

Hot Potatoes for PC



Hot Potatoes software allows you to make interactive web games and puzzles for students. Why create these activities? You can use them as self-assessment exercises, reviews, or as interactive activities.

Types of applications that can be created with this software include, but are not limited to:

- Self-graded quizzes
- Drag and drop matching exercises
- Crossword puzzles

You can make fill-in-the-blank exercises, called JCloze; regular multiple choice or multiple response quizzes, called JQuiz; matching exercises, called JMatch; and crossword puzzles, called JCross.

This software is available free at <http://hotpot.uvic.ca/>. To download, refer to the “How to Download Hot Potatoes for PC” instructions.

The Hot Potatoes logo is used with permission from Half-Baked Software

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Creating Quizzes

JQuiz

In this section you will learn how to create multiple choice and multiple select quizzes in Hot Potatoes.

1. Click on the potato labeled JQuiz.



A dialog box may come up, asking if you want to start in beginner mode. Click "No," even if this is your first time with Hot Potatoes.

2. In the "Title" box, type in the name of the quiz. Then click the drop-down menu directly to the right of the Q(n) box and choose either multiple choice or multiple correct.

 A screenshot of the JQuiz software interface. The "Title" field contains "Harry Potter Quiz". Below it, the "Q1" field is empty. To the right of the "Q1" field is a dropdown menu with "Multiple-choice" selected. Below the "Q1" field are "Answers" and "Feedback" fields.

In the box labeled "weighting," you can leave this at "100," which will weight all questions as equal.

 A close-up of the "Weighting" field in the JQuiz interface, showing the number "100" in a text box with up and down arrows.

3. Type your question in the Q(n) box. Then type the possible answers in the A, B, C, and D boxes. It is not required, but if you wish to add feedback for each answer, you can do so in the corresponding boxes next to each answer.

The screenshot shows a question editor interface. At the top, there is a question box labeled "Q1" containing the text "What species is Hagrid?". Below this is an "Answers" section with four rows labeled A, B, C, and D. Each row contains a text input field with the following text: A: "Human", B: "Giant", C: "Half-human, half-giant", and D: "Centaur". A purple rounded rectangle highlights the entire "Answers" section.

Note: you cannot have less than four possible answers, but you can add more answers. To do so, click the up-arrow above the A.

This screenshot shows the same question editor interface as above, but with only one answer box labeled "A" containing the text "Human". The up-arrow button above the "A" label is circled in purple, indicating how to add more answers.

To the right of the feedback column, you can choose the correct answer(s).

	Answers	Feedback	Settings
A	Human		<input type="checkbox"/> Accept as correct 0 % correct
B	Giant		<input type="checkbox"/> Accept as correct 0 % correct
C	Half-human, half-giant		<input checked="" type="checkbox"/> Accept as correct 100 % correct
D	Centaur		<input type="checkbox"/> Accept as correct 0 % correct

To add your next question, click the up-arrow next to the Q(n) column. Repeat step 3 until all questions are created.

Title	
Q1	What specie

4. Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

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JMatch

In this section you will learn how to create matching activities in Hot Potatoes.

1. Click the potato labeled "JMatch."



A dialog box may come up, asking if you want to start in beginner mode. Click "No," even if this is your first time with Hot Potatoes.

2. In the "Title" box, type your quiz title.

Title	Harry Potter Character Matching
-------	---------------------------------

a. In the left column, you will put the fixed items. These will be the items that your students cannot change.

