

**Educaplay** on keskkond, mis võimaldab teha erinevaid harjutusi (tasulisi ja tasuta).

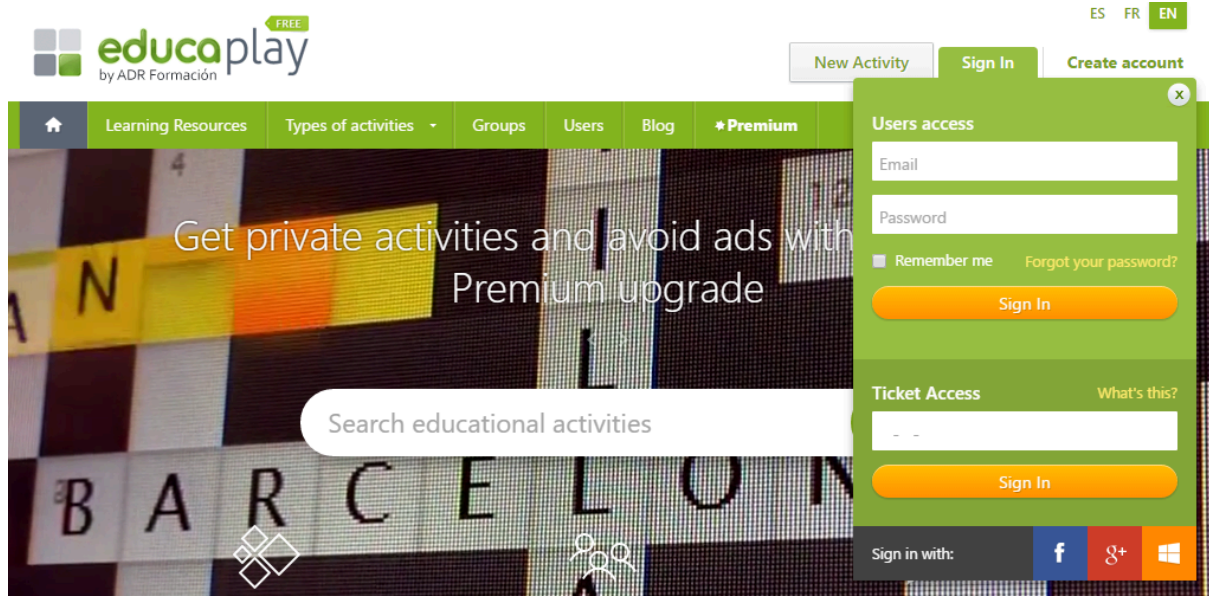


Tasuta harjutused on avalikud ning kõik saavad neid kasutada.

Alustamine - <https://en.educaplay.com/>

Sisselogimiseks on mitu võimalust:

- loote konto
- sisenete kasutades Facebook kontot
- sisenete kasutades Google kontot
- sisenete kasutades Microsoft kontot



Avalehel avanevad järgmised lingid:

- **Learning resources** on teiste loodud õppematerjalid. Sorteerida saab keelte, tegevuste või näiteks uuemate materjalide alusel.

- **Types of activities** alt avanevad erinevad tegevused ning nende kirjalik ja video juhend ning näidisülesanne.

- **Groups** - võimalik liituda erinevate gruppidega

- **Users** - võimalik otsida materjale kasutaja nime järgi või sorteerida hinnete ning loomise aja järgi.

Users

Kasutajad

User search

76962 Users sorted by Ranking of authors

| User   | Ranking | Author | Jugador |
|--|---------|--------|---------|
| <b>lida Aae</b><br>Registration date: 05:12<br>238 Created activities<br>44 Played activities  | RANKING | 49     | 5247    |
| <b>tim TMSBOX</b><br>20 July 2012 - 08:44:27<br>123 Created activities<br>76 Played activities | RANKING | 60     | 2421    |
| <b>Patricia Machado</b><br>18 October 2012 - 15:07:53<br>265 Created activities                | RANKING | 76     |         |

Curso de Educaplay  
Resuelve tus dudas y saca el máximo partido a Educaplay

My Ranking  
Player

- **Blog** - uudised ja postitused
- **Premium** - tasulise ja tasuta keskkondade võimaluste võrdlus

