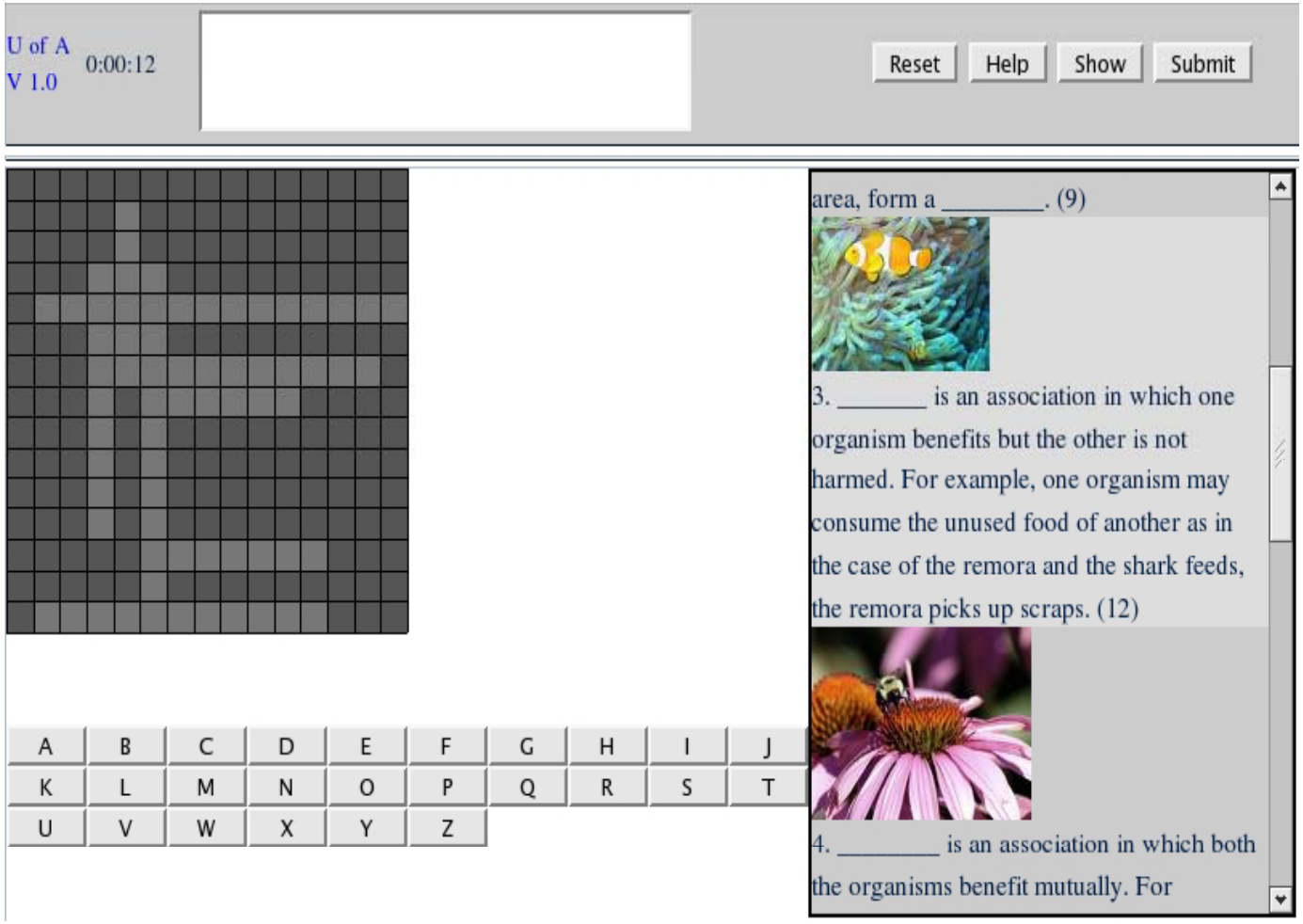
JavaScript Item Type Screen Shots

This document contains a select few screen shots of our JavaScript item types. Descriptions are included alongside the images.