Left (ordered) items	
1	Dobby
2	Harry Potter
3	Hermione Granger
4	Ronald Weasley
5	Rubeus Hagrid

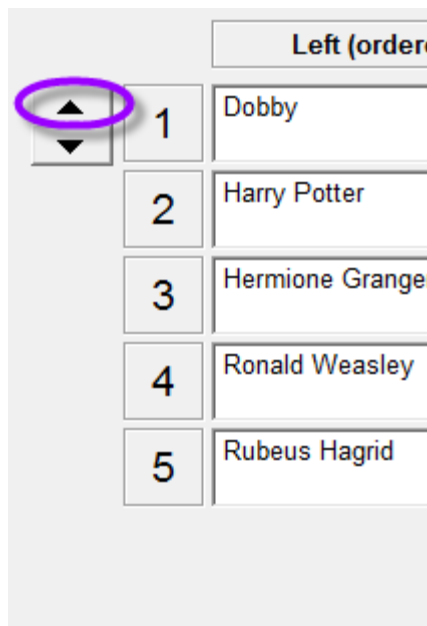
- b. In the right column, you will put the items that your students have to choose from. Type the answers next to their match.

d) items	Right (jumbled) items	Fix
	House Elf, was freed in book two by recieving a sock.	<input type="checkbox"/>
	The Chosen One, only known survivor of the killing curse.	<input type="checkbox"/>
	Muggle-born wizarding genius, best friend to The Chosen One	<input type="checkbox"/>
	One of six red-headed childre, best friend to The Chosen One	<input type="checkbox"/>
	Howarts School or Witchcraft and Wizardry, half-giant.	<input type="checkbox"/>
Default:	???	

NOTE: Do not check the boxes next to the right column. This will make all answers appear next to their matches, defeating the purpose of the exercise.

ALSO NOTE: Leave the “Default value in the right column” with the “???”. If anything else is in that box, it will change all your answers to whatever you put there.

- c. To add more lines of matching, click the up-arrow next to the left column.



NOTE: If there are more than five lines of matching, it will go off-screen for the students with some types of matching exercises. This can be problematic for students trying to do the exercise.

3. Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

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JCross

In this section you will learn how to create a crossword puzzle activity using Hot Potatoes.

1. Click the potato labeled “JCross.”

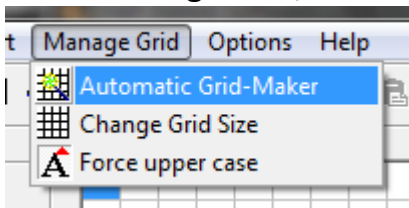


A dialog box may come up, asking if you want to start in beginner mode. Click “No,” even if this is your first time with Hot Potatoes.

2. Give the crossword a title in the "Title" box.

The image shows a simple interface with a rectangular box at the top labeled "Title". Below it is a larger rectangular area containing the text "Harry Potter Crossword".