Õppematerjalide koostamiseks vajutage **New Activity**. Seejärel valige tegevus, määrake keel (kahjuks eesti keelt veel ei ole), lisage töö pealkiri ja kirjeldus ning valige sobiv õppeaine ja millisele vanusele antud töö on mõeldud. Kõige lõpus vajutage **Next**.

educa**play** Uue tegevuse loomine → New Activity

Learning Resources Types of activities Groups Users Blog Premium

### New Activity

Type of activity

Valige tegevus

Next

Language English Keel

Title Pealkiri

Description Kirjeldus

### Educational Classification

Educational System Do not have the education system from Estonia

If you want to help us, please contact on [info@educaplay.com](mailto:info@educaplay.com)

Knowledge Area - Select an option - Õppeaine

Audience Age 0 5 10 15 18 20 Vanuserühm

Kui olete sisestanud vähemalt kolm märksõna, oma küsimused, vastused, ajalimiidi ja vihjed, saate informatsiooni oma küsimustiku sobivuse kohta. Enne avalikustamist saab näha oma töö eelvaadet.

Pealkiri  
Kirjeldus

Andmete muutmine

Nõuanded  
Eelvaade  
Avalikustamine

Märksõnad

*Help* nupule vajutades saab informatsiooni, kuidas oma tööd veelgi parandada.



Riddle

## Keys to improving your Riddle

- Tags:**  
It is necessary to establish a minimum of 3 (if there is established an educational system 2 of them are already incorporated -which correspond to the course and subject-. **The most important will indicate the activity's topic** (ie: 'Roman Empire', 'Pythagorean Theorem', etc.)
- Number of clues:**  
You must define at least one clue. **The ideal amount of clues is between 6 and 8; we recommend at least 4 of them and a maximum of 10**
- Number of answers:**  
You must define at least one answer
- Number of attempts:**  
**We recommend between 1 and 3.** Use only one try if you want to assess knowledge
- Image:**  
It is advisable to set a picture as aid
- Audio:**  
It is advisable to establish a clue with audio

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\* The activities which do not exceed 25 quality points can not be published. It is considered that they have no educational value.

\* Activities between 25 and 50 quality points can be published in the user personal area.

\* Activities over 50 quality points can be published and will be visible in the whole Educaplay site.

## Erinevad tegevused

**Riddle.** Mõistatušte lahendamise. See on tegevus, kus tuleb leida õige sõna(d) vastavalt mõne antud vihje põhjal. Vihjeks võivad olla tekst, heli või pilt. Iga vihjega skoor vähenb. Igal mõistatusel on piiratud arv katseid, mida ei tohi ületada.

## General Data

# Üldised andmed

[Edit](#)

|                              |   |
|------------------------------|---|
| Number of attempts           | 2<br><i>Number of attempts the user has to complete the activity</i>  |
| Time limit                   | The user <b>has no time limit</b> to do the activity<br><i>Number of attempts the user has to complete the activity</i> |
| Sensitive to capital letters | No  |
| Sensitive to stresses        | No  |

## Activity Answers

# Vastus(ed)

[Add answers](#)

|                                   |
|-----------------------------------|
| Answer                            |
| <input type="checkbox"/> Margapuu |
| <input type="checkbox"/> Päsmer   |

## Clues

# Vihjed

[Add Clue](#)

| clue  | Audio |
|---|-------|
| <input type="checkbox"/> kasutatakse asjade kaalumiseks   |       |
| <input type="checkbox"/> tal on püsiva pikkusega kang   |       |
| <input type="checkbox"/> kangi ühes otsas on püsiva kaaluga vasturaskus                                   |       |
| <input type="checkbox"/> kaalutav raskus tasakaalustatakse kangi õlgade muutmisega toetuspunkti nihutades |       |
| <input type="checkbox"/> M-g-p-u  |       |

## Riddle Image

# Pilt mõistatusele


[Edit](#)

|            |   |
|------------|---|
| Show Image | Yes   |
| Image      | <a href="#">View Image</a> <a href="#">Delete</a> |
| Filter     | Squares   |

## Mõistatuse katsetamine eelvaates

Kedetu, meeletu, ise maailma tark?

Katsete arv 0/2 80 00:44 Aeg Näita vihjet



Show clue

tal on püsiva pikkusega kang

Your Answer

**Crossword** - ristsõna koostamine. Kõigepealt sisestate sõna ning seejärel vihje ja tagasiside. Vihje andmiseks on kolm võimalust: tekst, pilt või heli.

