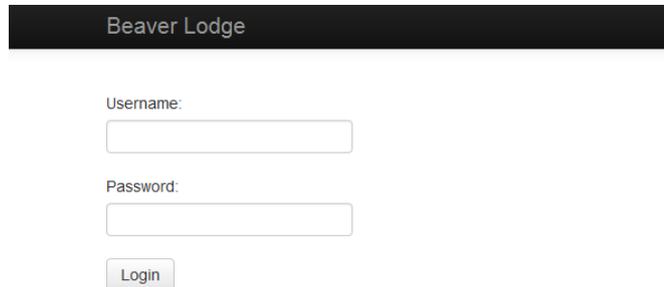


SHORT USER MANUAL

You always need login to authenticate yourself. Fill in the **Username** and **Password** fields.



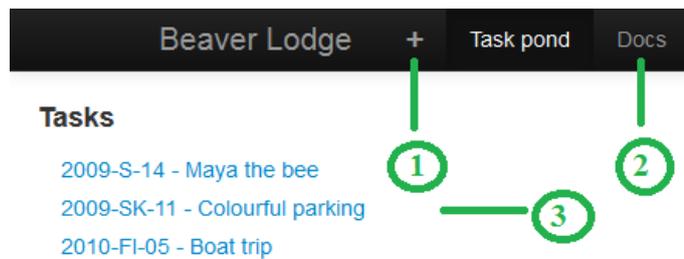
Beaver Lodge

Username:

Password:

Login

The main page of Beaver Lodge:



Beaver Lodge + Task pond Docs

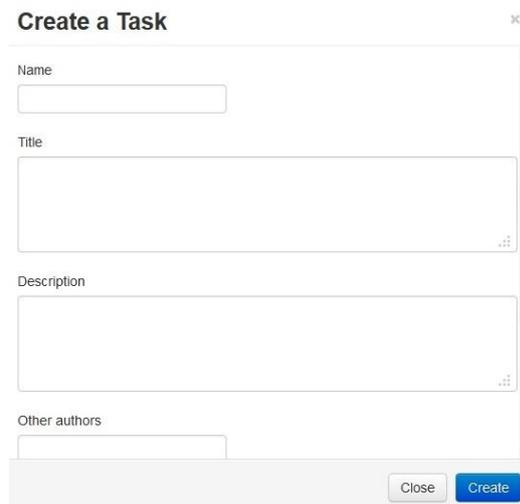
Tasks

- 2009-S-14 - Maya the bee
- 2009-SK-11 - Colourful parking
- 2010-FI-05 - Boat trip

Annotations: 1 points to the '+' icon, 2 points to the 'Docs' link, 3 points to the 'Task pond' link.

- 1 – Create a new task.
- 2 – Link to Lodge documentation.
- 3 – Existing task pool (Task pond).

Click **+** to start create new task.



Create a Task

Name

Title

Description

Other authors

Close Create

You need to fill in the required fields: **ID** and **Title**.

ID - for example is *2013-EN-01*.

Title - for example is *Bubble*.

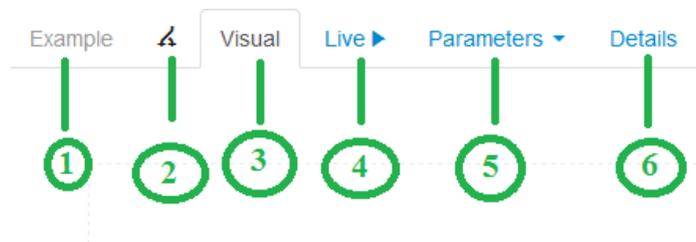
Description – Short description or comments about task and authors.

Other authors -

License -

Language – choose the language of concrete task text.

The main toolbar of task creation.



1 – Task Title.

2 – **Fork this task.** You can copy this task with all parameters and components (and also modify the copy).

3 – **Visual.** This is one of the core mode when you want to select task components and relate it with parameters.

4 – **Live.** This mode helps you to set up correct answers and test the live task.

5 – **Parameters.** In this tab can determinate all parameters.

6 – **Details.** All information about task which you entered when was created new one. All information can be changed.

Click button **Save** after every change.