Biology

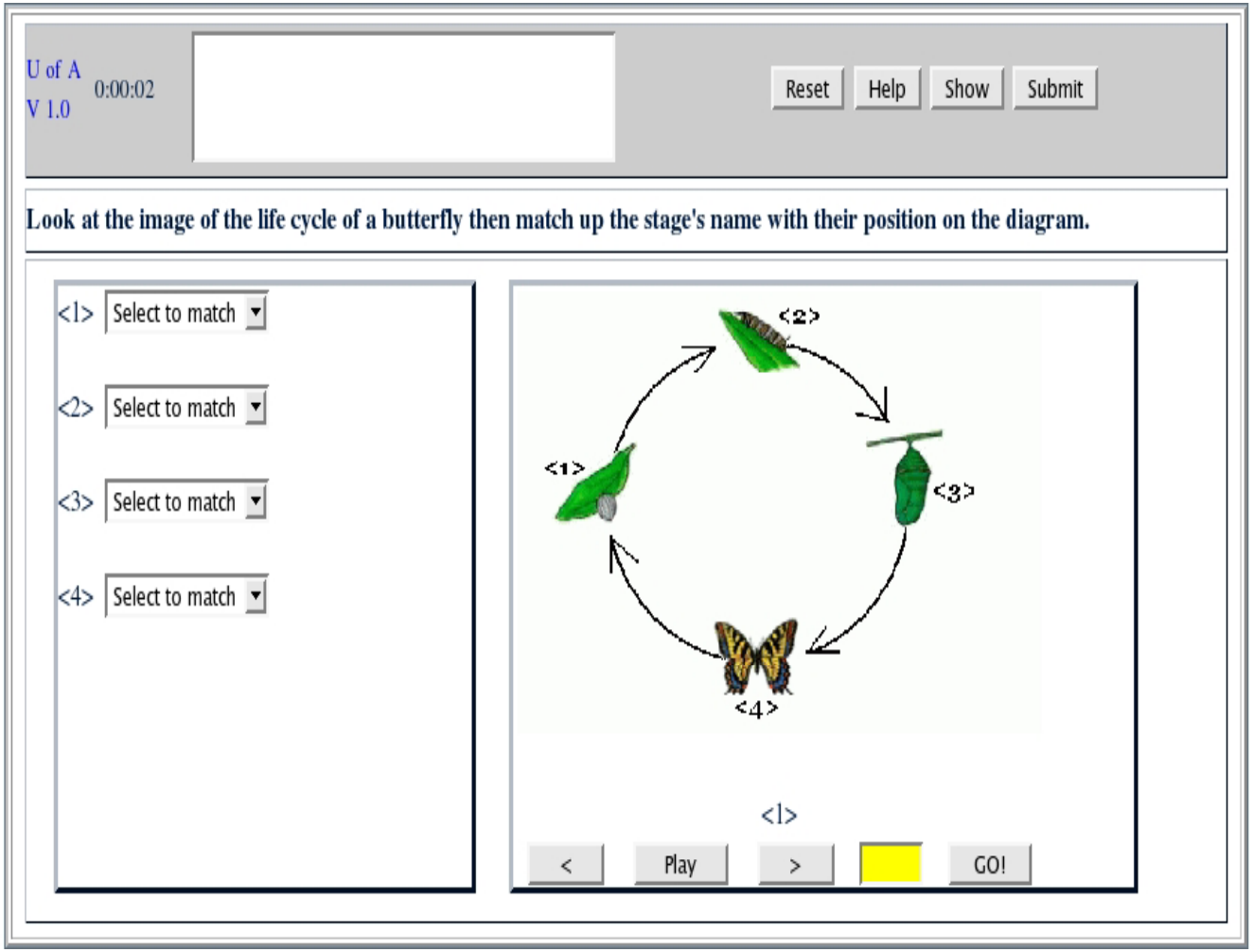
Example 1



This item type deals with filling out a crossword puzzle (using either keyboard or the provided buttons) in order to answer the question/hints on the right. In this example the student is asked to fill the crossword puzzle with the words that are suppose to be in the blank spaces.