3. Click "Manage Grid," then "Automatic Grid-Maker."



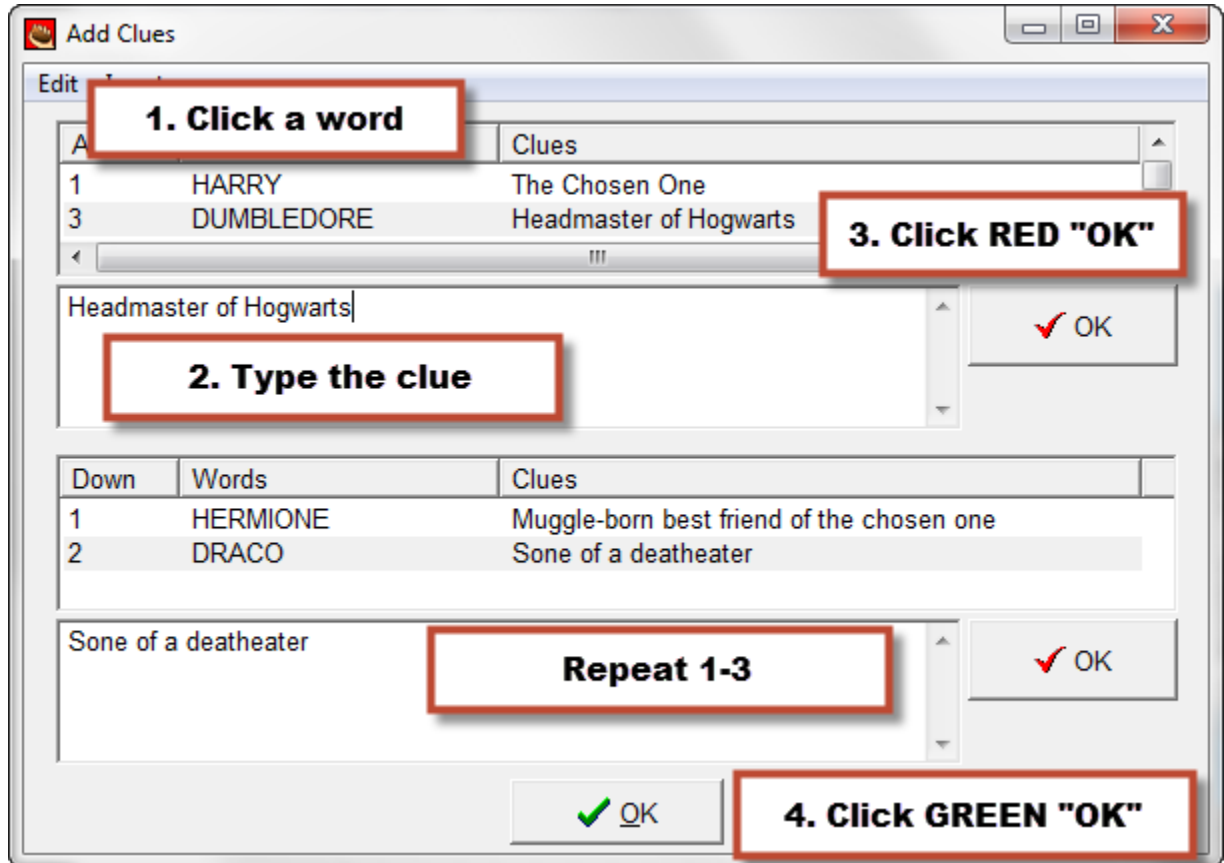
4. Enter each word on a separate line in the designated box. In the "Maximum grid size" box, be sure to put a number that is at least double your longest word, longer if you have many long words. This will guarantee you will have enough space for all of your words. Click "Make the Grid."

The image shows a dialog box titled "Create a crossword grid automatically". It has a text input area with the following words entered on separate lines: "Dumbledore", "Dobby", "Draco", "Ron", "Hermione", and "Harry". Below the text area is a "Maximum grid size:" label followed by a spinner box set to "20". To the right of the text area is a button labeled "Make the grid" with a magnifying glass icon. Below the "Maximum grid size" is a button labeled "Stop now -- that's good enough". On the right side, there is a section labeled "Number of words used in best result so far:" with the value "0/0" displayed next to it.

5. Click "Add Clues."



6. Click each word, and then add the clues in the box under them. NOTE: Make sure the correct word is highlighted when typing. Click the **red** "OK" button after each clue, and the **green** "OK" button when finished with all clues.

