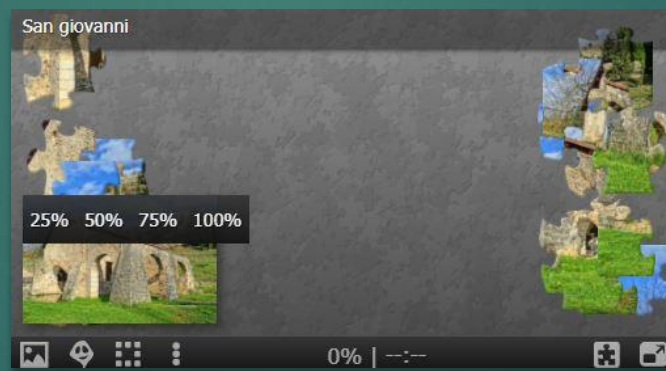
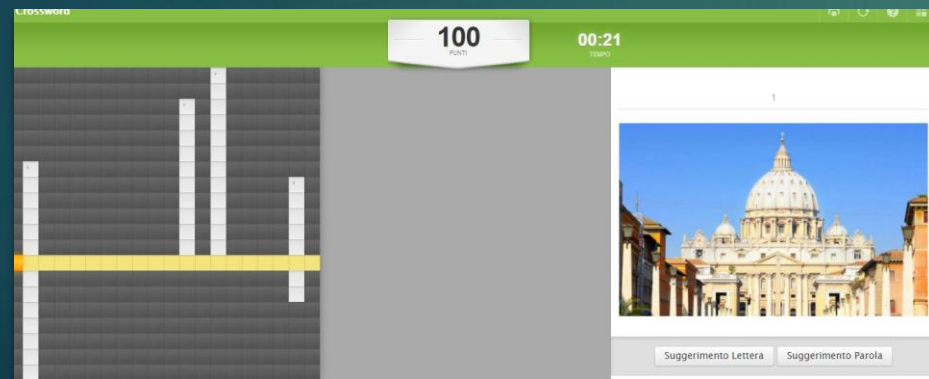


