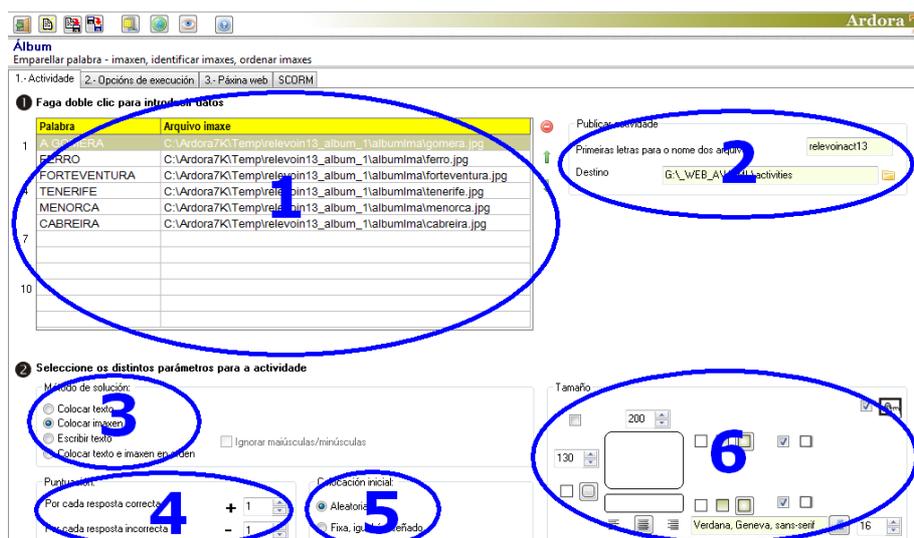


By using this activity we have to match some pictures and some words. The user would have to click on an image or text and drag them into the right position. Alternatively, we can make the students write a suitable word or sentence describing a picture.

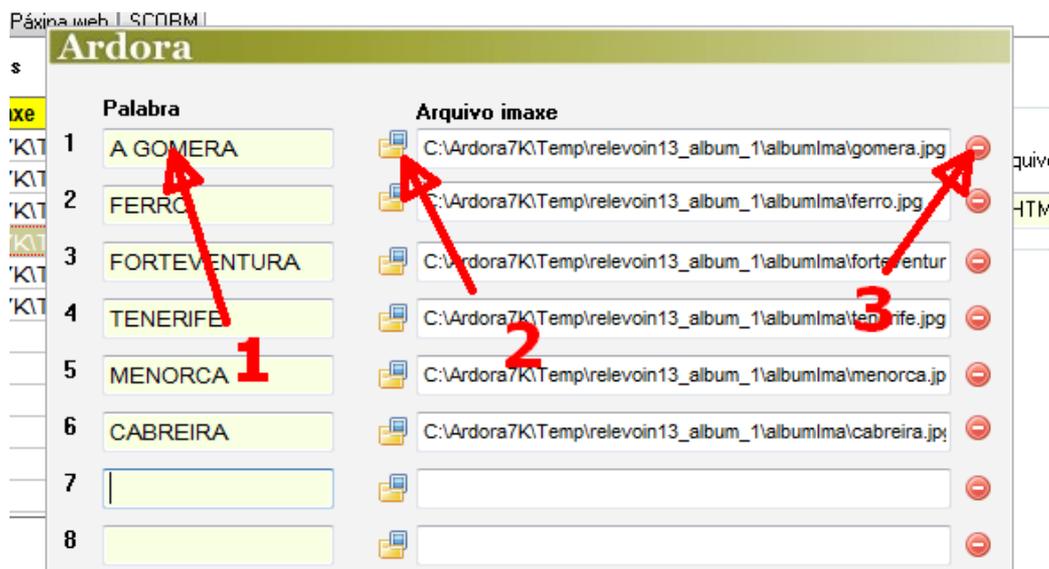


This is what we can find in the “Activity” tab:



## AREA 1

To enter text and images, double-click on the table and this pop-up window will appear:



On the left fields, we write the names we wish to associate with the pictures (1); On the right fields, click on the yellow folder (2) and locate the JPG file matching the word on the left.

As you can see, there are 12 possible associations to be done. When you finish, click on the green validate button. If we need to replace any of the graphics that we have inserted, press on the corresponding red button on the right (3) and the field will be blank for us to choose a new file.

Once the popup window is closed, we can change the order of each of the graphs, together with the associated texts, by selecting the corresponding row on the table and using the small green arrows on the right side. If we want to delete both the image and the text, select the row associated with the data to be deleted and use the little red button:

### 1 Faga doble clic para introducir datos

	Palabra	Archivo imaxe
1	A GOMERA	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\gomera.jpg
	FERRO	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\ferro.jpg
	FORTEVENTURA	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\forteventura.jpg
4	TENERIFE	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\tenerife.jpg
	MENORCA	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\menorca.jpg
	CABREIRA	C:\Ardora7K\Temp\relevoin13_album_1\album\ma\cabreira.jpg
7		

## AREA 2

Once we have finished editing the activity, we'll have to publish it and at that moment a folder will be created. That folder contains all the needed files for the activity to be viewed and executed in any browser. We will use the following fields to indicate the folder's name and the location where the

