

MEMORIZE ACTIVITY

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INTRODUCTION

1. INTRODUCTION

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Memorize is a memory game of finding matching pairs of tiles. These may be identical pairs or related pairs. For example, you could match a sound to a picture or text to a picture.

Each tile can consist of text, a picture, a picture with text, sound, or pronounced text during tile flip.

Memorize is more than playing an existing memory game, you can also create new games as well.

GETTING STARTED

2. The Basics
3. Create a Memorize Game
4. Play a Memorize Game
5. Modify a Memorize Game

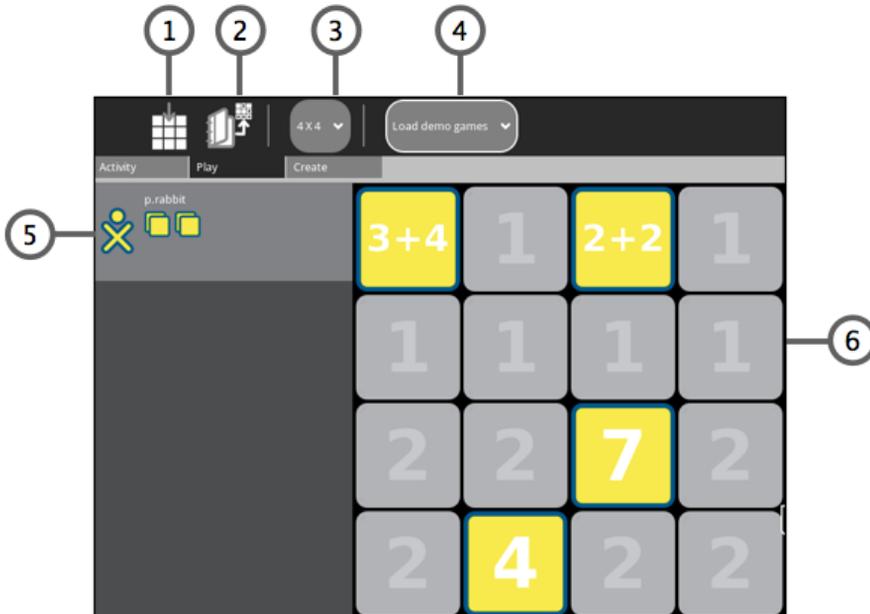
2. THE BASICS

ACTIVITY



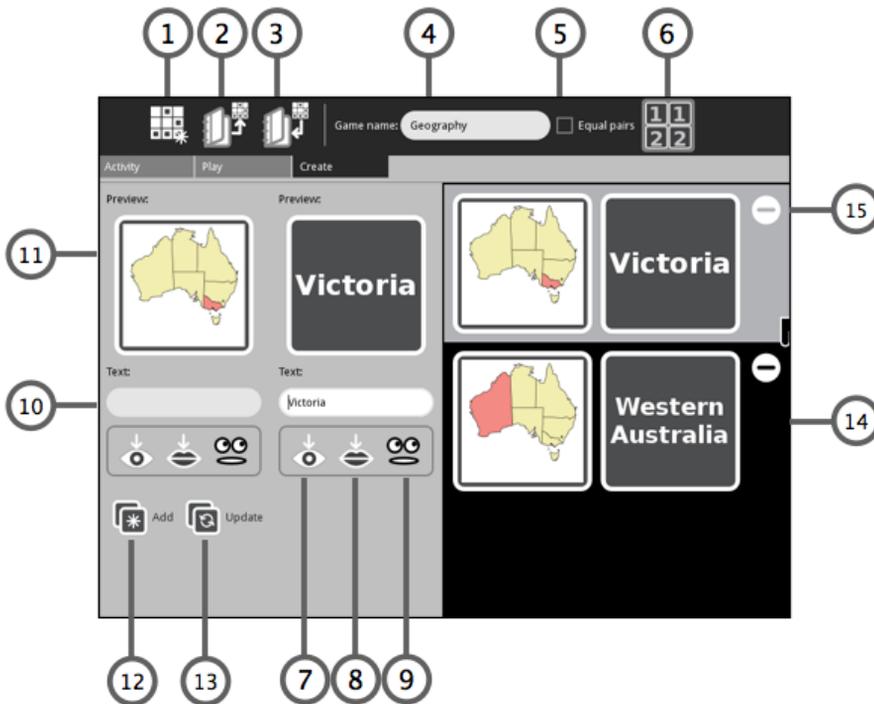
1. **Name** - Type name of activity.
2. **Private/My Neighborhood** - Click to change to Neighborhood View to collaborate with others.
3. **Keep a copy** - Click to save a separate copy.
4. **Stop** - Click to stop and exit activity.

