

Games

Overview

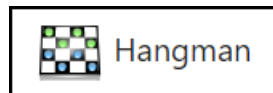
Some courses provide games to enhance the learning experience. The scores from these games will be visible in your gradebook.

Three game types are available. These are *Hangman*, *Cryptex* and *Crossword*.

Hangman

Hangman is a traditional game that language learners have played to practice spelling and word structure. This *Game* takes words at random from either a *Glossary* or *Quiz* short answer questions, and generates a *Hangman* puzzle.

1. On the course page, click the *Hangman* link.



2. The *Hangman* page appears. Note that the *Grading method* is displayed. Click on the *Attempt game now* button.



3. The *Hangman Game* starts.

Note that the first letter of the target word is displayed. In this example, it is D. Any other instances of the same letter are also displayed.

On the *Hangman Game* page, you can see:

The screenshot shows a word game interface for the word "left". It includes a red letter 'a' next to the word "left", a yellow square with a black outline of the letter 'L' (labeled 'b'), the text "You have 6 tries", a progress bar showing "D _ _ _ _ D", a list of letters "c" with "A B C D E F G H I J K L M N O P Q R S T U V W X Y Z _", and a grade indicator "d" showing "Grade : 25 %".

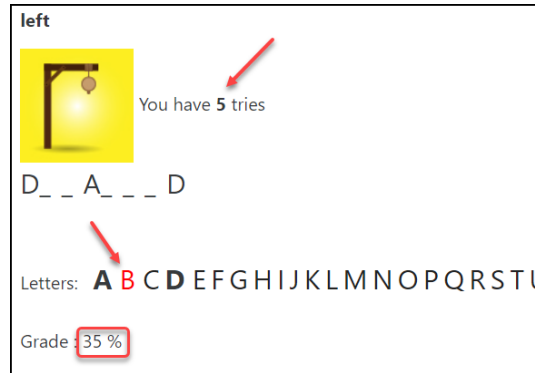
- a. term/ word definition
- b. game space (visual progress, remaining guesses, letter progress)
- c. list of letters
- d. current grades

4. Start by clicking on one of the *Letters*. In this example, the letter *A* was clicked (which is a correct letter).

This screenshot shows the game interface after the letter 'A' has been clicked. The progress bar now shows "D _ A _ _ D". The letter 'A' in the list is highlighted with a red box, and the grade has updated to "Grade : 38 %". Red arrows point to the 'A' in the progress bar and the 'A' in the letter list.

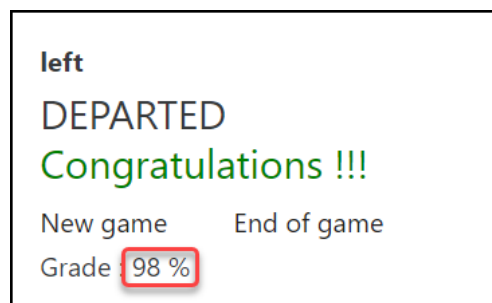
Note that the letter *A* is added to the word blanks, the letter *A* in the alphabetic list changes to bold, the *Grade* increases, and the number of remaining tries does not change.

5. If you guess incorrectly, the letter colour in the alphabetic list changes to red, the number of tries reduces by one, and the *Grade* reduces. Also note that a body part appears in the image; in this case, a head appears.




6. At the end of the game, a *result* is announced and a score is displayed.

If you were able to guess the word, you will receive a congratulatory message.



If you were not able to guess the word correctly, you will see a different message that signals the end of the game and provides the correct answer and the grade. Note that the stick figure is completed in if you uses all available guesses.

additional information about a guest room



C _ _ _ _ N _ _

Game over

The correct word was: [COMMENTS](#)

[New game](#) [End of game](#)

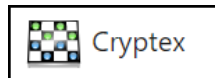
Grade : [13 %](#)

If you wish to play again, click on *New game*. If not, click on *End of game* to go back to the course homepage.