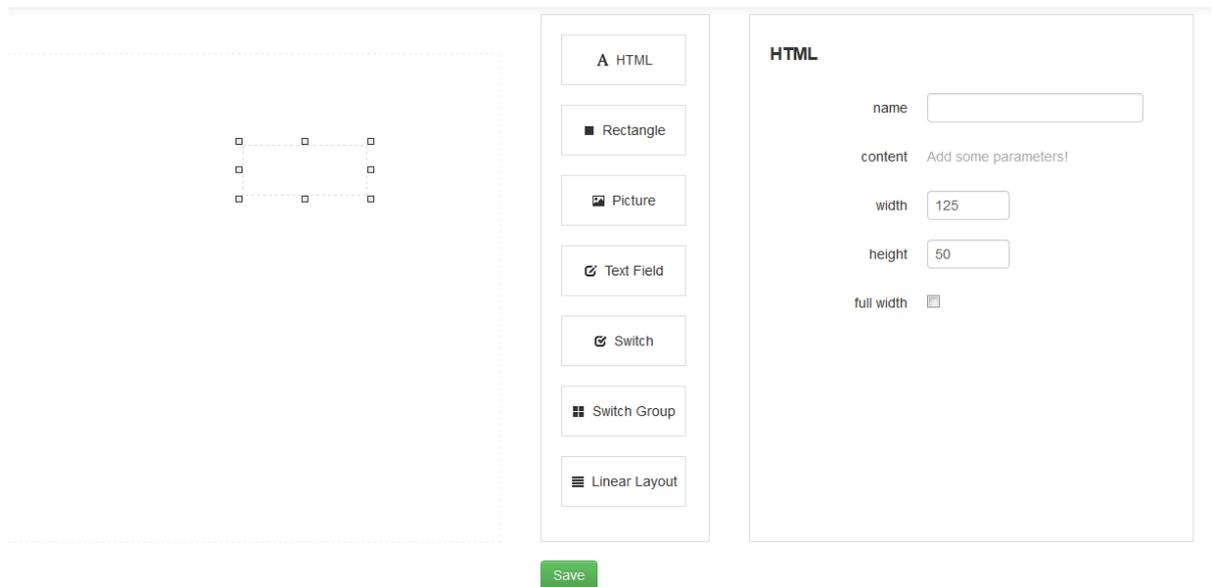
Click icon  to remove this task from Beaver Lodge.

Click **Logout** to finish session.

VISUAL

Tab **Visual** have the list of main components. For more components please read Lodge documentation (Docs).

Please drag and drop one of the components to the left part of window. In the right part you can set up properties for each component.



All components are empty when you drag and drop to left side. Here you can just layout components.

Component HTML

Component HTML now is empty. You need input some information in **Parameters**. After this action you will be able to choose content.

This image shows the configuration panel for the 'HTML' component. The 'content' dropdown menu is open, showing 'Text' as the selected option. The other fields are: 'name' (empty), 'width' (125), 'height' (50), and 'full width' (checked).

Field **name** is not required. Name of component is required when you want to relate one component with other, for example, switch group and picture.

Can be filled in just one of **width/height** field or choose **full width**.

Component Rectangle

Field **name** is not required. Name of component is required when you want to relate one component with other, for example, switch group and picture.

Please mark the **answer** check box if this component is part of answer.

Value

In field **fill** can be selected color of background.

Rectangle

name	<input type="text"/>
value	<input type="text"/>
answer	<input type="checkbox"/>
fill	<input type="text"/>
width	<input type="text" value="125"/>
height	<input type="text" value="50"/>
draggable	<input type="checkbox"/>
droppable	<input type="checkbox"/>
full width	<input type="checkbox"/>

Component Picture

Field **name** is not required. Name of component is required when you want to relate one component with other, for example, switch group and picture.

Value

If you want to select content for **url**, then in **Image** area of **Parameters** tab must be upload image.

You can change **width** and **height** of this component.

Component can have draggable or droppable properties.

Picture

name	<input type="text"/>
value	<input type="text"/>
url	<input type="text"/>
width	<input type="text" value="125"/>
height	<input type="text" value="50"/>
draggable	<input type="checkbox"/>
droppable	<input type="checkbox"/>
full width	<input type="checkbox"/>

Component Text Field

Field **name** is not required. Name of component is required when you want to relate one component with other, for example, switch group and picture.