PLAY



1. **Restart game** - Click to restart existing game.
2. **Load game** - Click to open Journal. Select and click game name to load.
3. **Grid size** - Select grid size from list.
4. **Load demo game** - Select preloaded demo games from list.
5. **Matched pairs** - Shows successfully matched pairs for each player.
6. **Game board** - Click tiles to flip over. If the pair of tiles match, they are highlighted and shown on the left side. If the pair of tiles do not match, they are flipped back over.

CREATE



1. **New game** - Click to start to new game.
2. **Load game** - Click to load an existing game to update changes.
3. **Save game** - Click to save game.
4. **Game name** - Type the name of the game to be saved.
5. **Equal pairs** - Tick check box if matching tiles are using the same details (picture, sound, text).
6. **Grouped game** - Click to group tiles. Used for unequal pairs. Organize with first of pair labeled as '1' and second of pair labeled as '2'. For random order, leave unticked.
7. **Insert picture** - Click to open the Journal to select file to insert. Inserted picture displayed in Preview box.
8. **Insert sound** - Click to open the Journal to select file to insert.
9. **Pronounce text during tile flip** - Click to select language to be used.
10. **Text** - Type in <text> to be displayed.
11. **Preview** - Previews tile.
12. **Add** - Click to add tiles to game.
13. **Update** - Click to update and save modifications.
14. **Matching pairs** - Previews matching pairs of tiles.
15. **Delete** - Click to delete pair of tiles.

CREATE A MEMORIZE GAME

CREATE GAME

1. Launch the Memorize activity.
2. Click the **Create** tab.
3. Type in a **Game name**.

Options

- **Equal Pairs.** Tick for identical pairs.
- **Grouped game.** Used for unequal pairs. Organize with first of pair labeled as '1' and second of pair labeled as '2'. For random order, leave unticked.



ADDING TILES

Tile Options

- **Text**
 - Type <text> in **Text** box.
- **Picture**
 - Click **Insert picture**. The Journal opens.
 - Select and click the picture name. The Journal closes and the picture is displayed in the **Preview** box.
- **Picture and Text**
 - Click **Insert picture**. The Journal opens.
 - Select and click the picture name. The Journal closes and the picture is displayed in the **Preview** box.
 - Type <text> in the **Text** box.

Note: The text is displayed over the picture.
- **Sound**
 - Click **Insert sound**. The Journal opens.
 - Select and click the sound file. The Journal closes.
- **Pronounce text during flip**
 - Type <text> in the **Text** box.
 - Click **Pronounce text during flip**. Select language from drop down list.

1. Click **Add**. The new pair of tiles are displayed on the left side.
2. Repeat steps until all pairs are added.
3. Click **Save**, to the save the game.



PLAY A MEMORIZE GAME

LOAD GAME

1. Launch the Memorize activity.
2. Click the **Play** tab.
3. Load game.

Load an existing game

- Click **Load game**. The Journal opens.



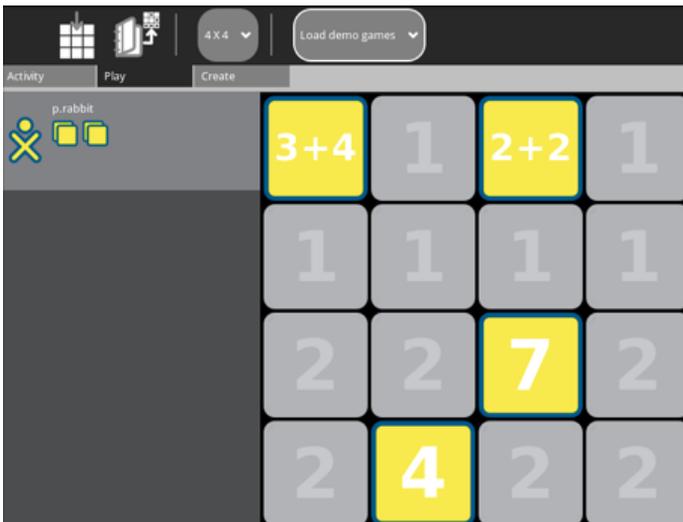
- Click the game name. The Journal closes.