**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** Sõnade lisamine → Add word

| Word   | Description                        | Type  |
|--|------------------------------------|-------|
| <input type="checkbox"/> <input type="checkbox"/> PENIKOOREM | 7 versta                           | Text  |
| <input type="checkbox"/> <input type="checkbox"/> KAPAMAA    | Põllupindala ühik                  | Text  |
| <input type="checkbox"/> <input type="checkbox"/> KUUNAR     | <span>View Image</span>            | Image |
| <input type="checkbox"/> <input type="checkbox"/> AAKER      | Inglise pindalaühik                | Text  |
| <input type="checkbox"/> <input type="checkbox"/> VERST      | 500 sulda                          | Text  |
| <input type="checkbox"/> <input type="checkbox"/> STEER      | ehitus- ja kuttematerjali mõõt     | Text  |
| <input type="checkbox"/> <input type="checkbox"/> PANG       | 12,3 liitrit                       | Text  |
| <input type="checkbox"/> <input type="checkbox"/> LIIN       | relvade kalibri määramise mõõtühik | Text  |
| <input type="checkbox"/> <input type="checkbox"/> PUUD       | 40 naela                           | Text  |

**Preview**

**Publish Activity**

---

**Labels**

physics  yhik  vanaaegne

**Add Labels**  
It is necessary to establish a minimum of 3 tags. One of them will indicate the activity's topic.

Add

Example:

---

**Help**

This is the videotutorial, for learning how to [create Crosswords](#) in Educaplay

Desde aquí, puedes acceder al videotutorial, para aprender a [crear crucigramas](#) con palabras definidas con imágenes y audios en Educaplay

**Add** ×

Add word  **Sõna**

---

Definition type

**Tekst, pilt või heli**

Image  No file chosen  
*Accepted formats: png,jpg,bmp,gif.*

---

Feedback  **Tagasiside**

Send **Sisesta sõna**

**Fill in the blanks** - tühikute täitmine. Kõigepealt sisestage tekst ja seejärel valige sõnad, mis asendatakse tühimikega.

|                           |   |
|---------------------------|---|
| <b>Question</b>           | Complete this text<br><i>This is the question/statement that will appear at the top of the activity</i>                 |
| <b>Number of attempts</b> | 2<br><i>Number of attempts the user has to complete the activity</i>  |
| <b>Time limit</b>         | The user <b>has no</b> time limit to do the activity<br><i>Number of attempts the user has to complete the activity</i> |
| <b>Way to fill in</b>     | <input type="button" value="Write"/> <input type="button" value="Click"/> <b>tühikute täitmise võimalus</b>             |

**Katsete arv**

**Aja piirang**

**Text to complete**

## Sisestatud tekst

Füüsikaline suurus on füüsikalise objekti mõõdetav omadus või olek, mida saab matemaatiliselt tõlgendada suurusena ja mis võimaldab inimesel objekti tähise ning mõõtühiku abil arvuliselt kirjeldada. Füüsikalised suurused on näiteks skalaarne suurus (lihtsustatult: need väärtused on täielikult iseloomustatavad ühe arvu ja mõõtühiku abil, neil puudub suund), vektoriaalne suurus (lihtsustatult: nendel väärtustel on alati olemas kindel suund, arvu kohale kirjutatakse nool) või üldiselt tensorsuurus. Suurust väljendatakse arvvaartuse ja mõõtühiku korrutisena. Kuigi mõõtmisel saadakse suuruste väärtusteks on alati ratsionaalarvud, vaadeldakse füüsikateooriates suurusi tavaliselt reaalarvulistena. Füüsikalisi suurusi ei ole looduses olemas, nad on teadlaste poolt defineeritud ja kokku lepitud, et paremini mõista looduses toimuvaid seaduspärasusi. Füüsikaliste suuruste sisu avatakse definitsioonidega. Füüsikaliste suuruste defineerimisel lepitakse kokku ka mõõtmisviis (nii sõna kui ka valemiga), millise nähtuse (või objekti) iseloomustamiseks kasutatakse ning seost ümbritseva tegelikkusega.

