

Create Your Own Zap Matching Game

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1. Create a set of four “cards” with matching characteristics – for example –

	Set A	Set B
1)	2+2=	4
2)	to weigh out	dispense
3)	1 st U.S. President	George Washington
4)	California capitol	Sacramento

One way is to create text boxes in Word, typing in your word or definition, and filling the box with color. Then, using Print Screen and Paint (PC), or Shift+Command+4 (MAC), copy the text box to your clipboard and make a .jpg out of the text box. Save these in a file folder on your computer, naming them with descriptive words such as CA_cap, Sac, or dispenseDEF, dispense, etc.

2. Choose a new name for your new Zap Matching game. Go to the File menu and pull down to File/Save World As, and save the file with this new name to a location that you will be able to find later. Now you are ready to insert your new text boxes. Go to the Object Tree and delete the existing Directions object, making your screen visible. (Find “directions” in the Object Tree, then drag it to the trash can at the top left). Import the text boxes into the Zap Matching Alice file (JupiterZapVocab) using File/Make Billboard. The new text boxes will be placed in the middle of the screen when you import them. Click the “Add Objects” button and, using the buttons with faces on the right, move these new text boxes close to where you will want them on your screen. DO NOT delete the old text boxes yet. You will probably also want to create a new Directions file for the beginning screen. Import and place the new Directions box at the end of the project.

3. Open the method “World.wordChoices”. Find the first text you wish to replace, and pull down the triangle to the right. For example, in the World.wordChoices method, find the Do together box that says “If whichWord==away”. Click the triangle to the right of “away”, and insert the text box that you want to go in the third top spot on the screen. Do the same for the rest of the text boxes.

4. Click on each of the characters (Cicero, Virgil, Livy, Seneca), and open each of their Response methods. Change out the words in each of these boxes. Also open Jupiter’s method, “jupiter.praise”, and change out the text box words in this method. Be sure to change both the “If... isShowing” boxes, as well as the text that each character will say, such as “virgil say Con or com!” DO NOT change the names of the characters. If the words they say do not match the character, move the textbox above their head so that it lines up with the correct character.

5. Finally, also be sure to customize Jupiter's opening words in the World.wordChoices method. The file now has Jupiter saying, "What prefix will mean...?" Change this to something that relates to your word choices information. Also, make sure the word above each character's head is the word that will be said by that character. If not, make the changes here.

6. Next, create new sound files for the new words. If you do not want sound, delete the existing sound files. Click on Jupiter in the Object Tree. In Jupiter's Details, click the word "edit" to the right of the method, "praise who". Locate the line that says, "Seneca say De!" Change this to the word in the text box that you have now placed above Seneca's head. Then, on the line that says "seneca play sound World.deSeneca", click the triangle and pull down to import sound. If you still need to record the sound, click on Seneca in the object tree, then click on "properties" in the box for "seneca's details", underneath the Object Tree. Click on the + Sounds, click the record sound button, and record your new sound. If this does not work, create the sound file outside of Alice. For example, use the free sound editing program, Audacity. Then bring this sound into the "Seneca play sound" box in the "Jupiter.praise" who method. Change each of the If statement boxes to change all of the sounds. Make sure to also create sound files for your characters to say "Thankyou Jupiter!" in their own voices. Import the sound into the boxes that say, "play sound", not the "say" boxes. Be sure to also change the sound files in the Jupiter.praise who method.

7. After all of the matching words/definitions have been changed out, go to the Events area at the top right of the screen. Change out the whichWord= words to match the new words you have placed in your program, using the triangle to the right of each numbered Event.

8. When all of the words/definitions have been changed out, delete the old ones from the Object Tree. Then place the new words/definitions on the screen into the places left vacant by the previous words. If you try to delete the old words before replacing them with the new words in the methods, Alice will ask you if you really want to do this, because Alice will then take out the programming codes that refer to these objects. You don't want this programming code removed!

9. If you want to replace the existing background music with different music, find a music .wav file that is not copyrighted and save it to your computer. Open the Method titled "World.music". Click the triangle to the right of the box that says "Light play sound World.aWARD CEREMONY MUSIC, and pull down to import. Import your new sound, and save the file. Make sure the sound is either an mp3 or a .wav file, or it will not import. Test to see if there are any bugs. Make changes as necessary.