Load a demo game

- Select <demo game> from **Load demo games** drop down list.

Note: To update grid size, select 4x4, 5x5, or 6x6 from drop down list.

PLAY GAME



- Click tiles to flip over. If the pair of tiles match, they are highlighted and shown on the left side. If the pair of tiles do not match, they are flipped back over.
- To replay the same game, click **Restart Game**.



MODIFY A MEMORIZE GAME

LOAD GAME

1. Launch the Memorize activity.
2. Click the **Create** tab.
3. Click **Load game**. The Journal opens.



Click the game name. The Journal closes.

MODIFY GAME

1. Scroll through the list of pairs on the right side to find the pair of tiles to update.
2. Click to highlight the pair of tiles. The original options are displayed on the left side.

Update the tiles

- Modify the text, image, or sound.
- Click **Update**. The new pair of tiles are displayed on the left side.

Delete the tiles

- Click **Delete** to the right the pair of tiles to be deleted.



- The pair of tiles are removed from the list.

SAVE GAME

Click **Save**, to the save the updated game.



TUTORIALS

6. Colors
7. Geography and Maps
8. Language
9. Sounds

COLORS

In this tutorial, you will learn how to create and play a Memorize activity matching colors. The tiles are equal meaning each set is the same, and you will learn how to upload an image and add text.

PREPARATION

Before beginning, save eight color fills using the Paint activity. Use the Bucket tool to fill the color image and save.

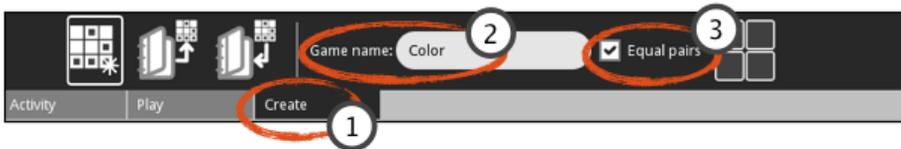
Note: The color image saved from the Paint activity is in rectangular in size. The Memorize activity uses a square picture image aligned from the upper left. Any portion of the square not used is shown as white.

CREATE GAME

Launching Memorize

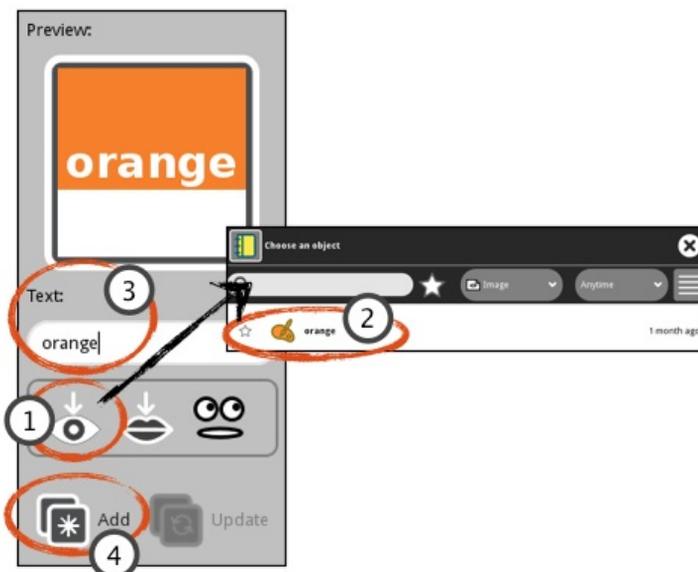
Launch a new Memorize activity. For further details about launching activities, refer to the Sugar manual.

Name the Game



1. Click the **Create** tab.
2. Type in a **Game name**.
3. Tick **Equal pairs** check box.

Insert Pictures and Text

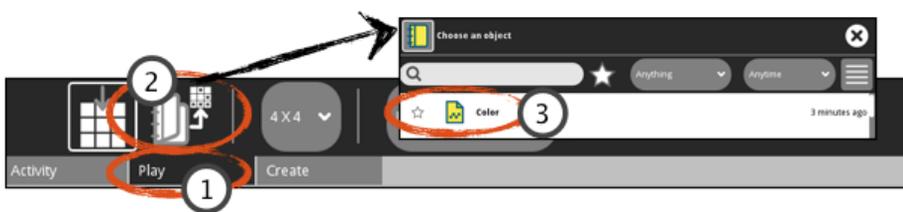


1. Click **Insert picture**. The Journal opens.
2. Select and click the file name. The Journal closes and the picture is displayed in the Preview box.
3. Type <color name> in the Text box.
4. Click **Add**. The new pair of tiles are displayed on the left side.

