Fill in the Blanks Tutorial

Tutorial for Creating a Fill in the Blanks Interactive in the Texas Gateway
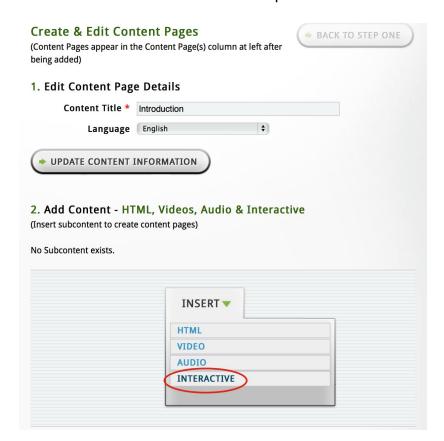
Introduction

The Fill in the Blanks interactive can be used to create cloze tests. In this interactive type, portions of words or sentences are removed from a text and the learner is asked to replace the missing text. Fill in the Blanks can be used as standalone interactives or they can be included within Question Sets, Interactive Videos, Course Presentations, or Boardgames.

In this tutorial, you will learn how to create a Fill in the Blanks interactive within the Gateway. Here's the interactive we'll create:
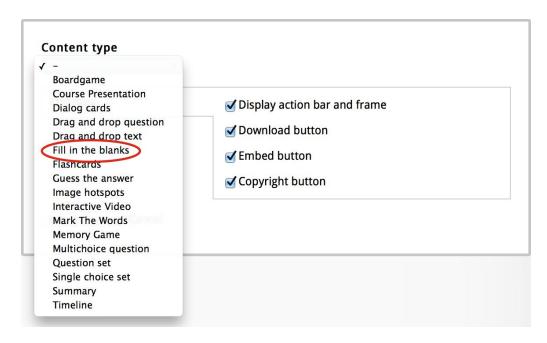http://projectsharetexas.org/resource/fill-blanks-tutorial

Step 1: Inserting the Interactive Editor

You can add interactive content to a resource using the same process you would use to add other content types (HTML, video, and audio). While in the content page you would like to add the interactive to, click the **Insert** button under the **Add Content** section. Then select **Interactive** from the dropdown.

In the dropdown under **Content type**, choose **Fill in the Blanks**.

The interactive editor will appear. Follow the steps in the editor.

Step 2: Creating the Task Description & Text Blocks

The Fill in the Blanks editor consists of a task description and text blocks. The **Task description** can be used to give the learner basic instructions on how to complete the interactive activity. Add the following in the **Task description** field:
Insert the missing words in this text about Texas.

Under **Text blocks**, you'll need to add the sentences and define which words will be removed for the learner to identify. You can add multiple text blocks and you can remove multiple words in each text block.

By default, only a single text block is displayed. In this text block, add the following sentence under **Line of text**:
Texas is the second largest state in the United States of America.

You must insert asterisks before and after the word you would like to remove - in this case, the word *second*. You may also want to define alternative answers that the learner can enter. In this example, we'll want to allow the learner to answer with *second* or *2nd*, since both are correct. Define alternative answers by using a slash to separate the accepted alternative answers inside the asterisks. Your sentence should now look like this:
Texas is the *second/2nd* largest state in the United States of America.

Add another block of text by clicking the **Add text block** button. In this second text block, we'll include multiple words that need to be removed. We'll also include a textual tip. You can add a tip by placing a colon between the word and the tip inside the asterisks. In this example, *The Alamo is located in this city* will be the tip for *San Antonio*.

Add the following text in the second text block, under **Line of text**:
Houston is the largest city in Texas and *San Antonio:The Alamo is located in this city* is the second largest.

Task description

Insert the missing words in this text about Texas.

A guide telling the user how to answer this task.

Text blocks

↕ **Line of text**   ⊗

Texas is the *second/2nd* largest state in the United States of America.

Blanks are added with an asterix (*) in front and behind the correct word/phrase. Alternative answers are separated with a forward slash (/). You may add a textual tip, using a colon (:) in front of the tip. Example: H5P content may be edited using a *browser/web-browser:Something you use every day*.

↕ **Line of text**   ⊗

Houston is the largest city in Texas and *San Antonio: The Alamo is located in this city* is the second largest.

Blanks are added with an asterix (*) in front and behind the correct word/phrase. Alternative answers are separated with a forward slash (/). You may add a textual tip, using a colon (:) in front of the tip. Example: H5P content may be edited using a *browser/web-browser:Something you use every day*.
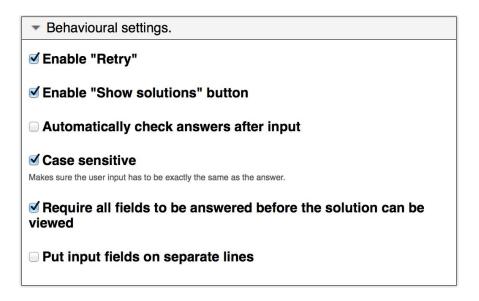
Add text block

There is no limit to the number of text blocks you can add. To remove a text block, press the X button in the top right corner of the box. You can change the order of the text blocks by pulling the arrows icon in the top left corner of the box you'd like to move.

Step 3: Adjusting Settings

The Fill in the Blanks editor provides several options for adjusting the interactive's settings and functionality.

You can use the **Behavioural settings** to enable or disable certain functions, such as the "Retry" button or "Show Solutions" button. For this example, keep all of the settings checked as is. Since some of the words that the learner will fill in are proper nouns, make sure that the **Case sensitive** option is checked.

The **Settings and texts** options allow you to further customize your interactive by editing the labels for the various functions you have enabled. For this example, we'll stick with the default settings and texts.

You can use checkboxes under **Options** to manage the actions that users have access to. The action bar includes buttons that allow users to download the interactive, access the embed code, and view copyright information. If you do not want to provide access to these buttons (or to the entire action bar), uncheck the boxes accordingly.

Options	☑ Display action bar and frame
Publishing options Published	☑ Download button
	☑ Embed button
	☑ Copyright button

[Save & Preview] Cancel

Step 4: Completing the Interactive

Once you have finished all of the steps above, be sure to click the **Save & Preview** button. You should now have the same interactive as the example: http://projectsharetexas.org/resource/fill-blanks-tutorial