

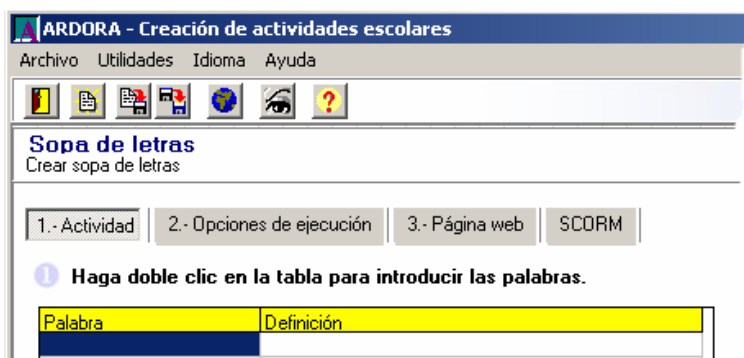
# THE FIRST TEN MINUTES WITH ARDORA V.3.0

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If you have installed the program and you start the application for the first time, you must choose the language that, automatically, will be used by the application everytime you work on it. This decision doesn't mean that you can do activities in other languages afterwards. If Ardora hasn't been translated into your language, don't hesitate to get in touch with the Author; the translation process is very easy.

Ardora is basically an educational activity maker for the web surround, this is the reason why you must get used to Ardora's different activities (34 at the moment).

To create an activity, you have to go to "menu file" and choose the option "New activity" then, you'll see a menu with the different activities; this is to facilitate their location. In this first tutorial we are going to start by an easy activity; in the said menu we choose "Word Games" and then "Word search".



In our screen the "form" will appear in which we are going to show Ardora the parameters we want for our activity. As you can see, all activities start with the section "double click to introduce data".

In our case, it's a word search and we have to indicate what words we are going to introduce in the soup

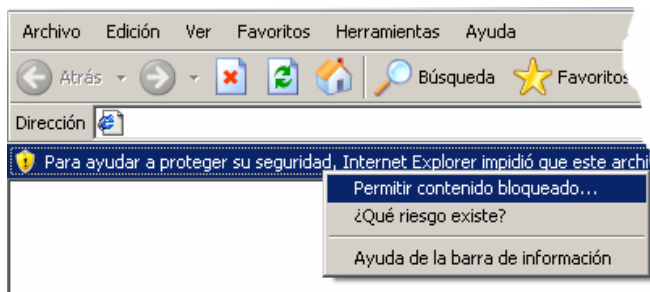
You will see that, beside the place for the words there is a column for "definitions", it is not necessary to cover all the data that appear on the screen (if it were necessary the program would tell you), Our first word search can have only four words so that they can be easily found by our pupils, then, we write them down and we press on the validate button (the green one at the bottom of the screen).



With this simple "move" we have an activity ready to be solved.

How can we see our "first creation"? It's very easy: In the toolbar there is one called "activity preview" this button "will start" the activity with the data that we have introduced. It is important that you understand that the only "mission" of this key is to merely show us a preview of our activity





NOTE: When the activity is being viewed with internet explorer, an annoying yellow bar appears; you must press on it and choose the option "To allow blocked content", this happens, only, when activities are executed "in local" (in our computer). This behaviour is totally foreing to Ardora.

If after this, we observe a sole grey rectangle in our navigator, it means that Java isn't installed in our computer; then, we'll have to introduce in the direction of our navigator <http://www.java.com> ; pressing on "unload now" and following the steps which are shown on the screen. Logically, Java must be installed in the pupils' computers as well.

If you pay attention to the activity a simple word search will appear in which our students would have to find the hidden words. Consider that, practically, all the activities generated with this program have "a random" development; which means that if you return to see your activity for a second time, the words will not be in the same site as the first one, even if the same activity is executed in different computers (computer rooms) each computer will be executed in a different way.

Well, if you have followed the steps commented here, you are probably asking yourself, "OK, but looking for some words on a list, is only a simple visual skill test. Can I put clues for the words to look for?. Does have it to be small like this?, are all the activities going to have these colours?"

Since Ardora has been created we've tried to offer, inside each one of the activities, a series of possibilities so that each teacher could adapt them to his or her pupils, thus, on the same screen where we have the data boxes make appear writing text, for selection images, markers, etc. to obtain "different varieties" of the same activity. In our example, in the section of "Methods of solution" it is pointed with "list of words to look for", if we do not want this list to appear, we would have to mark the third option, if we want to help in the search with the definition of each word, we will have to introduce these definitions and select the second option. As for as concerns rows and columns are concerned a similar thing occurs if we introduce many words, probably there won't be sufficient space with the indicated rows and columns, in that case you would have to increase the number of rows and/or columns.

A word of advice: while you are still new to the application, whenever you change one of these parameters, press on the button "see activity" and verify if it is what you are looking for.

The possibilities for each activity are not reduced only to what has been explained here, thus if we press on the second tab, we will have access to the configuration of limitations by time, attempts, messages or sizes of letters in each activity



On the left, we have the possibility of limiting the time for doing the activity, we have to mark the corresponding square. We can also give “an extra time” whenever we get it right, in our case, if a word is found in the soup. We can determine here what will happen when the time has finished and “the activity has not been solved”.

Limitar por tiempo

Bonificación aciertos

Al acabar el tiempo:

Parar

Volver a empezar

Mostrar solución

On the other hand, we can limit the maximum number of errors that pupils can have when they are solving an activity (this section does not appear in the soup of letters because it doesn't make sense). In many activities we can find these squares. The first one, simply indicates that in the activity a “scoreboard” will appear with the number of errors that have been committed, if the second option is marked, we are telling to Ardora to finalize the activity after having made the indicated errors.

