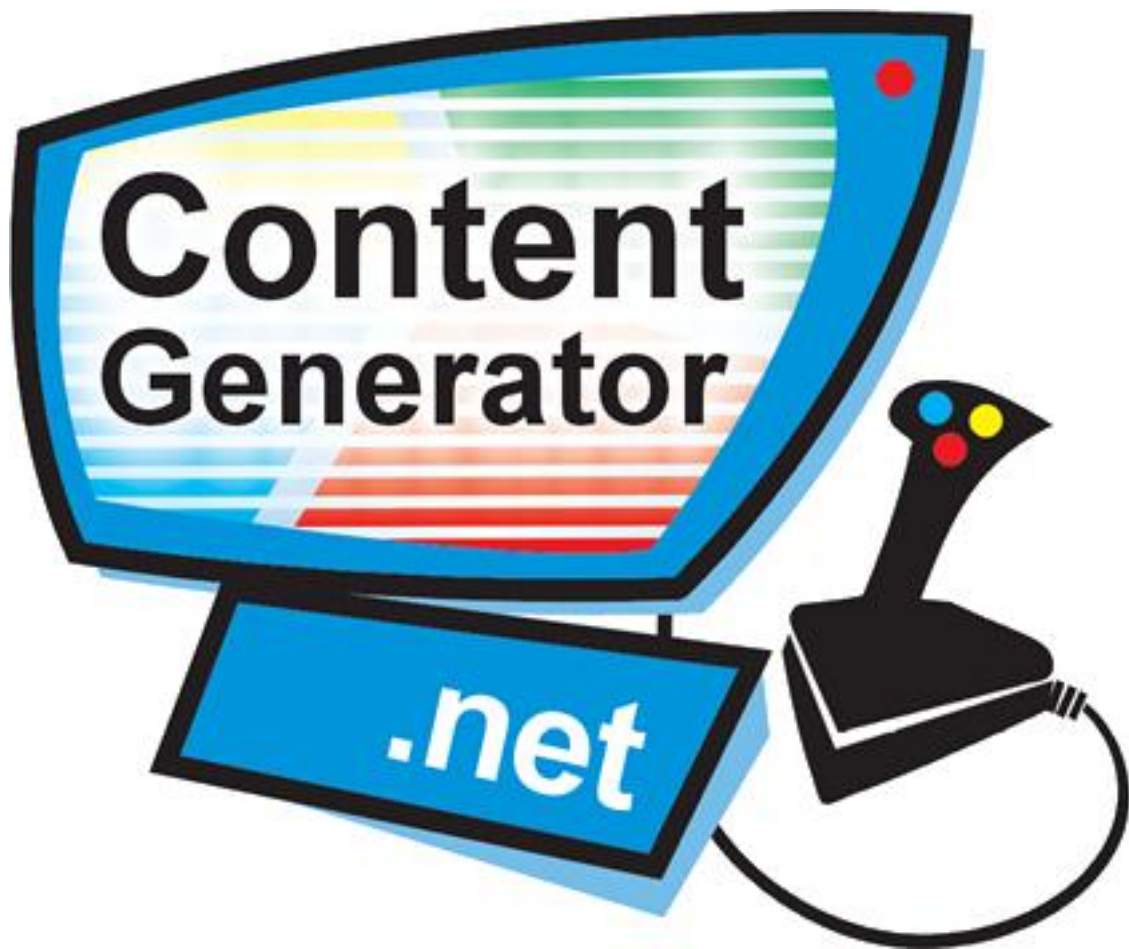




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Introduction

This guide provides an overview of the features of each program, together with details about usage and installation.

If you have any further questions, please do not hesitate to use the support site at: www.cgen.net/support/ or use the public community forum at: www.cgen.net/forum/

The screenshot shows the ContentGenerator.net website interface. At the top, there is a navigation bar with links: Products, Downloads, Community, Showcase, Support, Contact, and Home. Below this, a user is logged in as 'Dumfries and Galloway' with a 'Log Out' link. A 'My Controls' section shows 'View New Posts', 'My Assistant', 'My Friends', and '0 New Messages'.

The main content area is titled 'ContentGenerator.net Community forums'. It includes a welcome message and a link to the latest news: 'Fling the Teacher update' by Andrew Field.

