

TEACHER'S GUIDE

METHODOLOGICAL PROPOSALS

ASSIGNING GAME ENGINES TO OPERATION TYPES

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Assigning game engines to action types

Process description

The system includes 12 different game engines, as well as PDF and video content creation. The game engines are presented by type of operation:

Types of operations

- **Pairing task engine:** *No P*
- **Grouping task type:** *sets*
- **Answer-answer game engines:** *ask-answer, bubble monster, true-false, boom*
- **Complementary game engine:** *Word comprehension game engine, Word problem, Fish in the water, Hangman, Numerator*
- **Text creation game engine:** *Individual text task (requires teacher assessment)*
- **Pdf tasks:** suitable for uploading text content, presentations
- **audiovisual tasks:** for uploading audiovisual content

1. Pairing task engine



1.1 Prohibited on the

Forbidden is a pairing engine, very useful for creating a wide variety of content. It is a set of names, phrases or statements that must be correctly paired with another set of names, phrases or statements. It is important that the parts to be matched are not too long, otherwise they will not fit on the screen.

- For determining the meaning of synonyms, antonyms, colloquialisms and old-fashioned expressions, the A is the most appropriate, as the pairs of words that belong together can be easily paired in the task.

Pair the word with the correct meaning!

idle

lator gazember

fast and furious

becstelen erkölcstelen

- However, it can also be used for sequencing events, if short answers are involved. In this case, the first member of the pair is the numbering and the second is the event itself. The slats must be short, otherwise pairs that are too long will stick out from the surface.

Put the events in order!

1 - Hansel takes the princess home.

2 - The King of France gives a new name to Janci.

3 - Hansel refuses the hand of the princess.

4 - Hansel starts telling his story.

- It is an excellent way of putting together "cut-up" and mixed-up proverbs:



2. Grouping task type



2.1. Clusters

This type of task is used to process and compare logical relationships, connections, contrasts, similarities. In the task, 2-4 sets can be created, into which the given terms and words are to be grouped and drawn according to the given criterion. The task develops comparative thinking, recognition of common and different features.



3. Answer Answer game engines



3.1. Q&A

In the Ask-Answer game engine, the student has to choose the correct solution from several alternative solutions. Virtually any type of content can be created with this type of task. In the multiple-choice game engine, more than one correct solution can be given, the indication of this in the instructions depends on the individual choice. If you want to make the task easier, you can even specify the exact number of correct answers.

If you want to make the task more difficult, you may want to include "diverters" for wrong answers. The usefulness of a task is determined more by the quality of the distractors than by the question itself or the correct answer. It is advisable to formulate both good and bad answers that are close to each other, with only small differences between them, which make the task more difficult and increase the difficulty of the content.



3.2. Bubble monster

The Bubble Monster game engine is a type of multiple-choice game with a logical twist, where you have to pop the wrong answers, not the right ones. It's worth using it for content with shorter answers, given the space constraints of bubbles.



3.3. True False

The True-False game engine is a multiple-choice question with only two possible answers. In this type of question, for example, you have to decide whether a statement in a text is true or false.



3.4. Boom

In this game engine, you have to choose the correct solution from the flashing words or pictures.

4. Additional game engine

In the game engine to be completed, the missing text needs to be filled in with a given unit, a type of task known as gap-filling. It consists of filling in the *gap in the text with a* sentence or phrase from the text. There are several variants, some require the student to fill in the missing element or to select the correct element from a predefined list.



4.1. Reading comprehension game engine

It is specifically designed to accommodate large amounts of text and is therefore a widely applicable task engine. The incomplete text must be completed with the correct solution from a predefined set of alternatives. A major advantage is that the student can see the tasks and the text at the same time, the latter can be re-read at any time in the bar on the left of the screen, and the information sought can be retrieved.

Missing text: for the Text section, you should enter only part of the instruction or the Text title. In the *Full Text* section of the *Exercise*, place the missing text that needs to be filled in.



1. Itt van például a gyerek, **aki** már iskolás,
mégpedig harmadikos. Termetre kicsi,
amúgy nagy fogalmú. Öröm hallgatni,
azért mégpedig is mert de "törpet
 törppel" **osztunk**. Öregapó ugyan,
afféle öregember, aggatódzó
 természetű, nem tudja, **mi a**
 nehézségnek kell a törpét elosztani, **az**
 anélkül **kicsike,**
titokban ő büszke rá,
ilyen nagy műveltségben van része az
 unokájának. **maga jószántából**

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T 4.2. Text exercise

You should use the Text Task when you want a specific answer from the students. There are no variants of the solution, as the system will not accept a solution that differs in form from the correct answer, regardless of the content, and distinguishes between the use or absence of capital and small letters, spaces, or suffixes. The student has to type a short text. If the text typed does not correspond to the answer given by the teacher, the answer is unsuccessful.

Sequence: a possible application is to sort mixed text (paragraphs, sentences) in order: the mixed text, marked with numbers/letters, is inserted in the **Text** section. The correct order of the letters should be indicated in the **Assignment** section (e.g. the correct order of the text is A B C D). Make it clear in advance that no punctuation is to be used, capitalise the solution.

Merged text



A szöveg mondatai összekeveredtek. Szerkessz értelmes, logikus szöveget az alábbi mondatokból!

A) Érdeemes hát megismerkedni az erdőnek ezekkel az első hóesésig könnyen fellelhető terméseivel.

B) Az avar kincseket rejt: táplálékot madaraknak, mókusoknak, őzeknek, szarvasoknak, vaddisznóknak.

C) A tölgyesek makktermése egykor ínség idején ennivalót nyújtott, túlélést biztosított az embereknek is.

D) Az őszi erdő színesedő lombú, majd egyre inkább kopaszodó fái között

Válaszadás

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Reply to




4.3. Fish in water

In the Fish in the Water task engine, the text can be completed in a more playful way, by selecting the right makk solution from the wrong ones and inserting it in the appropriate part of the sentence. To make the task more difficult, it is worth giving more wrong answers. The text used in this case is shorter, maximum 1-2 sentences, and the number of missing words is 2-3.



4.4. Hangman's noose

The Hangman task engine is a special type of the supplementary game engine, which is based on the well-known game, where the solution phrase, shorter sentences, sayings, proverbs can be made of letters.



4.5. Accountant

In the Completing the Numerator game engine, the missing task or text needs to be completed. Possible answers are displayed in a bubble, which must be dragged into the correct place. As the size of the bubbles limits the length of the answer, it is useful for shorter answers or for maths problems where the answer is a number.

5. A game engine that creates text



Individual text exercise / Open question

The Individual Text Task is a self-assessment task, but as the digital application(s) cannot interpret it, the system will evaluate the written work as correct regardless of the content of the answer, and will therefore evaluate the work in the traditional way.