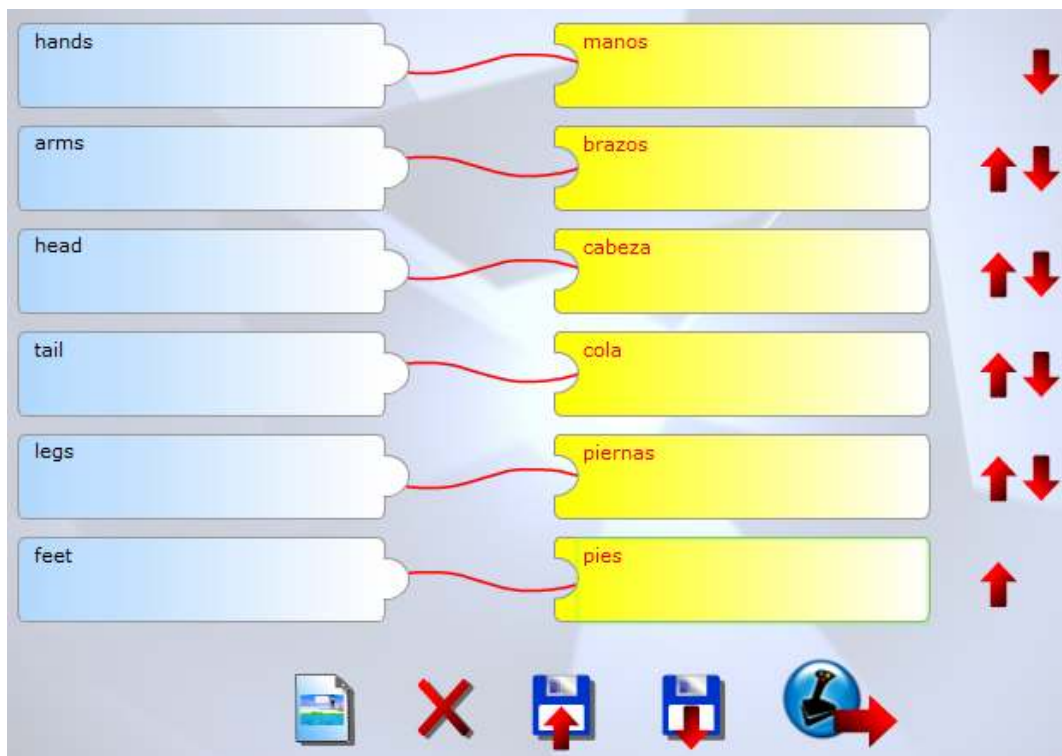




Run the program and click on **Create a new quiz**.

This is a dialog box for entering quiz details. It has two text input fields: "Quiz title:" with the text "The body" and "Author(s):" with a cursor. Below the fields are two buttons: "Cancel" and "Continue".

Enter quiz title and author

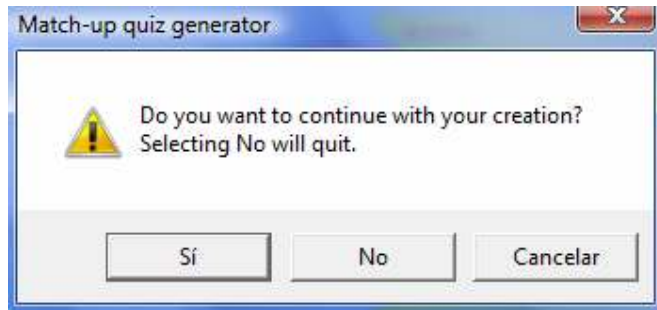


Type in the phrases or words for the activity. Notice that you can use the arrows to change the order of the phrases.



Then click on [Save question data](#) to save the word list. This is very important, because it will allow you to edit the file later if necessary.

Nombre:	<input type="text" value="Body"/>	<input type="button" value="Guardar"/>
Tipo:	<input type="text" value="ContentGenerator data files (*.txt)"/>	<input type="button" value="Cancelar"/>



Then you will be asked if you want to continue with the file.



Next click on

Quiz settings

Please complete additional details about your quiz

Quiz title:

Creator name(s):

URL for quit button:

* Link for 'quit' button from 'quiz complete' page. Add a link to the page you want users to go to!

Use time limit? Yes Time allowed: seconds

A row of navigation icons at the bottom: a document icon, a red X, a document with a red arrow pointing up, a document with a red arrow pointing down, and a circular icon with a person silhouette.

Quiz settings: here you can edit the quiz title, and specify a time limit. You can also change the quiz colors.



Click on **Generate quiz**. This time you have to enter the file name.

Nombre:	<input type="text"/>	Guardar
Tipo:	Flash movies(*.swf)	Cancelar

Finally, the program creates a webpage (.html) and the corresponding Flash file (.swf).



If you want to try the file, click on **Open directory** and then click on the html file (webpage).

If you need to edit some questions, click on **Edit Match-up data**.

As easy as pie!

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If you want to use the activities in other computers, you just have to copy both files.

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If you want to edit an existing file, open the program and click on **Load an existing game**.





If you have a website, you can also embed the activity on a webpage. You must generate the webpage code, copy it, upload the Flash file (.swf) and paste the code on the webpage.