

With this activity we have to complete a word with one or more letters:


Complete the words with the appropriate syllables: habitante, electricista, aeroporto, campo, pirámide.
 Click on the images to hear the words again.

er

air

aero

eir

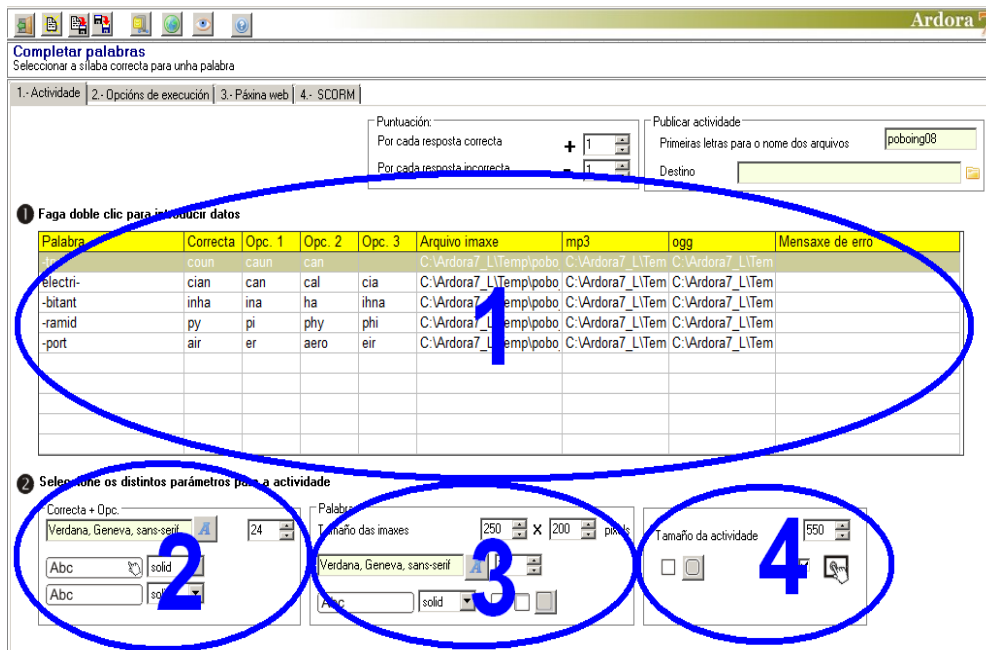


-port

ACERTOS:

0/5

In the "*Activity*" tab we can find these items:



Completer palabras
 Seleccionar a sílaba correcta para unha palabra

1.- Actividade | 2.- Opcións de execución | 3.- Páxina web | 4.- SCORM

Puntuación:
 Por cada resposta correcta + 1
 Por cada resposta incorrecta - 1

Publicar actividade
 Primeiras letras para o nome dos arquivos: poboing08
 Destino:

1 Faga dobre clic para introducir datos

Palabra	Correcta	Opc. 1	Opc. 2	Opc. 3	Arquivo imaxe	mp3	ogg	Mensaxe de erro
habitante	coun	ciaun	can		C:\Ardora7_L\Temp\pobo	C:\Ardora7_L\Tem	C:\Ardora7_L\Tem	
electricista	cian	can	cal	cia	C:\Ardora7_L\Temp\pobo	C:\Ardora7_L\Tem	C:\Ardora7_L\Tem	
campesino	inha	ina	ha	ihna	C:\Ardora7_L\Temp\pobo	C:\Ardora7_L\Tem	C:\Ardora7_L\Tem	
pirámide	py	pi	phy	phi	C:\Ardora7_L\Temp\pobo	C:\Ardora7_L\Tem	C:\Ardora7_L\Tem	
aeroporto	air	er	aero	eir	C:\Ardora7_L\Temp\pobo	C:\Ardora7_L\Tem	C:\Ardora7_L\Tem	

2. Seleccione os distintos parámetros para a actividade

Correcta + Opc.: Verdana, Geneva, sans-serif, 24
 Palabras: Verdana, Geneva, sans-serif
 Tamaño das imaxes: 250 X 200 pixels
 Tamaño da actividade: 550