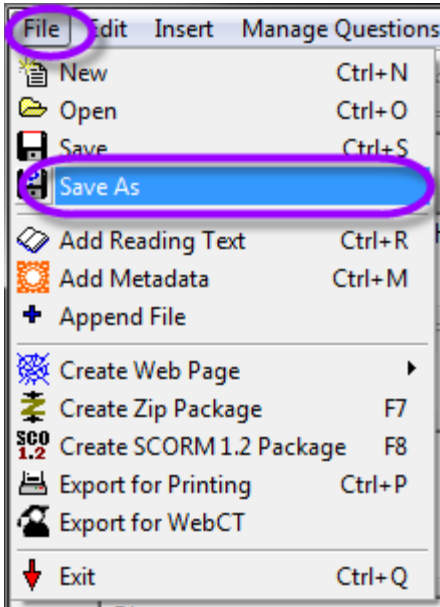


7. Refer to the sections on saving, changing the settings on, and publishing your quizzes in Hot Potatoes for PC.

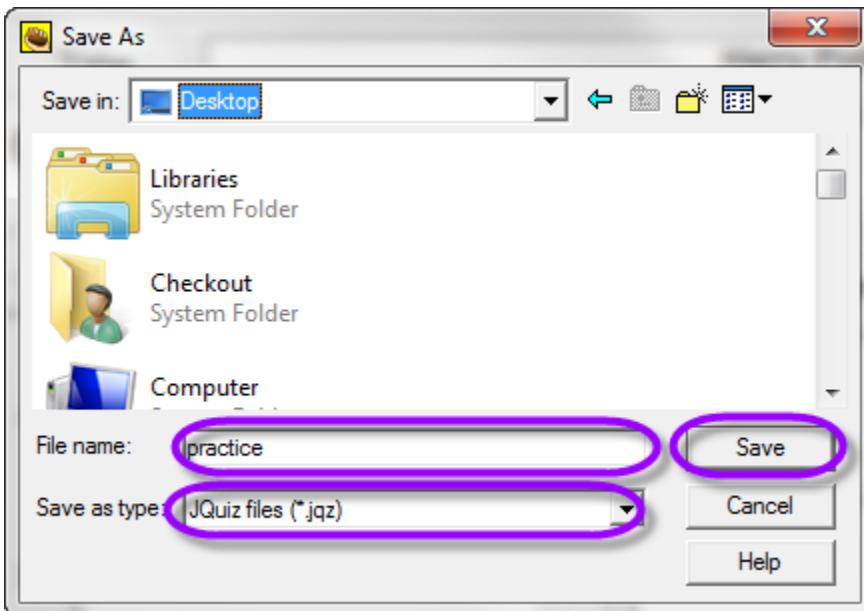
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Saving

1. To save the quiz, click “File,” then “Save as...”



2. Give it a name with **no spaces**, make sure it is set to .jqz (JQuiz), .jmt (JMatch), .jcl (JCloze), .jcw (JCross), or .jmx (JMix) file format, then click “Save.”

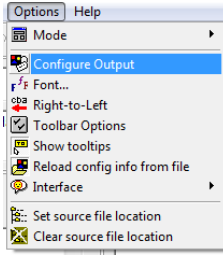


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Changing the Settings

NOTE: The example used here is from JQuiz. If you are changing the setting on a different type of quiz, you may see a similar, but different screen. The instructions are more or less the same; each quiz just has different options that you can change.

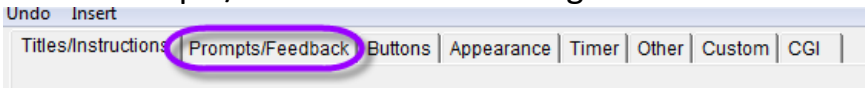
1. Click “Options,” then “Configure Output.”



Under Instructions you can give your students instructions for the quiz.

Instructions:

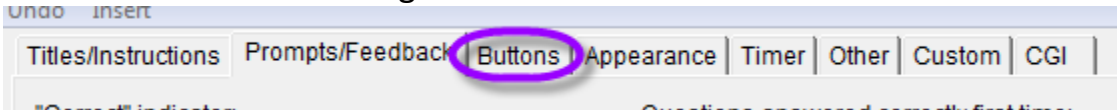
2. Click “Prompts/Feedback” in the navigation bar.



Here you can enter what students will see in certain situations.