Below this, there are two main forum sections:

ContentGenerator.net

Forum	Topics	Replies	Last Post Info
Latest news Latest news and information about ContentGenerator.net	107	570	Today, 11:49 PM In: Fling the Teacher update By: Andrew Field
Showcase Examples of how ContentGenerator.net is being used Subforums: ContentGenerator.net links	59	161	Mar 26 2009, 10:27 AM In: Primary school users By: Ian799
General help & guidance Post requests for help, support and guidance Subforums: Pre-sales questions , Interactive demonstrations	308	1,172	Jun 10 2009, 06:20 PM In: IDG - printing By: Andrew Field

ContentGenerator.net support

Forum	Topics	Replies	Last Post Info
Suite 1 software Community forums for ContentGenerator.net Suite 1 Subforums: Penalty Shootout generator , Walk the Plank generator , Interactive Diagram generator , Multi-choice generator [free] , Match-up generator [free]	146	638	Apr 28 2009, 11:16 PM In: [Resolved] Does it work By: Andrew Field
Suite 2 software Community forums for ContentGenerator.net Suite 2 Subforums: HoopShoot , En Garde , Practice Paper generator , Fling the Teacher generator [free] , Grade or No Grade [free for customers]	126	706	Today, 10:57 AM In: Help, Fling the Teacher in Moo... By: Andrew Field



Which programs are included?

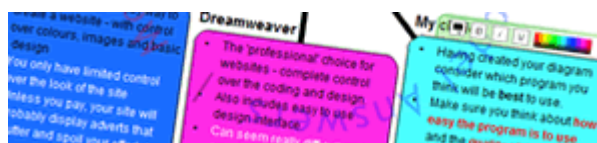
Penalty Shootout generator



Walk the Plank generator



Interactive Diagram generator



Multi-choice quiz generator



Match-up quiz generator



HoopShoot generator



En Garde generator



Practice Paper generator



Grade or No Grade generator



Fling the Teacher generator



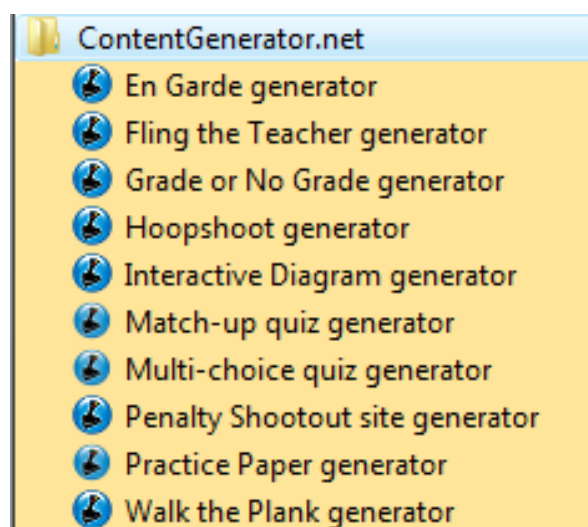
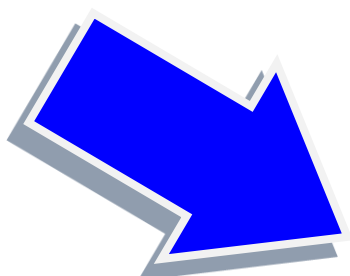
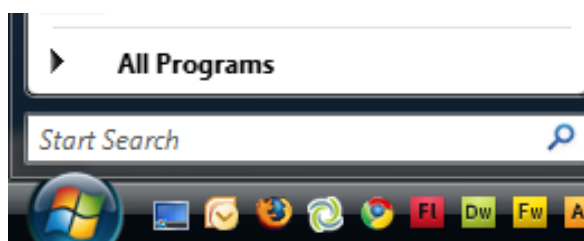


Running the software

When the programs have been installed, they should be available from your Start menu.

Just select **START** > **All Programs** > **ContentGenerator.net** and you should see the full list of programs.

Select the one you wish to use and the program will load.





How do I use the programs?

The programs have been designed to allow anyone to generate their own customised games and activities.