# Educational IT Games "Play with Monuments"



ITALIAN IT GAMES

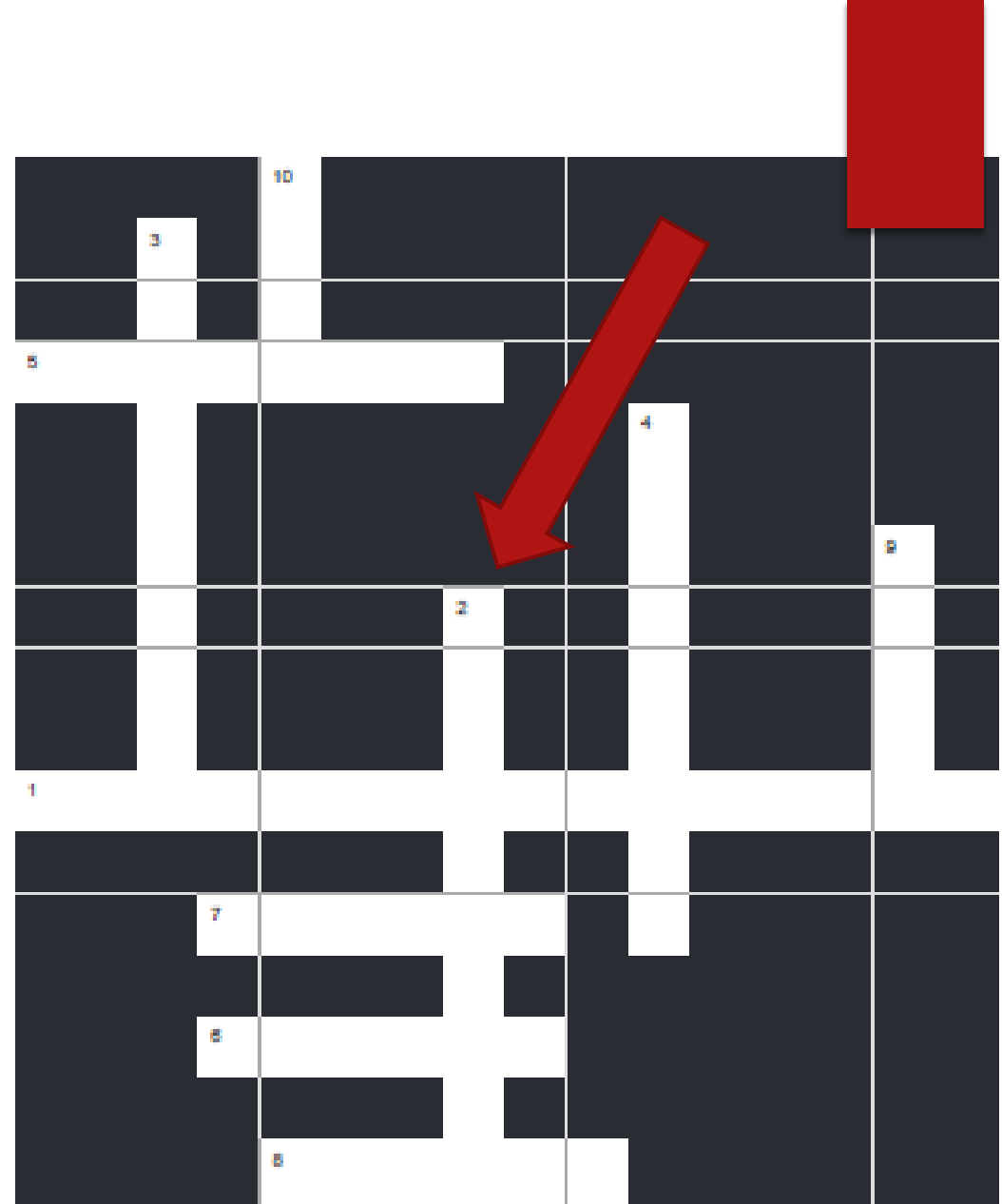


# How to create Crosswords Puzzles

IN EDUCAPLAY

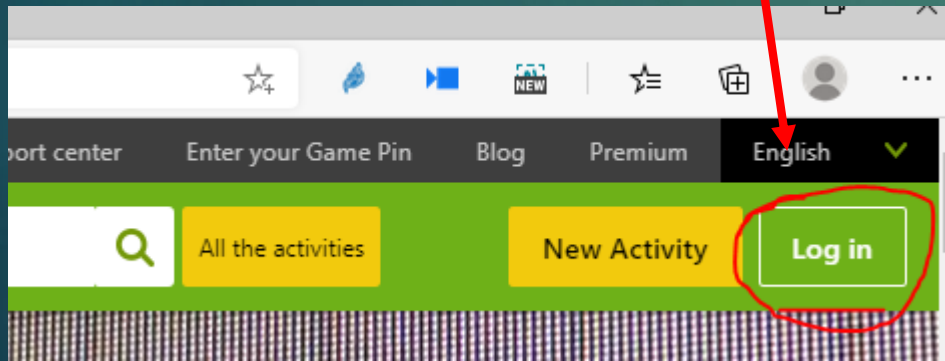
# How does it work...

- ▶ A crossword puzzle is a grid of squares that contain blanks for words that overlap horizontally and vertically. Clues are given for each word.
- ▶ When the user clicks on one of the blank squares, the clue for that word will be shown.
- ▶ Then you can type in the word.

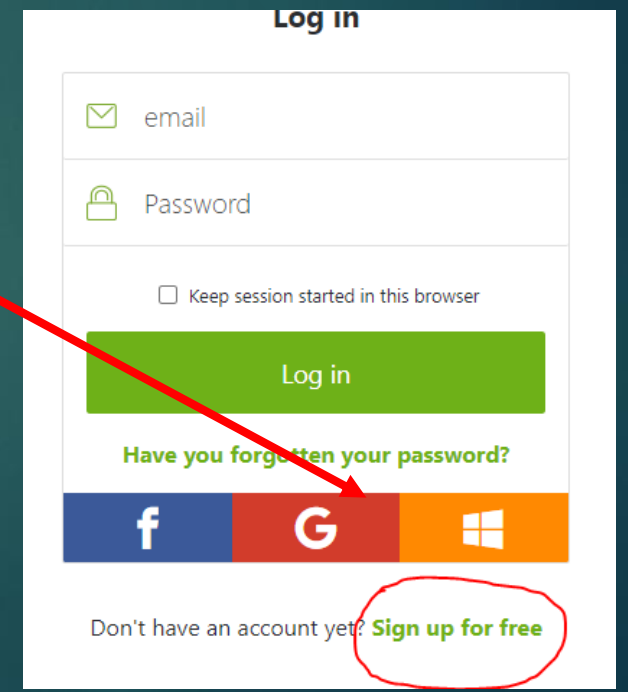


# How to make it

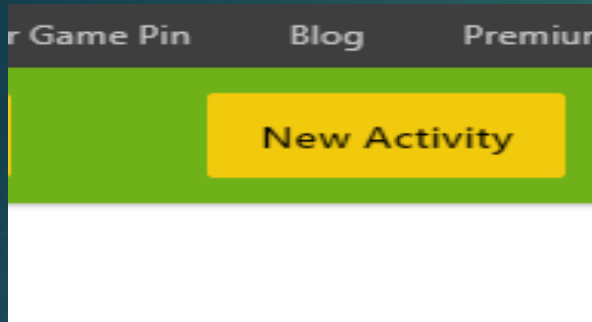
1. Create an account. Go to <https://www.educaplay.com/>
2. Click on Log in



