Creating a Matching Activity with LearningApps

1. After logging into LearningApps, click “Create App.”

2. Click the “Matching Pairs” square.

3. You will see a series of examples. Feel free to try each of them out for a glimpse into what you can do with them. When you are ready to create your own, click “Create New App.”
4. In the “App title” bar, type the title of your activity. Then type a description of the activity in the “Task description” box. 
    NOTE: The “Task description” box is not where your question goes. This might be instructions to “match the pairs,” or something to that affect.

![App title and task description](image)

5. Under “Pairs,” you can add the first match. The options here are text, image, text to speech, audio, and video. Each one will give you a different set of options. The two lines here are for one pair. Therefore, in the first line, you’ll put the first item in the pair, and in the second, you’ll put the match to that first item.

![Pairs options](image)

   a. **Text**: If you choose “Text,” you will be prompted to type text in.

   b. **Image**: If you choose “Image,” you will see the option to search for an image on Pixabay, Wikipedia, and flickr; the option to insert the URL to an image; and the option to upload your own image.

   c. **Text to speech**: If you choose “Text to speech,” you can type what you want the quiz to say, and then click the headset icon to hear it played back. There are also several language compatibilities here, which might be helpful for a foreign language class.

   d. **Audio**: If you choose “Audio,” you can search for an audio clip via YouTube, insert a link from YouTube, or record your own audio.

   e. **Video**: If you choose “Video,” you can search for a video via YouTube, insert a link from YouTube, or record your own video.

To delete any of these options and choose something else, click the trash can icon next to it.
6. To add another pair, click the “Add another element” button and repeat step 5. Repeat this step for each pair.

7. If you want to include additional elements with no matches (like a trick in the activity), complete the same task as step 5, except under “Additional, but wrong elements.”

8. To add more wrong elements, click “Add another element” under “Additional, but wrong elements.”
9. Under “Make matching pairs disappear,” you can choose whether you want the matches to disappear after getting them right. If you check this box, the matches will disappear after the user selects the correct pair. If you do not check this box, the matches will stay on the screen and then the user can check their answer at the end.

10. Type feedback and help information into the designated boxes as desired.

11. Click “Finish editing and show preview.”

12. Test your activity out. If you are satisfied, click “Save App.” If not, click “Edit Again.”

13. To put your activity in D2L, use the Weblink and Embed options below the activity preview.