Biology

Example 2



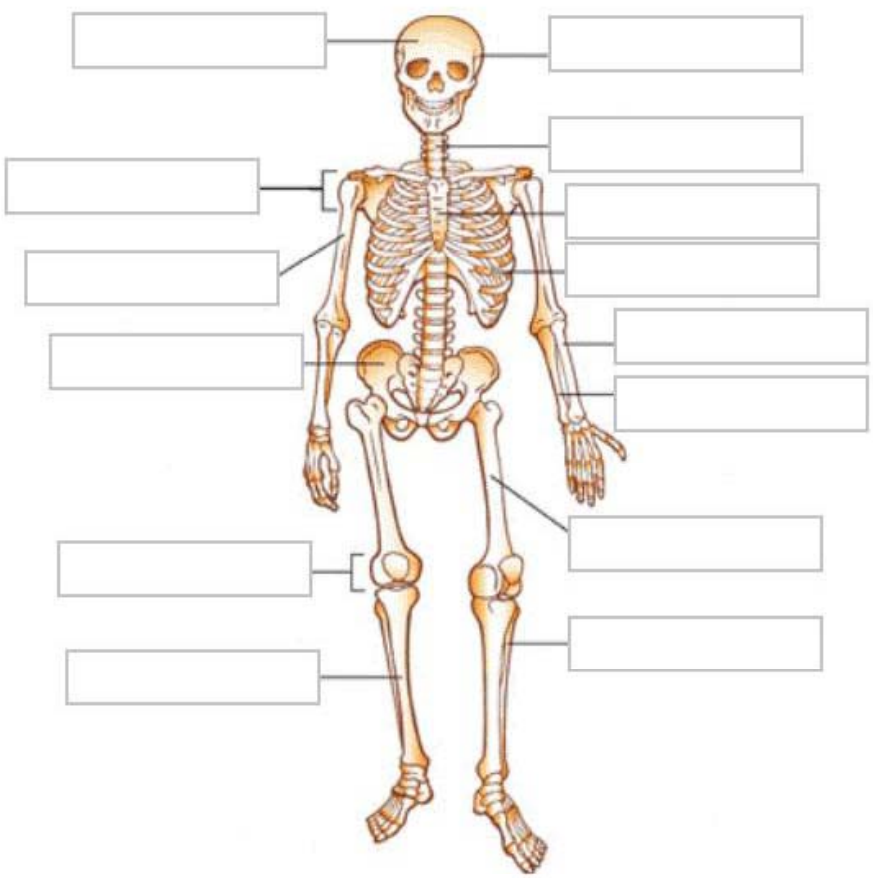
This item type plays a series of image(s) on the right panel and asks the student to match an appropriate response using the drop down menu on the left.

For this example the life cycle of a butterfly is displayed and the students are asked to match each stage of the cycle with their respective names.

Biology

Example 3

Humerus
Radius
Skull
Ulna
Hinge Joint (Knee)
Ball and Socket Joint (Shoulder)
Sternum
Femur
Vertebra
Fibula
Fixed Joint (Parieto - Temporal)
Pelvis
Tibia
Rib