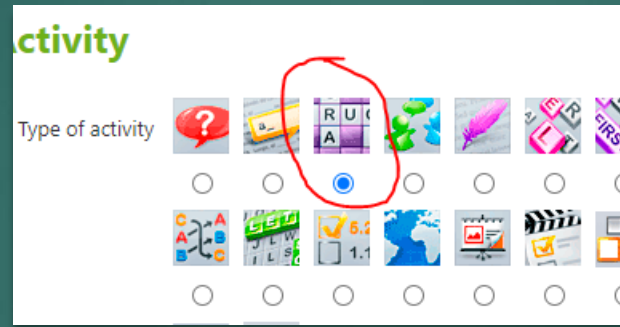
3. Click on Log in
4. You can Lg in With one of your accounts or create a new one, click on **Sign up for free**



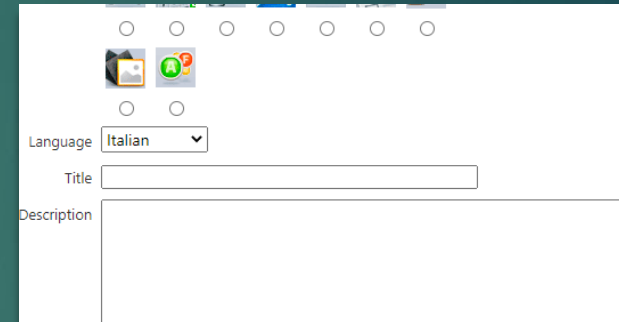
# Select the Activity



1 Click on  
New Activity



2 Type Of Activity  
Crossword Puzzle (in our case)



3 Fill In the  
Set Language, Title, Description  
and more

4 Click Next



# Configure Crossword

Time limit, to set a limit time to solve the crossword

Click on 'Add word' to add words.

[TUTORIAL](#) **Configure Crossword**

**Time limit** [Edit](#)

**Time limit** The user **has no** time limit to do the activity

**Help buttons** [Edit](#)

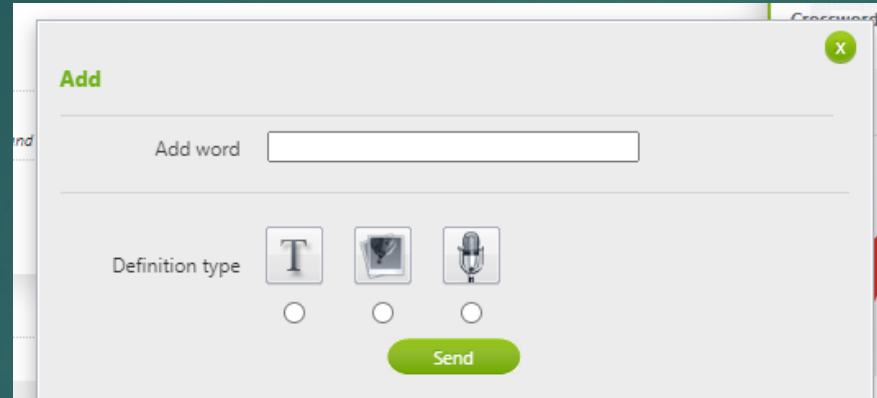
**Help buttons** Visible  
*The help letter and help word buttons available*

**Included Words** [Add word](#)

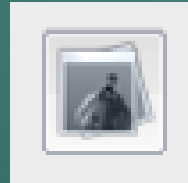
Word	Description	Type
------	-------------	------

**Advanced settings**

In Educaplay's Crossword activity, there are three ways to give the clue:



With a text, as commonly used.