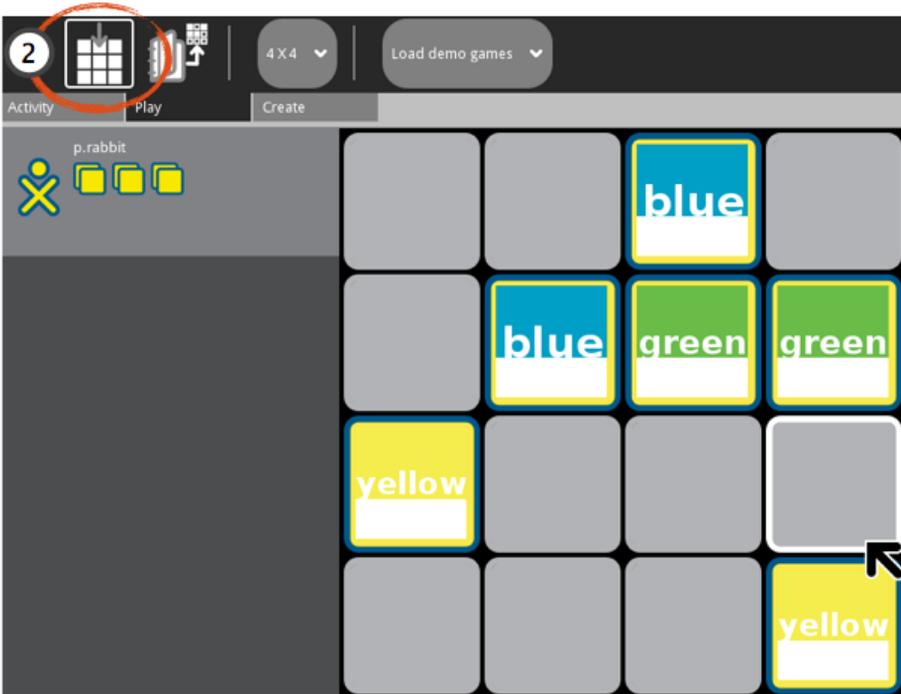


1. Repeat steps until all pairs are added.
2. Click **Save**.

PLAY



1. Click the **Play** tab.
2. Click **Load game**. The Journal opens.
3. Click the file name. The Journal closes.



1. Play game.
2. To replay the same game, click **Restart Game**.

GEOGRAPHY AND MAPS

In this tutorial, you will learn how to create and play a Memorize activity matching maps to location names. The tiles do not match meaning each pair consists of a map and matching name. You will learn how to upload an image along with adding plain text.

PREPARATION

Before beginning, save eight maps using the Browse activity. For this tutorial, eight Australian states and territories were saved using images from Wikipedia.

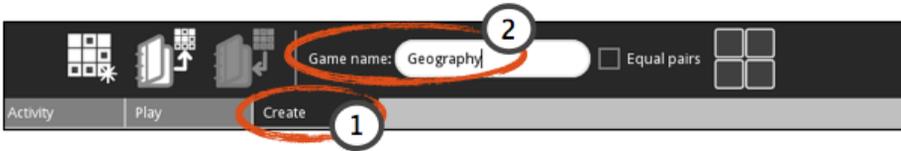
Note: Wikipedia is a good source for pictures as pictures are within the public domain.

CREATE GAME

Launching Memorize

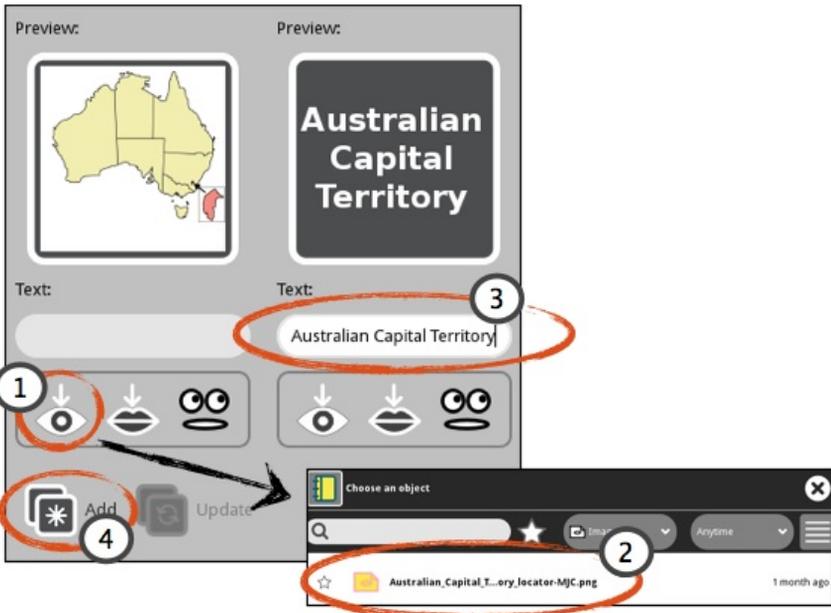
Launch a new Memorize activity. For further details about launching activities, refer to the Sugar manual.

