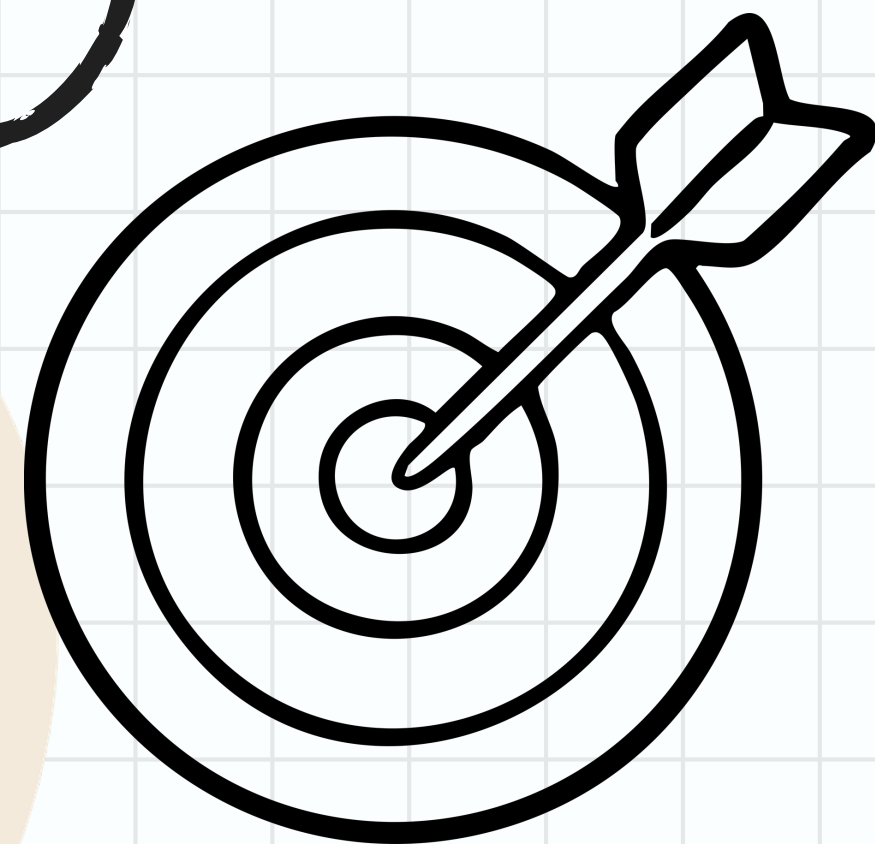
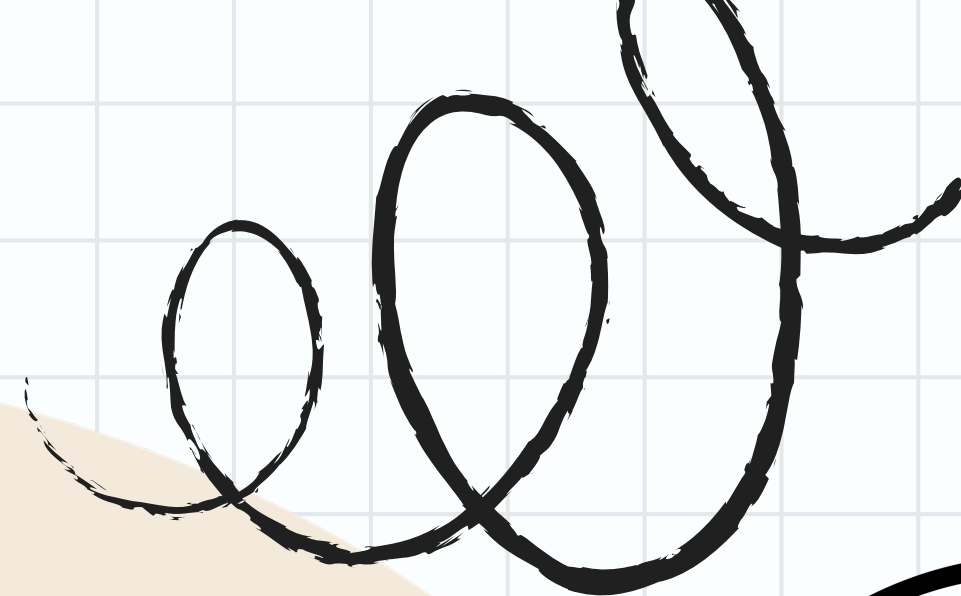
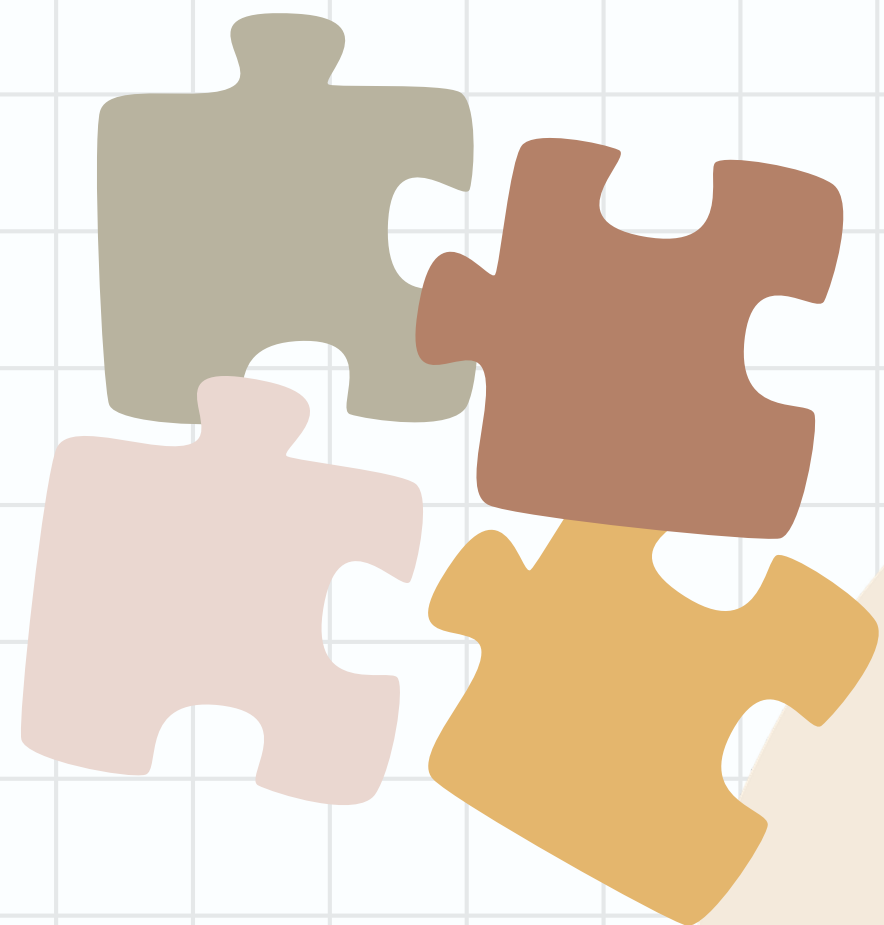