<p>"Correct" indicator:</p> <input type="text" value=":-)"/>	<p>Questions answered correctly first time:</p> <input type="text" value="Questions answered correctly first time:"/>
<p>"Incorrect" indicator:</p> <input type="text" value="X"/>	<p>Next correct letter in the answer:</p> <input type="text" value="Next correct letter in the answer:"/>
<p>Guess correct:</p> <input type="text" value="Correct!"/>	<p>Please enter a guess.</p> <input type="text" value="Please enter a guess."/>
<p>Guess incorrect:</p> <input type="text" value="Sorry! Try again."/>	<p>Your answer is partly incorrect.</p> <input type="text" value="Your answer is partly wrong:"/>
<p>Your score is:</p> <input type="text" value="Your score is"/>	<p>Correct answers:</p> <input type="text" value="Correct answers:"/>
<p>Questions completed so far:</p> <input type="text" value="Questions completed so far:"/>	<p>You have completed the exercise:</p> <input type="text" value="You have completed the exercise."/>

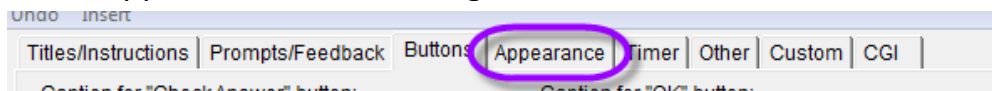
3. Click "Buttons" in the navigation bar.



Uncheck the "Go to Contents" and "Next Exercise" buttons (these often confuse students). Then you have the option to allow hints or have a "Show Answer" button on some exercises.

Caption for "Check Answer" button: <input type="text" value="Check"/>	Caption for "OK" button: <input type="text" value="OK"/>
<input checked="" type="checkbox"/> Include "Hint" button Caption: <input type="text" value="Hint"/>	Caption for "Next question" button: <input type="text" value="=>"/>
<input checked="" type="checkbox"/> Include "Show answer" button Caption: <input type="text" value="Show answer"/>	Caption for "Previous question" button: <input type="text" value="<="/>
Caption for "Show all questions" button: <input type="text" value="Show all questions"/>	Caption for "Show one by one" button: <input type="text" value="Show questions one by one"/>
Navigation	
<input checked="" type="checkbox"/> Include "Next Exercise" button Next exercise URL: <input type="text" value="nextpage.htm"/> <input type="button" value="Browse..."/>	Caption: <input type="text" value="=>"/>
<input checked="" type="checkbox"/> Include "Go to Contents" button Contents page URL: <input type="text" value="contents.htm"/> <input type="button" value="Browse..."/>	Caption: <input type="text" value="Index"/>
<input type="checkbox"/> Include "Back" button	Caption: <input type="text" value="<="/>

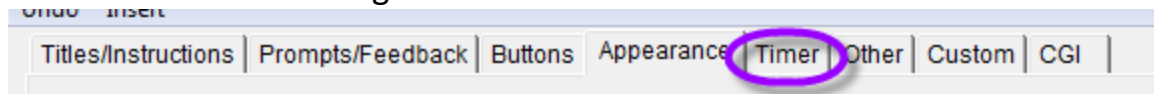
4. Click “Appearance” in the navigation bar.



From here you can change the font face and size. You can also change the page colors by either clicking the rainbows next to each one, or using hex codes. To get more hex codes, go to <http://www.allprofitallfree.com/color-wheel3.html>.

 A screenshot of the 'Appearance' settings panel. At the top, there is a 'Background graphic URL:' field with a 'Browse...' button. Below this are 'Output font face:' (set to 'Geneva,Arial,sans-serif') and 'Output font size:' (set to 'small'). A preview window shows a sample page layout with a title, text, and links. To the right, there are color selection controls for: 'Navigation bar colour: #000000', 'Page background colour: #C0C0C0', 'Title colour: #000000', 'Exercise background colour: #FFFFFF', 'Link colour: #0000FF', 'Visited link colour: #0000CC', and 'Text colour: #000000'. Each control includes a text input field, a rainbow color picker icon, and a vertical 'COLORS' palette. A 'Preview' button is located at the bottom left.

