

Utilities – Creating a package of activities

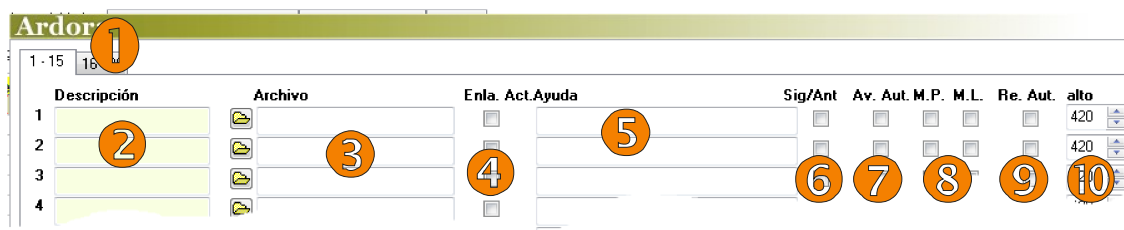
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A package of activities Ardora, is simply a set of activities created with this software with a navigation system, links to external elements ... and all of the activities under the same “skin” and different possibilities of assessment.

What do I need? A group of activities created with Ardora, i.e. the folders Ardora created after “publishing” an activity. It would be highly recommended to save all the activities which will later make up our package in a common folder.

Where should I start?. Obviously by creating the activities you want to include in that "package"; notice that you can use activities that were initially created with another intention since while creating the package, the original files of the activities are not going to be "modified" in any possible way. Then click on the "Utilities" menu and choose the option “Ardora’s package of activities”.

As explained with the activities double-click on any of the rows of that table, to indicate the activities that will make up our "pack".



1. Each package can have a maximum of 30 activities, by clicking on these tabs, you can access the first 15 or the next ones.

2. **Description:** Enter a brief description of the activity, this text will be displayed on the links to each of the activities.

3. **File:** We can add activities already published, by opening the folder containing the activity and selecting the htm file inside.

4. **Link.** Act (Link to activities). If you check these boxes, in the same web page as the activity, there will be a link to the other activities making up our package.

5. **Help:** As you see in the field “URL” in the activities, here you can specify a website on the Internet (remember to start with http: //) or a file which you need to place in the same folder containing the whole package. Take into account that at the bottom of the screen there is a check-box which allows you to check all the activities automatically.

6. **Next / Prev** (Previous / Next): In the background (or in the header on some themes) of the screens containing the activities, you can create some "arrows" that link to the previous and next activity; to do that, you must check this box.

7. **Av Aut** (Automatic Advance): By checking this box, whenever the users finish an activity successfully, the software will display the next activity automatically.

Utilities – Creating a package of activities

www.webardora.net

8. M.M and S.M.: Main Menu. If we activate this box, you will get a menu (usually located at the top of the activity. This menu will be determined in the next tab “2.- Insert general data”.

Side Menu: another menu which must be specified in the next tab “2.- Insert general data”. It is usually located on the right or left of the main window.

9. Aut. Re. (automatic Reload): If we check this box the activity will be reloaded automatically in case it's not completed successfully, either by attempts or because time is over.

10. Height: You should specify here how “high” the activities will be. For example you can expand the screen when an activity is not seen fully; or so that all the activities, because an aesthetic question, have the same height.

In the next tab we can insert the data for the different elements of each activity; pay special attention to the numbers in the first two graphs and their equivalence in the third one, this will give you an idea about where each data goes.

2 Introduzca los datos

Título **1** Personajes de la historia

Subtítulo **2** Ardora

Pie de página **9** Un estudio de personalidades a lo largo de la historia

Título de las páginas :: Personajes de la historia :: Ardora :: **10**

Cabecera para los enlaces a las otras actividades. **5** Actividades

Colocar botón de cerrar en las actividades **8**

Función del botón cerrar

Cerrar la ventana

Volver a la página índice

Mandar a

Etiqueta del botón de cerrar **8** Cerrar

Etiqueta del botón de ayuda **7** Pulsa aquí si necesitas ayuda

In this second chart the links in the main and side menus we've already mentioned in the previous tab can be defined.

Menú principal

| Ligazón | URL | Destino |
|---------------|------------------|---------|
| Wikipedia | asdf | 0 |
| Biografías I | asdf | 0 |
| Biografías II | asdfasf 3 | 0 |
| | | 0 |
| | | 0 |
| | | 0 |
| | | 0 |

Menú lateral

Cabecera Algunos datos

| Ligazón | URL | Destino |
|---------------|---------------|---------|
| Pitágoras | asdf | 0 |
| Einstein | asdf | 0 |
| Gandhi | asdf | 0 |
| Ramón y Cajal | asdf 4 | 0 |
| | | 0 |
| | | 0 |
| | | 0 |

NOTE: This third picture shows one of the themes Ardora includes (sahara_01.ard.plt). The location of an element in other themes may not be exactly the same as it is shown in this one.