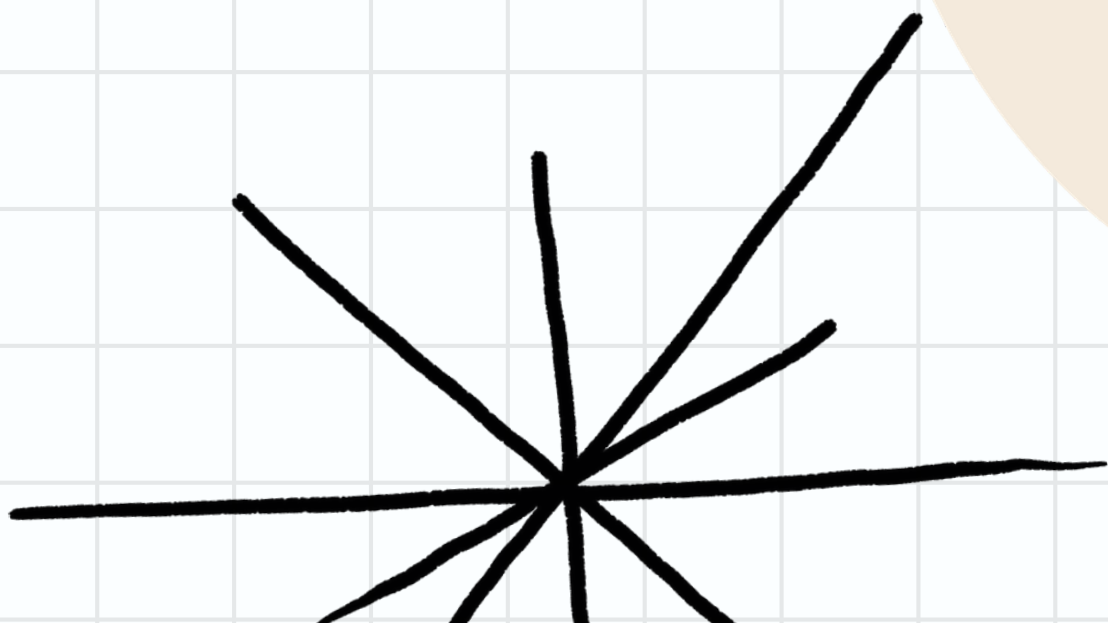
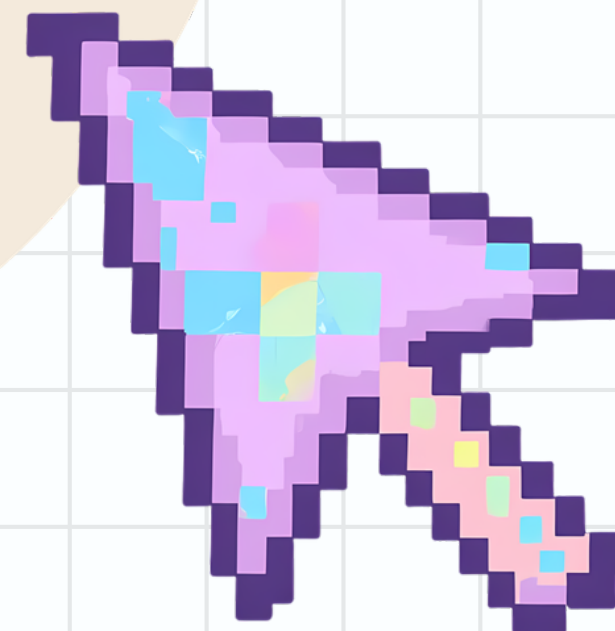
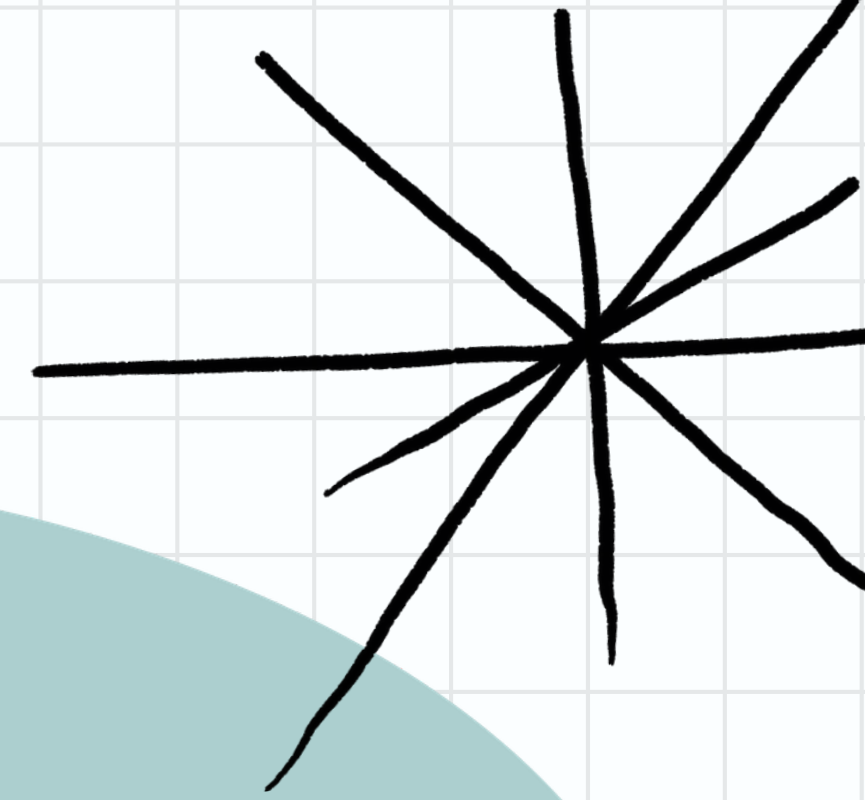