**Text to fill in with hidden words**

## Tühikute valimine

Füüsikaline suurus on füüsikalise objekti mõõdetav omadus või olek, mida saab matemaatiliselt tõlgendada suurusena ja mis võimaldab inimesel objekti tähise ning mõõtühiku abil arvuliselt kirjeldada. Füüsikalised suurused on näiteks skalaarne suurus (lihtsustatult: need väärtused on täielikult iseloomustatavad ühe arvu ja mõõtühiku abil, neil puudub suund), vektoriaalne suurus (lihtsustatult: nendel väärtustel on alati olemas kindel suund, arvu kohale kirjutatakse nool) või üldiselt tensorsuurus. Suurust väljendatakse arvvaartuse ja mõõtühiku korrutisena. Kuigi mõõtmisel saadakse suuruste väärtusteks on alati ratsionaalarvud, vaadeldakse füüsikateooriates suurusi tavaliselt reaalarvulistena. Füüsikalisi suurusi ei ole looduses olemas, nad on teadlaste poolt defineeritud ja kokku lepitud et paremini mõista looduses toimuvaid seaduspärasusi. Füüsikaliste suuruste sisu avatakse

In the **Dialogue** activity, the user listens to and reads along with a dialogue between two or more characters. When you create the activity, you have the option to choose a character and mute the audio so that the user can play that role instead of just listening to the dialogue. The user can choose to have the dialogue advance automatically from one line to the next or play the dialogue at his or her own pace by clicking on each line. Since you create both the characters and the dialogue for the activity, you need to record or upload the audio for each part of the dialogue. In the dictation activity, the user must type a dictated text exactly as it is spoken. In order for the scoring to be accurate, it is important that you say the punctuation ("comma", "period", "question mark", etc.) as you record the dictation. When you create the dictation activity, you will give it a title and adjust various other settings: Sensitivity to capital letters. Sensitivity to accents. Sensitivity to line breaks. Method of scoring. Points can be deducted according to a set value, such as one point per error, or they can be deducted proportionally, according to what percent of the text was correct. Time between audios. You can adjust the duration of the break between each audio track. Time limit. Just like in any other activity, you can establish a maximum time to complete this activity. You can also choose to have no time limit. After you have adjusted the general settings, you need to enter the text for the dictation exactly as you want the user to type it. Finally, upload or record the audio, sentence by sentence, so that each sentence can be repeated if necessary.



**Jumbled Word** - segamini aetud sõna. Sõna mõistatamiseks saab anda vihje küsimusena, audiona, pildina või nende kombinatsioonina. Sõna kirjutamiseks on kolm võimalust:

1. trükib sõna
2. klikib tähtedel õiges järjekorras
3. lohistab tähed õigesse kohta

### General Data

Edit

|                    |  |                             |
|--------------------|--|-----------------------------|
| Way to fill in     | <input type="button" value="Write"/> <input type="button" value="Drag"/> <input type="button" value="Click"/>                  | Tähtede lisamise võimalused |
| Number of attempts | 2<br><small>Number of attempts the user has to complete the activity</small>   | Katsete arv                 |
| Time limit         | The user <b>has no</b> time limit to do the activity<br><small>Tiempo que tendrá el usuario para realizar la actividad</small> | Aja limit                   |
| Question           | Mis puiduliigiga on tegemist?<br><small>This is the question/statement that will appear at the top of the activity</small>     | Küsimus                     |
| Answer             | palisander<br><small>This is the word whose letters must be put in order</small>   | Õige vastus                 |

### Add an audio

You can add an audio to go with the question/statement of the activity

Audio track  Upload audio  Record audio **Audio lisamise võimalus**

No file chosen

**Pildi lisamise võimalus**

If you have the audio in mp3 upload it here. Maximum size 1Mb.

**Jumbled Sentence** - segipaisatud lause. Ideaalne sõnade arv lauses on 10 kuni 20, soovitatakse minimaalselt 5 sõna ja maksimaalselt 25 sõna lausesse. Lause mõistamiseks saab anda vihje küsimusena või audiona. Lause kirjutamiseks on kolm võimalust:

1. trüüb sõna
2. klikib tähtedel õiges järjekorras
3. lohistab tähed õigesse kohta

The image shows a screenshot of a quiz editor interface. At the top, there is a 'General Data' section with a 'Muuda' (Change) button and an 'Edit' button. Below this is a table with fields for 'Way to fill in', 'Number of attempts', 'Time limit', 'Question', and 'Answer'. A modal window titled 'Edit General Data' is open, showing fields for 'Question', 'Answer', 'Number of attempts', 'Time limit', and 'Way to fill in'. The 'Send' button is highlighted with a red box and labeled 'Sisesta' (Enter). Below the modal window is the 'Add an audio' section, which includes 'Upload audio' and 'Record audio' buttons, and a file upload area with a 'Choose File' button and a note about the maximum size (1Mb).

