

Guess the Answer Tutorial

Tutorial for Creating a Guess the Answer Interactive in the Texas Gateway

Introduction

The Guess the Answer interactive uses an image prompt to quiz the learner about a given topic. Learners are presented with a question or task and must guess the solution based on the image prompt.

In this tutorial, you will learn how to create a Guess the Answer interactive within the Gateway. Here's the interactive we'll create:

<http://projectsharetx.org/resource/guess-answer-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.

Create & Edit Content Pages ➔ BACK TO STEP ONE
(Content Pages appear in the Content Page(s) column at left after being added)

1. Edit Content Page Details

Content Title *

Language

➔ UPDATE CONTENT INFORMATION

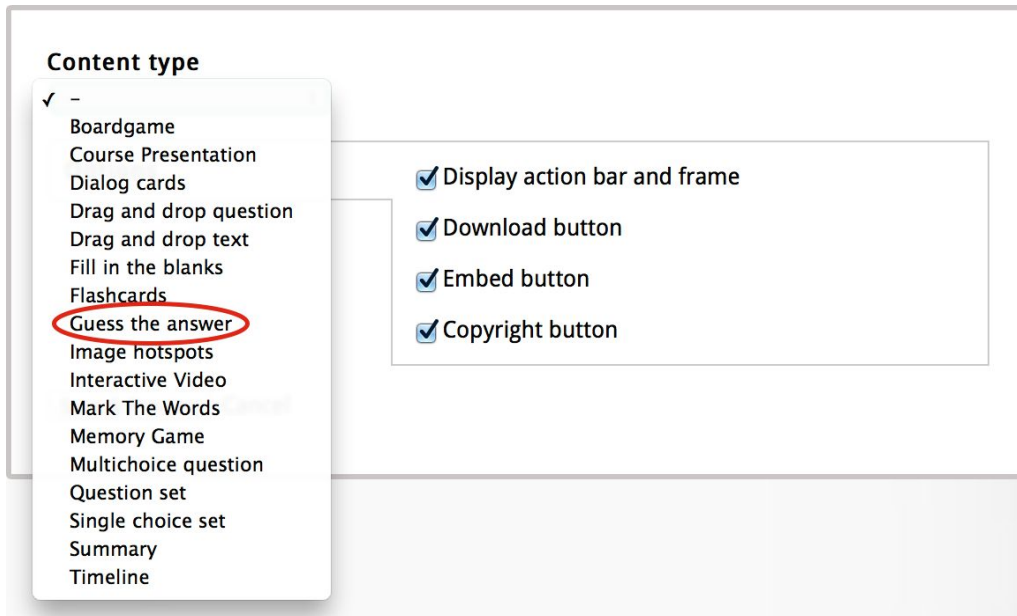
2. Add Content - HTML, Videos, Audio & Interactive
(Insert subcontent to create content pages)

No Subcontent exists.

INSERT ▼

- HTML
- VIDEO
- AUDIO
- INTERACTIVE**

In the dropdown under **Content type**, choose **Guess the Answer**.



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

Step 2: Adding a Task Description & Solution Image

The Guess the Answer editor consists of a task description, a solution image, a solution label, and a solution text.

The **Task description** can be used to give the learner basic instructions on how to complete the interactive activity. In this example, we'll use the **Task description** field to pose the question that we'd like the learner to answer:

What is this historic landmark?


The **Solution image** will be the image prompt that helps the learner guess the answer to the question.

Choose an image of the Alamo to upload as the **Solution image**. This is the image used in the example:

http://en.wikipedia.org/wiki/Texas#/media/File:Mission_San_Antonio_aka_Alamo.jpg

Solution image




 Edit copyright

Users will guess the solution from this picture.

Click on the green plus sign to upload the image file you've chosen. Once you've added the image, be sure to enter all of the necessary copyright information. Click on the **Edit copyright** button beneath the image and enter the information needed to properly cite the image (Title, Author, Year, Source, License).

Solution image



Title

Author

Year(s)

Source

License

Step 3: Creating a Descriptive Solution Label & Solution Text

The **Descriptive solution label** is the clickable text area where the solution will be displayed. *Click to see the answer* is automatically entered into this field as a default. If you do not wish to use the default text, you can add your own label. For this example, we'll keep the default text as it is.

The **Solution text** is the answer to the question that is revealed when the learner clicks on the bar with the **Descriptive solution label**. In the **Solution text** field, type *The Alamo*.

Your Guess the Answer editor should look like this:

Task description

B *I* U ~~I_x~~



Normal ▾

What is this historic landmark?

body p

Describe how the user should solve the task.

Solution image



Edit copyright

Users will guess the solution from this picture.

Descriptive solution label

Click to see the answer.

Clickable text area where the solution will be displayed.

Solution text

The Alamo

The solution for the picture.

Step 4: Adjusting Settings

The Guess the Answer editor provides options for adjusting the interactive's settings.

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	<input checked="" type="checkbox"/> Display action bar and frame
Publishing options	<input checked="" type="checkbox"/> Download button
Published	<input checked="" type="checkbox"/> Embed button
	<input checked="" type="checkbox"/> Copyright button

Step 5: 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/guess-answer-tutorial>