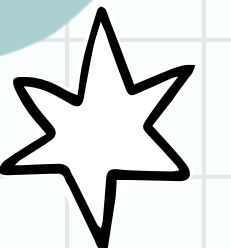
**LEVEL 2: THE
DRAG & DROP
★ PUZZLE LOCK!**



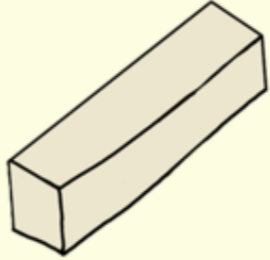
CREATE A MATCHING GAME...



where players must
drag items to the
right spots to win!



Match the fraction with the expression.

 $\frac{1}{2}$ of $\frac{1}{4}$	 $\frac{1}{2}$ of $\frac{1}{3}$	 $\frac{1}{2}$ of $\frac{1}{2}$
$\frac{1}{4}$	$\frac{1}{6}$	$\frac{1}{8}$

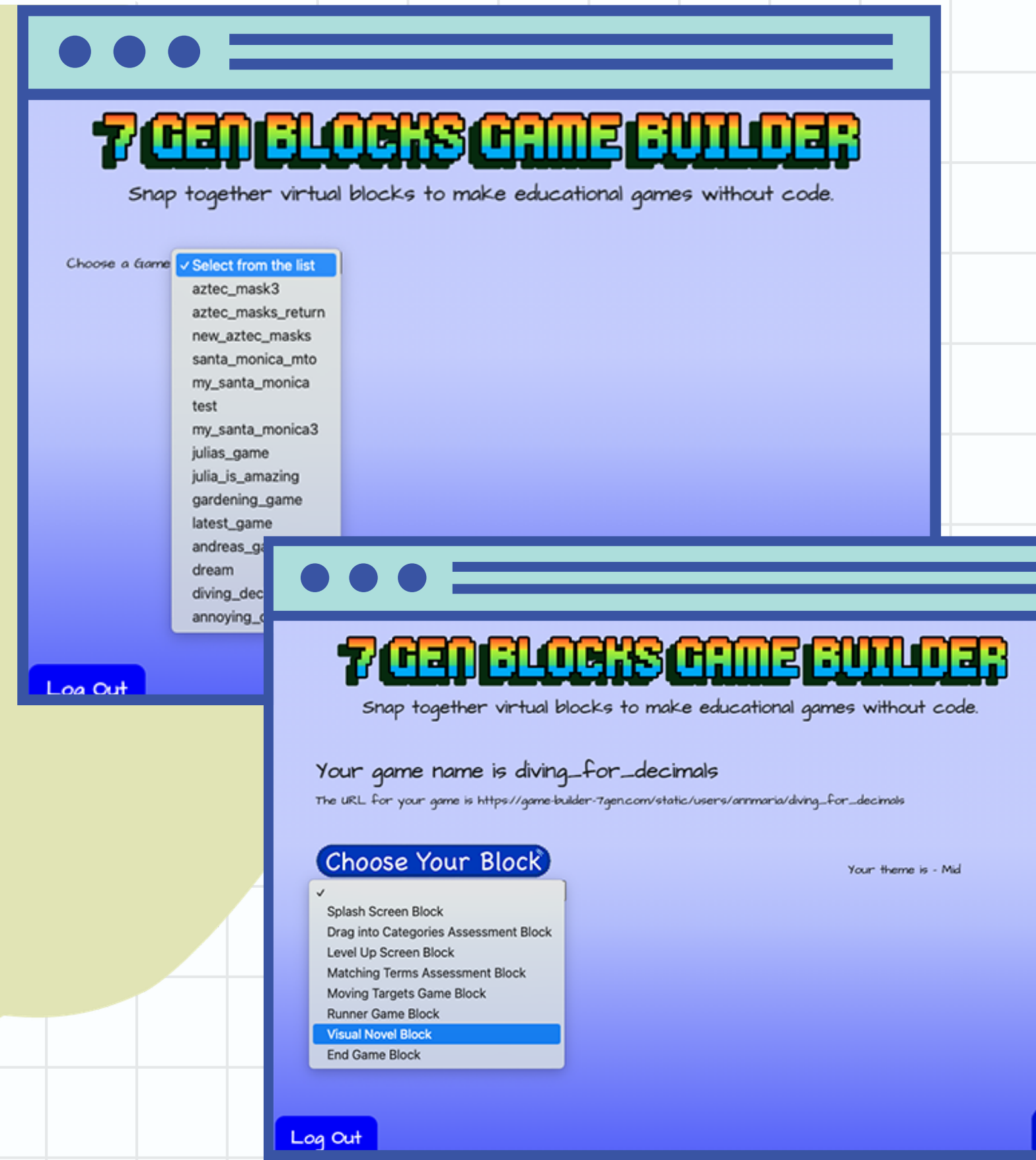
Correct: 0
Incorrect: 0

BEFORE WE START!

- Select "Create a new game" or "Edit an existing game" (let's assume we're still editing the same game)

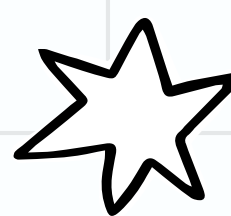
→ • **Next:** choose your block from the list.

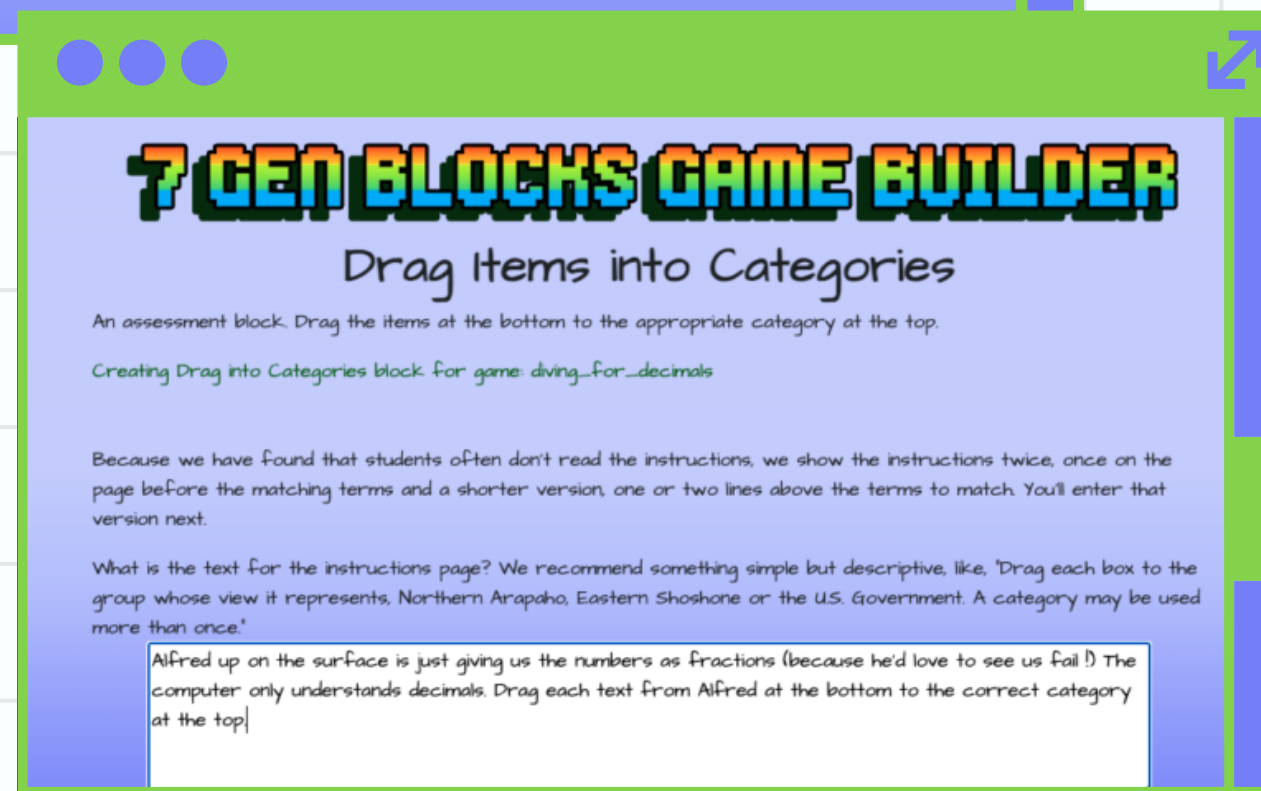
→ • **Choose:**
DRAG INTO CATEGORIES
ASSESSMENT BLOCK.



