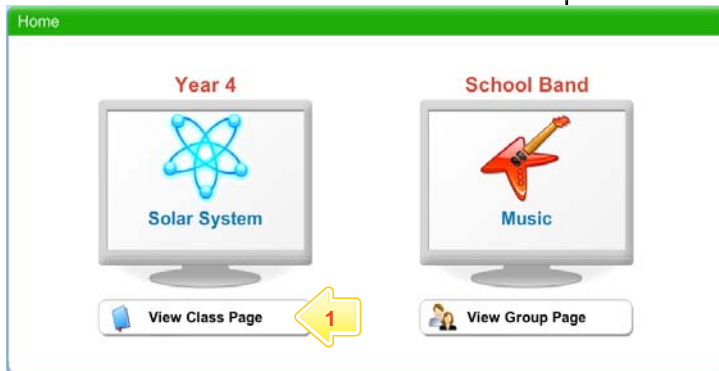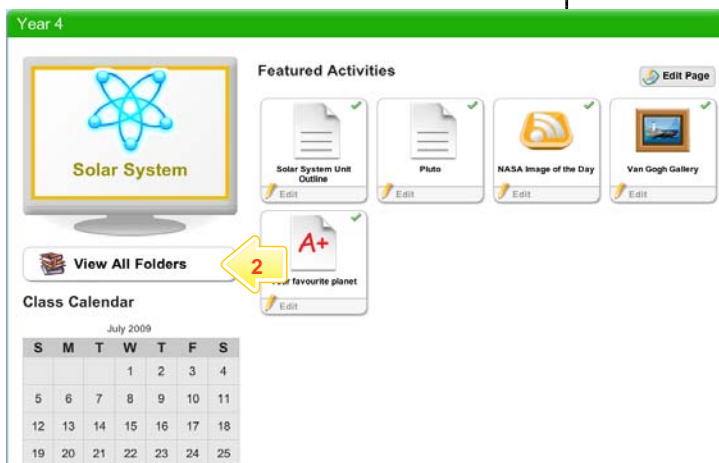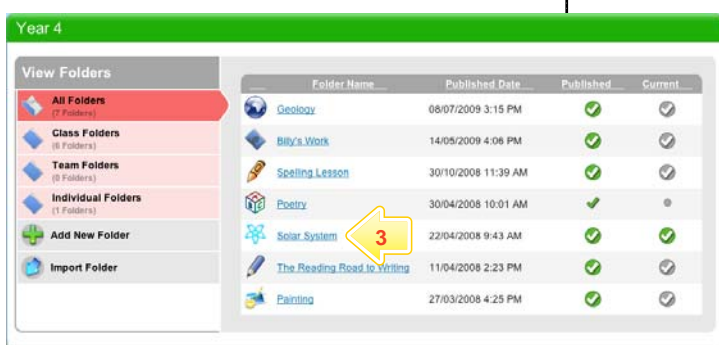## Create a new Game

The Studywiz Game Activity allows students to practice and test themselves using media-rich games. Teachers can quickly and easily create new games, set questions and define difficulty levels.
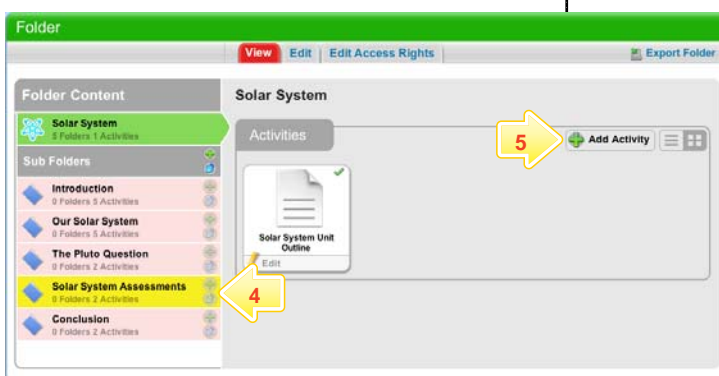

