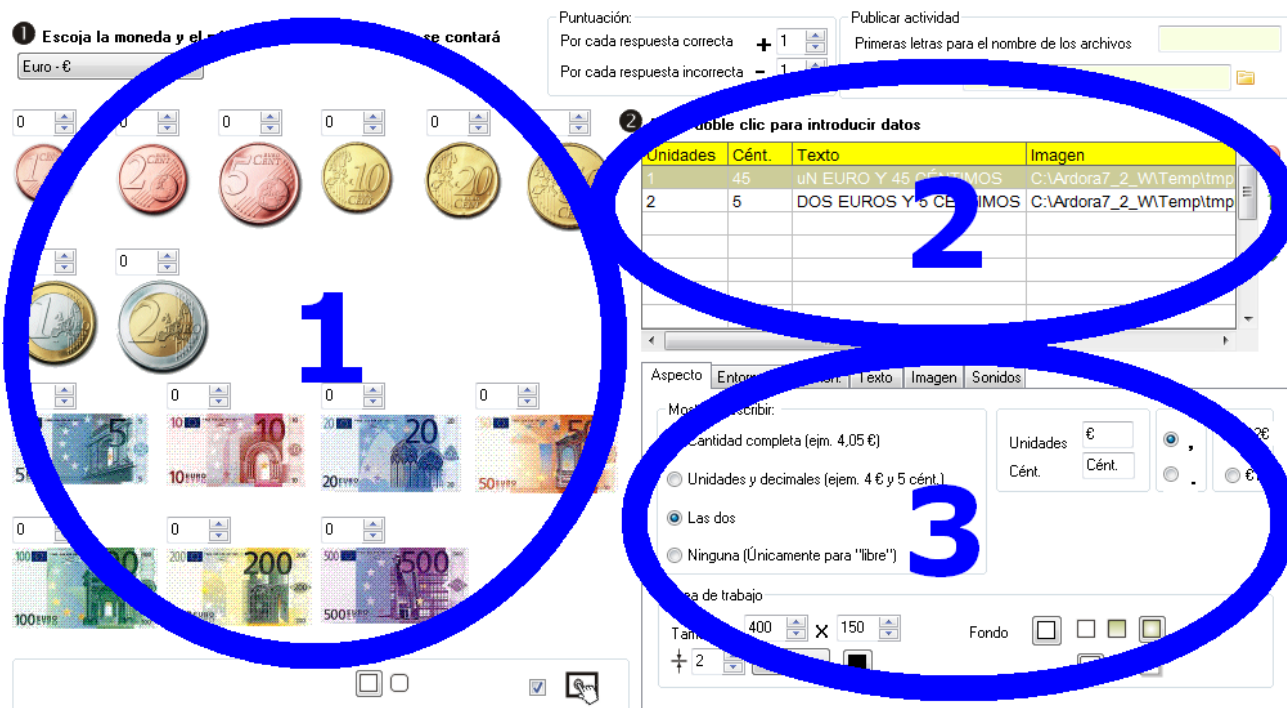Activity in which the user must associate the graphical representation of a given quantity of coins and / or banknotes with the corresponding text or vice versa. We also have the possibility to include pictures and sounds.

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

AREA 1

First of all, we will display the list on the top left corner to specify the currency we are working with: EUR (European Union), Peruvian Nuevo Sol or Brazilian real. Once the currency is chosen, we'll have access to all kind of coins and notes.
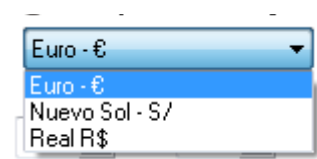
Above each of the elements, we must indicate the maximum number of coins and / or notes of each type we want to be accessible to the user in our activity:
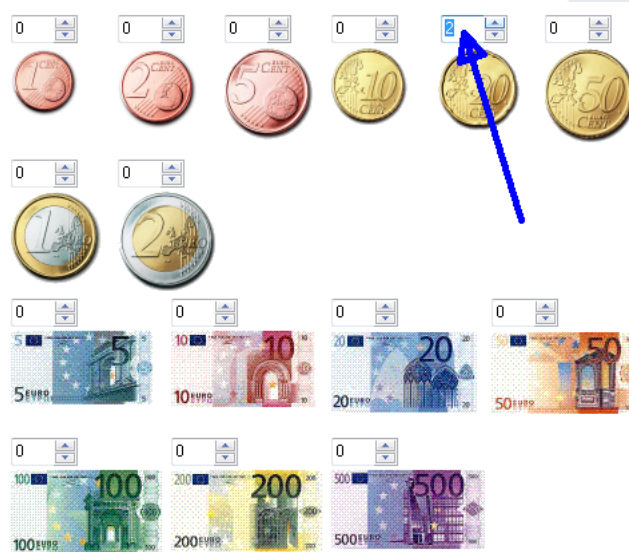
At the bottom we can indicate if we want the activity boxes to have square or rounded edges (1) or make it compatible with touch screen devices by ticking this box (2).
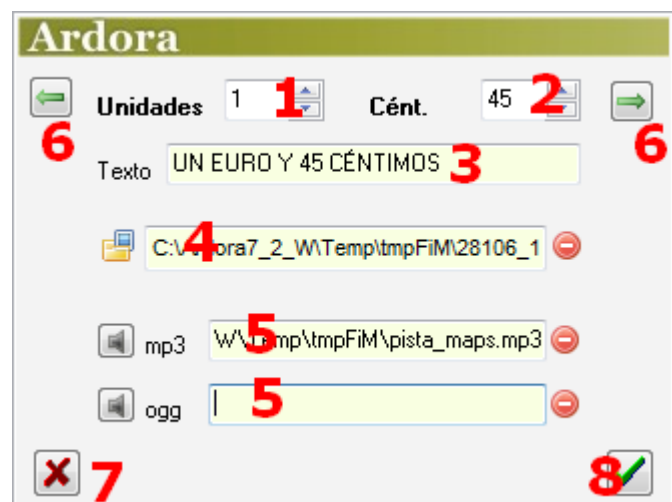
AREA 2