Mostrar intentos y aciertos

Finalizar después de  fallos

In all these processes, to complete the activity, time over, excess of attempts, etc, the application allows you to introduce the messages that will appear in each case.

	Mensajes	URL	Destino
Felicitación	<input type="text"/>	<input type="text"/>	Nueva vent ▾
L. Tiempo	<input type="text"/>	<input type="text"/>	Nueva vent ▾
L. Intentos	<input type="text"/>	<input type="text"/>	Nueva vent ▾
	<b>Mensaje de error</b>	<input type="text"/>	Nueva vent ▾

In each box in the column “Messages” you can introduce the texts that will appear on the screen if the activity has been solved correctly (Congratulation), if the time has been finished (L.Tempo/ time over?) or more attempts are made than those indicated.

The “message of error” will appear when in the course of the activity an erroneous solution is formulated, for example in an activity where your pupils may be “working on” an orthographic rule, it could be interesting that, if whenever the student committed an error, the mentioned orthographic rule should appear on the screen. Observe that these two last sections do not appear in our soup of letters because it doesn't make sense.

You can control the size of the letter; these messages will appear on the screen, then, you have to change the section of “size of letter” in the corresponding message

Tamaño Fuente

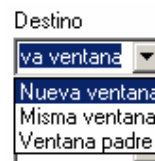
Aspecto de los mensajes

Actividad

What can I write in URL? Supposing that we know a place in Internet in which the concepts that we are looking for in the soup of letters are explained in detail and we think that if the students don't solve the soup on time it would be a good idea for this page web to appear on their screens in order to consult the concepts that they are working on. The only thing which we would have to do is write in URL that address, as indicated in the program if it is something different from our activity; we have to introduce http://the address or something similar to http://www.?????.com/?????.html. Notice that this address can be pasted from the box of addresses from the navigator to Ardora.

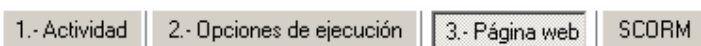
If the thing/concept we want to show our pupils in the same way is on our computer or server, we would only have to specify the route “without http://”. Remember that image archives pdfs, audio, presentations and, by all means, web pages can “be connected” here.

An interesting practice could be to introduce in the URL for congratulations, the address of the next activity that we have prepared in the same unit, so when pupils have finalized correctly our soup, the said activity, would appear automatically, for example, a damero/gameboard,???? then we would write “damero.htm” because this activity is going to be next to our soup, then we would only have to change “New window” for “same window” and the window where we are working, would disappear and the damero would appear on the screen.



NOTE: In the tutorial about packages/groups?? of Ardora’s activities the possibility of navigating between a group of activities is explained.

Finally, Ardora is not conceived as a closed application, it always looks for integration in greater contents, for this reason, if you are developing a Web, blog, etc about a certain subject, it may be interesting for the activities to have certain “chromatic coherence” with the rest of the project; you can vary the colours used for the activity using the second tab.

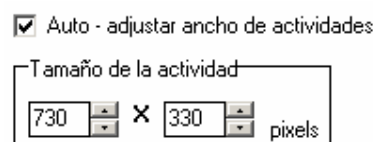


NOTE: In the tutorial on packages/kinds of Ardora’s activities you can look up how to give an unique aspect to several activities and how to choose different aspects (subjects).

Finally, the third tab (SCORM’S eyelash is explained in a separate tutorial). This eyelash is destined to the page Web in which our activity will be inserted.


In the large box, you ought to write the title/wording of the activity (in our example we would have to write, something similar to “Find in this soup of letters four...”, the others are destined fundamentally to put the activity in the page, the size of letters etc. As was said in the advice, you have to change the parameters and “check” the implications that these changes have had.

Pay special attention to the size of the activity inside the Web page if you see that the activity is not “completed”, you can change these values. Some activities display a square with “autoajust” size based on the parameters that you have introduced



With this, our activity is ready, but at no moment have we told to Ardora to record or create the activity.

On the other hand, we must record our work, the parameters that we have introduced. In the menu “File” we have the option to save or, if you prefer to do it faster, in the save button. Consider that here you can save only the “ingredients” of the activity. The file with extension “ard” was created to open only from Ardora, it is not the activity in itself, nor is it necessary for the activity work but we will need it if, for example, we need to change or to add some data later.

In order to be able to display our soup to our students we have to “publish the activity”, this can be done whit the button with the icon of the Globe, if you press on, it will requested to select the place where you want to record the activity and its name. 

**IMPORTANT:** Do not use “nonEnglish” characters, in other words, accents, ñ, ç, or spaces to write the name of the activity or files destined to work in the Web, notice this rule for the name of the folders where the activities are also saved as well. This is a restriction made by the web, not by Ardora.

After introducing this name, in the folder that we have indicated, we are going to find two files with the same name but one, with extension “htm” (it is a Web page) and other “jar” (it contains the activity), you must always save both of them in the same folder. If we click twice on file htm, our navigator will be opened and we’ll be able to see the activity on our screen.

If you prefer, you can improve your work and go beyond; you can personalize still more what we could call the surroundings of the activity, the file htm created, is only a web page with an appelt of Java inside, except that the place that is occupied by the activity the rest of the Web page can have diferent elements, images, links to other pages, logotypes, etc. You only need an editor of Web pages like FrontPage, Dreamweaver or Nvu which is free. You can choose another option is to give the same appearance to this activity and to others; as explained in the tutorial of Ardora’s activities package.

NOTE: You can also consult the tutorial about “How my activities are displayed to my pupils”.