EDUWIDGETS

WWW.EDUWIDGETS.ORG

Melanie Garrett

EduWidgets: Unique authoring tools, designed to put you in charge of interactive content. . . and it's free!

Getting Started

- *Click on Teacher Registration*
- *Complete the online form*

Types of EduWidgets

Timelines

The Timeline EduWidget lets you create a series of clickable events or steps in a process. Add text, photos, video and audio to enrich each event. Interact by dragging events to the timeline. Then test your understanding with a series of engaging questions.

Graphs

Construct data-rich activities, with so many options: move bars on graphs, adjust sections in circle graphs, plot points on scatter plots, and explore curves by dragging them. You can also make equations come alive with instant feedback, and design authentic questions answered by on-screen interactions.
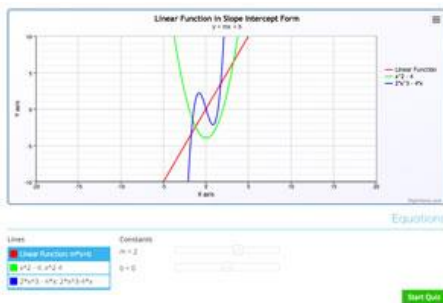
Interactive Images

Create interactive images that are worth a million words! This EduWidget offers three ways to interact: drag and drop, text input, and hot spots. You are in control, choosing the best way to make each point. Then invigorate your content with instantaneous and constructive feedback.

Authoring Interactive Images

1. Widget Information

- Organize your widgets by subject, grade, and Virginia SOLs.
- Use tags to help others find your published widgets.
- Upload a thumbnail picture to represent your widget.

2. Interactive Image Configuration

- In Interactive Images, you work mostly in the screen authoring area.
- Change the theme to Camus for a dark background on all your screens.
- Changing the theme also changes the color of objects made with the circle, square, and line tools.

3. Working with Screens

- Think of your screens as a slide show. Add screens with the last icon in the toolbar.

- Change the order of screens by dragging them up or down in the screen list.
- Click on a screen name to show a list of all its objects. In the list, you can drag objects from one screen to another.
- Click to show or hide a screen in the work area.
- Click to change the Screen Settings. If you set the screen as scored, you can ask an additional question and provide feedback for correct and incorrect answers.
- Click to make a copy of a screen. This is useful when you want to add new information in a series of screens.
- Click to delete a screen.

4. Adding Screen Objects (Getting Started)

- Use these toolbar icons to add objects to your screens.

- Use the first three icons to add squares, circles, and lines.
- The next icon adds text, and the Text Settings box opens. Here you enter text, change the font, font size and color, and format the text. You can select drag-and-drop to use the text in an activity.
- The next icon adds pictures. You can link to a picture on the Internet or upload a picture from your computer. You can set the picture to be drag-and-drop.
- You will learn more about about making interactives with the rest of the icons in the next video.

- Each screen has a list of objects. The objects are named automatically. For example, the third text object created in a widget is always called "text3."
- You can lock the position, copy objects, open the Settings, or delete objects using these icons next to the object's name.

- If it is hard to select an object or move it, try
  - clicking on its name in the list to select it.
 - moving it to the top of the list so it covers other objects.
  - using the zoom tool . This changes the authoring view but does not affect what a user sees in Player mode.
  - using the grid tool . This makes it easier to put objects exactly where you want them.

5. Adding Screen Objects (Interactives)

- Use these three toolbar icons to add drag-and-drop, text-entry, and hot spot activities.
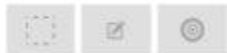
  Add as many as you like. For example, ask the user to click on a city and type the name of an ocean on a map.
- The first icon adds a **Drop Area**. In Player mode, users drag an object into the box to answer a question.
  - The Settings box shows a list of available drag-and-drop items. There can be more than one answer. This is useful if you have identical drag-and-drop items and don't know which a user will choose.
  - Click to select all correct answers. Click an object again if you decide not to select it.
  - You can hide a Drop Area behind a picture for a more challenging activity.
- The next icon creates a **Text Input** box for typing an answer on-screen, for example to label a diagram. Type the expected answer in the Settings box.
  - You can add multiple correct answers separated by semicolons. This is useful when students might spell a number (one; 1) or add a word (the James River; James River).
  - Use Text Input boxes for sentence completion activities. First add spaces in the sentence to make room. Then add the Text Input box or boxes.
- The next icon adds a **Click Area** to mark the location of a correct answer on-screen. When a student clicks on-screen, a red spot appears to mark the answer.
  - Click Areas are visible only when authoring.
  - You can add several Click Areas, for example to identify all the nouns in a sentence.

6. Adding Quiz Questions

- Students take the quiz after finishing the interactive screens.
- You can add short answer, true-false, and multiple choice questions.
- Enter the question text, expected answer, and feedback.
- Use the toolbar to style text, insert links to Web sites or videos, and insert images.

- **Embed a video** in a question with HTML code like this: <iframe src="http://tinyurl.com/q4qyx92" width="640" height="385"></iframe>.

7. Publishing

- Students can submit a widget to their teachers to be published. If approved, it will appear in Shared Widgets.
- Once approved, you may export your widget for use in Web sites or iBooks.
- After you publish, no changes can be made to your published widget.

Authoring Graphs

1. Widget Information

- Organize your widgets by subject, grade, and Virginia SOLs.
- Use tags to help others find your published widgets.
- Upload a thumbnail picture to represent your widget.