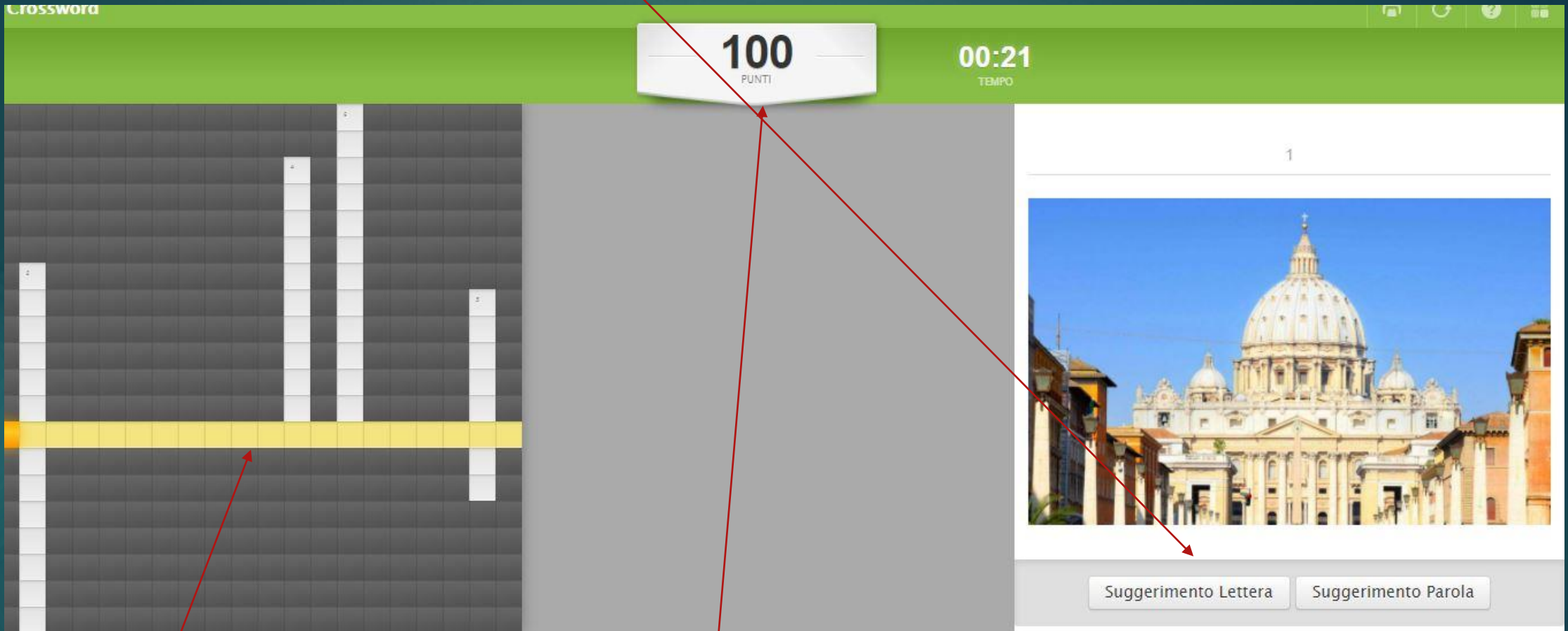
With an image.



With a sound.



► You can choose to make **help buttons** available so that the user can ask to have a **letter**, or even an entire word, revealed.



















► Each time a help button is used, the user's **score is reduced**.

Insert the answer inside the yellow row.



- ▶ After filling in all of the words, Click on 'Generate Crossword' to generate the crossword