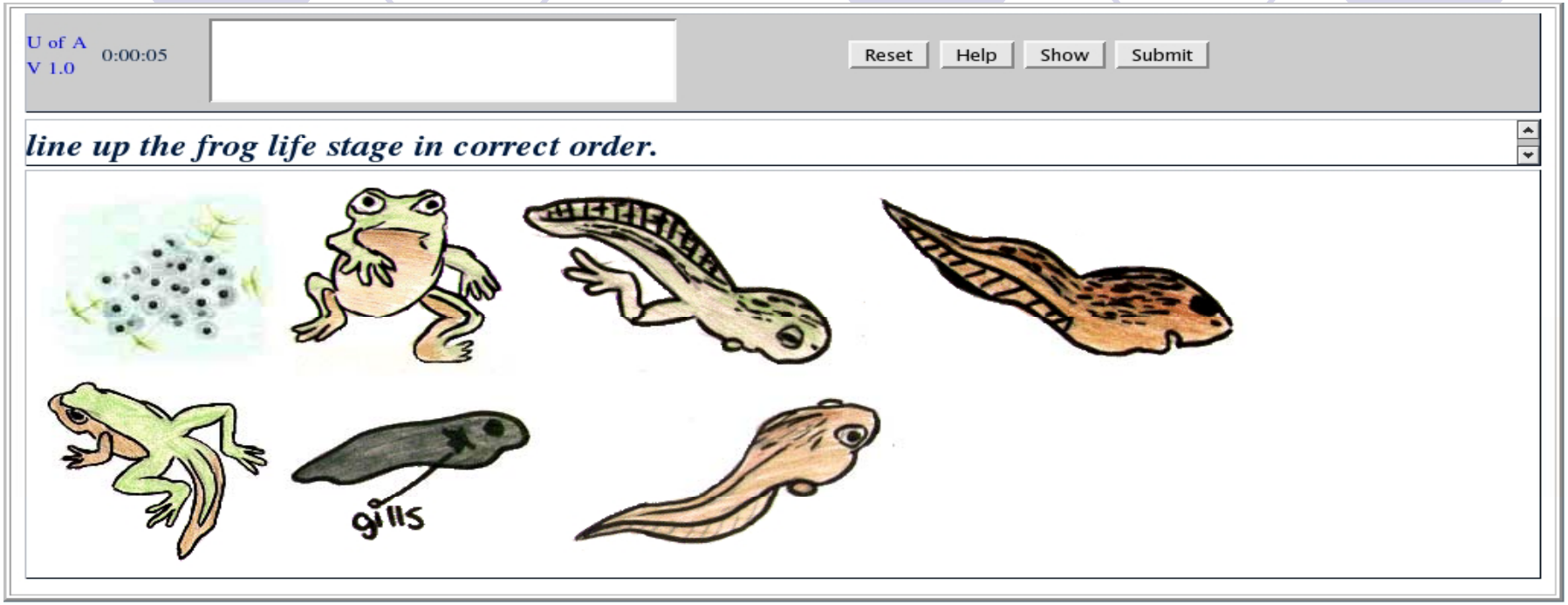


This item type deals with labeling of diagrams by using drag-able text that can then be dropped onto predefined boxes on the diagram.

In this example we can drag each text from the gray box on the left to their correct places on the diagram that is on the right.

Biology

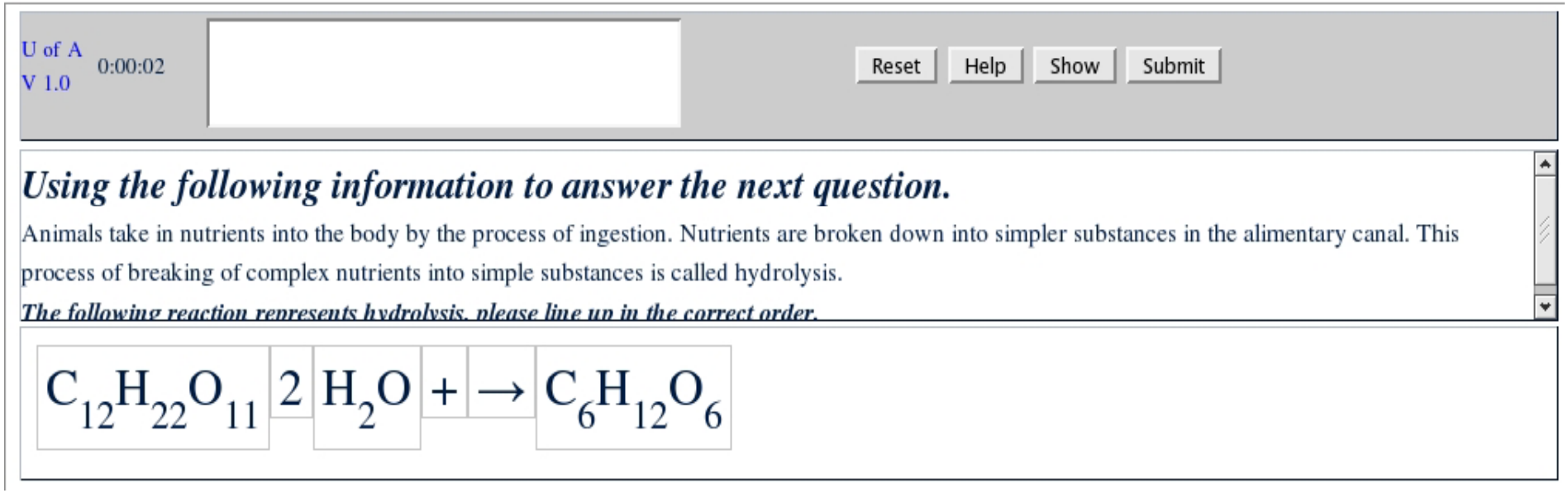
Example 4



This item type is a drag and drop reordering type. Here you are asked to reorder the images of the different stages of a frog's life cycle so that they are in the correct order from egg to adult. That is done by clicking down on the image and moving it to the position that it should be in. The other images are shifted around the image being dragged.

