

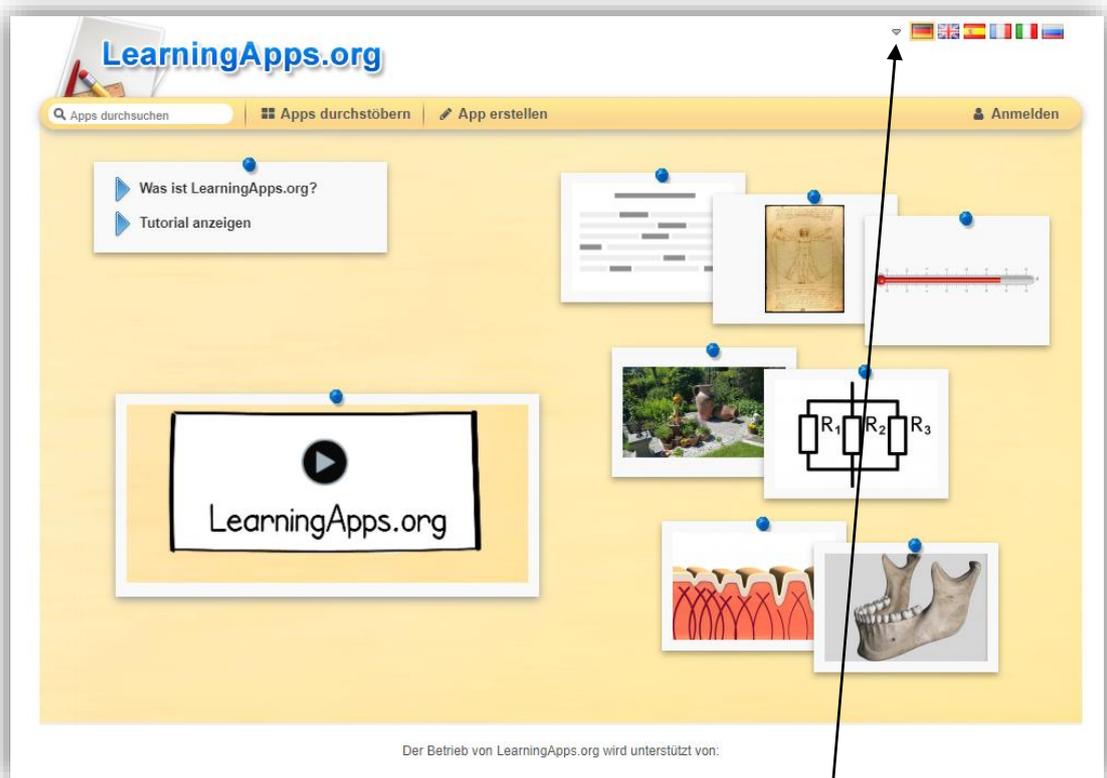
Online platform for creating interactive activities

<https://learningapps.org/>

Rating:

- It is very easy and user friendly
- You may change the language of the environment to your own language
- More comprehensive management, we receive emails when our quiz exceeds e.g. the 100 views

A. Login:



A1. On the top right, select Language and you can have the platform in many languages.

A2. **LOGIN** to create your account writing your info.

A3. You directly sign in the environment, no need to confirm via email or reconnect

Register new account

Username
jjjgrav

Email
jjjgrav@gmail.com

Password

Repeat password

I accept the [Terms of use of LearningApps.org](#).

I would like to be informed by email in case of new personal messages.

Other users of LearningApps are allowed to send messages to me.

Security code
m4T3ld m4T3ld

Register account

Ακύρωση

B. VIEW other people's activities (BROWSE APPS)

B1. User environment.

The upper horizontal YELLOW menu contains the following options:

- **Application navigation:** to find ready-made activities
- **Creating an application:** to create our own activities
- **My classes:** We could enter the details - Email of our students
- **My applications:** the place where your activities are located