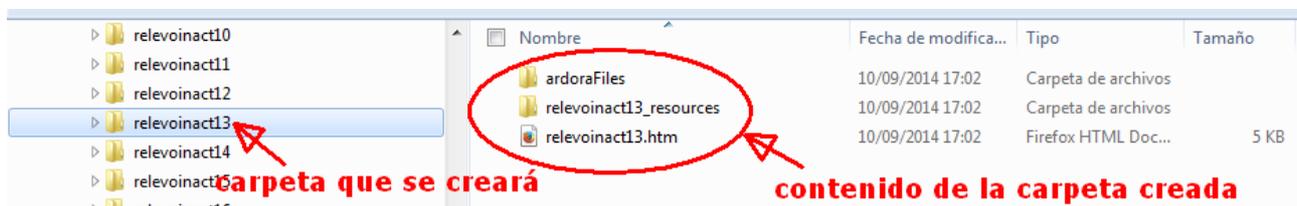
folder will be created:

Publicar actividade

Primeiras letras para o nome dos arquivos

Destino  

In the "First letters for the file name" you have to write a name for the folder containing the activity. Inside that folder, among other things, an HTML file will be created with the same name. You will have to double click on it to open the activity in a browser:



In the "Destination" field, you have to press on the yellow folder to browse your files and choose the destination where the activity folder will be created:



### AREA 3

Here, we have to choose how the user will solve the activity:

**2****Seleccione os distintos parámetros para a actividade**

Método de solución: \_\_\_\_\_

 Colocar texto Colocar imaxe Escribir texto Colocar texto e imaxe en orden Ignorar maiúsculas/minúsculas

- "Set text": The images can't be

moved. The user drags the text boxes under the corresponding pictures.

- "Set Picture": The text boxes can't be moved and the user drags the images over the suitable texts.

- "Write text": In this case, the pictures will be shown and the user will have to write a name or a text identifying the suitable picture. When we choose this option, automatically Ardora shows us another field where we can determine if uppercase / lowercase will be taken into account or not. By activating this last field we tell Ardora not to distinguish between uppercase and lowercase letters when our students solve the activity.

- "Set text and image in the right order" You can move either images and texts, but they have to be placed in the same order we established when designing the activity. This is useful when we need to put temporal sequences in the right order.

### AREA 4

We will indicate here the score our students will get for every correct answer or for every mistake:

Puntuación:

Por cada respuesta correcta + 1

Por cada respuesta incorrecta - 1

This is especially useful whenever we integrate the activity in an Ardora's package of activities and we activate the option "Self-assessment". Once the activity or the pack is finished the student can access a record with information about how they solved each activity and the score they got:

12	Actividade 12	4	✔	6	-5
13	Actividade 13	6	✔	0	1
14	Actividade 14	5	✔	0	1
15	Actividade 15	3	⚙	0	0

In the self-assessment report in this example, and assuming that the user will receive 1 point for each correct answer and -1 point for each mistake or wrong answer, we can see that the user has successfully solved the activities 12, 13 and 14; however, we should notice that the activity 12 has been a little difficult for our student, because he/she pressed the check button 6 times but he only got a successful attempt (that's why the value appears "-5" since we had previously determined a negative value, -1, in the field "For every wrong answer"). On the contrary, the activities 13 and 14 were probably too easy for our student as he only needed one attempt to solve them. He got a total score of "1" in both activities (we had previously assigned the value "+1" in the "For each right answer" field). As he made no mistakes, he didn't receive a negative score.

## AREA 5

In the "Initial Settings", if you check the "Randomly" option, the software will place images and texts following no specific pattern to start the activity. If you check the "Fixed, similar to that designed" option, the program will place the images or text in the same order in which they are entered in the table; for example: if we have chosen the option "Set text" in the answer method, the images will appear in the order we established while designing the activity. Otherwise, if we have chosen the option "Set Image", the texts will be in the same order we designed.

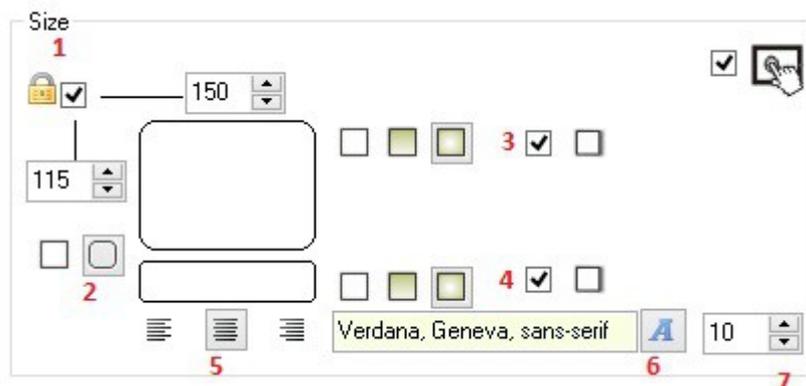
Initial setting:

Randomly

Fixed, similar to that designed

**AREA 6**

In the "Size" square, we will establish the font family, the font size, the size of the images, and some other details:



By checking the lock (1) we will resize the images proportionally (maintaining aspect ratio); We can uncheck it if we need to increase or decrease only the width or the height; Ardora will maintain the aspect ratio of the images, but the boxes where the pictures are to be fitted will increase or decrease in that proportion.

With the lower panels (2) we can choose if the boxes containing the pictures and the texts are going to be normal rectangles or rectangles with rounded edges.

If we tick the check boxes in the numbers 3 and 4, a solid line will surround the graphics and texts. On the left of these boxes there are 3 different options to customize the filling effects by making it transparent (left), gradient from top to bottom (center) or solid, occupying all the space left free by images and texts, (right). The areas inside the boxes will be filled with the color specified in tab 2 ("Execution Options ■ Colours ■ Selection").

On the buttons near number 5 we can set the text alignment: left, center or right, respectively.

By clicking on the button number 6 you can select the font family and on button 7 the font size.

Finally, if we activate the check box number 8, the activity will be compatible with touch devices such as tablets, smartphones, etc.