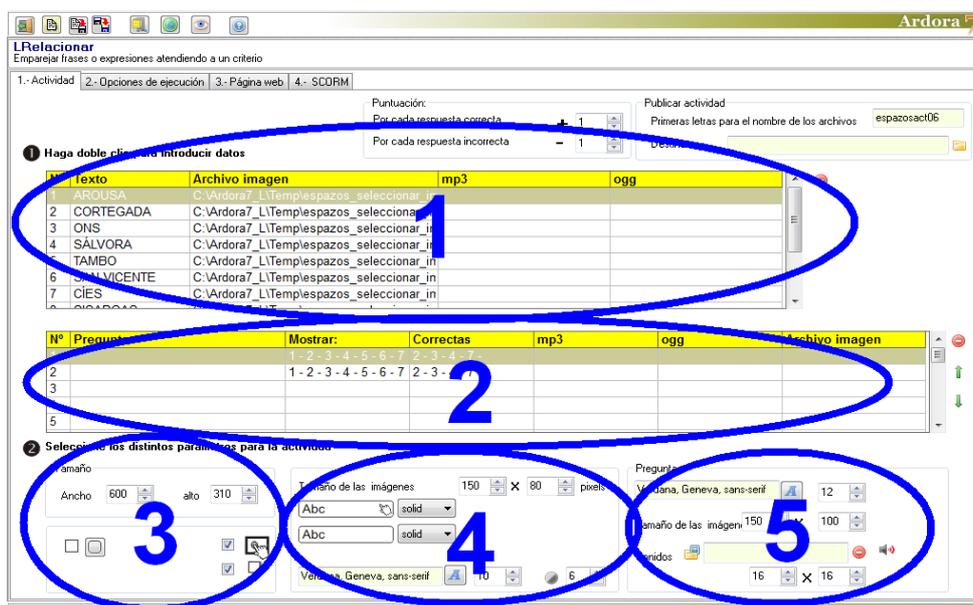


The user has to select certain images or sounds from a set:



In the "*Activity*" tab we can find these different sections:



## SECTION 1

Double click on the table and a popup window will allow us to enter images or sounds on the screen:

The screenshot shows the Ardora software interface with 12 activity boxes arranged in a 6x2 grid. Each box contains a text input field, a picture selection button, and two sound selection buttons (mp3 and ogg). Red numbers 1, 2, and 3 are overlaid on the first box to indicate the text, picture, and sound selection elements respectively. A validate button (checkmark) is at the bottom right.

Box Number	Text	Picture Selection	mp3 Selection	ogg Selection
1	AROUZA	C:\Ardora7_L\Temp\espazos		
2	CORTEGADA	C:\Ardora7_L\Temp\espazos		
3	ONS	C:\Ardora7_L\Temp\espazos		
4	SÁLVORA	C:\Ardora7_L\Temp\espazos		
5	TAMBO	C:\Ardora7_L\Temp\espazos		
6	SAN VICENTE	C:\Ardora7_L\Temp\espazos		
7	CIES	C:\Ardora7_L\Temp\espazos		
8	SISARGAS	C:\Ardora7_L\Temp\espazos		
9				
10				
11				
12				

The activity will contain a series of boxes. The users will have to select one or more of these boxes and then click on the validate button. We can add up to 12 different images or sounds which may be optionally accompanied by text.

Here we will insert the elements appearing in the boxes: texts (1) pictures (2), sounds (3) or even all three together, or any combination you may think of. If sounds are introduced in the boxes of the activity, they will be played each time the user clicks on that box. In case we are interested in selecting only sounds, inserting the image of a speaker would be a good idea so that the boxes do not have an empty appearance. If you want to insert images with text, there is the option to apply some transparency to texts so that they are not completely covered by the picture, as we will learn later.

## SECTION 2

Double clicking on this table a new popup window will allow us to write the question and indicate the images or sounds which will shown on screen:

In field number (1) we can write a question or clue that will help the user to select one or some of the images shown. This question may be accompanied by a picture (2) or with sound (3). Or you may prefer to use only one of them: For example, a sound file so that the users identify the picture associated to that sound. The small speaker  will be placed on the upper part of our work area, and in case the question is accompanied by another picture, this will be displayed on the right.

A little further down, you can edit the items that will appear in the boxes that the user will select. In these fields (1) we can write text. In these boxes (5) we can choose what we want to be shown in the activity, usually everything we had previously inserted, but we can choose whether we want to show or not some specific element in one of the boxes. If we tick all the boxes at once we will use button 6. With this button (7) we will indicate which boxes the user will have to select. Pressing repeatedly on this button will allow you to change the red cross button (non-selected) and the green tick (selected); Those with the green validation buttons are going to be the correct answers. Finally we have the tool button (8) which we can use to, once we have selected which elements will be shown(5), mark the same items in the rest of the pictures.

Once we have all the questions in the table we will be able to change the order by selecting one

of them (on the corresponding row of the table) and using the small green arrows on the right side of the table. Or we can even delete any item by using the red button:

Nº	Pregunta	Mostrar:	Correctas	mp3	ogg	Archivo imagen
1		1-2-3-4-5-6-7	2-3-4-7-			
2		1-2-3-4-5-6-7	2-3-4-7-			
3						
4						
5						

### SECTION 3

Here you can adjust the width (1) and height (2) for the activity; changing these parameters and the size of the images (see "Section 4") the boxes will fit perfectly within the workspace. These buttons (3) will allow you to determine if the activity will have rounded corners or not.

By checking this box (4) we will make the activity compatible with touchscreen devices. By checking this box (5) all the rectangles in the activity will contain a shadow at the bottom and on the right.



### SECTION 4

In these fields (1) we will indicate the width and height of the images appearing in the boxes to be selected by the user (if any). If you have entered text in the boxes, we can choose the family (4) and size (5) for the font. In field number 6, a value of transparency will graduate

the text boxes; a value of "0" would make the text completely transparent and disappear from the box, a value of "10" would make the text (and the rectangle containing it) fully opaque. In the drop-down list (2) we will choose the type of line for the selected boxes, and in the list number 3, the type of line for the non selected boxes:



“dashed”



“dotted”



“double”



“groove”



“none”



“ridge”

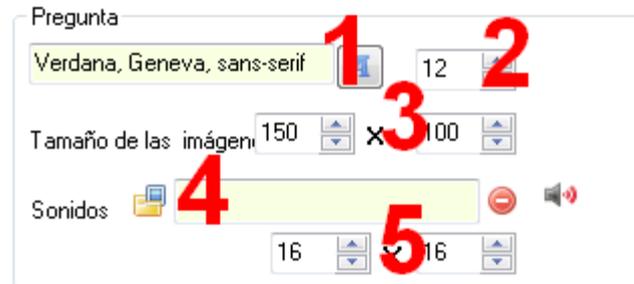


“solid”



**SECTION 5**

In the "Question" box, we will define the characteristics of the elements of the top of the workspace where the question and its associated elements will be shown.



We can choose the font family (1) and size (2) for the text appearing in the question. In these fields (3), we will indicate the width and height of the images, just in case there are some images accompanying or defining the question. If we have also inserted a sound associated with the question, here you can choose a picture (4) to replace the speaker Ardora offers by default and we can even adjust the width and height of the new image in these fields (5).