**Included Words** Add word

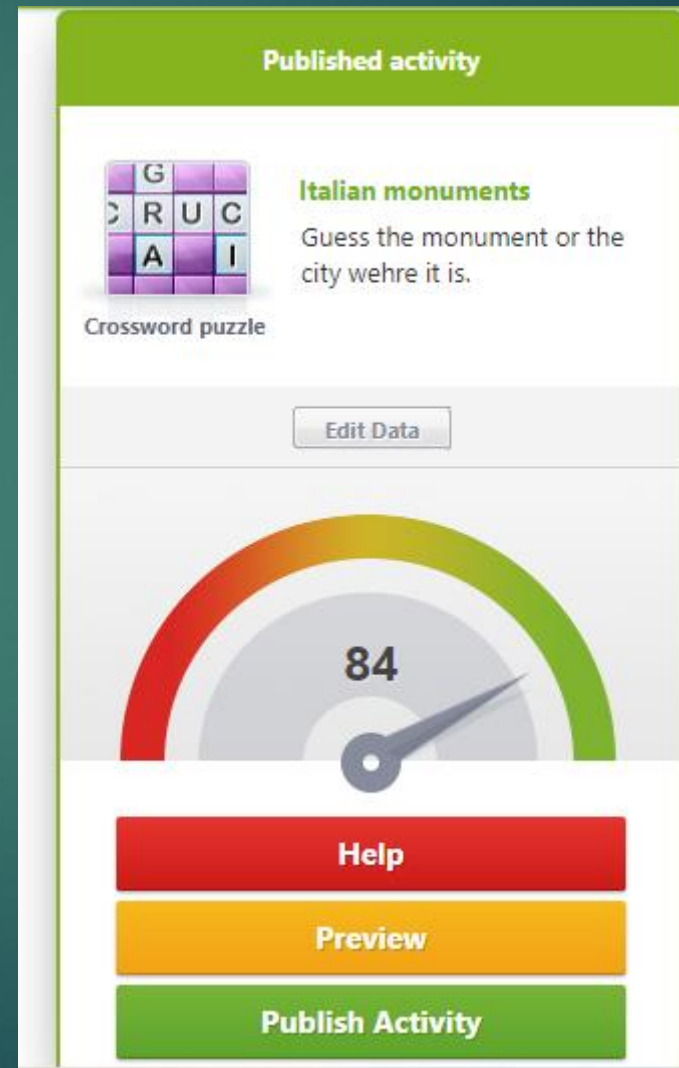
	Word	Description	Type
 	BASILICAOFSAINTPETER	<a href="#">View Image</a>	Image
 	VALLEYOFTHETEMPLES	Is located in Agrigento	Text
 	SAINTMARKSQUARE	The main square in Venice	Text
 	MILANCATHEDRAL	<a href="#">View Image</a>	Image
 	TREVI FOUNTAIN	<a href="#">View Image</a>	Image
 	TOWER OF PISA	<a href="#">View Image</a>	Image
 	COLOSSEUM	<a href="#">View Image</a>	Image
 	POMPEII	The most famous Archaeological park near by Naples	Text

# Make Your Crossword available to the others.

To change Title, language, or description, click on 'Edit data'

To preview your crossword, click on Preview


To make your crossword available to others, click on Publish Activity



The screenshot shows a mobile application interface for a crossword puzzle activity. At the top, a green header reads "Published activity". Below this, on the left, is a 4x4 crossword grid with the letters G, R, U, C in the top row and A, I in the bottom row. To the right of the grid, the title "Italian monuments" is displayed in green, followed by the instruction "Guess the monument or the city where it is." Below the grid and text is a grey button labeled "Edit Data". In the center of the screen is a semi-circular progress gauge with a color gradient from red to green, showing a score of 84. At the bottom, there are three large, colored buttons: a red "Help" button, a yellow "Preview" button, and a green "Publish Activity" button.

To Open It Click on the title of the Crossword

Published



Crossword Puzzle  
**Italian monuments**  
★★★★★

Guess the monument or the city where it is.

Edit Options



Guess the monument or the city where it is.

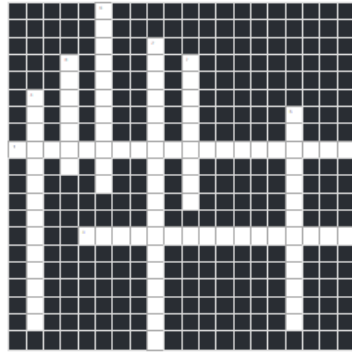
10:00  
MAXIMUM TIME

Start

Author: giuseppe ammaccapane



To print it click on



HORIZONTALS

VERTICALS

1.



2.

The main square in Venice

3.



4.



5.



6.

The printable version

By playing this game you will learn  
the name some important Italian  
Monuments.

Take your mobile phone and open the QR reader,  
point the phone to this code and play the game.



**SCAN ME**

[https://www.educaplay.com/learning-resources/7547320-talian\\_monuments.html](https://www.educaplay.com/learning-resources/7547320-talian_monuments.html)



# How to create A Memory Games

In Educaplay

## How does it work...

Set a time limit.

Change the number of mistakes the user can make.

Make the cards face up or face down.








You are also able to adjust the size of the cards to accommodate the number of matches in the activity.



The objective of this activity is to match an item in one column with its pair in a second column. Each item can be **text**, an **image**, or **audio**.








The user identifies the matching pair by clicking on the two items that form it.

The matching game interface consists of 14 numbered items arranged in two columns. A red arrow points to item 3, and a blue arrow points to item 11.

1 	2 The Bathtub	3 	4 Front Side of Baptistery	5 	6 The Altar
7 River of Baptistery	8 The Narthex	9 	10 Fresco of Evangelists	11 	12 The Entrance
		13 	14 		

The objective of this activity is to match pairs of items.