### **VideoQuiz**

Juhendi videoharjutuse tegemiseks on koostanud Tuuli Koitjärv  
<https://youtu.be/WYDSmwOqfdU>

**Matching Game** - Rühmitamine. Sisestada saab neli kuni 24 elementi. Ideaalne elementide arv on 16 kuni 24.

Colours Premium Commercial

Custom colours Background: ■ Buttons: ■

**General Data**

|                        |  |
|------------------------|--|
| Question               | Link these elements<br><i>This is the question/statement</i> |
| Way to do the activity | Linking all the elements                                     |
| Time limit             | The user has no time limit                                   |
| Number of attempts     | 2<br><i>Number of attempts to solve the question</i>         |

**Groups**

| Group | Elements |
|-------|----------|
|       |          |

Custom colours Background: ■ Buttons: ■

**General Data**

|                        |   |
|------------------------|---|
| Question               | Leia sobivad elemendid<br><i>This is the question/statement</i> |
| Way to do the activity | Linking all the elements  |
| Time limit             | The user has no time limit                                      |
| Number of attempts     | 2<br><i>Number of attempts to solve the question</i>            |

**Groups**

| Group | Elements |
|-------|----------|
|       |          |

**Edit General Data**

Question

Way to do the activity  Linking all the elements  
 To find the members of a group

Time limit  No  Yes

Number of attempts

Send

**Add Group** **Grupi nimi**

Indicates a name /text that describes the group. It is a way to identify the group of the elements you have to link. For example fruit, animals.It can also indicate a generic name,for example: Group 1, Group 2...

Name of the group

*Optional*

**Group elements** **Grupi elemendid**

You can indicate now one or several elements of the group. You will be able to add and delete them later

1.-

2.-

3.-

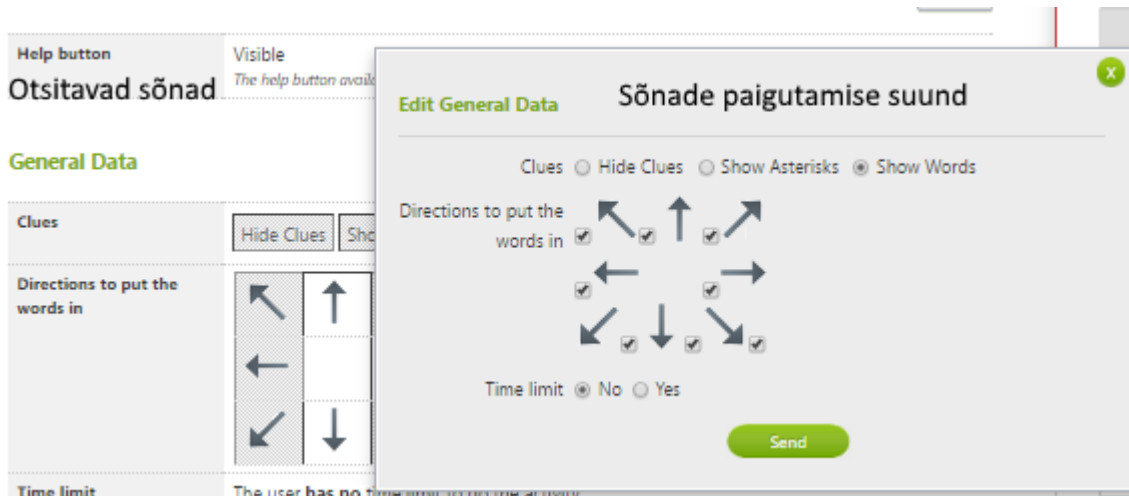
4.-

5.-

6.-

Send

**Wordsearch Puzzle** - Sõnade otsimine. Valida saab sõnade paigutamise suunda. Sisestada tuleb vähemalt 3 sõna. Ideaalne on 8 kuni 14 sõna paigutamine. Sisestatud sõnu võib näidata, aga saab ka peita sõnad.