1 Below the Class or Group in which you want to create the activity, click the **View Class Page** button.
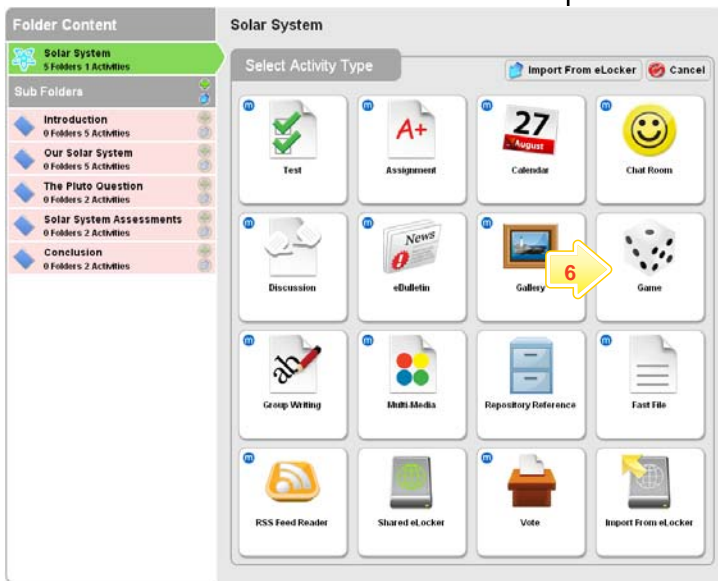

2 Click the **View All Folders** button.

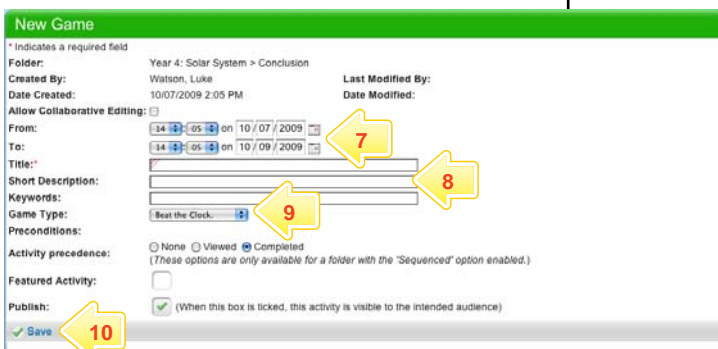**3** Click the Folder to which you want to add the activity.

4 If you want to save the activity in a sub folder, click the Sub Folder.

5 Click the **Add Activity** button.

6   Click **Game**.

7   In the **From** and **To** fields, set the times and dates between which you want the activity to be available.

8   Enter a **Game Title**, a **Short Description** and some **Keywords**. Separate keywords with spaces or commas.

9   From the **Game Type** drop-down list, select the type of game you want to use. Five game types are available:
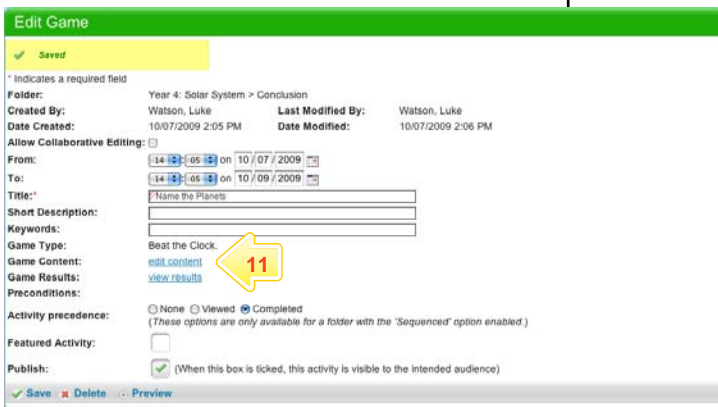
Mega Money is a quiz game,

Pop'n'Globs is a question and answer game with free-form answers,

Beat the Clock is a quiz game with progressively revealed clues,

Search for a Genius is a multiple-choice quiz game, and

Hungry Frog is a times tables game.

10   Click **Save**. The game type is saved and the Game Content and Game Results links appear.

11   Click **edit content**. The Game editor specific to the game type appears.

To build the game, follow the instructions in the appropriate section below.