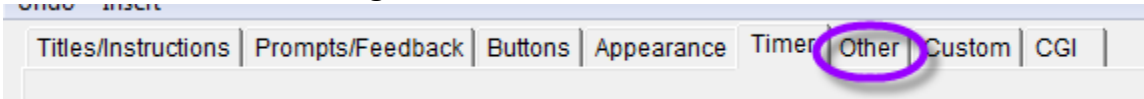
5. Click “Timer” in the navigation bar.



To include a timer, check the check box. Then set the minutes and/or seconds and the expired-time message.

 A screenshot of the 'Timer' settings panel. It features a 'Time limit' section with a checked checkbox labeled 'Set a time limit for this exercise:'. Below the checkbox are two spinners: 'Minutes:' set to '1' and 'Seconds:' set to '0'. At the bottom, there is a text input field for the expired-time message, with the placeholder text 'Your time is over:'.

6. Click “Other” in the navigation bar.

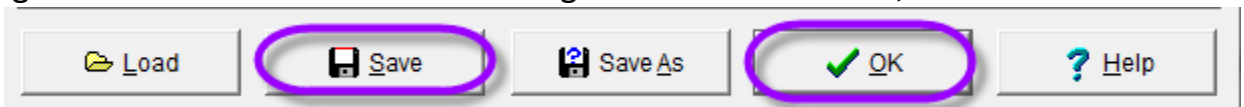


From here there are different options for each type of quiz. Check the ones you want to apply.

 A screenshot of the 'Other' settings panel. It contains the following options:

- Include SCORM 1.2 functions
- Show a limited number of questions each time the page loads
 - Questions to show:
- Shuffle order of questions each time page loads
- Shuffle order of answers in each question when page loads
- Show number of questions answered correctly in one guess
- Show score after each correct answer
- Make answer-checking case-sensitive
- Show list of other correct answers
- attempts are allowed before a hybrid question switches to multiple-choice.
- Do special processing to handle right-to-left language data in the output.
- Create a separate linked file containing the JavaScript code
- Include a keypad to help the student type non-roman characters
- Always include these characters on the keypad:

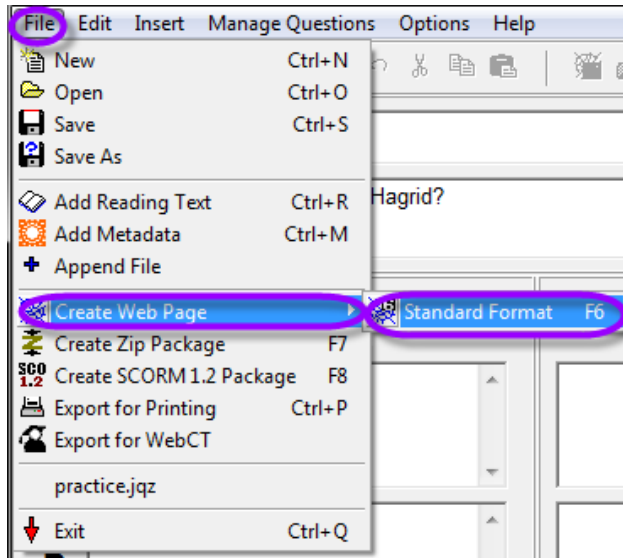
Ignore the last two items on the navigation bar. Click “Save,” then “OK.”



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Publishing (Making an HTML File)

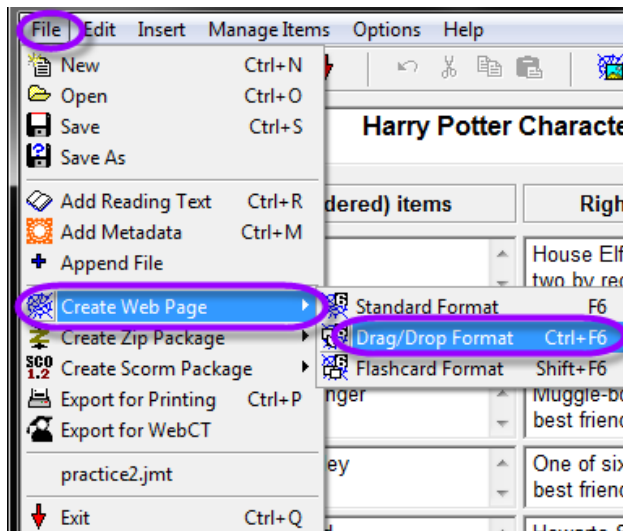
1. To publish the quiz, either click “File,” “Create Web Page,” and “Standard Format;” or click the button that looks like a spider web with a 6 on it.