**Words**

**Sõnade lisamine**

| Included Words                       |
|--------------------------------------|
| <a href="#">SUPPORTSAED</a>          |
| <a href="#">SEIMERSAED</a>           |
| <a href="#">SAEVESKID</a>            |
| <a href="#">FORMAATSAED</a>          |
| <a href="#">TIKKAAGPINK</a>          |
| <a href="#">BALANSIIRSAAGPINK</a>    |
| <a href="#">UNIVERSAALSAED</a>       |
| <a href="#">PIKILOIKESAES</a>        |
| <a href="#">KOPEERLINTSAAGPINGID</a> |

1 ESO

**Created wordgrid**

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| C | N | G | A | I | N | J | S | D | E | A | S | R | E | M | I | E | S | Y | Y | J | Z |
| O | F | R | R | C | A | T | B | U | P | Z | J | O | G | K | M | L | C | A | N | Q | G |
| N | Y | T | W | Q | S | V | A | S | J | F | J | A | H | J | U | I | E | J | I | K | O |
| Y | O | Y | L | Z | B | L | M | R | S | A | P | M | B | X | G | E | T | G | O | S | X |
| C | M | H | P | D | T | R | X | C | V | H | K | J | A | G | Y | H | R | P | A | Y | J |
| D | L | B | W | I | L | Q | I | J | X | M | C | E | L | K | F | Q | E | E | R | I | K |
| I | G | N | D | O | K | X | M | V | W | U | N | U | A | E | Q | E | V | F | F | N | R |
| W | V | B | T | I | E | I | Y | S | J | P | J | S | N | Z | R | E | S | Z | D | N | V |
| N | L | I | J | I | D | W | L | C | H | N | I | M | S | L | S | A | A | E | I | V | C |
| C | D | K | G | A | W | Q | O | G | I | Q | Y | I | K | I | D | A | U | W | O | D |   |
| F | W | G | N | B | Z | O | O | I | I | A | P | N | I | J | J | S | K | L | M | O | S |
| N | K | I | D | I | R | R | T | P | Z | K | T | D | R | W | T | D | K | W | L | N | B |
| I | T | C | H | H | P | R | Q | I | G | S | E | Z | S | A | S | E | R | L | F | G | D |
| S | R | M | V | I | D | G | P | Y | A | D | M | S | A | I | Z | A | X | V | A | F | P |
| D | N | X | V | E | G | B | A | A | E | Y | T | M | A | P | D | S | Z | S | W | Q | E |
| R | Y | I | H | W | M | T | G | A | F | L | R | Q | G | E | A | T | M | W | Q | Q | K |
| N | L | P | T | N | T | P | S | H | S | O | I | W | P | G | S | R | B | S | X | F | J |
| W | O | R | T | A | I | K | Y | M | F | K | A | Y | I | Z | X | O | P | P | I | C | B |
| X | W | P | Q | N | O | X | Z | K | D | A | K | D | N | B | G | P | M | X | U | D | Q |
| V | O | O | G | H | P | N | H | M | C | X | V | I | K | F | Y | U | T | C | O | K | R |
| L | J | I | C | P | K | F | Q | S | O | L | W | T | E | G | S | K | T | O | Z | H |   |
| V | D | M | K | S | H | P | R | U | N | I | V | E | R | S | A | A | L | S | A | E | D |

**Teine versioon**

**Quiz** - test. Sisestada saab kuni 26 küsimust. Kõigepealt tuleb valida üldised andmed:

### General Data

#### Üldised andmed

Edit

|   |  |           |
|---|--|-----------|
| Question                                  | Answer to the questions<br><i>This is the question/statement that will appear at the top of the activity</i>   | Ülesanne  |
| Number of test questions                  | 5<br><b>Küsimuste arv testis</b><br><i>The activity will choose from all the questions, this number of questions for the user to carry out</i>   |           |
| Questions Order                           | Random<br><b>Küsimuste järjekord</b><br><i>Random order will change the order of appearance of the questions each time the activity is shown. Static order will show the questions in the same order as they were defined.</i> |           |
| Threshold percentage to pass the activity | 50<br><b>Läbimise protsent</b><br><i>Answer percentage that the user must get right to pass the activity</i>   |           |
| Time limit                                | The user <b>has no</b> time limit to do the activity<br><i>It shows if the user has or has not time limit to do the activity</i>   | Ajalimiit |
| Sensitive to capital letters              | No   |           |
| Sensitive to stresses                     | No   |           |