Mega Money

To build a **Mega Money** game, follow these instructions. Instructions are also included on the game building page.

1 Click in each of the white topic boxes and enter the titles.

2 Click the currency that you want to use for the game.

3 Click on a topic value.

4 In the **Question** box, type the question.

5 In the **Answer** box, type the answer.

6 Click the ✔ button.

7 Repeat steps 3 to 6 for the other topics and values.

A red tick appears over the topic values that have complete questions and answers.

When all the questions and answers are complete, the Save Game button is activated.

8 Click the **Save Game** button.

You can now preview, play or edit the game. If you edit the game, remember to save it again when you have finished.

9 Click the Studywiz **Back** button. The Edit Game panel reappears.

10 If the game is ready to publish, select the **Publish** checkbox.

11 Click **Save**. The game is saved and is now ready for your students to play!

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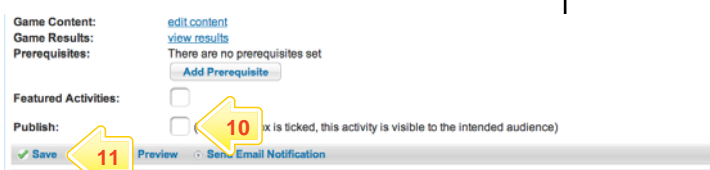
Pop 'n' Globs

To build a **Pop 'n' Globs** game, follow these instructions.

1 Click in the question box and type the question.

2 Click in the answer box and type the correct answer.

3 Click the **Add Question** button. A new blank question appears.

4 Repeat steps 1 and 2 for the new question.

5 Add new questions by repeating steps 3 and 4.

6 Set the time allowed for each question at the different levels (the same questions are used for each level, but the time allowed is different).

7 Move between questions by clicking the yellow arrows.

8 Click the **Save** button. The game is saved.

**Hint** Preview the game by clicking the **Preview** button. Delete a question by clicking the **Delete Question** button.

Note The answers are case sensitive.

9 Click the Studywiz **Back** button. The Edit Game panel reappears.

10 If the game is ready to publish, select the **Publish** checkbox.

11 Click **Save**. The game is saved.

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Beat the Clock

Follow the instructions below to create a **Beat the Clock** game.
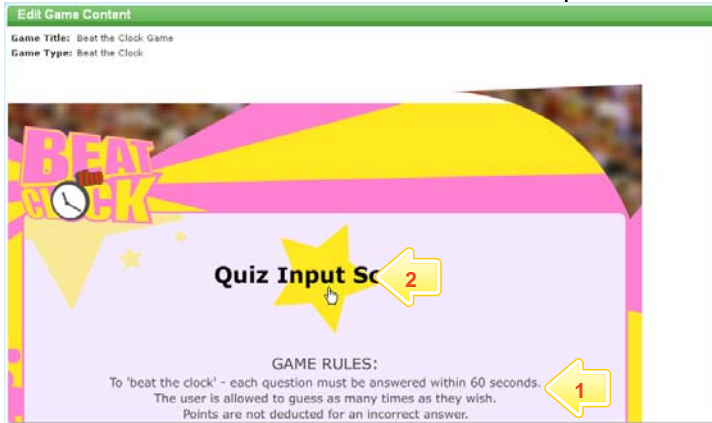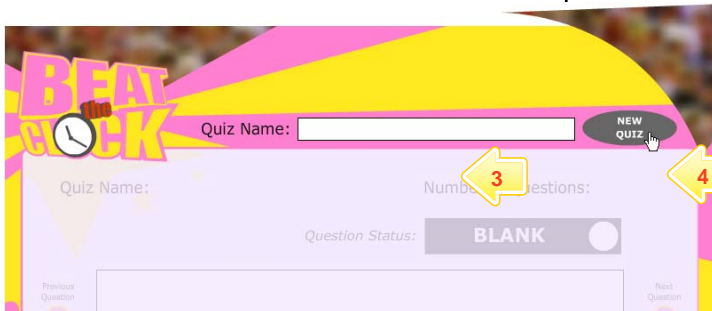
1 Read the Game Rules.

