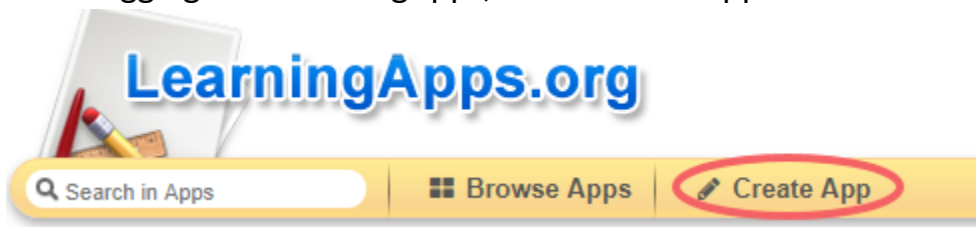


Creating a Matching Activity with LearningApps

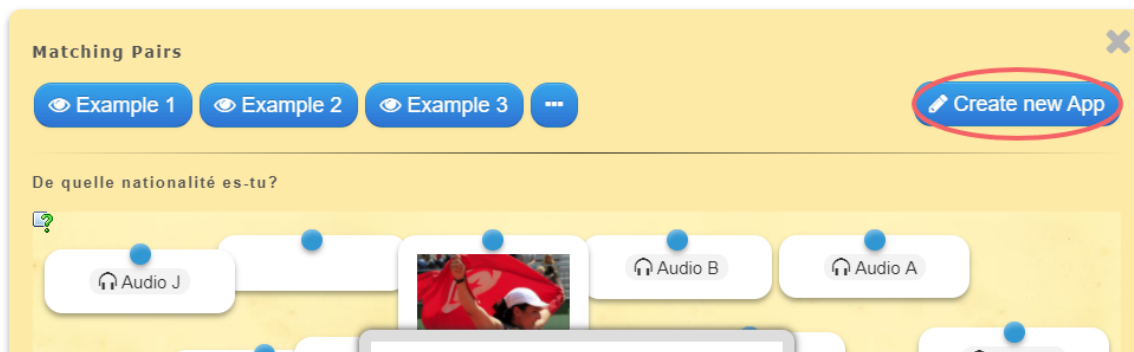
1. After logging into LearningApps, click “Create App.”



2. Click the “Matching Pairs” square.




3. You will see a series of examples. Feel free to try each of them out for a glimpse into what you can do with them. When you are ready to create your own, click “Create New App.”



4. In the “App title” bar, type the title of your activity. Then type a description of the activity in the “Task description” box.

NOTE: The “Task description” box is not where your question goes. This might be instructions to “match the pairs,” or something to that affect.

App title Display language 

Animal Vocabulary Matching

Task description

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

Match the animal to its translation.

5. Under “Pairs,” you can add the first match. The options here are text, image, text to speech, audio, and video. Each one will give you a different set of options. The two lines here are for one pair. Therefore, in the first line, you’ll put the first item in the pair, and in the second, you’ll put the match to that first item.

Pairs

Enter the two media which belong together. They can be a mix of text, images, audio or video.

Pair 1:

Pair 1:

- Text:** If you choose “Text,” you will be prompted to type text in.
- Image:** If you choose “Image,” you will see the option to search for an image on Pixabay, Wikipedia, and flickr; the option to insert the URL to an image; and the option to upload your own image.
- Text to speech:** If you choose “Text to speech,” you can type what you want the quiz to say, and then click the headset icon to hear it played back. There are also several language compatibilities here, which might be helpful for a foreign language class.
- Audio:** If you choose “Audio,” you can search for an audio clip via YouTube, insert a link from YouTube, or record your own audio.
- Video:** If you choose “Video,” you can search for a video via YouTube, insert a link from YouTube, or record your own video.

To delete any of these options and choose something else, click the trash can icon next to it.

6. To add another pair, click the “Add another element” button and repeat step 5. Repeat this step for each pair.

Pairs

Enter the two media which belong together. They can be a mix of text, images, audio or video.

Pair 1: Hint:

Pair 1: Hint:

7. If you want to include additional elements with no matches (like a trick in the activity), complete the same task as step 5, except under “Additional, but wrong elements.”

Additional, but wrong elements

You can add up to 3 additional elements that will be displayed but do not belong to the solution.

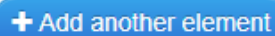
Element:  Text  Image  Text to speech  Audio  Video

8. To add more wrong elements, click “Add another element” under “Additional, but wrong elements.”

Additional, but wrong elements

You can add up to 3 additional elements that will be displayed but do not belong to the solution.

Element:   Lizard Hint:



9. Under “Make matching pairs disappear,” you can choose whether you want the matches to disappear after getting them right. If you check this box, the matches will disappear after the user selects the correct pair. If you do not check this box, the matches will stay on the screen and then the user can check their answer at the end.

Make matching pairs disappear

Matching pairs will be automatically checked and then disappear. Without this option you can keep pairing until you check the solution manually. Matching pairs will not disappear.

Make matching pairs disappear

10. Type feedback and help information into the designated boxes as desired.

Feedback

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

Great, you've found the solution!

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.

11. Click “Finish editing and show preview.”

▶ Finish editing and show preview

12. Test your activity out. If you are satisfied, click “Save App.” If not, click “Edit Again.”

← Edit again

✓ Save App

13. To put your activity in D2L, use the Weblink and Embed options below the activity preview.

Use App Report copyright or misuse

Weblink:	http://LearningApps.org/display?v=p3c836m8317	📄
Fullscreen-Link:	http://LearningApps.org/watch?v=p3c836m8317	📄
Embed:	<code><iframe src="//LearningApps.org/watch?v=p3c836m8317" style="border:0px;width:100%;height:500px" webp</code>	📄

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