In this graph there are also elements that allow us to go to the previous or next activity (triangle previous to the number seven) and the help button (No. 7). In this screen we can also decide if Ardora will create a "first page" index for all the activities in the package.

Utilities – Creating a package of activities

www.webardora.net

The screenshot shows a web interface for a history activity. At the top, the title 'Personajes de la historia' is followed by a circled '1'. Below it, a navigation bar contains 'Wikipedia', 'Biografías I', and 'Biografías II', with a circled '3' next to the last item. The main content area is titled 'Los personajes' and includes the instruction 'Coloca debajo de cada personaje su nombre'. There are two rows of four portrait boxes each, each with a name label below it: Teresa de Calcuta, Pitágoras, Gandhi, Che Guevara (top row); Pasteur, Ramón y Cajal, Einstein, Shakespeare (bottom row). To the right, a sidebar titled 'Algunos datos' (with a circled '4') lists 'Pitágoras', 'Einstein', 'Gandhi', and 'Ramón y Cajal'. Below that, 'Actividades' (with a circled '5') shows a list of activity numbers 1 through 6. At the bottom right, there are navigation icons (7, 8) and a 'Center activity window' icon (9) which is a square with a question mark. A footer at the bottom center contains the text 'Un estudio de personalidades a lo largo de la historia'.

The first two fields don't need much explanation if you see the chart below. "Center activity window" indicates that, when clicked on the link of an activity, the activity will be displayed in a new window and in the center of screen. It is your task to adjust the size of the activity so that all of them are fully visible.

Crear 1ª página con enlace a todas las actividades

Cabeceira

Texto en la primera página índice

Centrar ventana de actividad

Tamaño de la actividad

× pixels

Utilities – Creating a package of activities

Finally we need to fill in a few more fields to complete our package of activities.

In the field "First Letters to the file name" we must indicate the name that Ardora will give to the folder containing the activity, remember not to use "ñ" or written accents for the folder name

"File destination": you are asked to specify where you will create the package; when you finally publish the package, Ardora will create a folder with the name given; that folder will contain all the necessary files for the

activity to work. During that process, those files won't be modified in any way.

Choose a theme (this will determine the "aspect" of our package); you should click on the preview button "Eye Button" and you'll see the exact appearance of the whole package; if you do not like it, just select another theme or modify the chosen one to suit your preferences. Remember you can specify the elements each activity will have: ie, you can determine that an activity has a side menu and links to other activities while you may choose not to show the menus or the links in the next activity.

Eventually there will be more themes available; if you need a particular one, with a certain colour and a specific logo, please contact the author.

NOTE: The "themes" provided with Ardora have been developed by the author.

In the section "Web page" you can modify both the font and the background of the web page containing the different activities.

In "Aspect of the activity" you can modify colours and the specific fonts of the package; that way you can choose your own colour for that specific theme, and change the font for the titles of the activities and/or the messages appearing.

Try different combinations in each section; this will give you an idea of what you are changing.

In the package of activities created with Ardora, you may decide to include a "self-assessment" system that allows students (and teachers) to have a report on the work being done. To do this, we must check the "self-assessment" box, indicating the minimum size the screen containing the report will have, the title of this report and where exactly (any of the four corners) the assessment button will be found in the package.

This report will be available at any time of execution of the package and it will keep the data until the package is closed.

Utilities – Creating a package of activities

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| Personajes de la historia | | | | | | 25 / 11 / 2014 |
|---------------------------|----------------|-------------|--------|-----------|---------|----------------|
| Nº | Actividad | Ejecuciones | Estado | intentos: | puntos: | 1:05 h |
| 1 | Los personajes | <u>1</u> | ✓ | 0 | 1 | |
| 2 | Sus vidas | <u>1</u> | ✓ | 0 | 1 | |
| 3 | Sus obras | <u>1</u> | ! | 4 | -4 | |
| 4 | Anécdotas | <u>1</u> | ⚙ | 0 | 0 | |
| 5 | Galería | <u>0</u> | ? | 0 | 0 | |
| 6 | Galería 2 | <u>0</u> | ? | 0 | 0 | |
| | | | 2 / 6 | | -2 | 1:08 h |

Algunos datos

- Pitágoras
- Einstein
- Gandhi
- Ramón y Cajal

Actividades

As you can see in the upper chart, activities 1 and 2 have been properly made (green icon) and the student has not had any error (attempts).

In the Activity 3 we can see that he / she tried to do it once (executions) but it couldn't be properly solved (red icon) and the student has had four mistakes or "attempts".

Activity No. 4 was being performed at the time of creating this report and the following activities weren't seen.

Also, if you place the mouse over the number of "executions" column you can see a detailed version of all the executions that have been made for that particular activity: which time was started and finished; how many points the student got, how many attempts he needed to complete the activity successfully.

| Ejecuciones | | Estado | | | |
|-------------|--------|--------|--------|-----------|---------|
| Nº | Inicio | Fin | Estado | intentos: | puntos: |
| 1 | 1:07 | 1:08 | ! | 4 | -4 |