

In field number 1, we will write the sentence in the correct order; if we start with a capital letter and end with a full stop, we will give our students additional clues. In field 2 we can attach an (optional) image which will later appear above the words to be ordered, as shown in Picture 1 of this manual. In fields number 3, we can attach audio files (optional); in this case, in the upper left area of the activity, a small icon  will appear. Pressing on it, the students will be able to listen to the sound. In this field (4) we could (optional) enter a brief text as a clue to help the user order that sentence; the font size of this text will be the same as the one indicated in the "3.- Website" tab for the title of the activity:

As you can see in the picture, we can order up to 5 different sentences.

SECTION 2

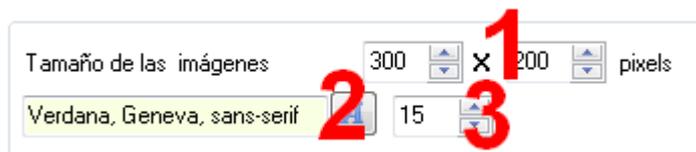
In these fields we can choose the width and height for the workspace. If the width is not enough, words will be distributed in two or more rows, and if you insert a picture and the height is not enough, words could even be placed outside the workspace.

If we have inserted sounds you have the option of replacing the speaker picture that Ardora shows by default. Press on the yellow folder (1) to import a new picture and then indicate its size in field number 2.



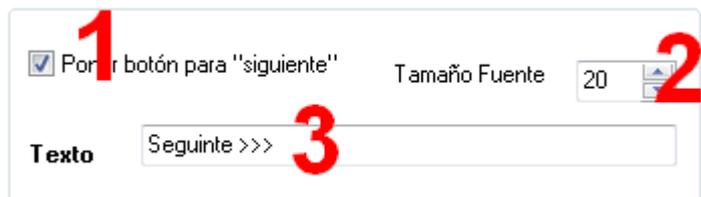
SECTION 3

In this box you can modify the size (1) of the images that will illustrate the activity (if any) and the type (2) and size (3) font for the words to be ordered.



ZONA 4

This box is only useful if we have introduced more than one sentence to be ordered. If you do not mark the box "Insert "Next" button" once the user successfully ordered the sentence and click the check



button, the program will automatically go to the next sentence. If you check this box, once the first sentence is correctly solved, a popup button will be displayed with the text we have written in this field (3); then, the user will have to press on this button to access the following sentence. The font size of that button is determined in the field number 2.

SECTION 5

With these buttons (1) we have to decide whether all the activity boxes have rounded corners or not. These buttons (2), will make the boxes solid, gradient from top to bottom or gradient from the



edges to the center respectively. Then we have the check box to make the activity compatible with touchscreen devices (3). Finally, if you activate the check box number 4, the activity will show a shadow on the right and bottom sides.