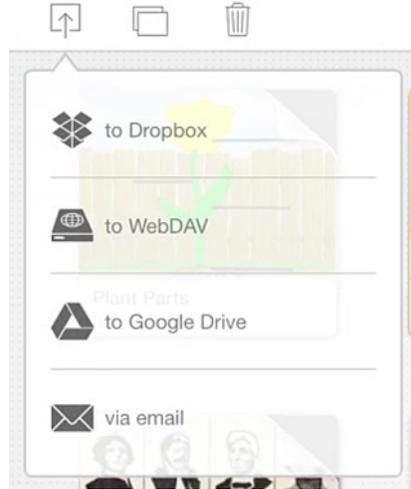
A white on/off button indicates the service is not linked.



Of course, you can switch a service back on, but you will have to go through the linking process again.

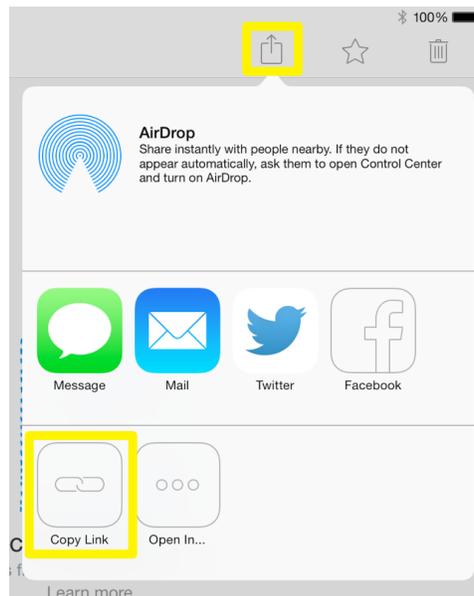
# Sharing Puzzles and Projects

Your puzzles can be played on other iPads that have Stick Around installed. On the Puzzles List click Select. Then click one or more puzzles and click the Share button. You can copy the selected puzzles to Dropbox, Google Drive, or WebDAV. You also have the option to email the selected puzzles.



## Sharing Puzzles as a QR Code

An easy way to share a puzzle to other iPads is to copy the puzzle to Dropbox. Open the Dropbox app and click the puzzle's file. Then click the Share button and click Copy Link.



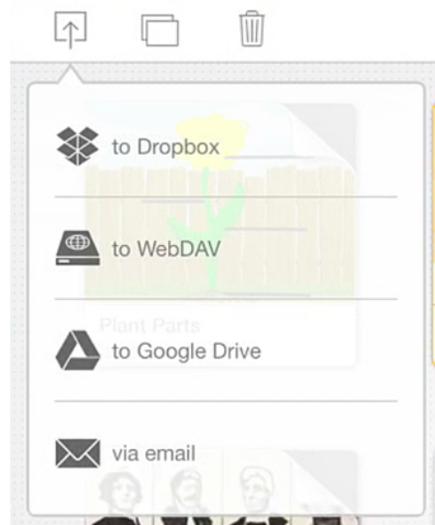
Paste that link into a QR code generator like the one at [goqr.me](http://goqr.me). Print or display the QR code for students to scan. Students can simply scan the code using an app like [i-nigma](#). They will be taken to a webpage where they can download the puzzle file and open it in Stick Around. The receiving iPad must have Stick Around installed.

## Backing Up Your Puzzles

It's a good idea to backup your puzzles. From the Puzzles tab, select all your puzzles, click the Share button, and copy them to Dropbox, Google Drive, or WebDAV for safe keeping.

## Sharing Projects

Your projects can be opened and edited on iPads that have Stick Around installed. On the Projects List click Select. Then click one or more projects and click the Share button. You can copy the selected projects to Dropbox, Google Drive, or WebDAV. You also have the option to email the selected projects.



## Sharing on Social Media

An easy way to share projects with other teachers or parents is through Twitter, Facebook, or Pinterest. First, copy the project to Dropbox. Open the Dropbox app and click the project's file. Then click the Share button and click Copy Link. Paste that link into a new Twitter, Facebook, or Pinterest post. When others click the link they can download the project file and open it in Stick Around. Consider included the hashtag #stickaroundapp in your post so that others can search for it.

## Backing Up Your Projects

It's a good idea to backup your projects. From the Projects tab, select all your projects, click the Share button, and copy them to Dropbox, Google Drive, or WebDAV for safe keeping.

