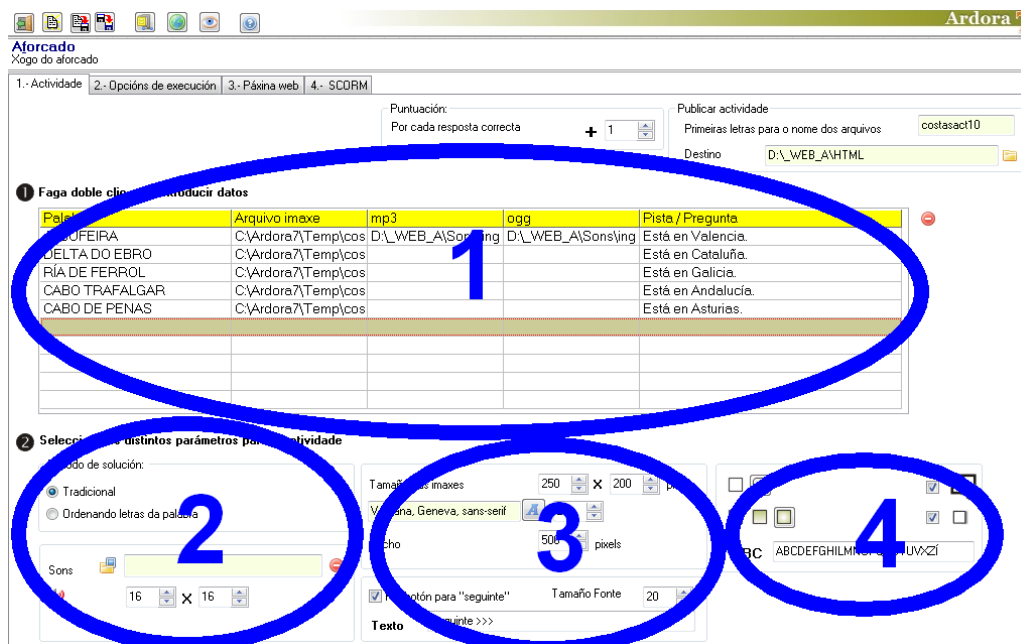


With this activity we will have to guess a word by pressing one by one on the correct letters.

Every right letter will be added to the word :



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



## SECTION 1

Double-click on the table, and a window pops up to enter data:


Palabra	Archivo imaxe	mp3	ogg	Pista / Pregunta
ALBUFEIRA	C:\Ardora7\Temp\costas	D:\_WEB_A\Sons\ingle:	D:\_WEB_A\Sons\ingle:	Está en Valencia.
DELTA DO EBRO	C:\Ardora7\Temp\costas			Está en Cataluña.
RIÁ DE FERROL	C:\Ardora7\Temp\costas			Está en Galicia.
CABO TRAFALGAR	C:\Ardora7\Temp\costas			Está en Andalucía.
CABO DE PENAS	C:\Ardora7\Temp\costas			Está en Asturias.
1	2	3	4	5

In the emerging table, there are 10 rows, so in the same activity we can include up to 10 different words for the users to guess.

1.-In the first column we have to write the word or words that the user will have to discover. The software automatically shows them capitalized. Words with accents, “ñ”, and more than one word are allowed; in the latter case the user must also type the spaces between words.

2.-In column 2 we have to press on the small folders to open the file browser and search for pictures we want to associate with each of the words. These images will be displayed on the upper part of the activity and the letters to be guessed just below, as you can see in the first picture in this tutorial.

3-4.- In columns 3 and 4 we need to click on the small gray buttons to open a file browser and insert sounds in MP3 and OGG format respectively if what we want is to associate sounds to each of the words. In that case a small button will be displayed in the upper left area of activity so that you can

play that sound:  .

5.-In column 5 we will write the hints / questions that correspond to each word, just in case you want them to be shown. Remember that this column, together with columns 2, 3 and 4 are optional.