Chemistry

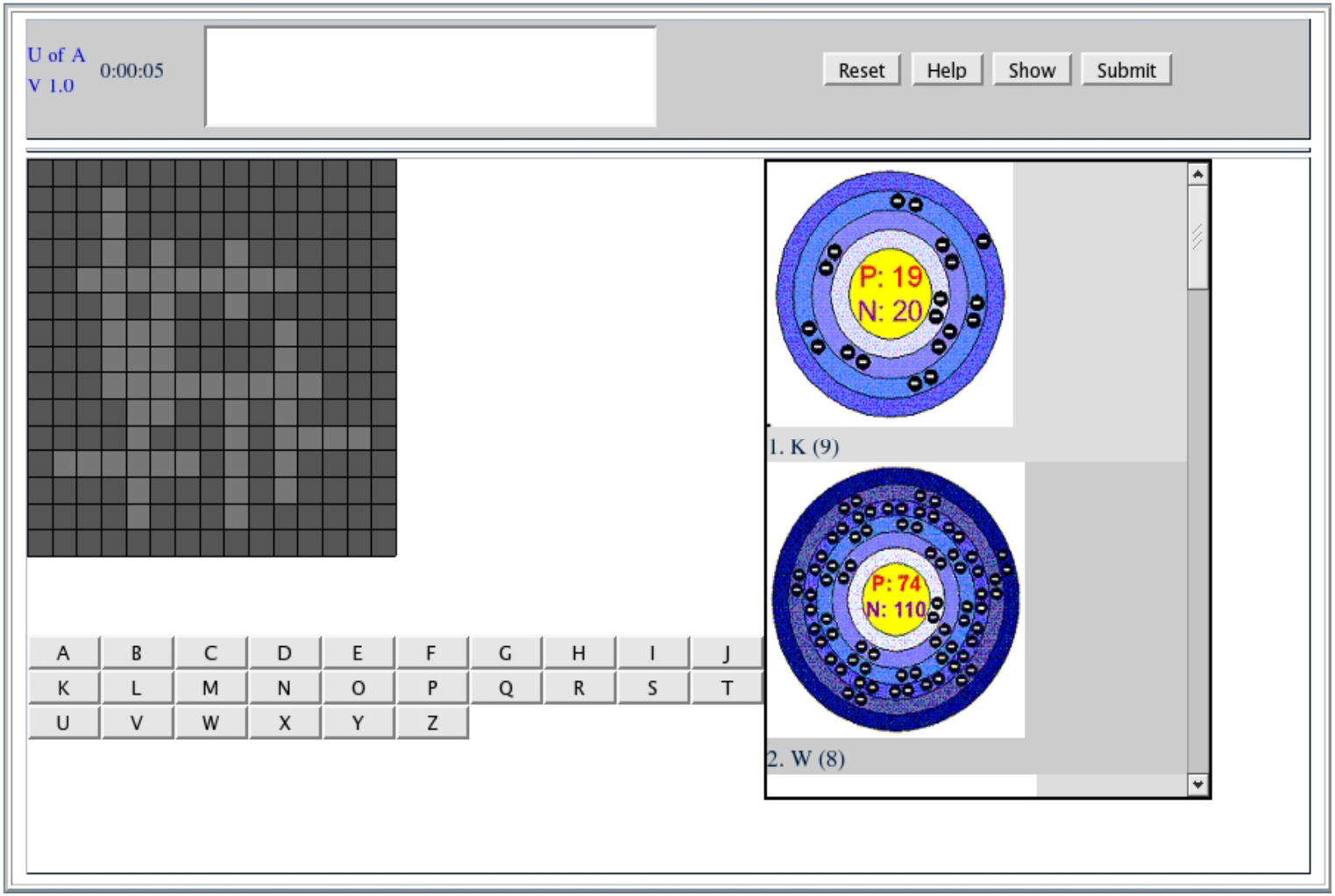
Example 1



This is another rearranging question but uses components of a chemical equation.

