

Dialog Cards Tutorial

Tutorial for Creating a Dialog Cards Interactive in the Texas Gateway

Introduction

The Dialog Cards interactive can be used as a drill to help learners memorize words or facts. Dialog cards provide a prompt on one side of the card and a corresponding answer on the other side. Dialog cards can be helpful for language learning; presenting math problems; or memorizing facts such as historical events, formulas, or names.

In this tutorial, you will learn how to create a Dialog Cards interactive within the Gateway. Here's the interactive we'll create:

<http://projectsharetexas.org/resource/dialog-cards-tutorial>

Step 1: Inserting the Interactive Editor

You can add interactive content to a resource using the same process you would use to add other content types (HTML, video, and audio). While in the content page you would like to add the interactive to, click the **Insert** button under the **Add Content** section. Then select **Interactive** from the dropdown.

Create & Edit Content Pages ◀ BACK TO STEP ONE

(Content Pages appear in the Content Page(s) column at left after being added)

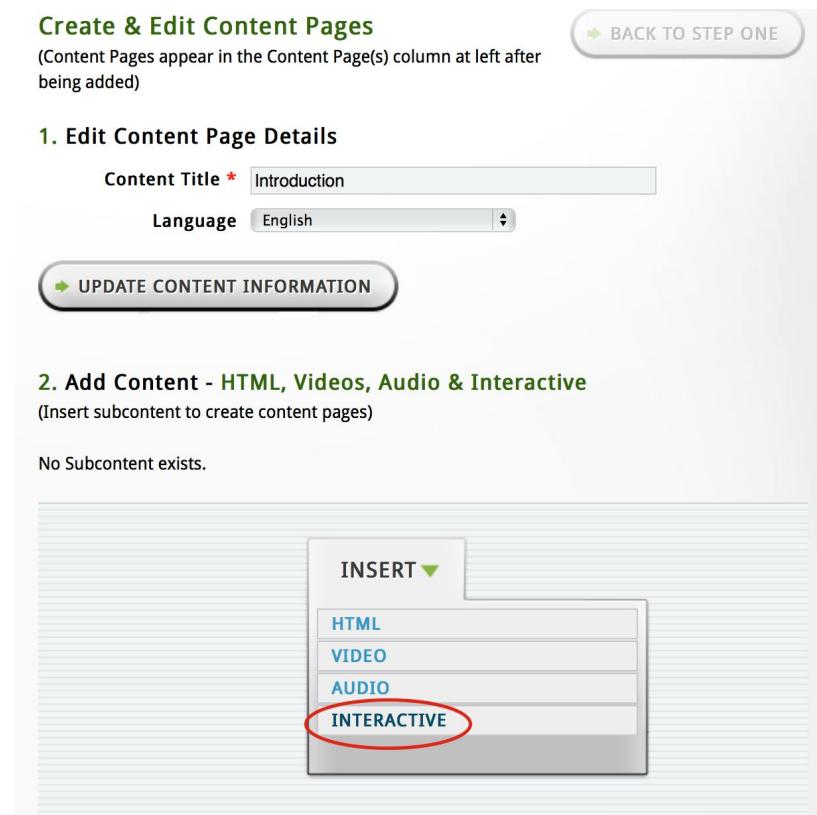
1. Edit Content Page Details

Content Title * Language

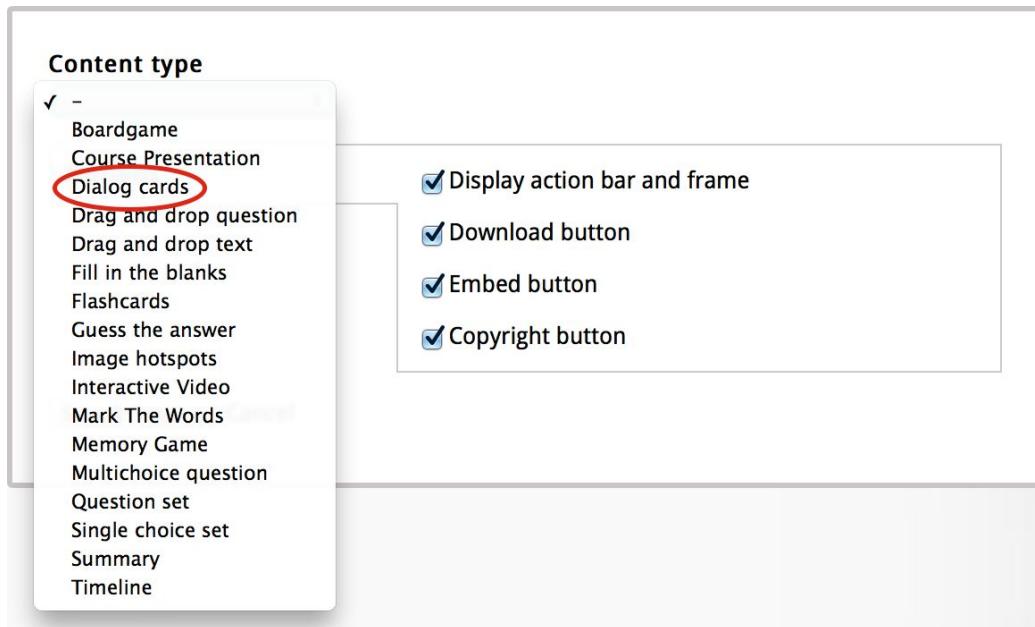
◀ UPDATE CONTENT INFORMATION

2. Add Content - HTML, Videos, Audio & Interactive
(Insert subcontent to create content pages)

No Subcontent exists.



In the dropdown under **Content type**, choose **Dialog Cards**.



The interactive editor will appear. Follow the steps in the editor.

Step 2: Adding a Title & Task Description

The Dialog Cards editor consists of a title, a task description, and a set of dialogs.

The **Title** will be displayed to the learner throughout the set of cards. Type the following text in the **Title** field:

Texas State Facts

The **Task description** can be used to give the learner basic instructions on how to complete the interactive activity. An example **Task description** is automatically entered into this field. Delete this default text and add the following in its place:

Learn the facts about Texas by studying the cards. The first side of the card will present a prompt. Turn the card when you are ready to see the answer.

Step 3: Creating the Dialogs

By default, only a single dialog card is displayed at first. In this first **Dialog**, we'll display the words *State Capital* on the front side of the card, prompting the learner to identify the capital of Texas. Insert the following into the **Text** field: *State Capital*.

In the **Answer** field, we provide the correct answer. Add the name of the Texas state capital in the **Answer** field: *Austin*.

Dialogs

1. Dialog

2. Dialog

3. Dialog

4. Dialog

Add Dialog

Question: State Capital

Text

State Capital

Hint for the first part of the dialogue

Answer

Austin

Hint for the second part of the dialogue

Tips: It's the Live Music Capital of the World

Tip for text

It's the Live Music Capital of the World

Tip for the first part of the dialogue

Tip for answer