Name the Game



1. Click the **Create** tab.
2. Type in a **Game name**.

Insert Pictures and Text

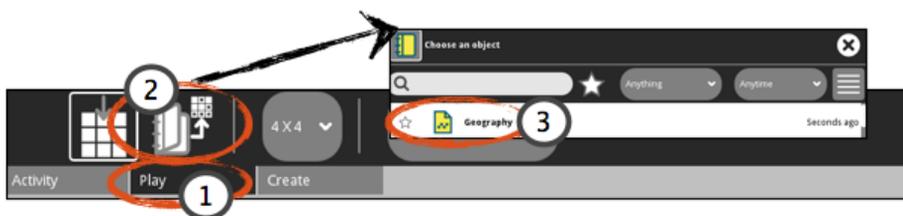


1. Click **Insert picture**. The Journal opens.
2. Select and click the file name. The Journal closes and the picture is displayed in the Preview box.
3. Type <geography text> in the **Text** box.
4. Click **Add**. The new pair of tiles are displayed on the left side.



1. Repeat steps until all pairs are added.
2. Click **Save**.

PLAY



1. Click the **Play** tab.
2. Click **Load game**. The Journal opens.
3. Click the file name. The Journal closes.



1. Play game.
2. To replay the same game, click **Restart Game**.

LANGUAGE

In this tutorial, you will learn how to create and play a Memorize activity matching English numbers to French numbers. The tiles are grouped meaning all the English numbers are numbered '1' tiles while the French numbers are numbered '2' tiles. You will learn how to use the Pronounce text during tile flip along with adding plain text.

PREPARATION

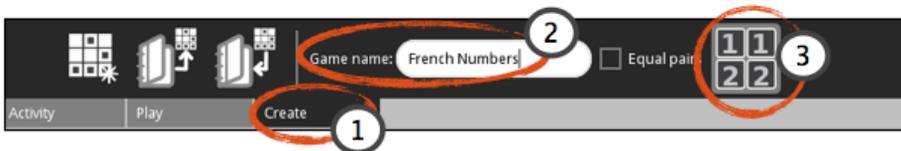
There is no preparation for this tutorial.

CREATE GAME

Launching Memorize

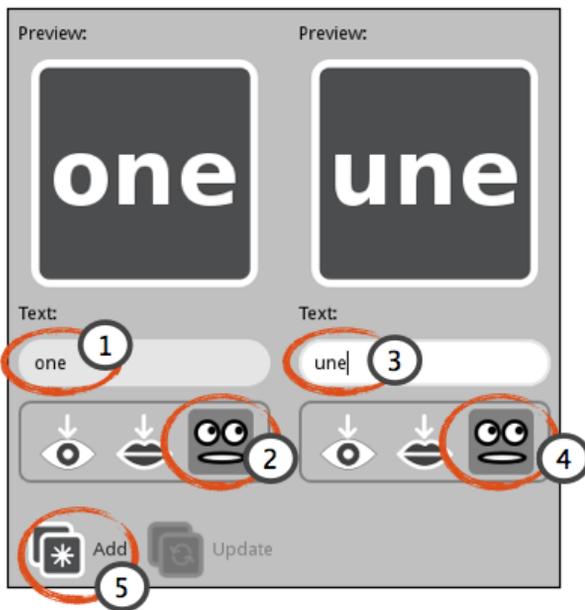
Launch a new Memorize activity. For further details about launching activities, refer to the Sugar manual.