Chemistry

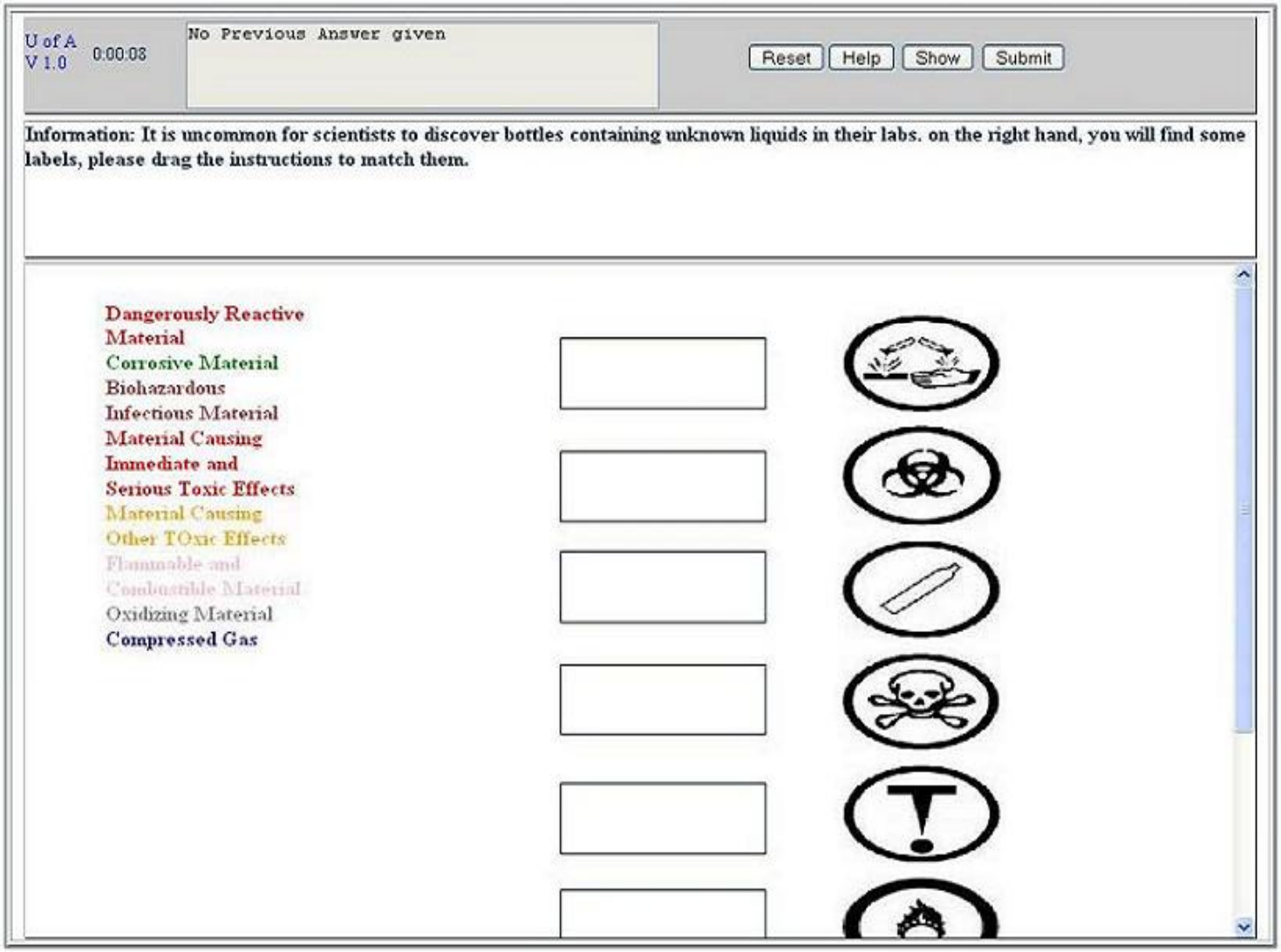
Example 2



Another crossword puzzle example.