★ STEP 1: SET UP THE CHALLENGE



- **Block Name:** Give it a simple code name (like  history_puzzle or quiz_1).
- **Prompt Text:** Type the question or instructions for your player!
 - Example: "Match the animal to its correct habitat!" or "Drag the shield to the knight!"



ONE MORE THING!

Customize Your Drag and Drop Game!

THE "READ FIRST" SCREEN

What it does: This pops up *before* the game starts to tell players how to play.

 **Bonus Sound:** You will be asked if you want to upload an audio file. If you say **YES**, you can record your voice reading the instructions out loud for players who prefer to listen!

THE BACKGROUND ART

What it does: Next, the game asks: *"Do you want a background image?"*

How to do it: If you select **YES**, the Asset Manager pops up. Click your favorite picture, then hit the big **SELECT** button to lock it in.

THE "EMERGENCY" REMINDERS

What it does: You'll be asked to type instructions that stay *above* the game board while they play.

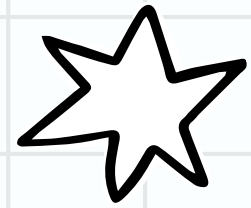
Why? Because we know players sometimes skip the first instruction screen, get confused, and get stuck! This keeps the rules on the screen so they don't lose.

CATEGORY IMAGES (OPTIONAL)

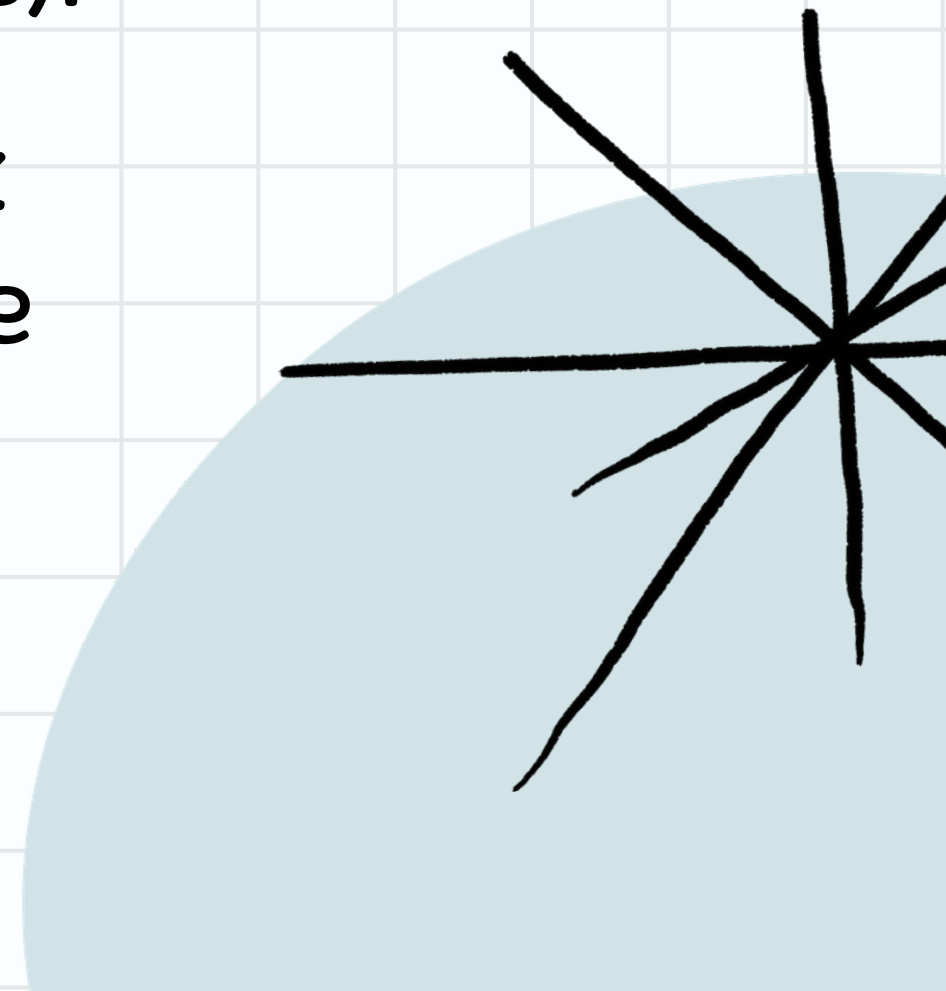
What it does: Right before the typing starts, you get one last choice: *"Do you want an image for each category bucket?"*

How to do it: You can choose **YES** to give your categories a picture card, or **NO** to keep it simple with just text names.

★ STEP 2: CREATE YOUR LANDING ZONES!