You can change **width** of text field.

Please mark the **answer** check box if this component is part of answer.

TextField

name	<input type="text"/>
width	<input type="text" value="125"/>
answer	<input type="checkbox"/>

Component Switch

Field **name** is not required. Name of component is required when you want to relate one component with other, for example, switch group and picture.

Please mark the **answer** check box if this component is part of answer.

In switch component can be image or text. Please choose **url** or **text** to set up this content. Don't forget upload image or input the text in **Parameters** area.

Select color of component background. Switch component have two modes: on and off. You can set different background for each mode.

Padding

You can change **width** and **height** of this component.

Switch

name	<input type="text"/>
answer	<input type="checkbox"/>
url	<input type="text"/>
text	<input type="text"/>
background on	<input type="text"/>
background off	<input type="text"/>
padding	<input type="text"/>
width	<input type="text" value="125"/>
height	<input type="text" value="50"/>

Component Switch Group

Field **name** is not required.

Please mark the **answer** check box if this component is part of answer.

Item padding

This component can be related with other components by using setting **Contained components**. Other components must have the name.

SwitchGroup

name	<input type="text"/>	
answer	<input type="checkbox"/>	
item padding	<input type="text"/>	
Contained components	<input type="text"/>	<input type="button" value="Add"/>

Component Linear Layout

Field **name** is not required.

Randomize

Direction of components can be horizontal or vertical.

This component can be related with other components by using setting **Contained components**. Other components must have the name.

LinearLayout

name

full width

randomize

direction

Contained components

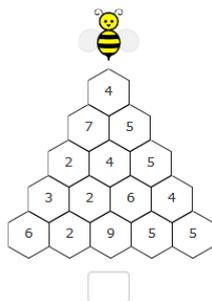
LIVE

In this area you can test your task. In the left side is created task. Input or check correct answer and click **Add Answer**. By using button **Current Answer** you can look to value of answer. If you want to look live task, please solve it and click **Check**.

In the right side is source code. When you use only component from component list, then this side is empty. Otherwise, all tasks can be programmed by using source code. For more information please look at Lodge documentation.

Maya the Bee is collecting nectar in a meadow made of hexagons. Each hexagon contains a certain amount of nectar. For example, Maya can collect 4 grams of nectar from the top hexagon. Maya can only fly to neighbouring hexagons that are below the current hexagon.

What is the biggest amount of nectar Maya can collect? Enter the number in the box below.



Current Answer

Add Answer

Check

```
1 var pictureX = 220;
2 var pictureY = 210;
3
4 // Generate scores
5 var levels = 5;
6 var scores = [];
7 for (var i=0; i<levels; i++) {
8   scores[i] = [];
9   for (var j=0; j<=i; j++) {
10    if (i==0)
11      // First level score is predefined
12      scores[i][j] = 4;
13    else
14      // Random score
15      scores[i][j] = Math.round(Math.random() * (9 - 1) + 1);
16  }
17  // Draw scores
18  var hexagon = new task.Picture({url: task.params.hexagon});
19  var x = -i*19 + j*39 + pictureX;
20  var y = i*34 + pictureY;
21  hexagon.move(x, y);
22  var text = new task.HTML({content: scores[i][j]});
23  text.move(x + 16, y + 10);
24 }
25 }
26
27 var levelComp = new task.Component({answer: true, value: levels});
28 var scoreComp = new task.Component({answer: true, value: scores});
```

PARAMETERS

In this area you need to insert parameters for task. Always check the **Answer** parameters for correct set of value. New set of answer parameters goes to this part after every your action **Add Answer**.

Parameters

Add parameter

Images

Add image

Answer

Add answer

Name, value and type of parameter are required.

Add Param ×

Name

Value

Type

-
-
- Short string
- Long text**
- Number
- Javascript

Click **New set** to determinate new set of parameters. It is important when you want to use the same task but with different parameters.

Parameters ▾ [Details](#)

Default

+ New set

Enter name of new set in the **name** field.

Create a Parameter Set ×

Name