SECTION 1

Double click on the first row of the table and then you'll see this pop-up window to insert data:

The screenshot shows the Ardora web application interface. At the top, there is a green header with the word "Ardora" and two green arrow buttons (7) for navigation. Below the header, there is a text prompt: "Introduzca en la palabra un guión '-' en el lugar de la sílaba". The main interface consists of several input fields and buttons:

- Palabra (1):** A text input field containing "-try".
- Correcta (2):** A text input field containing "coun".
- Opc. 1 (3):** A text input field containing "caun".
- Opc. 2 (3):** A text input field containing "can".
- Opc. 3 (3):** An empty text input field.
- Mensaje de error (6):** A text input field containing "Mensaje de error".
- Buttons (4) and (5):** Buttons for adding a picture and sound files (mp3 and ogg) respectively.
- Close and Checkmark Buttons:** A red 'X' button and a green checkmark button at the bottom.

In the "Word" (1) field we have to write the word to be completed except the letters that you want the user to guess; instead of those letters, we have to use a high dash (-) without spaces between the dash and the other letters of the word. This dash (-) can be placed in any position: at the beginning, the middle or at the end of the word.

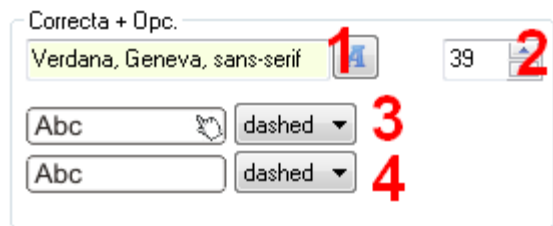
In the "Right" (2) field we will be writing the letters that you want the user to guess; In the other 3 fields (3) write at least one wrong choice to complete the word so that the user has at least two options to choose; with the button (4) we can add a picture to illustrate the activity; with buttons (5) we can insert sound files which will be automatically played while carrying on the activity.

As for the field "Error message" (6) we can write a message that appears when the user selects one of the wrong choices. This option allows the presentation of personalized messages for each of the words that make up the activity, and if they are written to this field they will eliminate the possible message written in the field of the tab "2- Execution Options".

Finally, the buttons with green arrows at the top corners allow us to enter up to 10 different words. When there are more words, the software will automatically jump to the next word if the user hits the correct answer.



SECTION 2

In the "Right + Options" Dialogue we specify the font (1) and size (2) for the options the users have to choose on the left side of the screen. In the upper dropdown list (3) we can choose the type of border you want for the boxes containing the options which will be



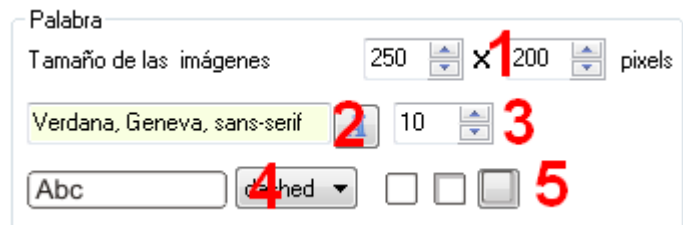
chosen by the user when you move your mouse over them and in the lower list (4) the type of border those boxes will have "at rest", ie when the user doesn't interact over them:

"dashed"	
"dotted"	
"double"	
"groove"	
"none"	

“ridge”	
“solid”	

SECTION 3

In the "Word" area, you can adjust the width and height (1) for the images if any. We can also indicate here the font family (2) and size (3), as well as the type of border (4) for the the box containing the word and



the picture (see section 2 for the types of edge). We can also decide if the box will have no shadow, or an inner shadow on the top and left or an outer shadow on the right and bottom sides, respectively (5).

SECTION 4

The options in this area are quite similar to other activities already explained. With buttons number 1 we choose if the edges will be rounded or not. By clicking box number 3, we make the activity compatible with any touch device. Finally, we can adjust the width for the work area by modifying this parameter (2).