Tip for the second part of the dialogue

The Dialog Cards interactive allows the learner to get tips while completing the exercise. Adding a tip is optional, but it can be used to offer the learner a hint.

To add a tip to a card, click the arrow next to **Tips** to expand that section of the card. Type *It's the Live Music Capital of the World* into the **Tip for text** field.

Now we've finished creating the first dialog of the Dialog Cards set. To add a second card to the set, click the **Add Dialog** button. On the second card we'll use *State Bird* in the **Text** field and *Mockingbird* in the **Answer** field.

Add two more cards by clicking the **Add Dialog** button twice.

Insert *State Flower* in the **Text** field and *Bluebonnet* in the **Answer** field of the third card.

For the fourth card, enter *State Tree* for the **Text** and *Pecan Tree* for the **Answer**.

There is no limit to the number of cards you can add. To remove a card, press the X button in the top right corner of the card. You can change the order of the cards by pulling the arrows icon in the tabbed list of cards to the left of the card editor.

The screenshot shows the 'Dialogs' editor interface. On the left, a sidebar lists four dialogs: '1. Dialog', '3. Dialog' (selected), '2. Dialog', and '4. Dialog'. Below this is an 'Add Dialog' button. The main area displays the content of '3. Dialog' titled 'Question: State Bird'. It contains a 'Text' section with the input 'State Bird' and a hint 'Hint for the first part of the dialogue'. Below it is an 'Answer' section with the input 'Mockingbird' and a hint 'Hint for the second part of the dialogue'. At the bottom is a 'Tips' section with a placeholder box.

Step 4: Adjusting Settings

The Dialog Cards editor provides several options for adjusting the interactive's settings and functionality.

The **Settings and texts** options allow you to customize your interactive by editing the settings and text for various functions, such as how progress is displayed to the user. For this example, we'll stick with the default settings and texts.

You can use checkboxes under **Options** to manage the actions that users have access to. The action bar includes buttons that allow users to download the interactive, access the embed code, and view copyright information. If you do not want to provide access to these buttons (or to the entire action bar), uncheck the boxes accordingly.

The screenshot shows the 'Options' settings in the editor. It includes a 'Publishing options' section with the status 'Published' and a list of checkboxes under 'Options': 'Display action bar and frame' (checked), 'Download button' (checked), 'Embed button' (checked), and 'Copyright button' (checked). At the bottom are 'Save & Preview' and 'Cancel' buttons.

Step 5: Completing the Interactive

Once you have finished all of the steps above, be sure to click the **Save & Preview** button. You should now have the same interactive as the example:

<http://projectsharetexas.org/resource/dialog-cards-tutorial>