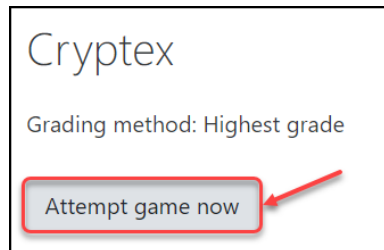
Cryptex

Cryptex means a hidden secret. This game is a combination of a *Crossword puzzle* and a *Word Search*. The answers are hidden inside a random cryptex. You read the definition or clue for each word and either search the grid to find the target word, or guess the word without searching the cryptex. The words in the cryptex are taken from your course *Glossary* randomly.

1. On the course page, click the *Cryptex game* link.



2. The *Cryptex game page* appears. Note that the *Grading method* is displayed. Click on the *Attempt game now* button.



3. The *Cryptex Game* is now visible with the following elements:

a If needed, use the zoom-in option on your web browser to enlarge the font size for this activity.

b Grade 0 %

E	E	D	T	K	G	N	L	G	I	C	A	P	A
C	O	C	O	N	S	T	I	T	U	T	I	O	N
C	T	I	E	O	V	E	L	S	S	E	W	E	H
N	C	N	S	W	E	R	O	K	S	O	U	P	S
R	W	C	O	L	E	G	I	S	L	P	A	C	L
P	E	H	U	E	I	A	S	O	R	E	I	S	E
A	E	A	I	D	N	C	C	V	I	A	R	O	A
S	I	N	G	G	W	L	A	E	I	O	S	S	I
S	U	C	C	E	S	S	O	R	E	D	T	W	L
G	S	E	N	I	T	W	G	E	C	C	W	A	N
E	U	D	A	L	L	E	G	I	A	N	C	E	T
E	A	G	W	P	A	A	E	G	I	V	P	A	I
A	H	A	E	I	A	R	S	N	A	S	W	A	R

c

d End of game Print

e

1. showing support for a country, a leader or something you believe in
2. an opportunity to do or get something
3. a set of laws that guide how to govern a country and its people
4. a complete understanding of a subject
5. to successfully complete a course, program, or

- a. zoom-in instructions
- b. grade
- c. game area
- d. End of game button and Print button
- e. definitions

4. Start the *Game* by clicking on an *Answer* button after a word definition.


1. showing support for a country, a leader or something you believe in

5. A pop up appears with a clue and a text entry box. Types in a word and click *OK*.

1. showing support for a country, a leader or something you believe in

- A correct result increases the score, displays the word in red letters, and removes the clue from the list at the bottom of the game.

If needed, use the Zoom in option on your web browser to enlarge the font size for this activity.

Grade 18 % 

E	E	D	T	K	G	N	L	G	I	C	A	P	A
C	O	C	O	N	S	T	I	T	U	T	I	O	N
C	T	I	E	O	V	E	L	S	S	E	W	E	H
N	C	N	S	W	E	R	O	K	S	O	U	P	S
R	W	C	O	L	E	G	I	S	L	P	A	C	L
P	E	H	U	E	I	A	S	O	R	E	I	S	E
A	E	A	I	D	N	C	C	V	I	A	R	O	A
S	I	N	G	G	W	L	A	E	I	O	S	S	I
S	U	C	C	E	S	S	O	R	E	D	T	W	L
G	S	E	N	I	T	W	G	E	C	C	W	A	N
E	U	D	A	L	L	E	G	I	A	N	C	E	T
E	A	G	W	P	A	A	E	G	I	V	P	A	I
A	H	A	E	I	A	R	S	N	A	S	W	A	R

End of game | Print

- an opportunity to do or get something
- a set of laws that guide how to govern a country and its people
- a complete understanding of a subject
- to successfully complete a course, exam or tes
- king or queen; a ruler
- an heir; one who takes over the job especially for royalty
- to make or keep a promise to do something

Incorrect responses do not result in a *Grade* percentage reduction.

Try again until you guess all of the words correctly, or click on the *End of Game button*.

- If the *End of Game button* is selected, a new *Cryptex* appears with a fresh set of words.