We will double-click this table to insert the data from the several tasks the users will have to do (19 exercises maximum). The pop-up window on your right will be displayed:

In the field (1) we will indicate the number of euros, soles, ... and in the field number 2 the cents. In the field (3) we will write the text associated to the full quantity indicated in the previous fields (1) and (2). By using the folder button in this field (4), we can import a picture which will be shown on the top left corner of the screen to support the activity. Finally, if we click the buttons to the left of these fields (5) we will be able to insert audio tracks in MP3 and / or OGG formats in order to be automatically played at the beginning of each of the exercises in the activity.

Once our first exercise has been designed, we needn't click the OK button (8) and then double-

click again on the table to enter the next one; we can simply use the buttons with the green arrows on the top right / left hand (6) corners to enter new data or modify the exercises already designed respectively. If we need to cancel editing, we will use this button (7).

AREA 3

In this area we can find a box with five different tabs:

"*Aspect*" Tab.

By choosing one of these radio buttons (1) we will determine if the user will have to type the quantity or the software will display the full quantity: "4.05€" (first button), units and cents separated:"4 euros and 5 cents" (second button) number, both options (third button) or neither ot them (fourth button) in case you prefer a "free" type activity.

In the "*Workspace area*" we will adjust the width and height (2) of the box where the user will try the activity. You should take into account that if this box is too large, some scroll bars will appear in the browser window.

In this field (3) we will adjust the thickness of the line surrounding the interaction box. By using this drop-down list (4) we will choose the line type in that box. With the button (5) we will choose the line colour of the boxes where the coins and notes will be shown before dragging them.

Fields (6) are customizable, and there we can write names for the units or cents appearing in the activity. For example, instead of using the symbol "€" we can write the word "euros". With these radio buttons (7) we can choose if we prefer using a comma (,) or a dot (.) between the units and cents. With

these radio buttons (8) we will choose whether we want the symbols or the words defined in the field number 6 go on the left or on the right hand of the numbers respectively.

With the "Background" button (9) we can determine the colour of the main frame in the activity. These buttons (10) are similar to other activities in Ardora: They allow us to establish the solid or gradient fill for the main box, and the buttons (11) will help us determine the location of the shadow.

"*Answer method*" Tab.

In "*answer method*" (1) we must choose if the user will have to drag coins and / or notes within the main box; if the money will be displayed in the box and then the user will need to fill in the amount; or the free method which means the user drags the box coins and notes and then the amounts are being shown on the boxes (depending on what we had predetermined in the "Aspect" tab).

In the option "Accept as a right answer" (2), whenever we activate the top button, if the amount of coins and notes corresponds to those asked in the question, the software will accept the answer as correct whether we use two coins of 50 cents or one euro for example. If you check the button on the bottom, the program will only accept as a valid answer the one including the least number of coins and / or notes needed to complete the predetermined quantity.

In the area "Check Answer" (3) we can make the program advance automatically once the user has given the right answer or we can make the check button appear and then the user will have to press

it to check if their answer is correct.

The buttons "*Show coins and / or notes*" (4) will be available depending on whether we have chosen the option "*Writing the quantity*" in the "answer method" section. Here you can choose whether the coins and / or banknotes are displayed randomly or ordered from highest to lowest value.

Finally, in the "*Initial Settings*" section (5), we can choose if the exercises will be shown at random or in the same exact order provided while completing the table.

"*Text*" tab.

If we use the controls on the top (1) we can determine the type, size and font colour of the text in the table. With the controls next to the symbol "€" (2) we will establish the type, size and font colour of the text which will be shown in the boxes next to the main text box; and if we check the box on the right, the boxes will have shadows at the bottom and on the right. In the "*Width*" field (3) we will define how wide the text boxes will be. With the "Background" (4) button you can establish a colour for the inner boxes and finally these buttons (5-6) will allow us to determine the background gradient and the shadow in those boxes.

"*Image*" Tab.

In the "Size1" (1) fields you can adjust the width and height of the images included in the exercises we have created. If you check this box (2), you will enable the user to click on the image to enlarge it to the size indicated in these fields (3). The enlarged image will be displayed superimposed on the activity and you just have to click it again to make it disappear. If the dimensions in those fields (3) are established beyond the image's original size Ardora will ignore these parameters and will only show it at its original size.

"_Sounds_" tab.
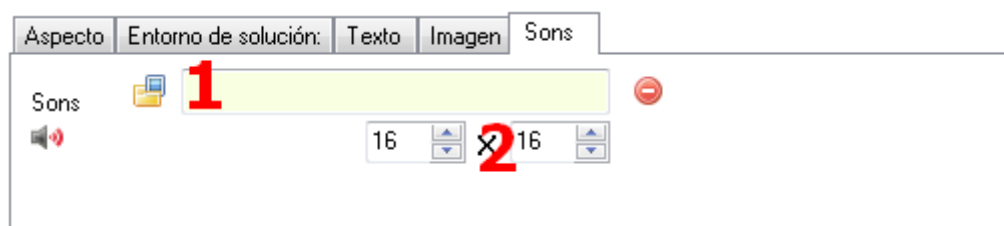
If you include audio tracks in the exercises, Ardora will place a small speaker, as seen in the picture, so that the user can play the track at any time. If you want to replace the speaker default icon, you only need to press the yellow folder (1) to open your file browser and select the image you like. You can also adjust the size of that image by changing the values in these fields (2).