The user identifies the matching pair by clicking on the two items that form it.

1 	2 The Bathtub	3 	4 Front Side of Baptistery	5 	6 The Altar
7 River of Baptistery	8 The Narthex	9 	10 Fresco of Evangelists	11 	12 The Entrance
		13 	14 		

Each item can be text, an image, or audio.



### Baptistry of San Giovanni in Fonte's game!

Autore: SERAH SERAAAH

How Veeam provides better backups and restore. Join this webinar!

1 Front Side of Baptistry	2 River of Baptistry	3 Fresco of Evangelists	4 	5 The Bath tub
6 The Entrance	7 	8 	9 The Narthex	10 
11 	12 The Altar	13 	14 	



Educaplay is a contribution of ADR Formacion to the educational community

You can also generate Memory Games for print.

# Learn more about the Baptistery of San Giovanni monument playing this Memory Game.

**Baptistery of San Giovanni in Fonte's game!**

**By playing this game, you will match parts of the monuments to their names.**

[https://www.educaplay.com/learning-resources/5082815-g\\_camera\\_s\\_game.html](https://www.educaplay.com/learning-resources/5082815-g_camera_s_game.html)

Take your mobile phone and open the QR reader, point the phone to this code and play the game.



**SCAN ME**

**Task**  
Are you going home with a mountain of (virtual!) Money or empty pockets in this high voltage quiz?  
Answer the questions and take the loot home

**A Granite** **B Granite**

**C Bricks and rubble stones** **D Marble**

# LearningApps

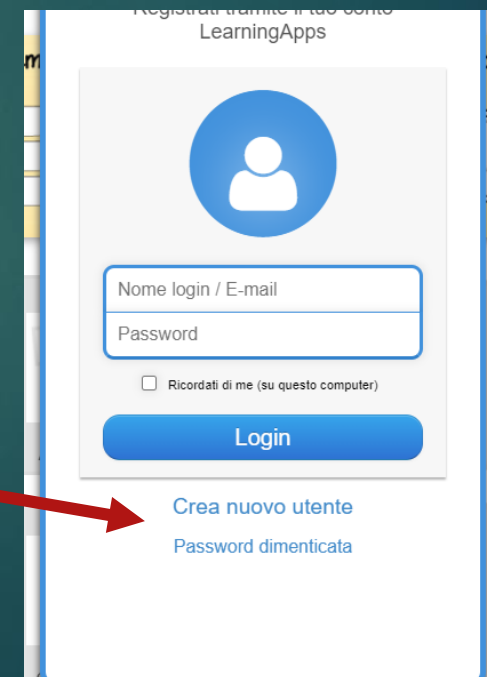
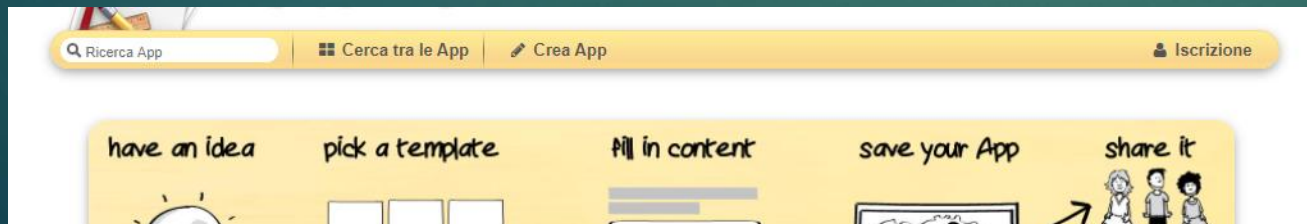
Create your own online game



# How to create a game with Learning

1<sup>st</sup> step – Open your browser and go to : [www.learningapps.org](http://www.learningapps.org)

