

Lesson 8: Quizzes and Drag-and-Match

What You'll Learn

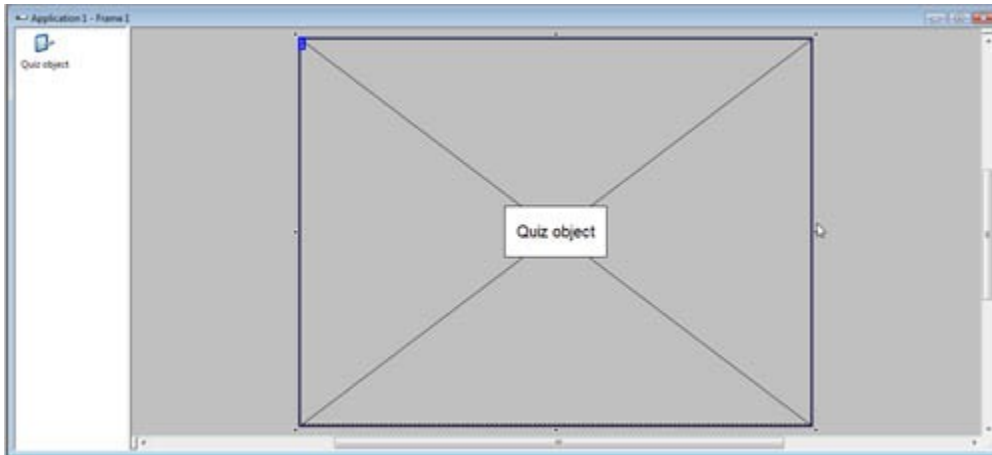
- ✓ The QUIZ object
- ✓ Fill in the blank
- ✓ Multiple choice
- ✓ True or false
- ✓ The OR operator
- ✓ Drag-and-Drop

Frame One: The Quiz

This is a REALLY easy one!

On frame 1, insert a QUIZ Object. Note that if you are not using the full version of MMF2 Dev you may not have the quiz object installed (and may not be able to install it). You'll want to install the extensions from the MMF2 website as well.

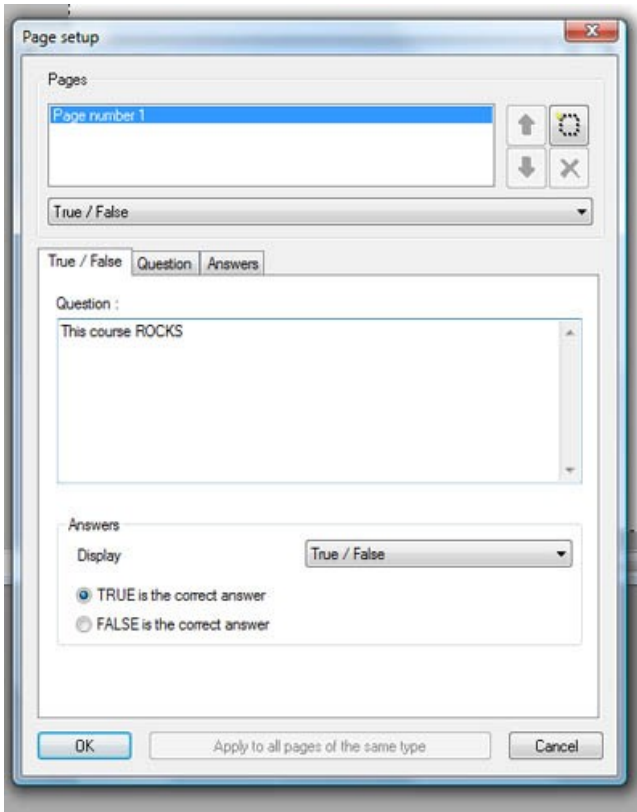
Drag the corners of the quiz object to fill the frame. Double click it and you'll open a menu for creating a quiz. It will automatically make the quiz for you, all you need to do is fill in the options.