The screenshot shows the LearningApps.org website interface. At the top, there is a navigation bar with the LearningApps.org logo, a search bar, and buttons for 'Browse Apps', 'Create App', and 'Create collection'. A 'Login' button is also present. Below the navigation bar, there are filters for 'Category', 'Media: all', and 'Stages: Elementary level' (selected) and 'Vocational and further education'. The 'Category' filter lists various subjects such as All categories, Arts, Arts and crafts, Astronomy, Biology, Business, Chemistry, Engineering, English, English as a foreign language, Environment, French, General studies, Geography, German, History, Italian, Latin, Mathematics, Music, Other languages, Philosophy, Physics, Politics, Psychology, Religion, Russian, Spanish, Sports, Teaching tools, Technology, and Vocational education. Below the filters, there is an 'Examples' section displaying a grid of activity thumbnails. The thumbnails include: 'Toys' (a beach ball), 'CAN / CAN'T' (a person swimming), 'Could you tell me about our first' (a document), 'D1-L1-03 L'adjectif possessif' (a document), 'SVAKI DAN - DOBAR DAN' (a calendar), 'Unit 2 Reading, p. 30 G B1' (a document), 'OPINIONS ABOUT FILMS' (a grid of smiley faces), 'Collocations' (two document icons), 'some or a/an?' (a dolphin), and 'Functions of organelles in a plant' (a cell diagram).

* If you get lost at some point, click My Apps and it will take you to your space of activities.

B2. Choose an activity from others (from the COMMUNITY)

- You can search for ready-made activities under the criteria:
 - Media: if it will have images, audio, video
 - Student level: Elementary level up to Vocational and further education
 - Course category

Example: Choose to find activities with Media=Images, Level: Primary to HighSchool and Category=Mathematics.

The screenshot shows the LearningApps.org search interface. At the top, there are navigation buttons: "Search in Apps", "Browse Apps", "Create App", "Create collection", "My classes", and "My Apps". Below these, there are filters for "Category: Mathematics", "Media: with Images", and "Stages: Primary school to High school". A list of sub-categories is displayed, including Algebra, Analytical geometry, Angle, Area, Calculus, Cube, Decimals, Fractions, Function, Geometry, Integer numbers, Linear measure, Logic, Mathematicians, Mental arithmetic, Multiplication, Numbering systems, Percentage, Probability, Ratio, Rational numbers, Statistics, Subtraction, Trigonometry, and Volume. Below the filters, a grid of activity cards is shown. The cards include: "Completează spațiile goale!", "პერსონაჟი" (with a red L-shaped figure), "Pomer - 8" (with blue and red balloons), "Matemătika 1.-6.klasei" (with a tree of math symbols), "Pomer - 5" (with blue and red balloons), "Regole dei segni con i numeri relativi" (with a black bar), "binomi- simboli- TEŽE" (with a square and triangle), "Pomer - 19" (with numbers 3 and 2), "Tilpums" (with the word TILPUMS), and "Pomer - komplet 2" (with numbers 0, 9, 3, 6, 0, 18).

- You can choose “Pomer-8” and we will make a new activity based on this one:
<https://learningapps.org/3164785>

C. Create my own App (My own activity) based on other's ready-made activity

- Now you have visited <https://learningapps.org/3164785> so you have the following screen:

Pomer - 8 2019-02-01 (2017-02-19)

Task

Zapiš v akom pomere sú modré užovky ku červeným užovkám (pomer musí byť v základnom tvare, piš bez medzier, napr.3:7)

OK

Create similar App Bookmark in "My Apps"

About this App Report copyright or misuse

Rate this App: ☆☆☆☆☆ (0)

Created by: Vladimír Kázik

Based on an idea of: Vladimír Kázik

Category: Mathematics

Use App

Link: <https://learningapps.org/view3164785>

Embed: `<iframe src="https://learningapps.org/watch?app=3" SCORM iBooks Author`

Share: <https://learningapps.org/3164785>

QR-Code

- Look at the details, before entering the game:
 - "Pomer 8" is the title
 - The yellow area is the game with some introductory message
 - Left, the blue button "Create similar App" is not always available. In this game, the owner let us use his game as the base for making a new one. That means he/she let us copy the activity to our space.
 - Below the yellow area, there are also the URL of the game and the embed code in order to put this game to our website.

C1. Lets play the game to see if it fits to our desirs and if Yes then click on “Create similar App”

- Now you are editing the game that is now YOUR game. So, change the title and the Task description. In the following example, the task is to count the red fish:

App title

Display language 

Count the red fish

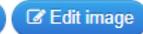
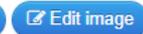
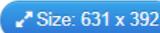
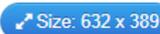
Task description

Provide a task description for this App which is shown on start up. Otherwise leave it blank.

How many RED fish are there?

Cards

Provide the card content and a valid solution for each of them. You can enter multiple correct solutions separated by ; character.