### Feedback by Score

Edit

|                   |   |
|-------------------|---|
| Feedback by Score | Deactivated<br><i>When this option is activated, the final results will be established by a grading scale created by the author and 'feedback' will not be visible.</i> |
|-------------------|---|

#### Küsimuse lisamine

### Test questions

Add

| Question | Answers |
|----------|---------|
|----------|---------|

Seejärel lisatakse ükshaaval küsimused ...

**Add Question** Küsimuse lisamine

Question

Image  No file chosen **Lisa pilt**  
*Accepted formats: png,jpg,bmp,gif.*


Multimedia elements of the statement

None  
 With video  
 With audio

Compulsory answer  No  Yes **Vastamise kohustus**  
*If you click YES, the pupil will not be able to go to the next question or finish the test without answering this question*

Way to answer

The pupil will have to choose among several options **Ainult üks õige vastus**  
 The pupil will have to choose one/some among several options **Mitu õiget vastust**  
 The pupil will have to write the answer on a line **Vaba vastus**  
 The pupil will have to write the answer on one/several lines

Feedback 

... ja vastused

**Mis koosneb järgmistest põhiosadest: töövedeliku paagist, hüdropumbast, jaotus- ja reguleeriseadistest (klapid, regulaatorid, surveleed, jaotussiidrid, kraanid), hüdroliiniritest, hüdro mootoritest ja õlijuhtmetest?**  
Compulsory answer: Yes  
Way to answer: Choose among several options

**Mis on pildil?**  
Compulsory answer: Yes  
Way to answer: Choose among several options

**Kuidas tähistatakse EU riikides toodetud puidutötluspinkke?**  
Compulsory answer: No  
Way to answer: Write the answer on a line

**Millised on puidutötluspinkide põhielemendid?**  
Compulsory answer: Yes  
Way to answer: Choose among several options

**Mis on pildil?**  
Compulsory answer: Yes  
Way to answer: Choose among several options

**Vastuste siseastamine**

Answer:

Image:  No file chosen  
Accepted formats: png,jpg,bmp,gif

Correct:  No  Yes

---

Answer:

Image:  No file chosen  
Accepted formats: png,jpg,bmp,gif. Maximum size 300Kb

Correct:  No  Yes

---

Answer:

Image:  No file chosen  
Accepted formats: png,jpg,bmp,gif. Maximum size 300Kb

Correct:  No  Yes

---

Answer:

Image:  No file chosen  
Accepted formats: png,jpg,bmp,gif. Maximum size 300Kb

Correct:  No  Yes

### Interactive Map - interaktiivne pilt

**Colours**

Custom colours: Background:

**General Data**

**Katsete arv**  
Number of attempts: 2  
Number of attempts the user has to complete the activity

**Time limit**  
The user has no time limit to do the activity  
Number of attempts the user has to complete the activity

**Way to fill in**

**Way to perform**

**Way to Present**

**Map Image**

**Add image Pildi lisamine**

Image:  No file chosen **Faili valimine**  
Accepted formats: png,jpg,bmp,gif

Run mode Add answers Õige vastus

ANONYMOUS mode Answer

Logo Audio track Upload audio Record audio

Custom logo Choose File No file chosen

Colours If you have the audio in mp3 upload it here: Maximum size 1Mb.

Custom colours Feedback

General Data Max length: 140 characters

Number of attempts Pos: X:  Y:

Time limit

Way to fill in

Way to perform


Way to Present

Map Image Image

Activity Answer

Answer

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Asukoht pildil

Send Salvesta

**Matching Columns** - Veergude sobitamine. Kahte erinevasse veergu saab sisestada nii teksti, pilti kui audiofaili.



**Matches** **Veerg A**

1 [Play] → [Image] [Edit] [Close]

2 [Image] → Ülafrees [Edit] [Close]

3

A



Choose File https---padle...9b1b16934.jpg

B

[Next] [Cancel]