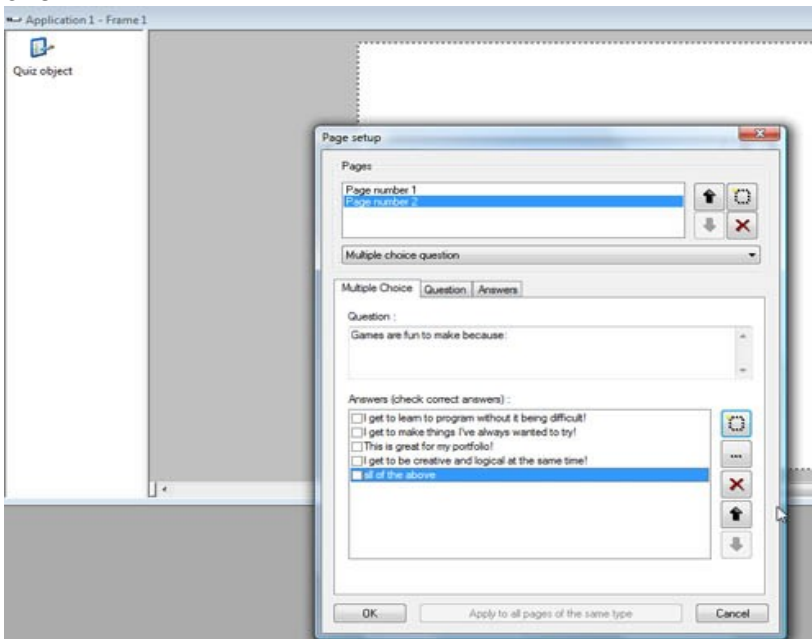
First, click on the Edit Pages button.

Now, select an option (I've done a true or false first).

Enter a question, and select whether it is true or false.

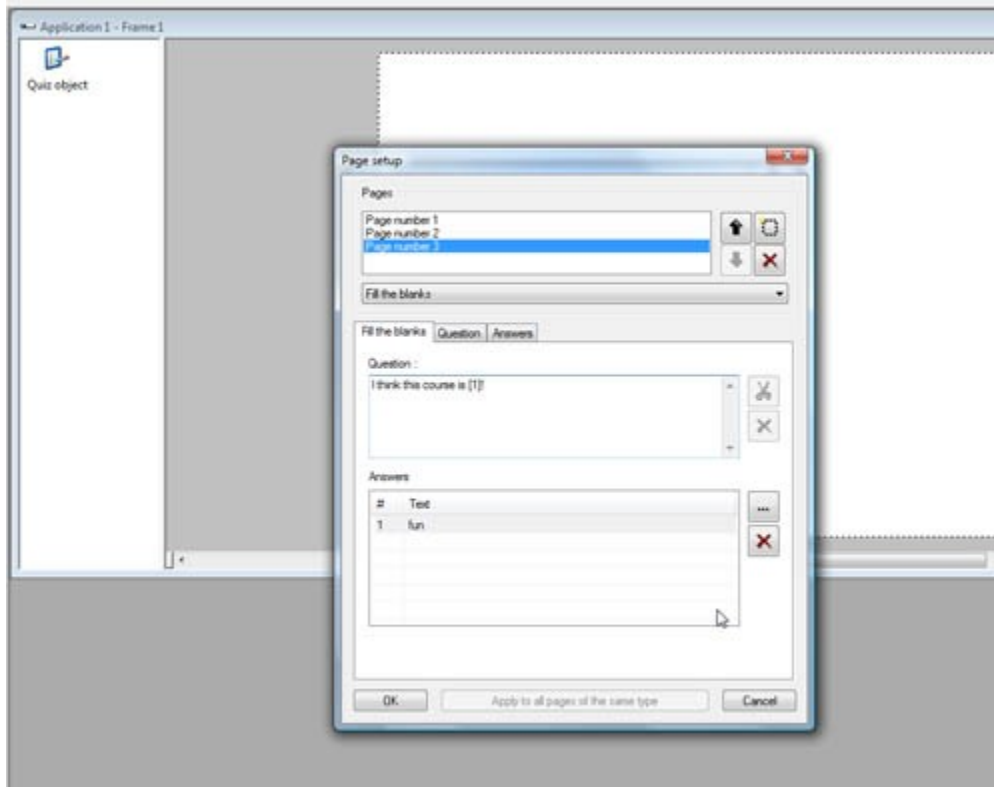


Next, add a new page by clicking the weird circular dots at the top where it says “pages”. For multiple choice questions, type several answers, then check the box of the correct one.