There are four key steps:

1. Add your questions & answers

Type the details into the program interface

2. Save your data

Use the save data icon - so you can edit your activity

3. Add in titles and other details

Type in the title, author and set the options

4. Generate your activity

Create the custom Flash (.swf) activity

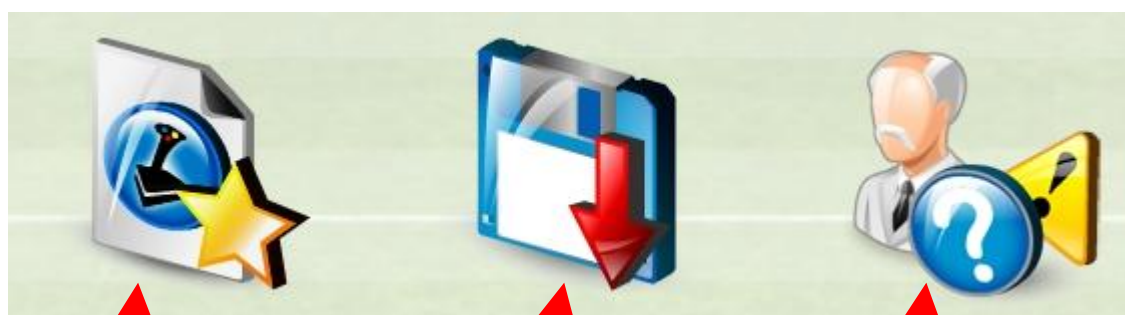


Last updated October 2010

The programs all make use of a consistent interface making them extremely user friendly. This example shows the Penalty Shootout generator, but all the programs work in a similar way.

Main program options

These buttons, or similar, appear when you load the program:



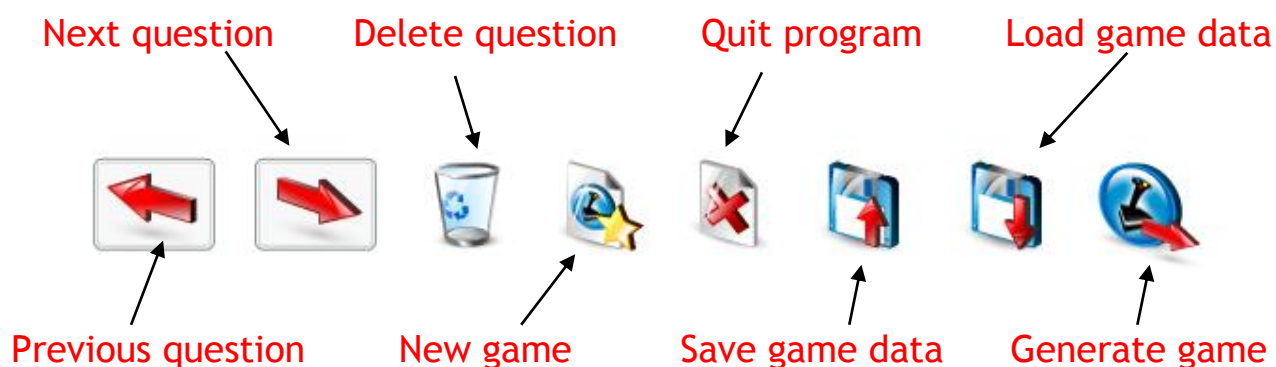
Create a new game

Load game data

Help and support

Main program toolbar

These icons, or similar, appear when editing questions in the program:



Next question

Delete question

Quit program

Load game data

Previous question

New game

Save game data

Generate game



Standard vs. SCORM



Standard

Every program produces customised Flash (.swf) files. These are files that use the free [Adobe Flash player](#), installed on 99% of computers.



The generator programs require Windows, but the generated Flash files will work on **any** operating system or device that supports Flash.

The 'default' option on all our programs is to generate a Flash file (.swf) and webpage (.html). To put your game online you just need to upload both these files.





SCORM

SCORM is a complex system with a very straightforward aim - to track scores and usage on a Virtual Learning Environment (VLE). In English this simply means you can keep a record of how well students get on with your activities.



SCORM support is a new addition and is being rolled out to all programs as appropriate. Currently **Penalty Shootout**, **Walk the Plank**, **Fling the Teacher** and **Grade or No Grade** all support SCORM. Other programs are being updated to support SCORM and current owners will receive free updates.

When you reach the 'generate game' screen in a program, you will see the game options:

The screenshot shows a 'generate game' screen with various input fields and buttons. A red box highlights the 'SCORM options' section, which includes a text label, a note to click to change, an SWF file icon, and a message stating 'Standard .swf file will be produced'. A red arrow points from the bottom of this box towards the text below.