OR



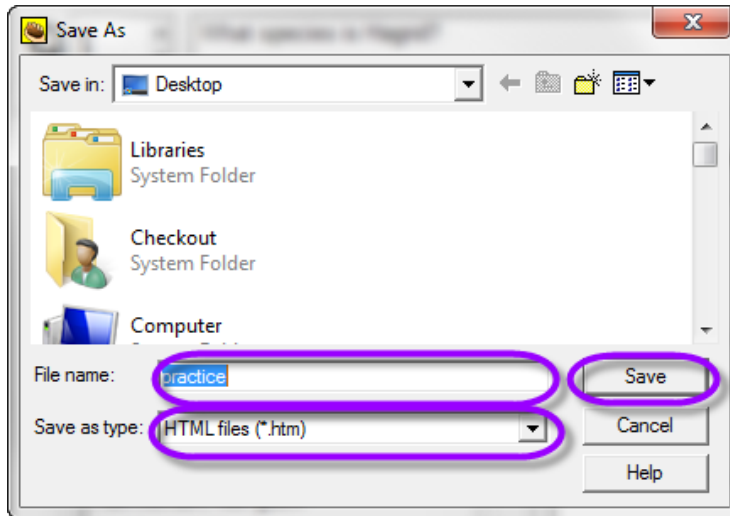
NOTE: If you are doing a JMatch quiz, you have another option. The above option gives you a drop-down type of matching quiz. To make a drag-and-drop matching quiz, you can either: click “File,” “Create Web Page,” and “Drag/Drop Format” or you can click the button that looks like a spider web with a “6” and a box on it.



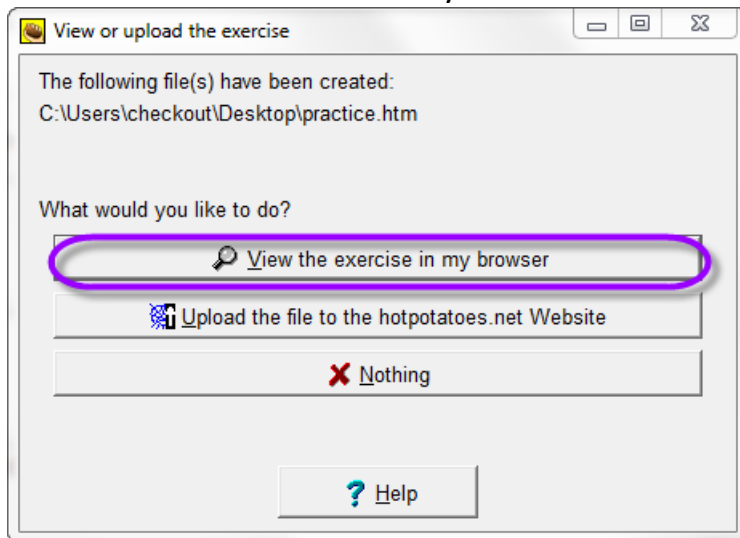
OR



2. Save it as the same name as before, no spaces, except this time the file format should be either .htm or .html. Click “Save.”



3. Click “View the exercise in my browser.”



You should see a preview of your quiz now, and you're finished!

To put your Hot Potatoes in D2L, please refer to the “Putting Hot Potatoes in D2L” instructions.

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Created by: Tiffani Reardon, February 2014