Järgmine

**Matches** **Veerg B**

1 [Play] → [Image] [Edit] [Close]

2 [Image] → Ülafrees [Edit] [Close]

3

A



B

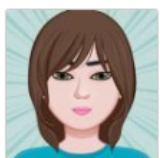
TEXT

Riinhööve|

[Finish]

Salvesta

## Collection - Kolleksioon



**Anne Krull**  
15 Activities

Miembro desde: 21st of January 2017

- My activities
- My favourites
- My collections **Minu kolleksioonid**
- My groups
- Results
- My tickets
- Inbox
- Notifications
- Account settings

**Create new collection** 1. Loo uus kolleksioon

---

**New Collection** 2. Täida väljad!

Name:

Language:

Navigation:

Description:

Visible:  Warning!. Once you mark this collection as visible you will not be able to hide it again

Run mode:

**Edasi**  [Cancel](#)

**Create new collection**

From this page you can manage your own collections of activities. If you want to start a collection from scratch, click the button **Create new collection**.

Once generated the collection you must configure the activities that will form the collection. Click the **Add activities** button to add activities to the collection. Clicking on the name of the collection and linked activities will appear. You can remove collection activities by the **X** button or change the order of these activities by dragging them with your mouse.

**Masintöötlimine** [Edit] [Add activities] [X]

**Welcome collection of Anne Krull** [Edit] [Add activities] [X]

**Lisa tegevused** →

Types of activities | Labels

**Nelikantöövel**  
Nimeta nelikantööveli elemendid  
Anne  
Interactive Map  
1 [Remove]

**Masinpinkide üldandmed**  
Lahenda test  
Anne  
Quiz  
2 [Remove]

**Möötüühikud**  
Lisa lüga tähega seotud möötüühik  
Anne  
Alphabet Game  
3 [Remove]

**Masinpinkid**  
Leia erinevad masinpinkid  
Anne  
Wordsearch Puzzle  
Eemalda  
4 [Remove]

**Masinpinkid**  
Leia igasse rühma kuuluvad elemendid.  
Anne  
Matching Game  
6 [Remove]

**Newtoni II seadus**  
Pane sõnad õigeste järjekorda  
Anne  
Jumbled Sentence  
Lisa  
Add

**Dalbergia**  
Dalbergia perekonda kuulub palju puulike, millest saadakse väärspuitu. Millise puulüliga on tegemist?  
Anne  
Jumbled Word  
Add

**Vanaaegsed möötüühikud**  
Lahenda rist sõna.  
Anne  
Crossword  
5 [Remove]

↑  
ülesande järjekorra number

**Kollektsioonide jagamine õpilastele.** Kollektsioone ja ülesandeid on võimalik jagada õpilastele nii, et nad lahendavad neid anonüümsetena või isikustatuna. Kui soovite näha, kes, kuidas ja kui kaua tegi, siis tuleb jagada pileteid (*Tickets*)



**Anne Krull**  
15 Activities

Miembro desde: 21st of January 2017

- My activities
- My favourites
- My collections
- My groups
- Results
- My tickets**

Piletid

### Tickets

This system allows an administrator to generate custom codes, which deliver to the users you want to give them access to the group without registration. [+info](#)

---

Assigned to the group: [Grupo de bienvenida de Anne Krull](#)

Lisa pilet

Add Free Tickets

Free  
  Delivered  
  Used

Uncheck All
Mark as Delivered
Print tickets
Delete

|   |  |  |
|---|--|--|
| <input checked="" type="checkbox"/> Simon<br>PKY-AXV-NVE    | <input checked="" type="checkbox"/> Martin Ka<br>PHK-QKP-FYL   | <input checked="" type="checkbox"/> Martin Kr<br>EUA-PGI-TYS   |
| <input checked="" type="checkbox"/> Peeter<br>AGM-WGA-CTP   |  | <input checked="" type="checkbox"/> Sten-Marcus<br>REM-IHA-QXU |
| <input checked="" type="checkbox"/> Sander V<br>FEU-CLG-UGX | <input checked="" type="checkbox"/> Rando<br>ZCU-MEP-CQA       |  |
| <input checked="" type="checkbox"/> Hevin<br>IGO-TNM-NRM    | <input checked="" type="checkbox"/> EDUCA433959<br>ASM-DVR-HUM |  |

Saab nime muuta