SCORM options:
* Click to change

SWF

Standard .swf file will be produced

Game title: Unit 7.1

Author(s): ReviseICT.co.uk

Questions: 25

Generate separate list of questions? ☐ Yes ☒ No

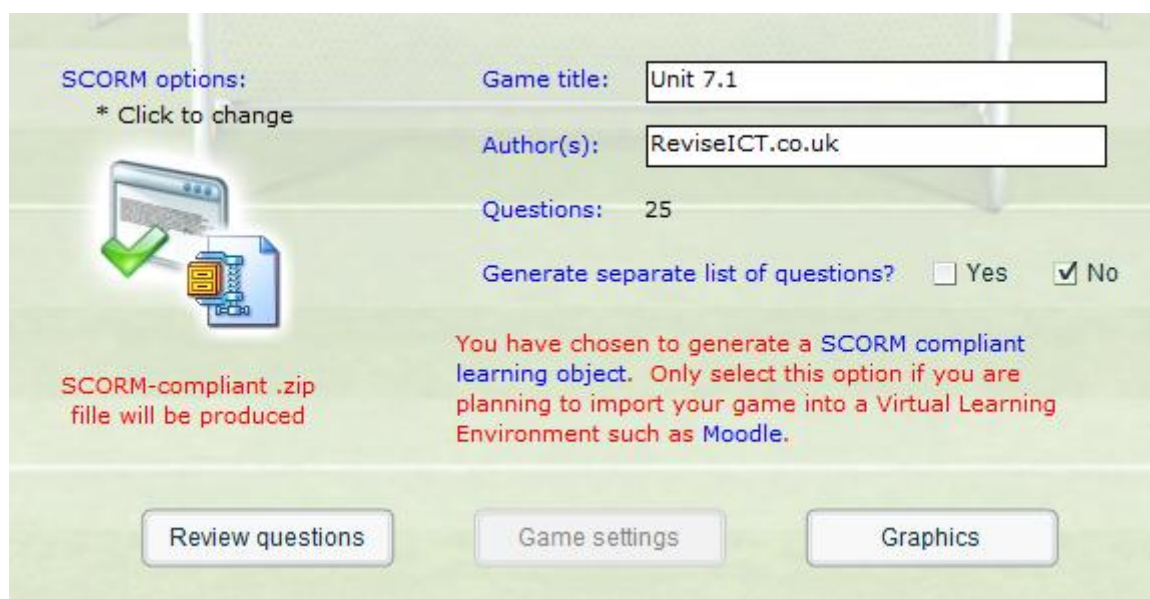
Quit URL: <http://www.reviseict.co.uk/games/>

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

Review questions Game settings Graphics

To 'enable' SCORM you need to click on the SCORM options.

Your screen will then display the SCORM options:



SCORM options:
* Click to change

Game title:

Author(s):

Questions: 25

Generate separate list of questions? ☐ Yes ☒ No

You have chosen to generate a SCORM compliant learning object. Only select this option if you are planning to import your game into a Virtual Learning Environment such as Moodle.

Review questions Game settings Graphics

When you produce a SCORM-enabled game, a single .zip file is generated. You can upload this to any VLE that supports SCORM.

Do contact us if you need further assistance with this. It sounds like a complex process but is straightforward and moves the usage of the ContentGenerator.net programs to a higher level.

ICT Unit 7.1	
Fling the Teacher	
 Andrew Field  P Score: 40	
Track details	
General data	
Element	Value
Raw score	40
Min score	0
Max score	100
Status	completed
Time	P
Other Tracks	
Element	Value
cmi.progress_measure	1
cmi.score.scaled	0.4





What does each program do?

Penalty Shootout



- Students have to answer questions to try and win a Penalty Shootout.
- 1 player and 2 player options with all the tension and enthusiasm of an actual Penalty Shootout
- Standard option generates a game that is ideal for use as a starter or plenary.
- SCORM option generates a game ideal for tracked individual use on learning platforms.

I had a group of 6th form lads who couldn't hear anything I said such was the concentration on the game, a group of year 11 "characters" asked to come in and use it over lunchtime and the cries of anguish that greet a "hit the bar" or penalty can be retaken message never fails to make me laugh!

[Jo Norton]

Walk the Plank



- Students have to get sufficient questions correct to force their teacher to walk the plank
- A real challenge, but also one that allows students still to 'win' even if they have got a question incorrect.
- Standard option generates a game that is ideal for use as a starter or plenary.
- Standard option also works really well as an individual or group challenge.
- SCORM option generates a game ideal for tracked individual use on learning platforms.

"I hate this game - you think you've made the teacher walk the plank and then get a question wrong - he walks backwards! You just have to keep playing to get him in."