Content:	     Hint: <input type="text"/>	▼
Solution(s):	<input type="text" value="3"/>	
Content:	     Hint: <input type="text"/>	^ ▼
Solution(s):	<input type="text" value="2"/>	
Content:	     Hint: <input type="text"/>	^ ▼
Solution(s):	<input type="text" value="1"/>	
Content:	     Hint: <input type="text"/>	^ ▼
Solution(s):	<input type="text" value="2"/>	

- Write the correct answers for the first 6 CARDS and DELETE (you see the little bin?) the rest.
- You notice that you cannot delete exactly, but you can erase the image from the “question” and the answer. This is OK. Make other changes as you can see below:

Content: Text Image Text to speech Audio Video ^
 Solution(s):

Content: Text Image Text to speech Audio Video ^
 Solution(s):

[+ Add another element](#)

Setup

Select whether inputs are case sensitive or not. If this is active, all inputs must exactly match the given answers. Select whether a given input is correct if it contains the right solution without exactly matching it (e.g. the solution is “300” and the input is “300 meters”).

- Input is case sensitiv.
- Input only needs to contain the solution.
- Use random order of cards.

Feedback

Provide a feedback text which is displayed when all questions were answered correctly.

Bravo you made it!

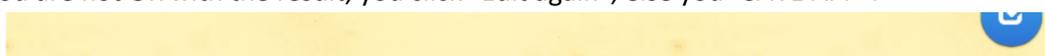
Help

Provide some hints how to solve the App. They can be viewed by the user via a small icon in the upper left corner. Otherwise leave it blank.

Just COUNT the red fish.

[▶ Finish editing and show preview](#)

- You can save by “Finish editing and show preview”.
- You can test your first game.
- If you are not OK with the result, you click “Edit again”, else you “SAVE APP”.



[← Edit again](#) [✓ Save App](#)

- Congratulations!! You have your first activity done!!
- As you can see, this activity is saved in “MyApps” and the links below are the link of this game activity and you can use the embed code too.

Count the red fish

Task
How many RED fish are there?
OK

Your app has been saved successfully. You can find it in your "My Apps" page.

You can send your App as link or embed it into a webpage now.

Use App Report copyright or misuse

Link: <https://learningapps.org/watch?v=pvmuwsyza21>

Embed: `<iframe src="https://learningapps.org/watch?v=pvmuwsyza21" style="border:0px;width:100%;height:500px" allowft. SCORM iBooks Author`

Share: <https://learningapps.org/display?v=pvmuwsyza21>

QR-Code

- If you choose to make this activity PUBLIC that means that everyone can search and find it (as we did previously and found activities from others). In this case, some information are needed to describe your activity:

Publish App

Provide a short title for your App.

Title:

Select a category that fits your App best.

Category:

Subcategory:

Provide some keywords (tags) for your App (separate with spaces). Tags will be used for search queries.

Keywords / Tags:

Select the grades for which your app is suitable. This helps others to find it.

Select grade(s):

Elementary level

Primary school

Secondary education

High school

Vocational and further education

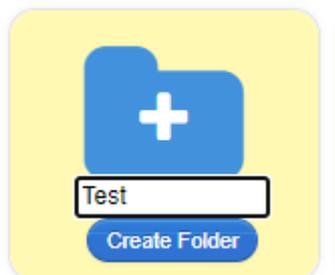
Submit App to review as "especially useful" (appears in "Browse Apps").

By submitting this form you agree that you have read and accept the [Terms of Service](#) of LearningApps.org.

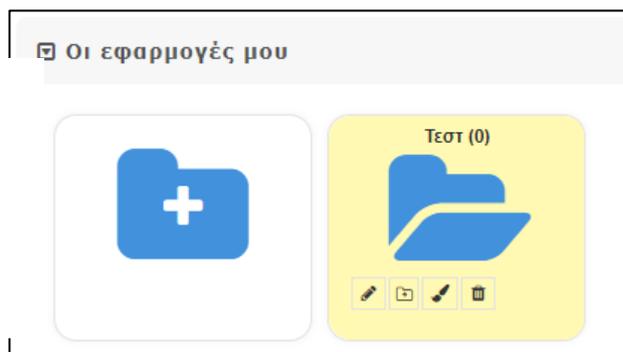
- “SEND REQUEST” and you are done!!! Bravo!!!