Name the Game



1. Click the **Create** tab.
2. Type in a **Game name**.
3. Click **grouped game**.

Insert Pictures and Text

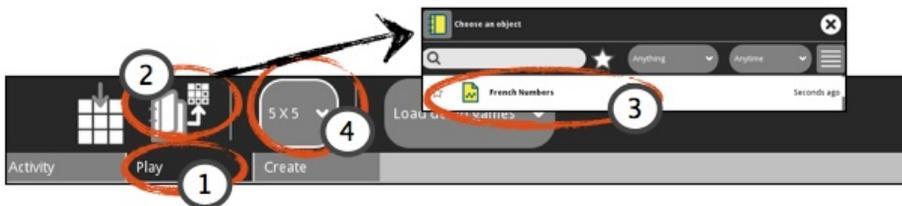


1. Type <English number> in **Text** box.
2. Click **Pronounce text during tile flip**. Select <English> language from drop down list.
3. Type <French number> in **Text** box.
4. Click **Pronounce text during tile flip**. Select <French> language from drop down list.
5. Click **Add**. The new pair of tiles are displayed on the left side.

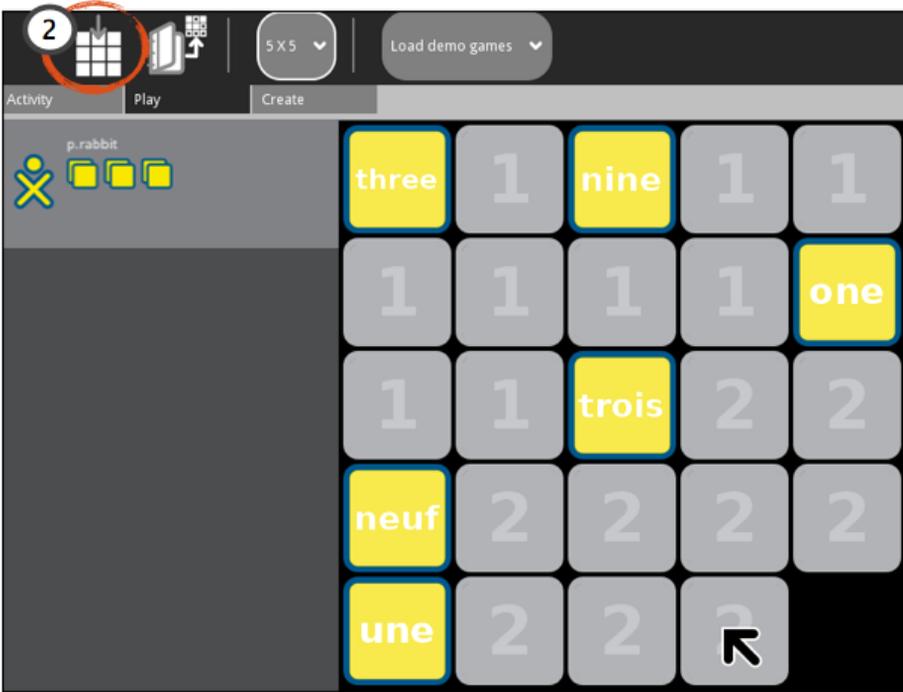


1. Repeat steps until all pairs are added.
2. Click **Save**.

PLAY

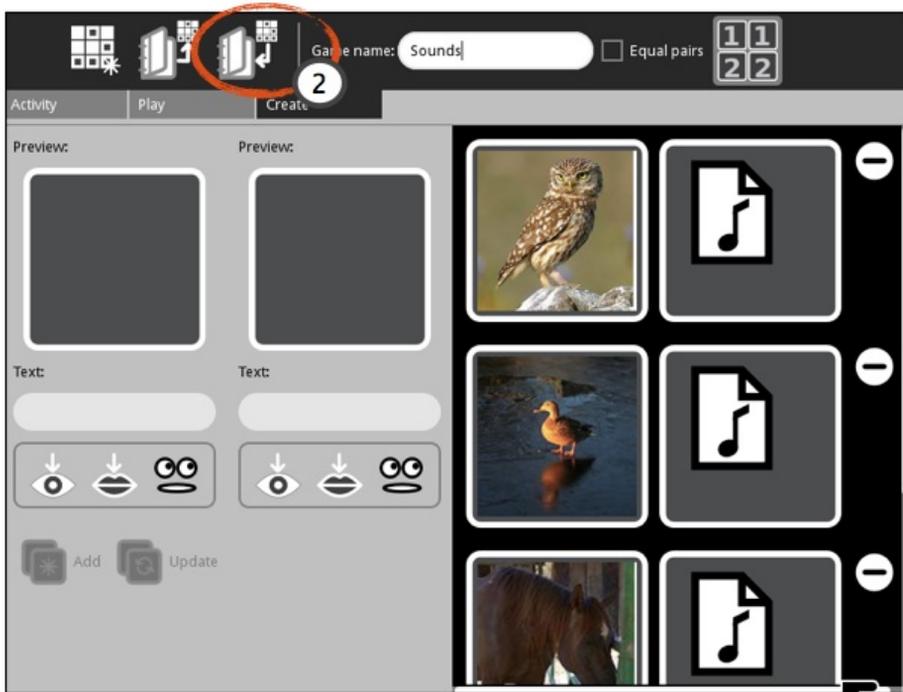


1. Click the **Play** tab.
2. Click **Load game**. The Journal opens.