[14yr old student]

Hoopshoot

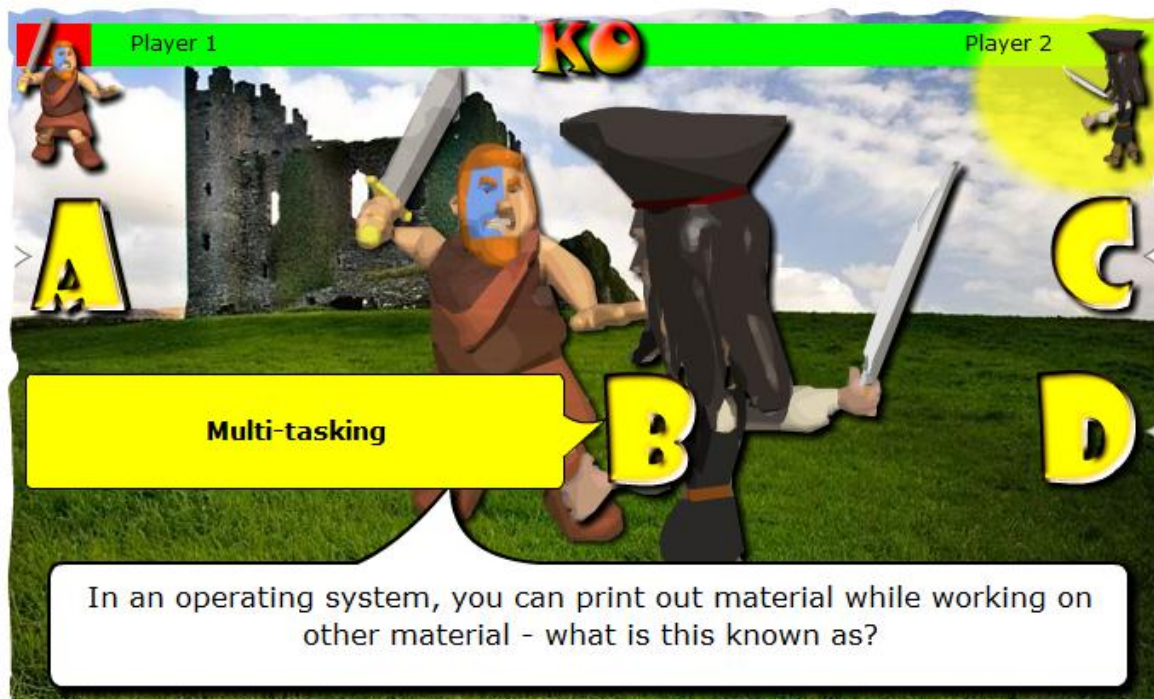


- The player is asked a question - if they get it correct they have the opportunity to try and 'Shoot the Hoop'.
- 1 player, 2 player and 'time challenge' options - range of challenges.
- Perfect for whole class usage to generate enthusiasm
- Standard option generates a game that is ideal for use as a starter or plenary.
- SCORM option will appear in the next update

Just to let you know that I did the urban zones version with two year 11s today, they loved it, thought it was brilliant and we laughed at their shooting. The girls really enjoyed this one. I did the option to move on after a wrong question, and they really liked the 'your rubbish' wrong answer noise. A winning formula.

[Tony Cassidy]