It is important to mention that the number of letters that the user may fail before the activity comes to an end, is not indicated here but in the "Execution Options" tab, activate the box "*Finish after ...mistakes*" and specify the maximum number of failures there.

If this check box is unchecked the number of attempts would be unlimited.


## 2 Seleccione os distintos parámetros para a actividade

Método de solución:

Tradicional **1**

Ordenando letras da palabra

Sons **2**

  x  **3**

1.- Actividade 2.- Opcións de execución 3.- Pá

### 3 Seleccione as opcións de tempo e asp

Tempo:

Limitar por tempo 360

Bonificación acertos 0

Ú rematar o tempo:

Parar

Volver a empezar

Amosar solución

Botón Comenzar Comenzar

Intentos:

Amosar intentos e acertos

Rematar despois de... 3 fallos

Por puntuación

## SECTION 2

In the "Answer method" part (1) we will indicate if the activity will be solved using a "traditional" method in which the user will press the buttons or letters. If the word contains that letter, it will be displayed there, otherwise a mistake will be shown; or "Ordering letters in a word." In this case, the word is displayed with scrambled letters and the user must use the mouse to move them to their proper places; the number of attempts is unlimited.

In the lower panel we have the option of replacing the image with the speaker which comes by default with Ardora. Press on the folder (2) to import a new picture and indicate its size in the fields (3). Needless to say, if we do not incorporate sounds to the activity these actions would be useless because the picture will never be displayed.

**SECTION 3**

If we want to include pictures in the activity, we can indicate their size here (1). We can also determine the font family (2) and the size (3). In field number 4, we will indicate the width for the rectangle containing the activity and in case we have more words to be guessed, we can specify

The screenshot shows a configuration panel for a hangman activity. It includes the following elements with red numbers indicating their function:

- 1:** 'Tamaño das imaxes' (Image size) with a width of 250 and a height of 1200 pixels.
- 2:** Font family dropdown menu showing 'Verdana, Geneva, sans-serif'.
- 3:** Font size dropdown menu set to 20.
- 4:** 'Ancho' (Width) dropdown menu set to 500 pixels.
- 5:** Check box labeled 'Por botón para "seguinte"' (Insert next button).
- 6:** 'Tamaño Fonte' (Font size) dropdown menu set to 20.
- 7:** 'Texto' (Text) input field containing 'Seguinte >>>'.

that whenever the user guesses a word, a button will be displayed (if we do not activate this box, the software will go automatically to the next word). In this case, we will check the “*Insert next button*” check box (5) and necessarily we should write a text in this field (7). This text will be displayed inside the button and the user will have to click on it to go to the next word to be guessed. The size of this text can be changed in the field “*Font size*” (6).

**SECTION 4**

1.- You can indicate here if the rectangle surrounding the activity and the buttons surrounding the letters will have rounded corners or not.

2.- We determine whether the rectangle containing the filling is going to be transparent (left), gradient from top to bottom (center) or gradient from the edges to the centre (right). The rectangle will be filled with the specified colour in tab 2 (“Execution Options □ Colours\_->Selection”).

The screenshot shows a configuration panel for a hangman activity with the following elements and red numbers:

- 1:** Check box for rounded corners.
- 2:** Three color swatches representing different fill options: transparent, gradient top to bottom, and gradient edges to center.
- 3:** A text input field containing the alphabet 'ABCDEFGHIJKLMNÑOPQRSTUVWXYZ'.
- 4:** Check box for touch device compatibility.
- 5:** Check box for shadow effect on buttons.

3.- Here we can delete the letters you do not want to be in the hangman game. For example, if we are designing an activity in English, it would be absurd to include the letter “Ñ” or vowels with a written accent.

4.- If you check this box the activity will become compatible with touch devices such as tablets, smartphones, etc.

5.- With this box checked, the buttons containing the letters, will show a shadow at the bottom and on the right side.