In any interactive activity you will create using Ardora there are two "tabs" in which you can indicate different parameters such as the time limit for the execution of the activity itself, the messages that the activity may send to the students in situations such as an error, the conclusion of the activity in a correct way, etc.

On the other hand, in the first tab of each activity (1.- Activity), in addition to the own elements of each activity there is also a section where you can specify the points through which you can assess both the correct solution and penalize the incorrect answers. This can be useful, for example, when creating a package of activities since the "package" itself will calculate those points according to the progress made by the student, which will give us the possibility of creating a " self-assessment " or a more detailed assessment in an e-learning platform such as "Moodle" through the use of scorm (there is also a tutorial on these aspects).
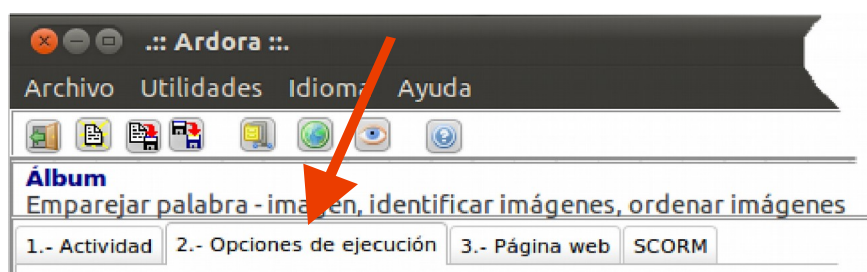
1.- Execution options:
This tab, which is included in all interactive activities, allows us to decide on different aspects of the activity.

1.1.- Time: All the interactive activities allow you to indicate a time limit for their solving by checking the "Limit by time" box. On the right of this box you can specify the amount of seconds a student will have to reach a solution.

In this same section you can indicate the activity's response if the indicated time has expired and it was not solved correctly:
    Stop: The activity will not be performed again.
    Start again: The activity continues, after the time

message is displayed.

Show solution: The activity "stops" and shows the correct answer(s). In all three cases, the activity records that it was not resolved correctly " time based", this is important if the activity will be packaged later into an activity package or scorm. By checking the "Start button" box, when an activity is carried out, a button with the same size as the activity itself will be displayed with the label you indicate in the box on the right, in the example: "Start". This allows the student to read the statement of the activity carefully, make any necessary consults, etc. before the activity starts. As soon as this button is pressed, the activity is displayed and the time starts to run.

2.- Attempts: Optionally, you can also indicate that the activity ends in case there is a certain number (indicated in "Finish after...") of incorrect answers; you only have to tick the second box. You can also indicate that both a counter with the failed

attempts made and the score with the total points obtained in the activity are displayed next to the activity.

1.3.- Messages: According to the different situations that can occur in the resolution of an activity you can create some messages and actions that will be displayed. The situations considered are those listed below:

Congratulations: The activity is solved correctly.

Time Limit: Time has run out.

Limit of Attempts: More incorrect answers have been given than the allowed attempts.

Error message: An incorrect answer has been given but the limit of attempts has not yet been reached. For instance, let's imagine that you created an exercise to work on a certain orthographic rule, it could be useful that, in case the student made a mistake, a message could be displayed "reminding" the student about that rule.

Also, in each of these situations you can specify, apart from the message, a "URL" (Internet address).

By completing this field the web page you indicate will be shown on the monitor. For example, let's imagine that the activity being carried out involves finding certain geographical locations; it could be interesting that, in case the student makes a mistake (or in case the activity is finished because the number of maximum attempt has been reached or because it hasn't been finished within the time limit), "Google maps" will be displayed for query purposes. You can even indicate where that window is going to "be shown" (new window, same window or parent window).

To obtain this URL you just have to open the page you are interested in, select the whole internet address in your browser (top), "copy" and then "paste" that information in the URL field. Remember that all these addresses begin with the letters "http://" or "https://" On the other hand, in the sections "mp3 and ogg" you can specify that a certain audio "sounds" under certain circumstances, for example "applause", in the congratulations message if the student finishes the activity correctly.

The coloured squares allow you to indicate the colour of the borders of the messages, as well as the background, the font and size of these messages and the time they will appear on the screen.

1.4.- Colours: You should keep in mind that if the activity is going to be part of an activity package, these colours will be changed by those chosen for the package (see the manual on activity packages).

2.- Website: In this tab you will specify the information of the web page in which the activity is carried out.
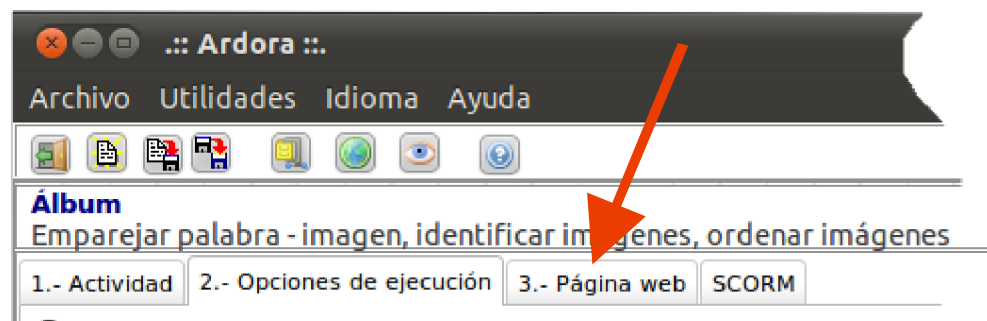
2.1.- Statement: You can give instructions here for the solution of the exercise. Note that you can indicate the font for the entire statement; you can also specify the font size, or if a word or words should be bold, italic and / or underlined. To do so you must first select the word (words or phrases) you want to change and then click on the corresponding button or select a certain size.
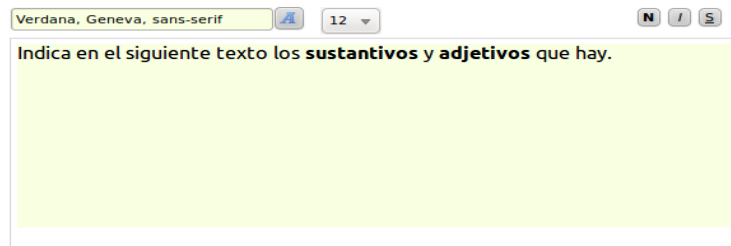
On the right of the text you can indicate the type of alignment that this text will have.

If you indicate at least one of the audio files (mp3 or ogg) in the activity you will have the possibility to make that audio sound by clicking on the sentence itself. For example, with younger students we can ask them to click on the letters in order to "know what to do" since we have previously added a sound file where we explain the work to be done.

2.2.- Activity: It allows us to create a "frame" around the activity itself and whether that frame will have shade or not.

2.3- Title and author: The "window title" will be displayed in the top bar of your browser. The "separation lines" are only aesthetic features. The text "author" will be shown as a footer, so it can be used for other purposes other than the indication of the author of the activity. On the right you can specify the font size of this text.