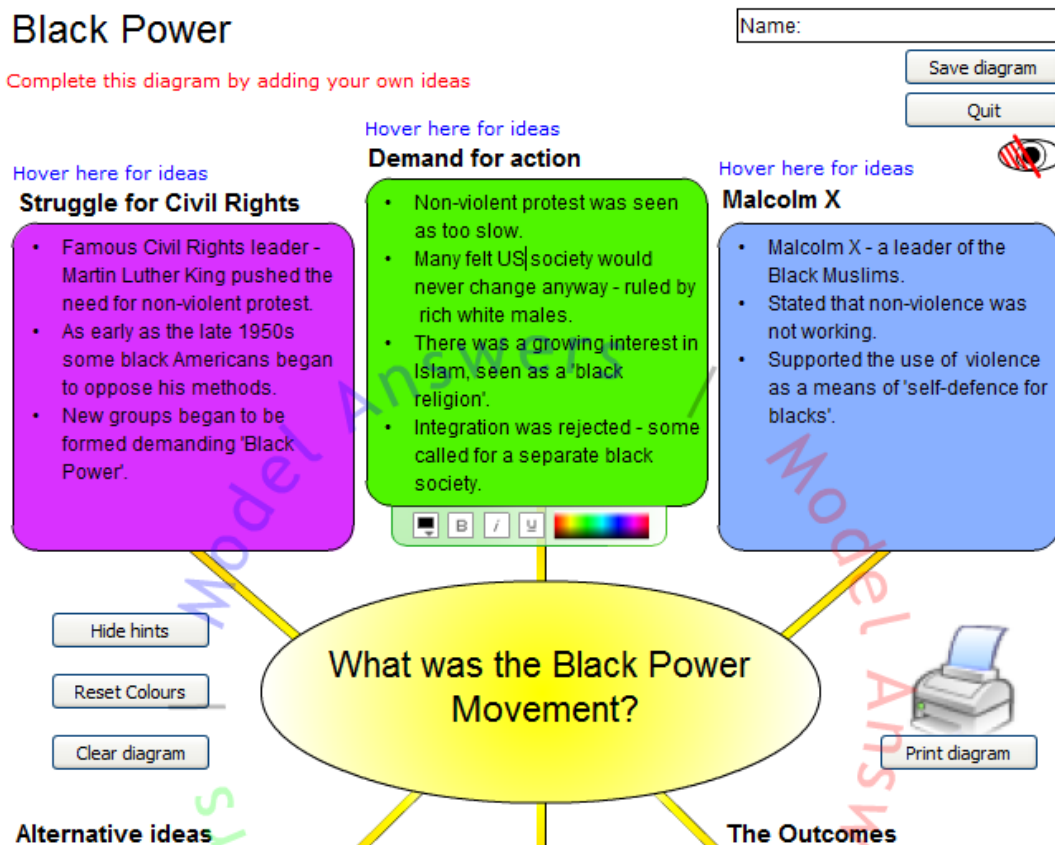
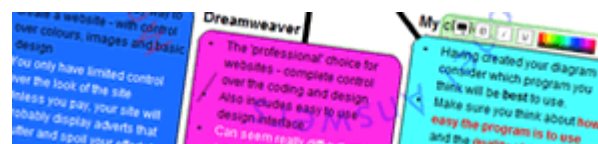
En Garde



- The ultimate in 'cognitive conflict' - students are involved in a swordfight where they need to get questions correct to beat their opponent.
- 1 player, 2 player and 'En Target' options each providing a different game - an extensive challenge.
- Standard option generates a game that is ideal for use as a starter or plenary - especially with a whole class.
- SCORM option will appear in the next update

As always another fantastic addition to the ContentGenerator.net suite of programs, the graphics & sounds are fantastic. I particularly like the way the answer choices move in as you hover over A, B etc.
[Carl Shepherdson]

Interactive Diagram generator



- The most complex ContentGenerator.net program - a learning and note making tool rather than a game.
- Students have to create their own customised spider diagram following your guidance and support.
- You can prepare the diagrams exactly as you want - providing support hints, questions or model answers.
- The generated activities are ideal to upload to a VLE or subject-based website as you can provide higher level computer based activities.
- Once a student completes their diagram they can print of a A4 version, including their own colours & customisations.

You are given headings and clues to peek at, and although the exercise is difficult, it is a good learning tool

[The Sunday Times]

Last updated October 2010

Practice Paper



Give - and explain - three examples of what information must be to make it useful.
[6 marks]

1 FROM 20

Submit answer Give up

To achieve 6 marks

- **Accurate** - is candidate number accurate and correct
- **Up to date** - years old means not be contacted
- **Complete** - if you don't have all the sales information for a business the profit cannot be calculated correctly