2 Click the large star.

3 In the **Quiz Name** field, type a name for the Quiz.

4 Click **NEW QUIZ**.

5 In the **Question** field, type the question.

6 In the **Clue** fields, type the clues. These clues will be revealed to the student at 10-second intervals.

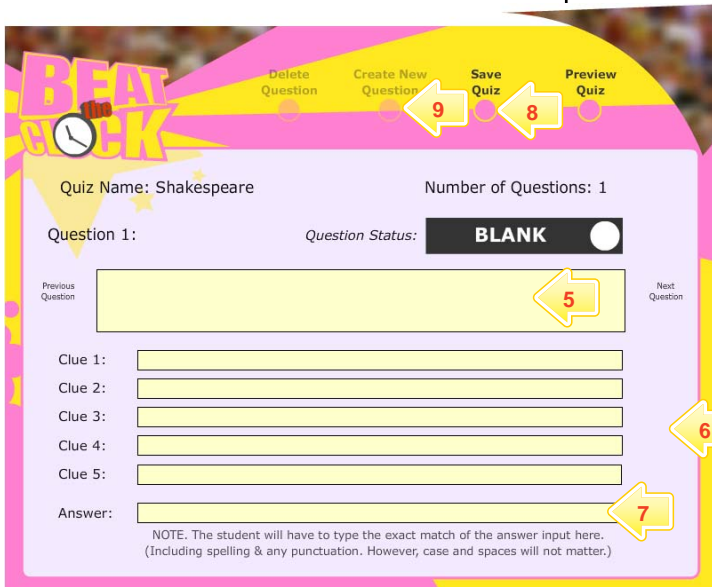**7** In the **Answer** field, type the answer to the question.

Note The answers are not case sensitive.

8 Click **Save Quiz**.

9 If you want add a new question, click **Create New Question**.

10 Repeat steps **5** to **9** until you have all the questions you require.
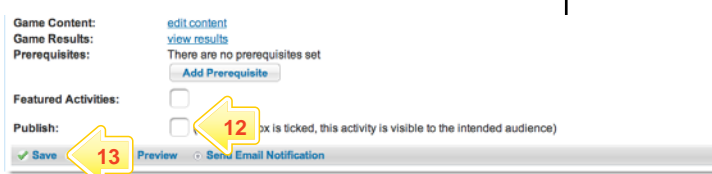
Hint Use the **Previous Question**, **Next Question**, **Delete Question** and **Preview Quiz** buttons to help you organise your quiz.

11 Click the Studywiz **Back** button. The Edit Game panel appears.

12 If the game is ready to publish, select the **Publish** checkbox.
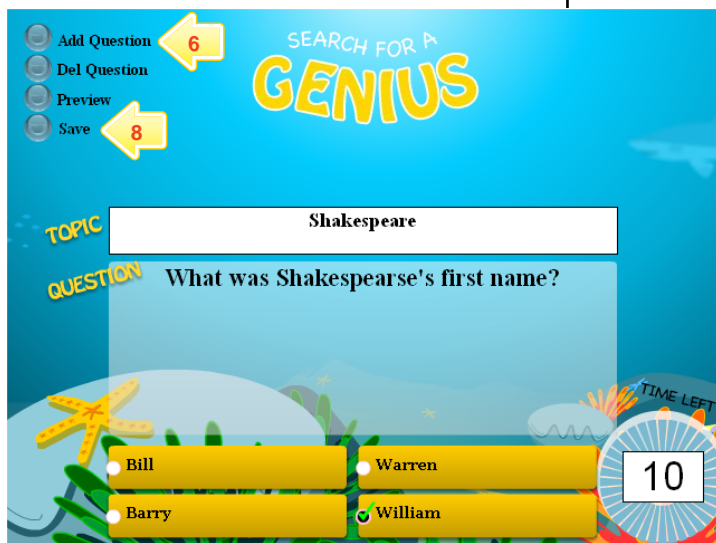
13 Click **Save**. Your game is saved.

Use the buttons on the Studywiz toolbar to keep working with Studywiz.

Search for a Genius

Follow the instructions below to create a **Search for a Genius** game.