2. Graph Configuration (Getting Started)

- Start in **Beginner** mode, which is simpler and let's you get a feel for authoring.
- In Beginner mode, you can make a Line Graph, a Bar Graph, or a Pie Chart.
- In **Advanced** mode, you also can make a Scatter Plot and an Equation Graph.
- Give your graph a title and label the x- and y-axes. You can let the software choose minimum and maximum values on each axis, or enter values yourself.
- You can enter units for x and y, so when you hover over a point it reads (5 T-shirts, 25 dollars) instead of (5, 25).

3. Graph Configuration (Adding a Data Set)

- When you add a data set, give it a name, choose a color, and then enter x- and y-values.
- For Line Graphs and Bar Graphs, you can choose to have **Numbers** on the horizontal axis, or you can use **Text Values** to show different categories of data, such as names of months or colors of T-shirts.
- If you are using **Numbers** for the x-axis, make sure all of your x-values are numbers. If you accidentally enter text, none of your data will display.
- Do not use commas in numbers; the software will see this as text, and your data will not display.

4. Graph Configuration (Adding More Data Sets)

- Each widget can have only one type of graph, but you can add multiple sets of data to the graph. For example, one line graph could show T-shirts sold at Store A, and a second line graph could show T-shirts sold at Store B.
- **The Pie Chart is an exception; it can only show one set of data.** If you already have several sets of data and switch to a Pie Chart, the first data set will be used. The other data sets will be hidden, but they reappear if you switch to another type of graph.
- Each data set will appear in the key to the right of the graph. Users will be able to show and hide each data set by clicking on its name in the key.
- If **Text Values** is selected, the first data set will determine the order of labels on the x-axis. To compare two or more data sets, make sure the text labels match exactly (but they do not have to be in the same order).
- If you are creating a **Line Graph with Text Values**, and there is more than one data set, make sure that each data set is complete. If any y-values are missing, the software cannot draw a continuous line to connect the data points.

5. Graph Configuration (Interactivity)

- Each kind of graph has one or more interactive options you can choose in Graph Configuration.
- Line Graphs: With **Data Table**, the user will plot a graph by entering values in a table.
- Line Graphs: **Plot Points** allows the user to click on the graph to make points. **The points must be clicked in order from left to right to correctly draw the line.**
- Line Graphs: With **Drag Points on a Line**, the user can drag any point on the line up or down.
- Line Graphs: **Drag a Line** lets the user drag the line in any direction.
- Scatter Plot: **Drag Points** The user can drag the entire scatter plot in any direction.
- Bar Graph: With **Drag Bar Heights**, the user can drag each bar up or down.
- Pie Chart: **Drag Sliders** lets users change the number of items in each category.
- Equation: With **Constants**, the author defines each constant in a table, and then users adjust the constants to explore how changing the equation changes the graph.

6. Quiz: Adding Graph Questions

- Graph Questions are answered by actions in the graph. They work only if you choose an interaction in the Data area of Graph Configuration.
- For each question, you choose which graphs are active. Then identify the expected answer(s).
- Use Answer Precision to define how exact answers must be. A lower number will force more precise answers.
- Enter the question text, expected answer, and feedback.
- Use the toolbar to style text, insert links to Web sites or videos, and insert images.

7. Quiz: Adding General Questions

- General Questions are short answer questions.
- You might choose **Not Graded** for:
  - essay questions
  - using text, pictures, or video to introduce a topic
  - collecting data using a link to a Web site
  - showing an answer graph (uploaded as a picture)
- Enter the question text, expected answer, and feedback.
- Use the toolbar to style text, insert links to Web sites or videos, and insert images.
- **Embed a video** with HTML code like this: <iframe src="http://tinyurl.com/q4qyx92" width="640" height="385"></iframe>.

8. Publishing

- Students can submit a widget to their teachers to be published. If approved, it will appear in Shared Widgets.
- Once approved, you may export your widget for use in Web sites or iBooks.
- After you publish, no changes can be made to your published widget.

Authoring Timelines

1. Widget Information

- Organize your widgets by subject, grade, and Virginia SOLs.
- Use tags to help others find your published widgets.
- Upload a thumbnail picture to represent your widget.

2. Timeline Configuration

- Decide whether you are making a timeline (with dates) or a sequence (with numbered steps).
- For timelines, choose the date format: to the nearest day, month, or year.
- For sequences, use **x-axis Sensitivity** to decide how drag-and-drop events land on the timeline. For example, if you enter 5, drag-and-drop events can land on 0, 5, 10, and so on.

3. Adding Events

- Give each event a title, description, and a date or sequence number.
- Make **drag-and-drop events** for users to drag onto the timeline. The date or sequence number will be the expected answer. Enter feedback users see for correct and incorrect placement.
- Use the toolbar to format text and add images and links to events.
- **Embed a video** with HTML code like this: <iframe src="http://tinyurl.com/q4qyx92" width="640" height="385"></iframe>.

4. Adding Line Graphs

- Line graphs can help users see connections, decide where to put a drag-and-drop event, or answer a quiz question.
- Plot points using the date or sequence number as the x-coordinate and the value being plotted as the corresponding y-value.

5. Adding Quiz Questions

- Students take the quiz after checking answers for the drag-and-drop events.
- You can add short answer, true-false, and multiple choice questions.
- Enter the question text, expected answer, and feedback.
- Use the toolbar to style text, insert links to Web sites or videos, and insert images.

6. Publishing

- Students can submit a widget to their teachers to be published. If approved, it will appear in Shared Widgets.
- Once approved, you may export your widget for use in Web sites or iBooks.
- After you publish, no changes can be made to your published widget.