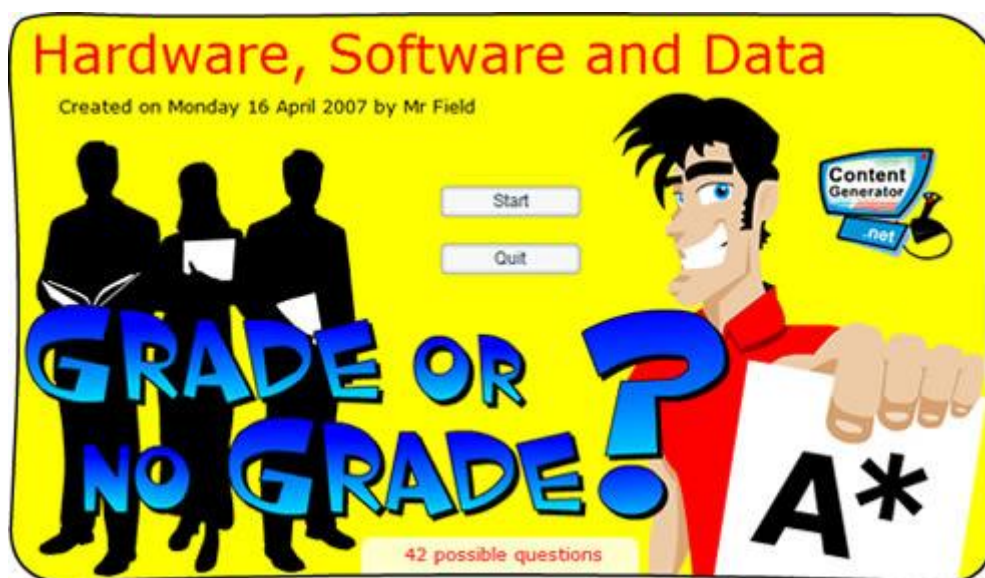
- Create your own revision and review activities - ideal for exam preparation.
- Ideal to use with model answers - students type their ideas, then compare their work to a pre-prepared answer.
- Rich-text html supported for student answers and model answers - means you can extensively customise the content with colours and text formatting options, even including hyperlinks to supporting material.
- Multiple printing choices in the generated activity. Students can select exactly what they want to print off - such as just the questions, or just the model answers.
- Ideally suited for use with VLEs or on websites - very useful as a student self-study and review tool.

Having written 50 sample answers for case study questions drawn from the last 6 years of past papers I have created Unit specific Practice Past papers. These are being very well received both by staff and students. A huge thank you from our department and students for this"

[Rob Chambers]

Last updated October 2010

Grade or No Grade

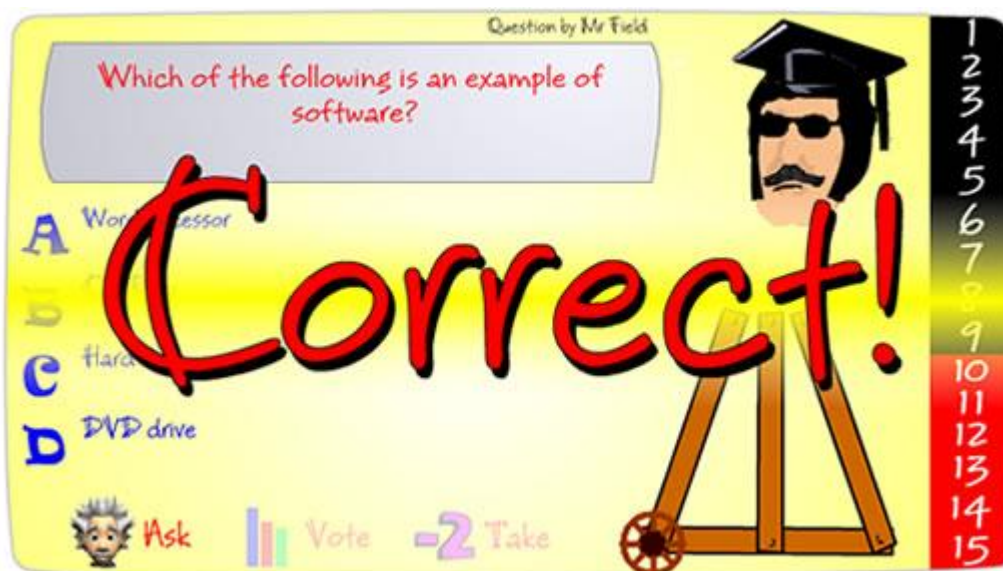


- This game offers 10 exam envelopes, each with an exam grade in. Each turn if the correct answer is given, the player picks an exam envelope.
- At the end of each turn, the examiners give the player an offer - here the player can take it or leave it.
- The game can be used in a wide variety of situations - great tension in a whole class environment via an interactive whiteboard and projector. Even better in assemblies!
- Standard option generates a game that is ideal for use as a starter or plenary.
- SCORM option generates a game ideal for tracked individual use on learning platforms.

I did one on energy for year 10s I don't think I have laughed so much, when they swapped an A* for an F, much to their disgust. The great value of these games is that they have to read the question... something I find they have great difficulty in doing.