3. Click the file name. The Journal closes.



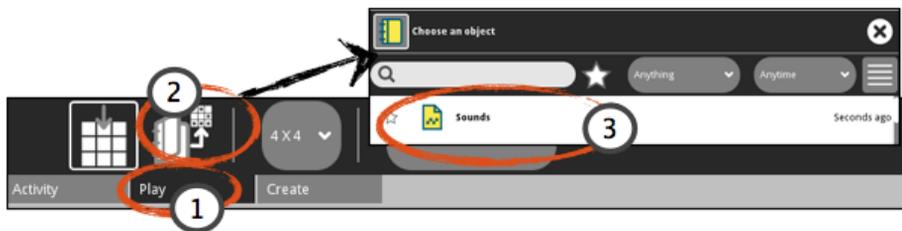
1. Play game.
2. To replay the same game, click **Restart Game**.

1. Click **Insert picture**. The Journal opens.
2. Select and click the file name. The Journal closes and the picture is displayed in the Preview box.
3. Click **Insert sound**. The Journal opens.
4. Select and click the file name.
5. Click **Add**. The new pair of tiles are displayed on the left side.

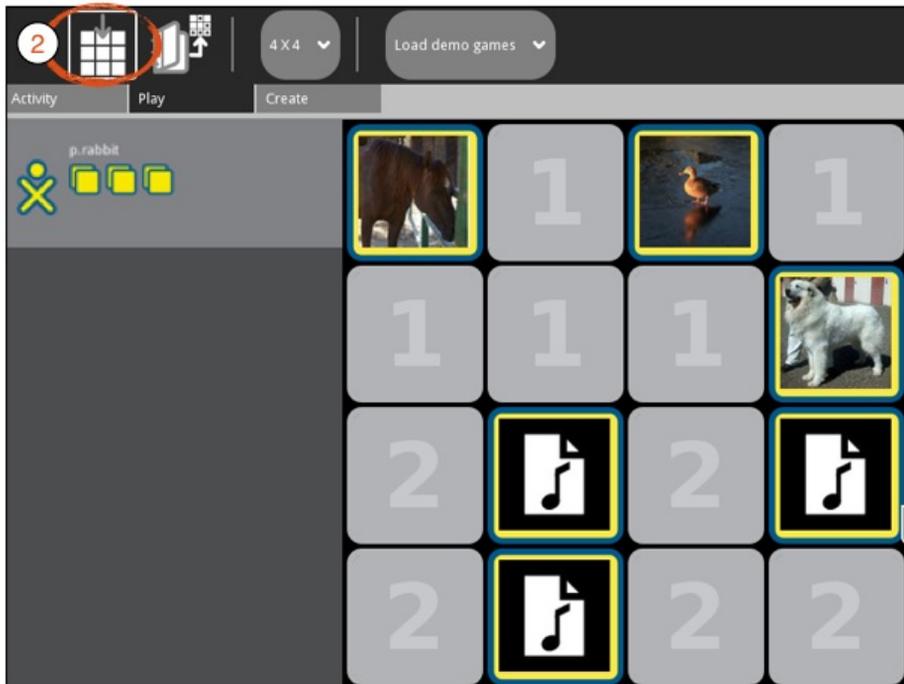


1. Repeat steps until all pairs are added.
2. Click **Save**.

PLAY



1. Click the **Play** tab.
2. Click **Load game**. The Journal opens.
3. Click the file name. The Journal closes.



1. Play game.
2. To replay the same game, click **Restart Game**.