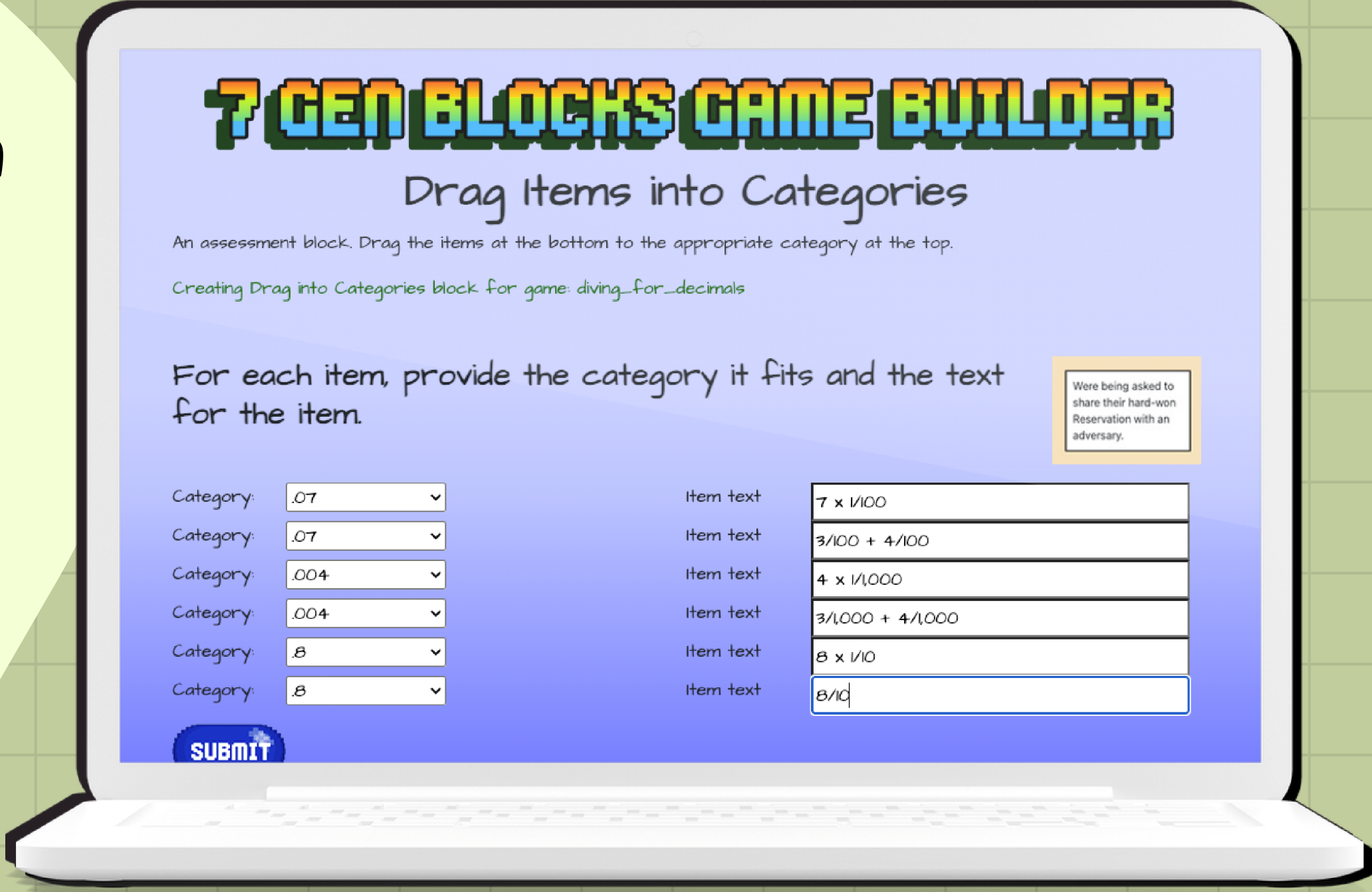


- Look at the Categories section.
- Type the names of your groups (e.g., Group 1: Mammals, Group 2: Reptiles).
- Want to make it harder? Click "+ Add Category" to add more landing zones!



STEP 3: MAKE THE MOVING PIECES!

- Look at the Items section.
- Type the name of the item (e.g., Lion).
- Use the dropdown menu next to the item to link it to its correct Category (Lion → Mammals).
- The computer will automatically scramble them up for the player later!



7 GEN BLOCKS GAME BUILDER

Drag Items into Categories

An assessment block. Drag the items at the bottom to the appropriate category at the top.

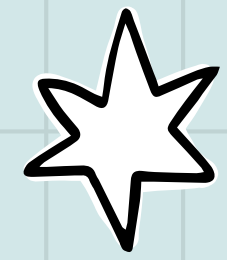
Creating Drag into Categories block for game: diving_for_decimals

For each item, provide the category it fits and the text for the item.

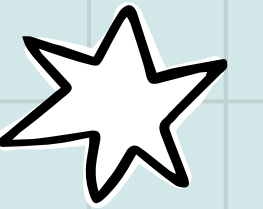
Category:	Item text
.07	7 x 1/100
.07	3/100 + 4/100
.004	4 x 1/1,000
.004	3/1,000 + 4/1,000
.8	8 x 1/10
.8	8/10

SUBMIT

Were being asked to share their hard-won Reservation with an adversary.