Crossword

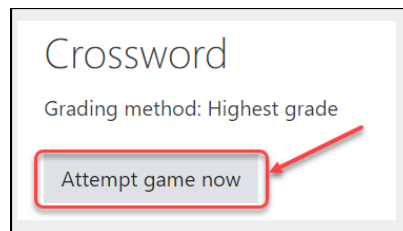
Crossword Games are known to most learners and are usually found in magazines or newspapers. In Onyx, the words are taken from a unit *Glossary* in a random fashion.

1. On the course page, click the *Crossword Game* link.

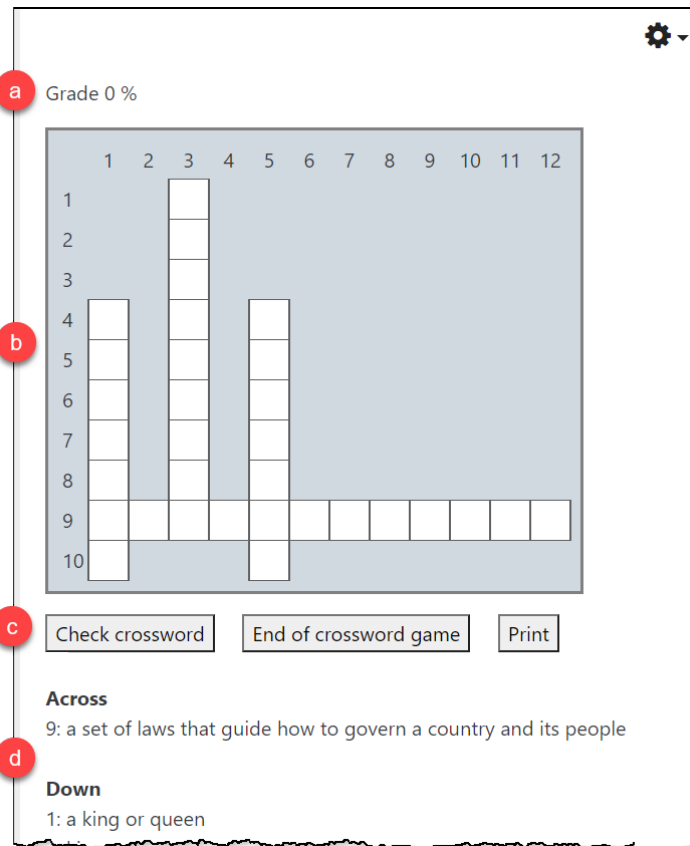


The *Crossword Game* page appears. Note that the *Grading method* is displayed.

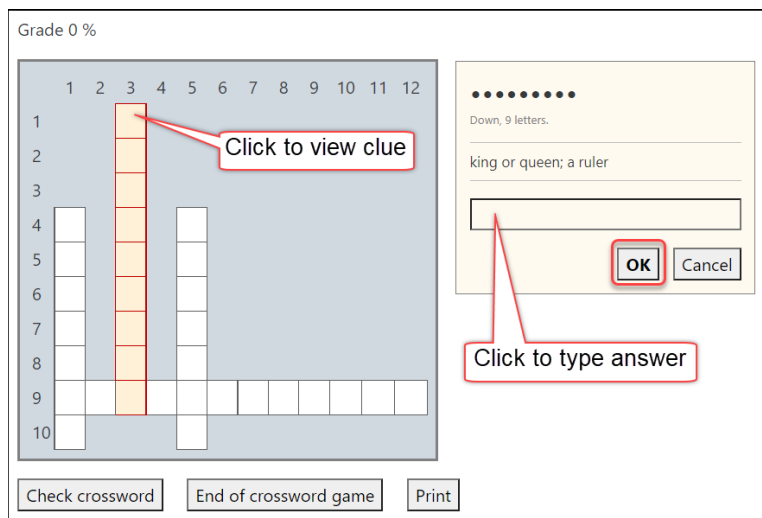
2. Click on the *Attempt game now* button.