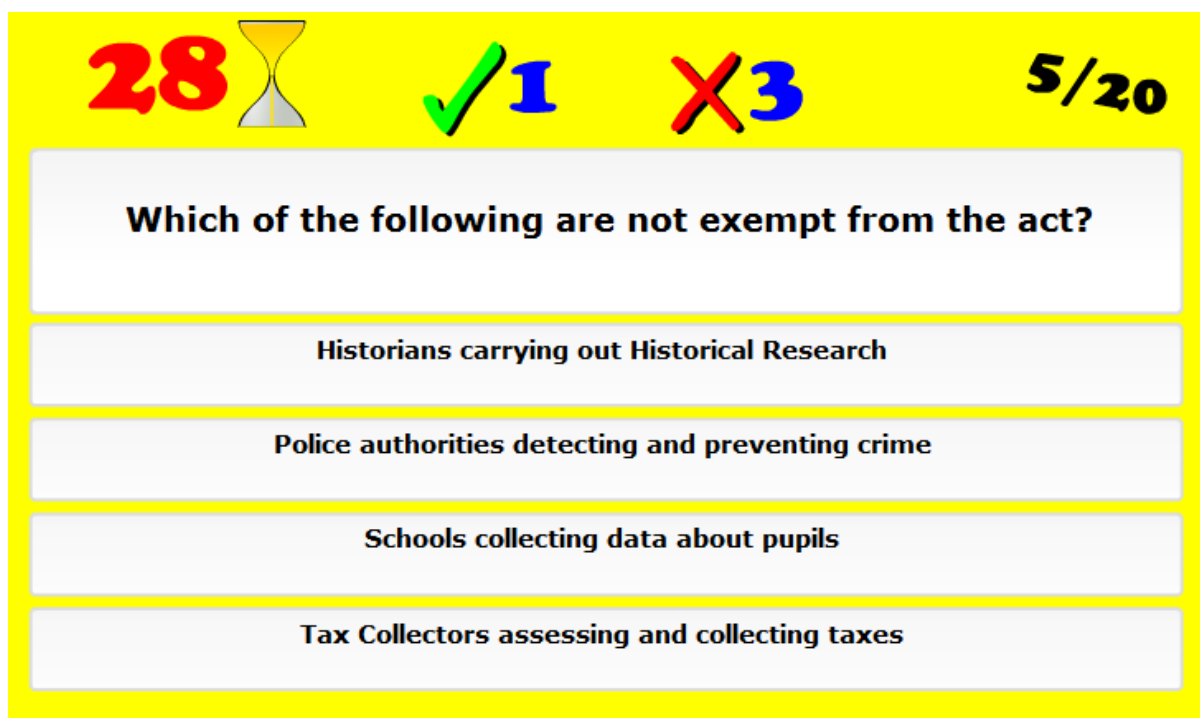
[Tony Cassidy]

Fling the Teacher



- Incentive-based quiz - if the student knows enough they can fling their teacher away.
- Students have to get 15 questions correct in a row - each correct answer is rewarded with a piece of a trebuchet
- Based around multiple-choice questions together with 'helplines' - 'Take two away', 'Take a vote' and 'Ask an expert'.
- Standard option generates a game that is ideal for use as a starter or plenary - particularly good as a whole class.
- SCORM option generates a game ideal for tracked individual use on learning platforms.

Multi-choice quiz generator



- Easiest program to generate a quiz - require only two questions for a quiz
- Choice of three different types of quiz
 - 'big' - ideal for whole class usage
 - 'quiz + text' - mini-quiz with accompanying text
 - 'mini-quiz' - ideal to slot into an existing page or resource
- Extensive customisation including optional timing and colours.
- SCORM support will be available with next update

Match-up quiz generator



Population Distribution

Population distribution

World population distribution is

Places which are sparsely populated

Places which are densely populated

Places which are densely populated are

Sparsely populated places tend to be

contain many people.

contain few people.

The pattern of where people live.

uneven.

habitable environments e.g. Europe.

difficult places to live. These are usually places with hostile environments e.g. Antarctica.

Start again
Mark answers

- Students have to 'match-up' six terms / definitions / sentences
- Challenge against the clock - ideal fast paced starter activity
- Can form part of a longer activity with hyperlinks to continue
- Customise colours and appearance to fit into other materials,



Guide by Andrew Field, © ContentGenerator.net 2010

Last updated October 2010