Same again for fill in the blank (you can play with the other options on your own as well!!)

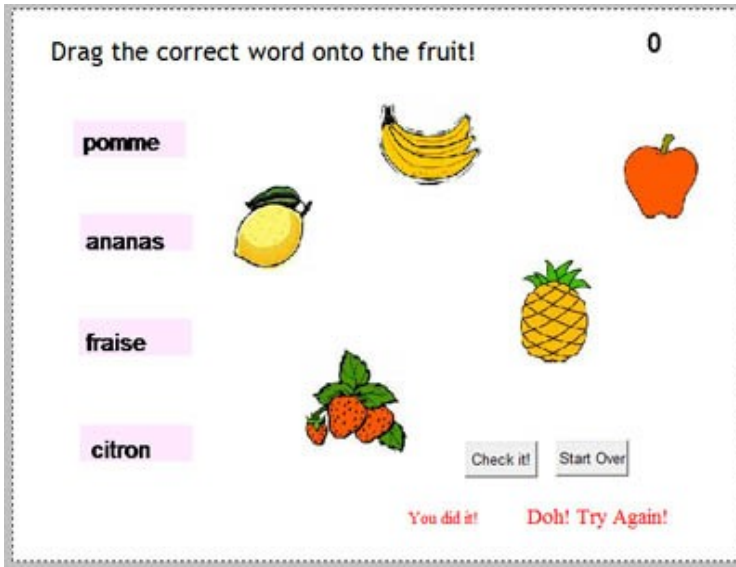
Type in the full sentence, then select the scissors to cut out a word that is to be filled in. It will then appear in the list below after “# Text” . I’ve only put in one sentence, but you could use a paragraph and use several blanks.



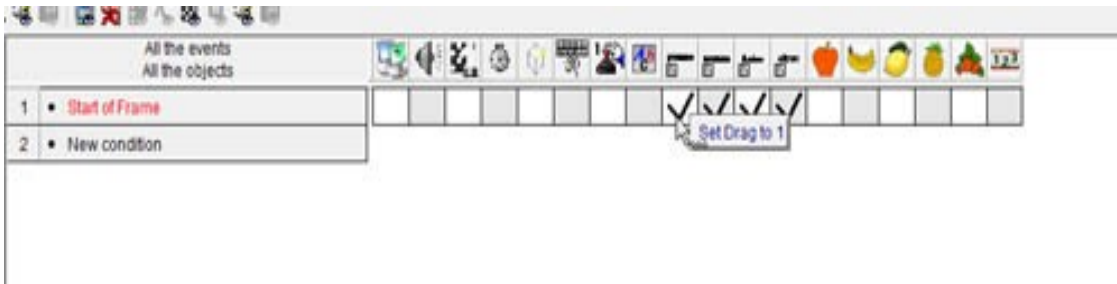
You can set the properties of the quiz (fonts, colours) as you like.

Frame Two: Object Matching

Frame two will be a simple object matching game. You can make your own level-start frame so the user can choose whether they want the quiz or object match. We'll make four questions with four answers to match. My fruit pictures are active pictures, imported from clipart. My text is an active draggable object (you'll need to import the draggable widget which is included in the file, clone it four times and then edit it—it won't appear on your "insert object" list), which has a background space (I've coloured mine off-white but you could use white). If you use just text, the text can be hard to grab.



I've got a score object (optional), two buttons—one to check our answers, and one to start over. Then I've got two formatted text objects that are invisible at start—one says "You did it!" The other says "Doh! Try Again!".



My (active draggable object) words are all set as "Set Drag to 1" in the event editor (to do this, you can either copy the event from the widget file, or in behaviours in the properties panel alter it here, or set the "drag" alterable value to 1 in the event editor).