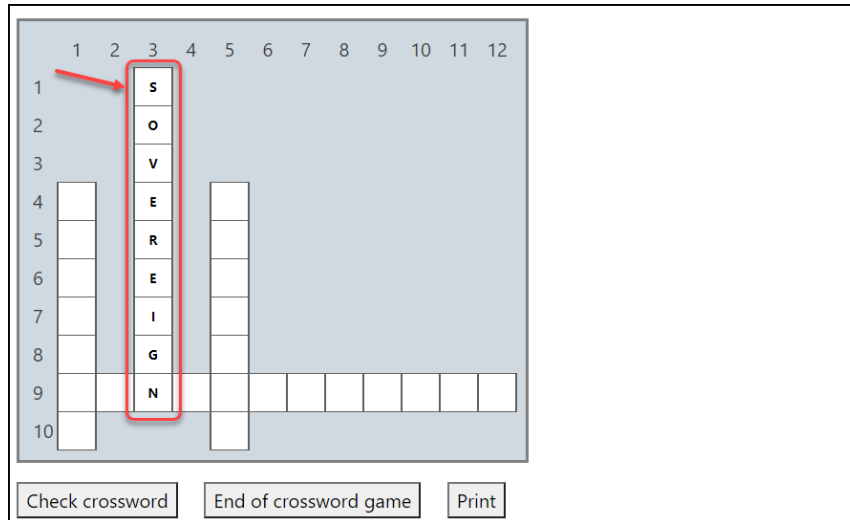
3. The *Crossword Game* appears with the following elements:
 - a. Grade
 - b. Game area
 - c. Check crossword, End of crossword game and Print buttons
 - d. Definitions / clues



4. Start the game by clicking on a square in the *Crossword*. The *Clue* with a blank *text entry box* appears in a pop up. Type in a word and press *Enter* on your keyboard, or click on the *OK* button.



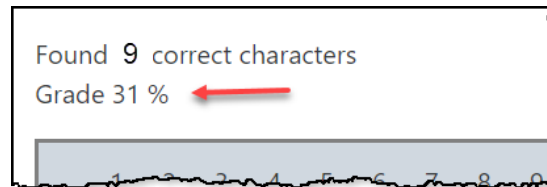
The full word appears in the *Crossword*. Note that the *Clue* disappears from the right side.



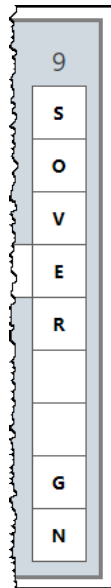
5. Click on the *Check crossword* at any time to check your words and view your *Grade* up to that point.

Check crossword

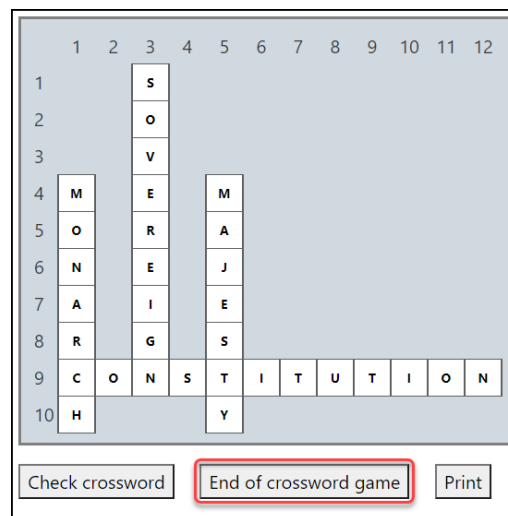
6. The number of *correct characters* and *Grade* will show above the grid.



If the word is typed incorrectly, the wrong characters will become blank and you need to try again. In the example below, the learner has typed the incorrect word "soveriegn", and the incorrect characters are left blank in the grid.



7. Continue until the *Crossword* is complete and you have checked that all answers are correct. If you wish to leave the crossword without completing it perfectly, click on the *End of crossword game* button.



Note that a link to a *New game* appears on top of the *Crossword*. You can click to play another *Crossword*.