1 In the **Topic** field, type a question topic.

2 Click the **Question** field and type the question.

3 Click each answer field in turn, and in each type a possible answer. Make sure that one of them is correct!

4 For the correct answer, click the white circle. A green tick (check mark) appears.

5 In the **Time Left** field, type a time limit for the question.

6 If you want to add another question, click the **Add Question** button.

7 Repeat steps 2 to 6 until you have all the questions you need.

8 Click the **Save** button.

Hint Use the **Preview** and **Del Question** buttons to preview your game and to delete questions.
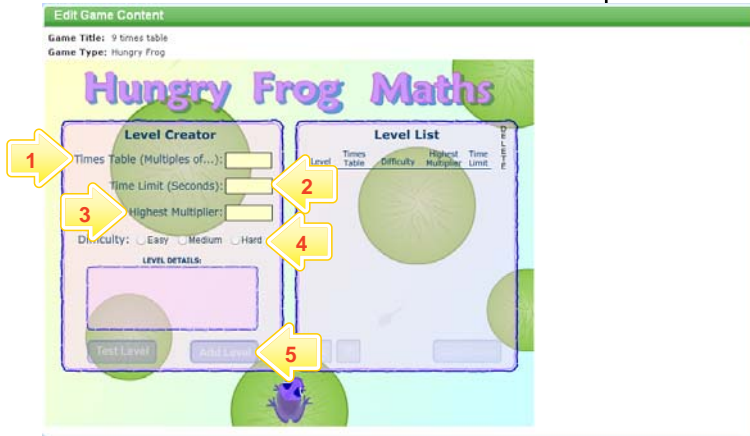
9 Click the Studywiz **Back** button. The Edit Game panel appears.

10 If the game is ready to publish, select the **Publish** checkbox.

**11** Click **Save**. Your game is saved.

Use the buttons on the Studywiz toolbar to keep working with Studywiz.

Hungry Frog

Follow these instructions to create a Hungry Frog times-table game.

1 In the **Times Table (Multiple of…)** field, type the times table that you want your students to practice.

2 In the **Time Limit** field, enter a time limit for the game.

3 In the **Highest Multiplier** field, enter the highest number that will be used to create the possible answers.

4 Select a **Difficulty** level. This determines the rate at which the dragonflies emerge.

5 To add a new level to the same game, click **Add Level**. The level you just created is added to the Level List.

6 When your game has all the levels you want, click the **Save Game** button.
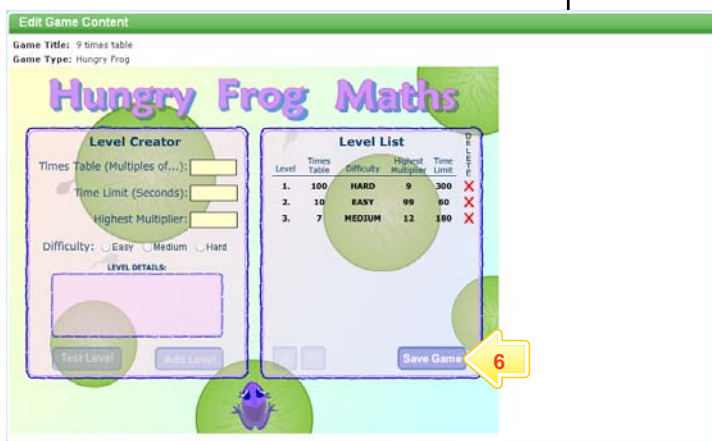
Hint You can delete a level by clicking the adjacent ✗ button. Use levels to make the game progressively harder by changing the **Difficulty** setting.

7 Click the Studywiz **Back** button. The Edit Game panel appears.

8 If the game is ready to publish, select the **Publish** checkbox.

9 Click **Save**. Your game is saved.

Tips and Hints

1 Use Studywiz Games to set practice activities for your students before they do an assessment.

2 Set a prerequisite for a Game by clicking the **Add Prerequisite** button. This allows you to specify a Test or QTAssessment that your students must complete before they can attempt the new activity.

If you have any ideas for Studywiz Games, you're invited to share it with other teachers at the Studywiz Global Community – http://studywizgc.org/. Log in using the button on your Studywiz deployment.