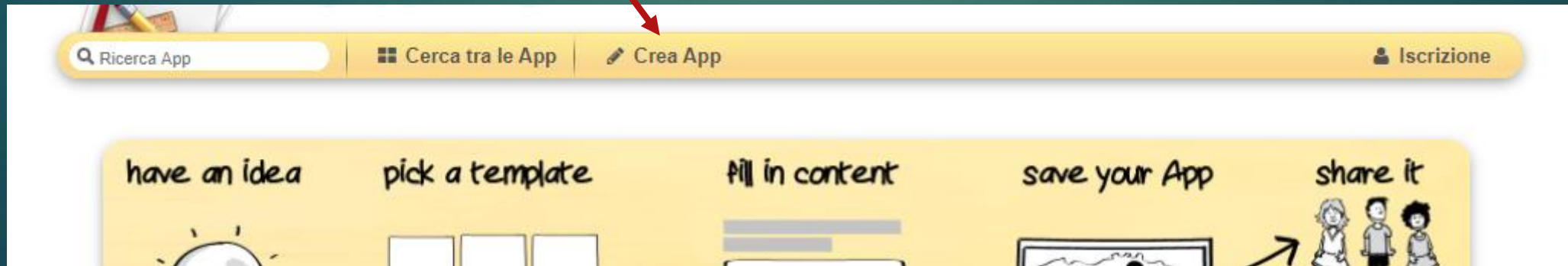
2<sup>nd</sup> Step – Create an account. It's mandatory to create it if you wish to save your works.



# Create Your One Game

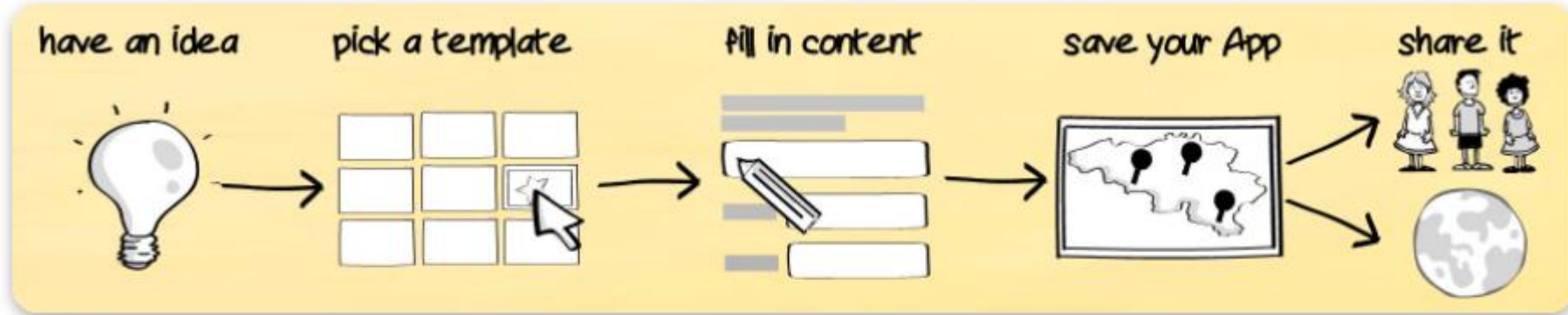
1<sup>st</sup> Log in into your account

2<sup>nd</sup> Click on Create Apps






- 3<sup>rd</sup> Step: Choose the type of app you wish create. In our case 'The millionaire game'



# Fill in all the information about the game

**Titolo della App** Lingua di visualizzazione ? : 

Italian historical personalities game

**Assegnazione dei compiti**

Inserisci un'assegnazione dei compiti per questa App. Verrà inserita all'avvio. Se non ne hai bisogno, lascia il campo vuoto.

Are you going home with a mountain of (virtual!) Money or empty pockets in this high voltage quiz? Answer the questions and take the loot home

Add the questions. For each question set the right answer and the score

#### Domande del gioco - facile (500)

Domanda:



A

The baptistry it is also known as

Risposta esatta:

the church in the water

Risposta sbagliata:

the Cassodorium' church

Risposta sbagliata:

the church in the swamp

Risposta sbagliata:

the brick

+ aggiungere domande del gioco

# Have fun playing this game about the Baptistery of San Giovanni in Fonte

Take your mobile phone and open the QR reader, point the phone to this code and play the game.

