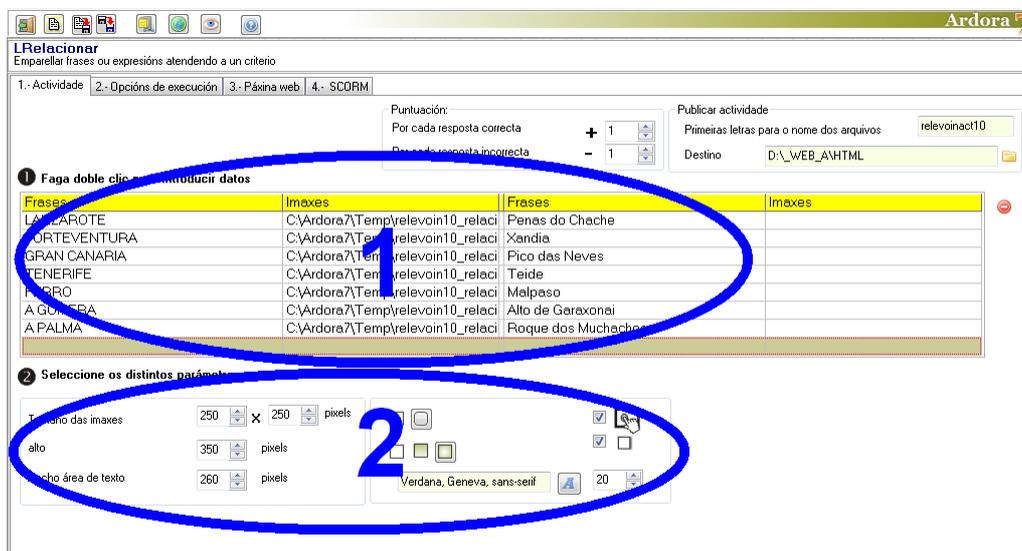


Typical game in which all of the cards or boxes are laid face down. Two boxes are flipped faced up each turn until you turn over two matching boxes. These boxes may contain text, pictures or sounds.



In the “Activity” tab we can find these items:



## SECTION 1

To start with, double click on the table and a pop-up window will open. There you can insert data:

**Ardora**

Palabra 1			Palabra 2		
1	MALLORCA	mp3	1	PUIG MAJOR	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
2	GRAN CANARIA	mp3	2	PICO DAS NEVES	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
3	TENERIFE	mp3	3	TEIDE	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
4	A PALMA	mp3	4	ROQUE DOS MUCHACHOS	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
5	A GOMERA	mp3	5	ALTO DE GARAXONAI	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
6	FERRO	mp3	6	MALPASO	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
7	FORTEVENTURA	mp3	7	XANDIA	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg
8	LANZAROTE	mp3	8	PENAS DO CHACHE	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg

✖ ✔

If we want to match two equal words, images or sounds, we just need to write the word in field number 1, or choose a picture in field number 2 or a sound in field number 3. We won't need to write or choose anything in fields 4, 5 and 6; Ardora will duplicate the items and it will automatically make pairs. Furthermore, we could also introduce two elements (text-image, text-sound or image-sound) and even the three elements (text-sound-image) that the software will also duplicate and show at once when the user click on this box , as shown in the first image of this tutorial (text and image together).

If we want the software to associate a picture with a different picture or a sound with a picture, for example, we should include the different items in fields numbers 1, 2 or 3, and then the related items in fields numbers 4, 5 and 6. The items to be matched must be in the same row. Note that there are two fields with the same numbers on the left and on the right:

2	GRAN CANARIA	mp3	2	PICO DAS NEVES	mp3
	 C:\Ardora7K\Temp\relevo1	ogg			ogg

Once we have entered all the items, we must click on the green button (on the bottom right hand corner). When we go back to the main tab, we can always delete an association simply by clicking on the suitable row and then on the red button on its right.

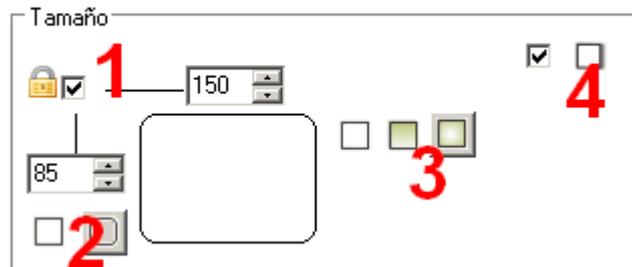
1 Faga doble clic para introducir datos

Palabra	Imaxes	mp3	ogg	Palabra	Imaxes	mp3	ogg
MALLORCA	C:\Ardora7K\Temp			PUIG MAJOR			
GRAN CANARIA	C:\Ardora7K\Temp			PICO DAS NEVES			
TENERIFE	C:\Ardora7K\Temp			TEIDE			
A PALMA	C:\Ardora7K\Temp			ROQUE DOS MUC			
A GOMERA	C:\Ardora7K\Temp			ALTO DE GARAXC			
FERRO	C:\Ardora7K\Temp			MALPASO			
FORTEVENTURA	C:\Ardora7K\Temp			XANDIA			
LANZAROTE	C:\Ardora7K\Temp			PENAS DO CHACI			

## SECTION 2

Here we can determine the width and the height of the cells of the memory game. Notice the box by the lock: if it's activated (1), when increasing or decreasing one of the parameters, the another (width or height) will increase or decrease porportionally; if you uncheck that box, the lock will disappear and

2 Seleccione os distintos parámetros para a actividade



you can adjust the width and height individually. These buttons (2) will allow you to determine if the boxes will have rounded edges. The following buttons (3) are to indicate the type of fill the cells will have (solid, gradient or gradient top to bottom of from the sides tothe center). This box (4) allows us to include a shadow (right and below) in the activity square and the information boxes if any (time, attempts / successes ...)

Finally, in the central panel we indicate the font family (1) and size (2) for the text in the cells (in case you have text on them). By checking this box (3) we will make the activity compatible with any touch devices and the time in seconds each pair will remain visible before hiding the cells (in case both boxes are not paired).

