



Using the Magnet Maker

<http://www.spunkyenglish.com/MagnetMaker>
(This web address is case-sensitive.)

Technical Requirements

You will need one of the following Internet browsers:

Windows

Firefox 1.0 and higher
Internet Explorer 5.0 and higher
Mozilla 1.7.5 and higher
Netscape 8.0 and higher

Macintosh

Firefox 1.0 and higher
Mozilla 1.7.5 and higher
Safari 1.3 and higher

You will also need Flash Player, version 6 or higher. You can check your version and download an update if needed at: <http://www.macromedia.com/software/flash/about/>

Making an Activity

1. Plan your activity. Download and print the planning worksheet from the Magnet Maker website to help you.
2. Enter your information into the Magnet Maker in 4 steps:
 - Step 1: Create a new activity or edit an activity previously created
 - Step 2: Choose an interaction style, the number of interactions (1-5) you want on your page, and set general preferences
 - Step 3: Enter the magnets and preferences for each interaction
 - Step 4: Select colors for each magnet
3. Try out your activity. Check especially for:
 - Do all the magnets fit on the screen?
 - Do the correct, incorrect and hint messages fit on the screen?
 - Did you think of ALL possible correct answers?
4. If there are any problems with your activity, just close the activity window, and then use your browser back button to go back to the appropriate Magnet Maker page and change the values you entered.
5. When you're happy with your activity, save both the activity page (use .html format) and the .swf file on your computer.
6. Upload your activity (both the .html and .swf files) to the Internet so that your students can access it.
7. After you have saved the .html file, you can use any HTML editor to alter the look of the page (for example, to add more text, images, links, change background, etc.).