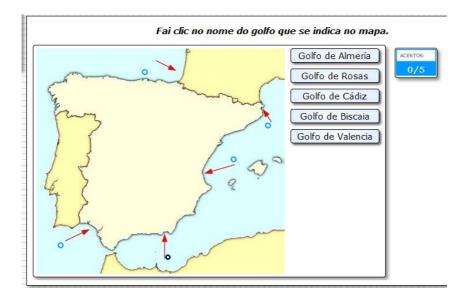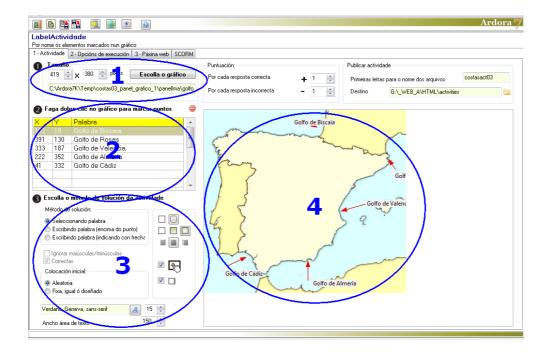With this activity, we need to identify some elements in a picture:

In the "Activity" Tab, the following items will appear:

SECTION 1

First of all, click on the button "Choose the graphic" and open a JPG file which will later be seen in our work area on the right side (Section 4). It is very important that you make a preview of the activity after inserting the graphic. If you don't like the final aspect, or if it is not adapted to our

working area, (especially when working with an Ardora's package of activities) we should resize it and choose the graphic again or use the controls of the fields in this area to suit our needs before any other action in the editor:

SECTION 2

Then we double-click on a specific part of the graphic and we'll get a small window where we should write the text associated with the graph area we have just clicked on:

Click on the green validation button and repeat the same thing with the rest of the elements in our graphic. When we finish, we'll see all our elements on section 2. You can delete any item by selecting it on the table and clicking on the button .

SECTION 3

In the box "Answering method" , if we choose, "Selecting word", we will see the image with some blinking points and a list of words on the right (as you can see in the first image of this document); one of the points will blink and the user will have to click on the word associated with that point. If we choose "Writing word (upon point)" next to each point on the graph there will be a box where the user should write a text (the user must click on the box to display the cursor and write). If we choose "Writing word (indicating with an arrow)" basically it is the same thing, except that the boxes will appear on the right, and they will be associated to the blinking points through some arrows.

The rest of the options in this area are similar to those in other activities created with Ardora:

1.- We determine whether the rectangle containing the pieces will have rounded corners or not.

2.- We determine whether the rectangle containing the filling is going to be transparent (left), gradient from top to bottom (center) or gradient from the edges to the centre (right). The rectangle will be filled

with the specified colour in tab 2 ("Execution Options ⬜ Colours_->Selection").

3.- We will specify whether the texts in the boxes have to be aligned left, center or right, respectively.

4.- If you check this box the activity will become compatible with touch devices such as tablets, smartphones, etc.

5.-With this box checked, the buttons will show a shadow at the bottom and on the right side.

6.- In the "Initial Settings", if you check the "Randomly" option, the software will activate the points in the image randomly in any order whenever you open the activity. If you check the "Fixed, similar to that designed" option, the software will activate the points in the same order in which they are entered in the table.

7.- In the box number 7, we can select the font for the text.

8.-This box can indicate the size (width) of the boxes containing the texts.