- Lets check our space of activities
- Click on **MyApps**

C2. MAKE new FOLDER named «TEST» and click on Create Folder

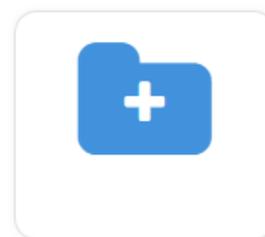


- Create the folder
 - Double click TEST
-



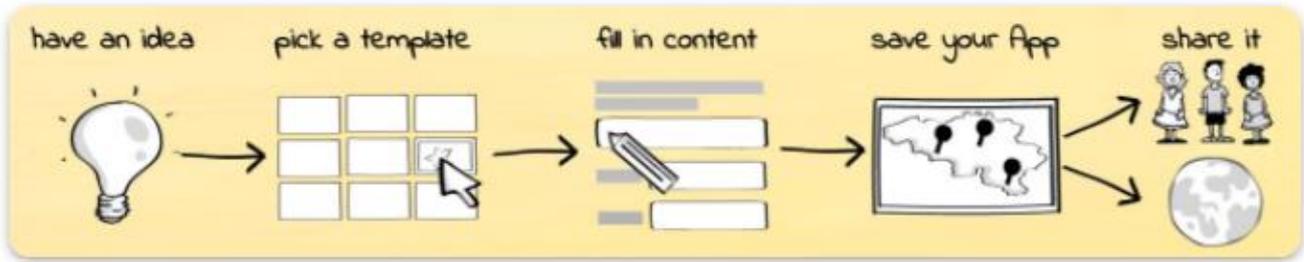
- If you are **INSIDE** the folder, every new activity-game will be saved there. Of course you can move activities to your folders or out of them.

My Apps » Test



- *(If you are lost in which folder you are into, check upper left)*

C3. CREATE new activity from SCRATCH



- UPP on the yellow menu, CLICK on the **"Create App"** button
Here are the steps:
 1. Template Selection: Select one of the ready-made game categories
 2. Fill your content
 3. Save and publish
 Category templates:



Check on these categories, before we used **"FREE TEXT INPUT"**, now we will create the **"Group assignment"**.

C4. Create a Group assignment QUIZ

- **CREATE APP** and then select **Group Assignment**
The screen will show you some examples of how we play a random game of this category.
- **CREATE NEW APP**
- Complete the info as follows:

App title Display language : 

Basic Shapes

Task description

Provide a task description for this App which is shown on start up. Otherwise leave it blank.

Put the images to their basic shape

- The activity will propose 2 groups of shapes (circle and square) and the kids will have to put the images along with the shape.
- Put the following in the **Description** area:
 - In **Group 1 Background** we upload an image of a circle (basic shape).
 - **Group 1 Element 1 Στοιχείο 1** we upload a photo of something circular (an orange, the sun, a clock etc). We can upload either from the PC or searching the library, or searching on internet.
 - For new element in this group, click on **ADD ANOTHER ELEMENT**

Description

The background of the App is filled with 2-4 groups either displayed as text or image. You can add items for each group.

Group 1 Background:   Select image Size: 526 x 507  Edit image Hint:

Group 1 Element 1:   Select image Size: 0 x 0  Edit image Hint:

search Image:  Search Page: 1 2 3 4 5 6 7 8 9  

<p>clocks, time, idea</p> 	<p>time, clock, wrist watch</p> 	<p>watch, timepiece, woman</p> 
<p>clock tower, historically, movement</p> 	<p>london, watch, landmark</p> 	<p>clock, time, alarm</p> 

- Έπειτα κάνω ΚΛΙΚ στο **+Add new group (Προσθέστε άλλη ομάδα)** για να βάλω άλλες τρεις ομάδες (τρίγωνο, τετράγωνο, έλλειψη)

- Try to make in total 2 groups with 4 elements each:

Description

The background of the App is filled with 2-4 groups either displayed as text or image. You can add items for each group.

Group 1 Background: Hint:

Group 1 Element 1: Hint:

Group 1 Element 2: Hint:

Group 1 Element 3: Hint:

[+ Add another element](#)

Group 2 Background: Hint:

Group 2 Element 1: Hint:

Group 2 Element 2: Hint:

Group 2 Element 3: Hint:

[+ Add another element](#)

- Fill the rest of the details of the activity:

Display cards

Select how cards are displayed.

- display card for card after each other
- display all cards on start

Select in which order cards are displayed. Only works when cards are displayed card by card.

Feedback

Provide a feedback text which is displayed when the solution is found.

- Save and Don't forget to make your activity public!

CONGRATULATIONS!!!