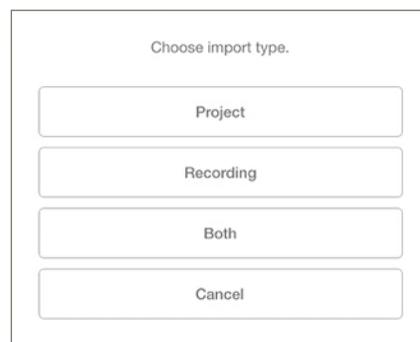
## Using Explain Everything with Stick Around



Explain Everything is a whiteboard and screencasting app for iPad. Since Stick Around and Explain Everything share much of the same technology, Stick Around can import and export Explain Everything's .xpl file format. You will need to install Explain Everything in order to use its features.

### Using Explain Everything Sceencasts as Introductory Videos

Using an .xpl file instead of a movie file helps keep the file size of your Stick Around puzzle small. To include a screencast as an introductory video in Stick Around, you must first create it in Explain Everything. In Explain Everything choose to export the project and click the XPL open in... option. Scroll to find Open in Stick Around. Stick Around will open and ask how you would like to import the project.



To use an an introductory video to your Stick Around puzzle, choose Recording. The XPL file will be listed under Stick Around's Recordings tab. Open the project in Stick Around and click the Info tab. Click the + for Tutorial and select the imported recording. Now each time a puzzle is opened, the recording made in Explain Everything is available for playback.

Note: If you'd rather have a video that's already online available each time the puzzle is opened, copy the video's web address and paste it into the Web Link field on the puzzle's Info screen. By the way, the web address doesn't have to lead to a video—it can lead to anything you'd like puzzle players to click through before beginning your puzzle.

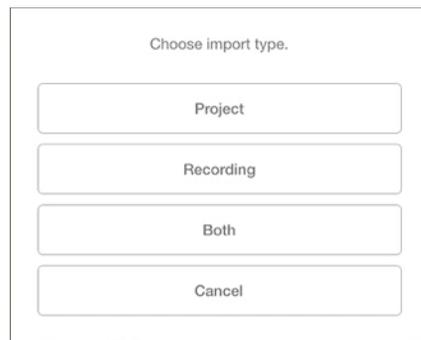
### Exporting Stick Around Projects as Explain Everything Projects

If you want to make a recording about your puzzle, it's possible to send your background and stickers to Explain Everything where you can record a screencast. To copy your Stick Around project to Explain Everything, go to the Projects list and click Select. Click the project you would like to send to Explain Everything. Click the Export button at the top-left of the screen and choose *to Explain Everything*. Then click Open in Explain Everything. The Explain Everything app will open and indicate that the project was added. You will see the project listed on Explain Everything's Home screen.

You can now move, annotate, and narrate your Stick Around project. When done, you can import Explain Everything's XPL file into a Stick Around project as an introductory video. See the previous section for directions on how to do this.

### **Importing Explain Everything Projects as Stick Around Projects**

Perhaps you have a project you have made in Explain Everything. It's possible to import what's on that project's first slide into a Stick Around project. In Explain Everything choose to export the project and click the *XPL open in...* option. Scroll to find Open in Stick Around. Stick Around will open and ask how you would like to import the project. Choose Project.



Stick Around will inform you that your Explain Everything project will be converted into a Stick Around project. The background will contain all locked objects from the Explain Everything project. All remaining objects will become stickers. Click OK.

## Credits



Tony Vincent is the creator of Stick Around. He is a former teacher turned mobile and digital learning expert. Tony leads workshops for educators to connect teaching with technology. You can find his work at [learninginhand.com](http://learninginhand.com).



[Explain Everything](http://www.explaineverything.com) is a team of innovators, artists, learners, and leaders dedicated to developing creativity-inspiring applications. Co-founded by Bartosz Gonczarek, Piotr Sliwinski, and Reshan Richards, the company consists of 35 talented people based in Wroclaw, Poland and New York. Originally the partnership between MorrisCooke Interactive of Wroclaw, Poland and Constructivist Toolkit, LLC of New York, NY, Explain Everything is a new entity devoted entirely to development of the app and new services around it.

### Other Credits

The draw tool is based on concepts developed in "Smooth Drawing" (c) 2012 by Krzysztof Zabłocki, [www.merowing.info](http://www.merowing.info). Kazmath library, copyright (c) 2008, Luke Benstead. All rights reserved. WTClient, Copyright (c) 2009 Alex Chugunov, <http://code.google.com/p/wtclient/>