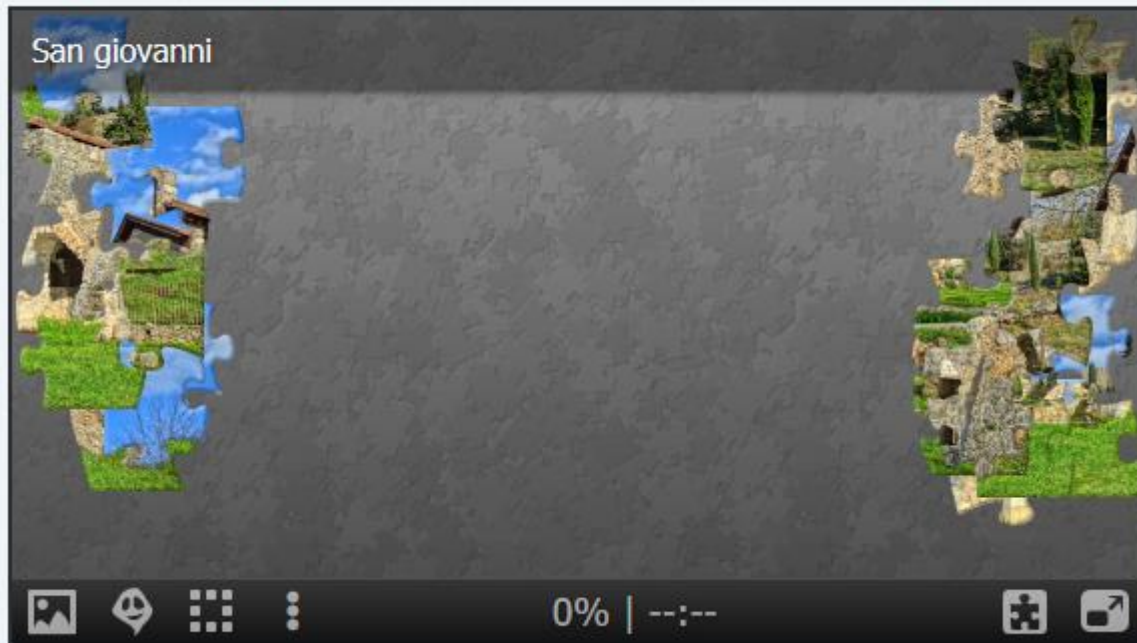
Link to the Game:

<https://learningapps.org/display?v=prs4wywxk20>



SCAN ME

## Baptistery of San Giovanni in Fonte puzzle.



<https://www.jigsawplanet.com/>

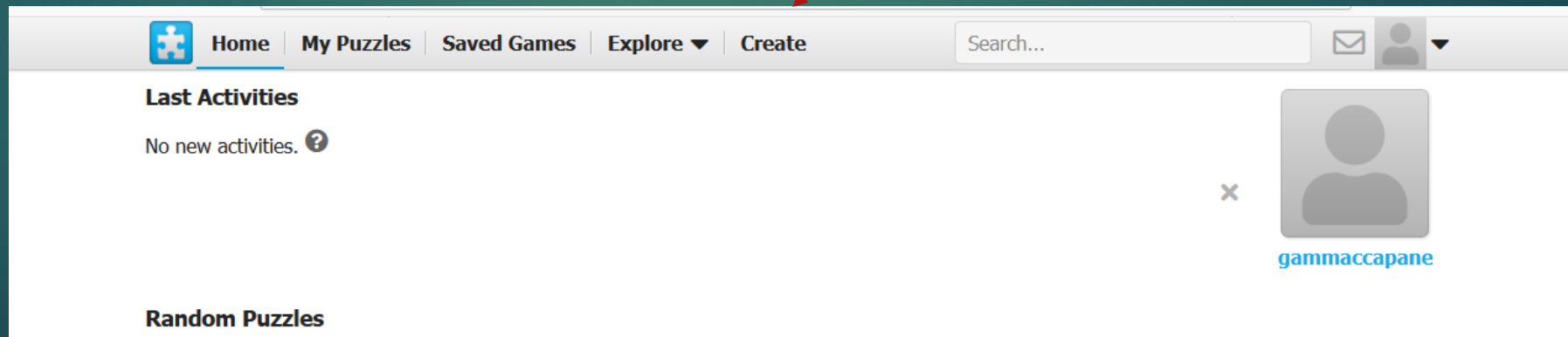
Create your own  
online puzzle

# How to create a game with jigsawplanet

1<sup>st</sup> step – Open your browser and go to : [www.jigsawplanet.com](http://www.jigsawplanet.com)

2<sup>nd</sup> Step – Create an account. It's mandatory to create it if you wish to save your works.

3<sup>rd</sup> Click on *Create* to create a new puzzle



Click on *Browse* to upload your image

1. Give a Name

2. Choose the difficulty level

3. Choose the shape

4. Set all the other parameters

5. Click Create

### Create Puzzle


**Image:**  No file selected.

**Name:**

**Pieces:** Easy  Hard  
35

**Shape:**

Rotation ?

**Album:**  Sala Consilina

**Tags:**   
A space-separated list of tags, e.g. *beach "pacific ocean"*



Play the game

<https://www.jigsawplanet.com/?rc=play&pid=2f923bacbbec&view=iframe>



# Have fun Playing and Learn with our Games

## Thank you.



Co-funded by the  
Erasmus+ Programme  
of the European Union

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## Funding Disclaimer

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