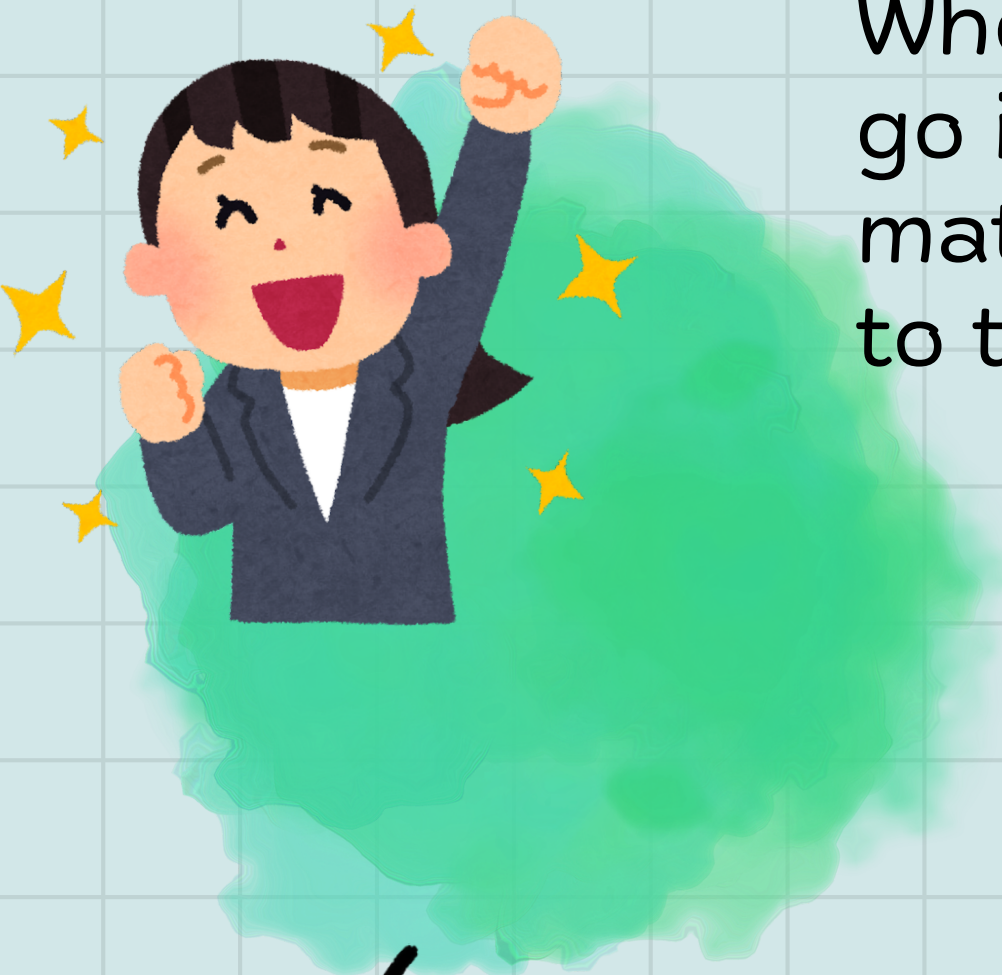


STEP 4: WIN OR TRY AGAIN!



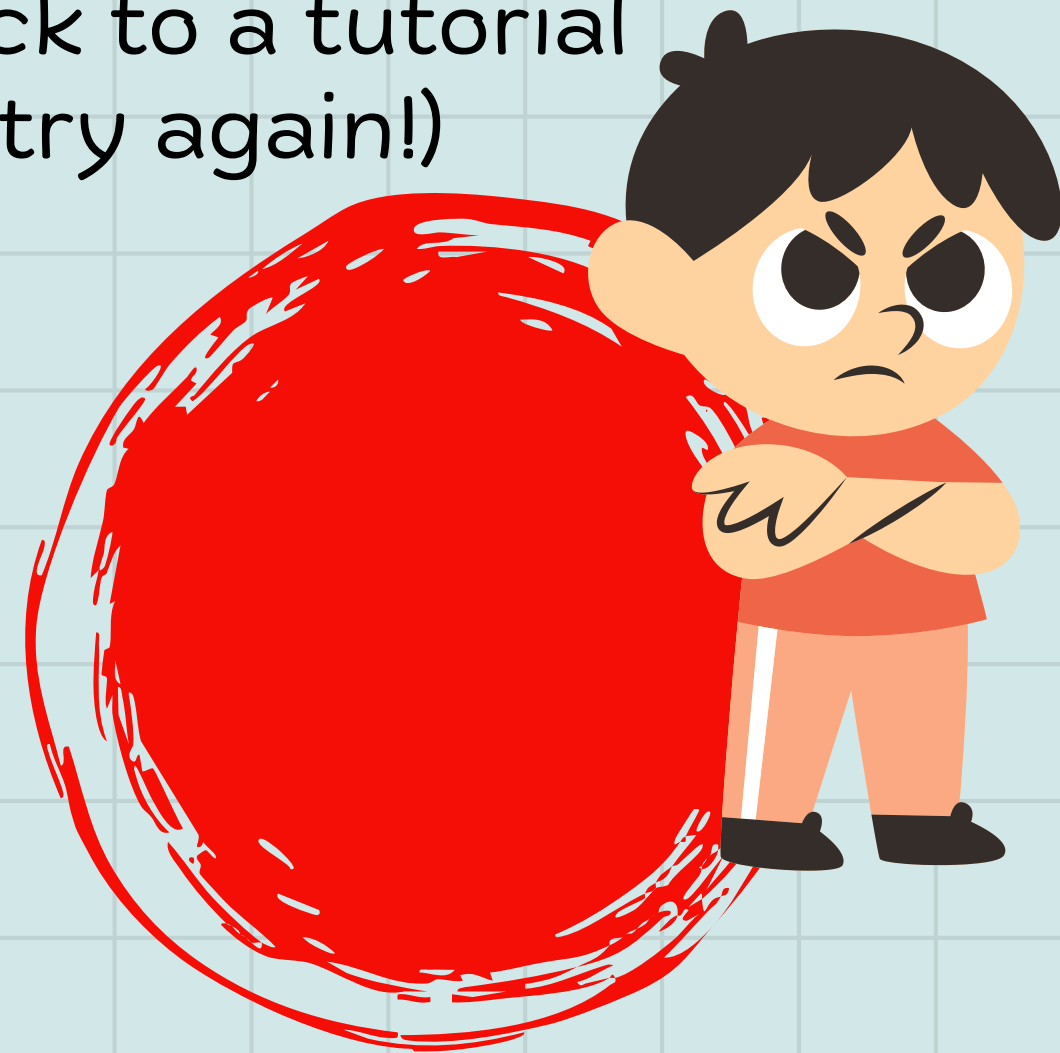
Success Block:

Where does the player go if they get all matches right? (Links to the next level!)



Fail Block:

Where do they go if they make a mistake? (Links them back to a tutorial block to try again!)



OR

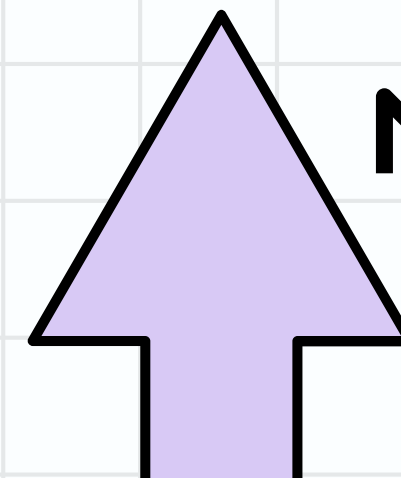
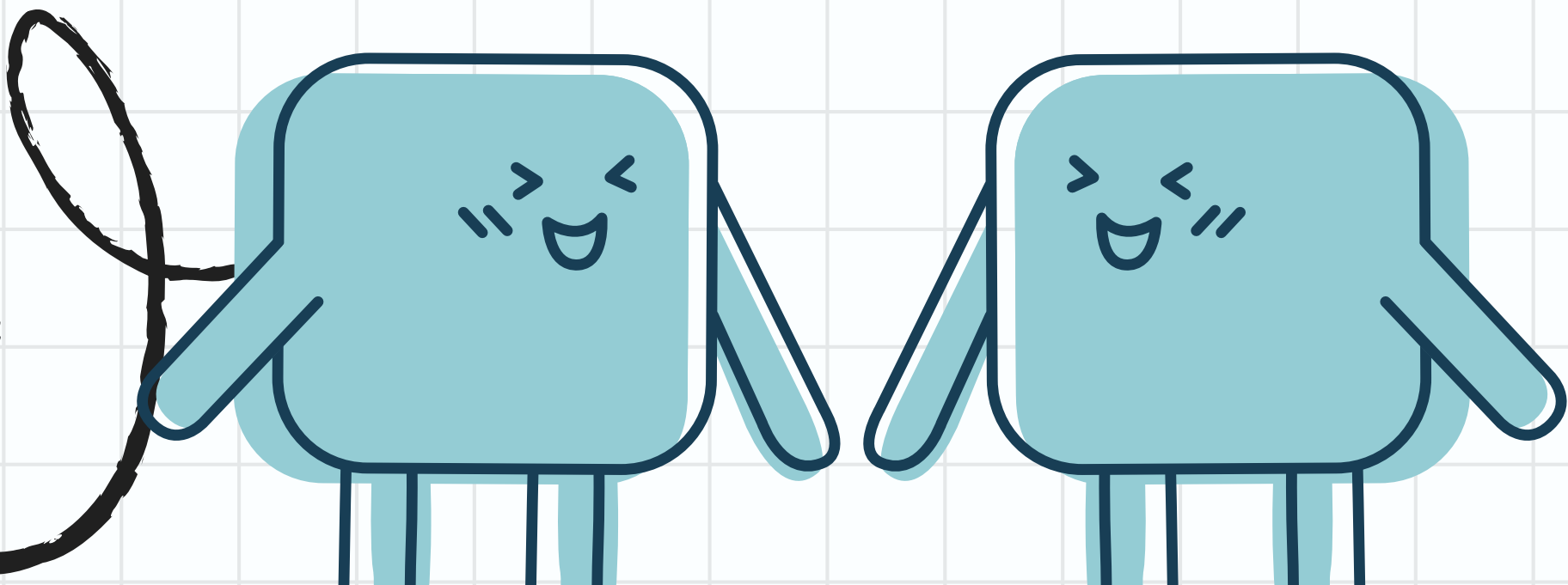
If you want the player to proceed no matter what, these can be the same block.

DRAG INTO CATEGORIES ACTIVATED!



Your Drag & Drop puzzle is ready for testing!

Test your puzzle!
Swap seats with a classmate and see if they can solve your game's challenge.



**NEXT: LEVEL UP
TO MATCHING
TERMS!**