Chemistry

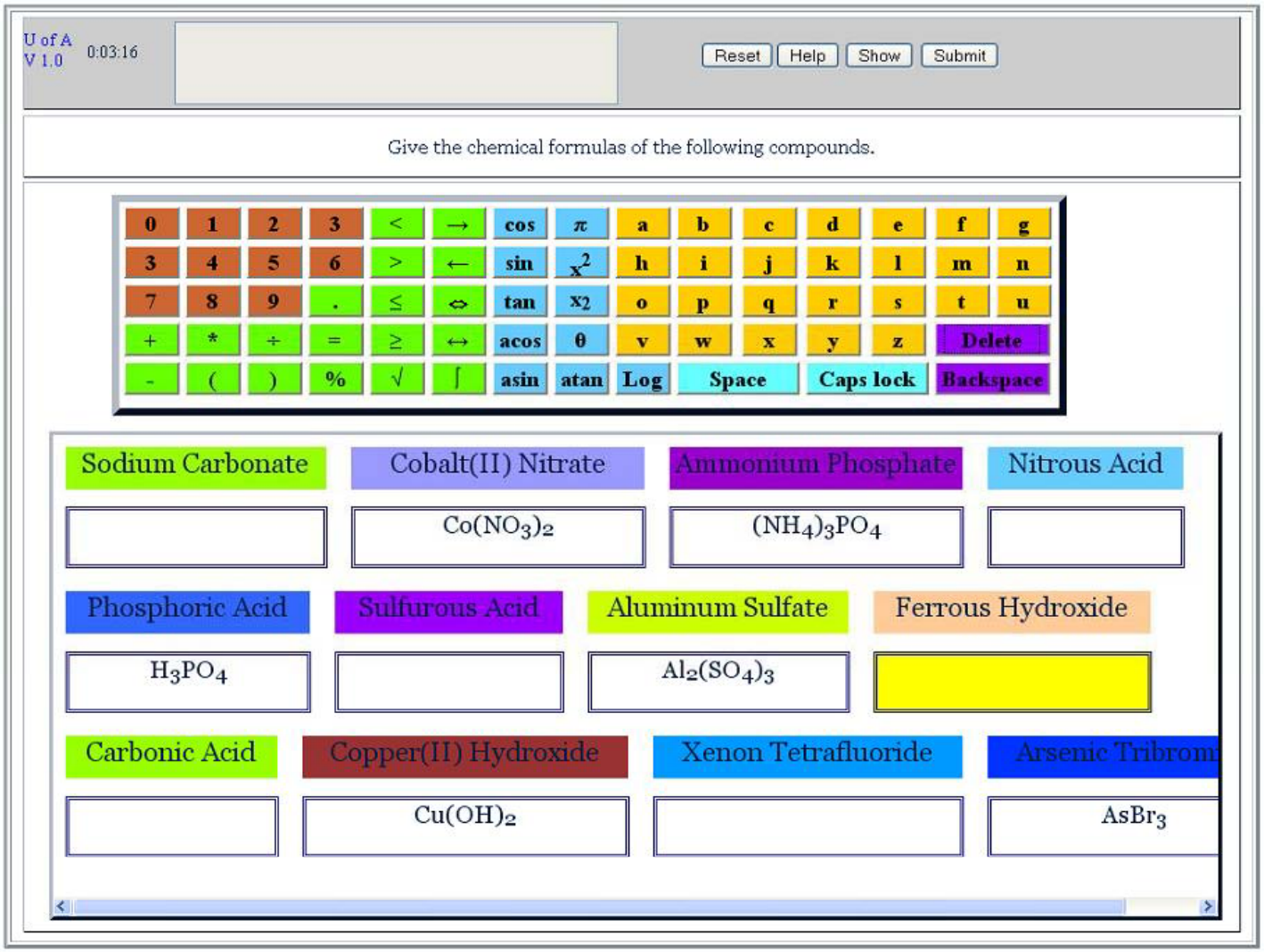
Example 3



This item type asks the user to drag the words on the left to match the symbols on the right by dropping them in the drop boxes.

Chemistry

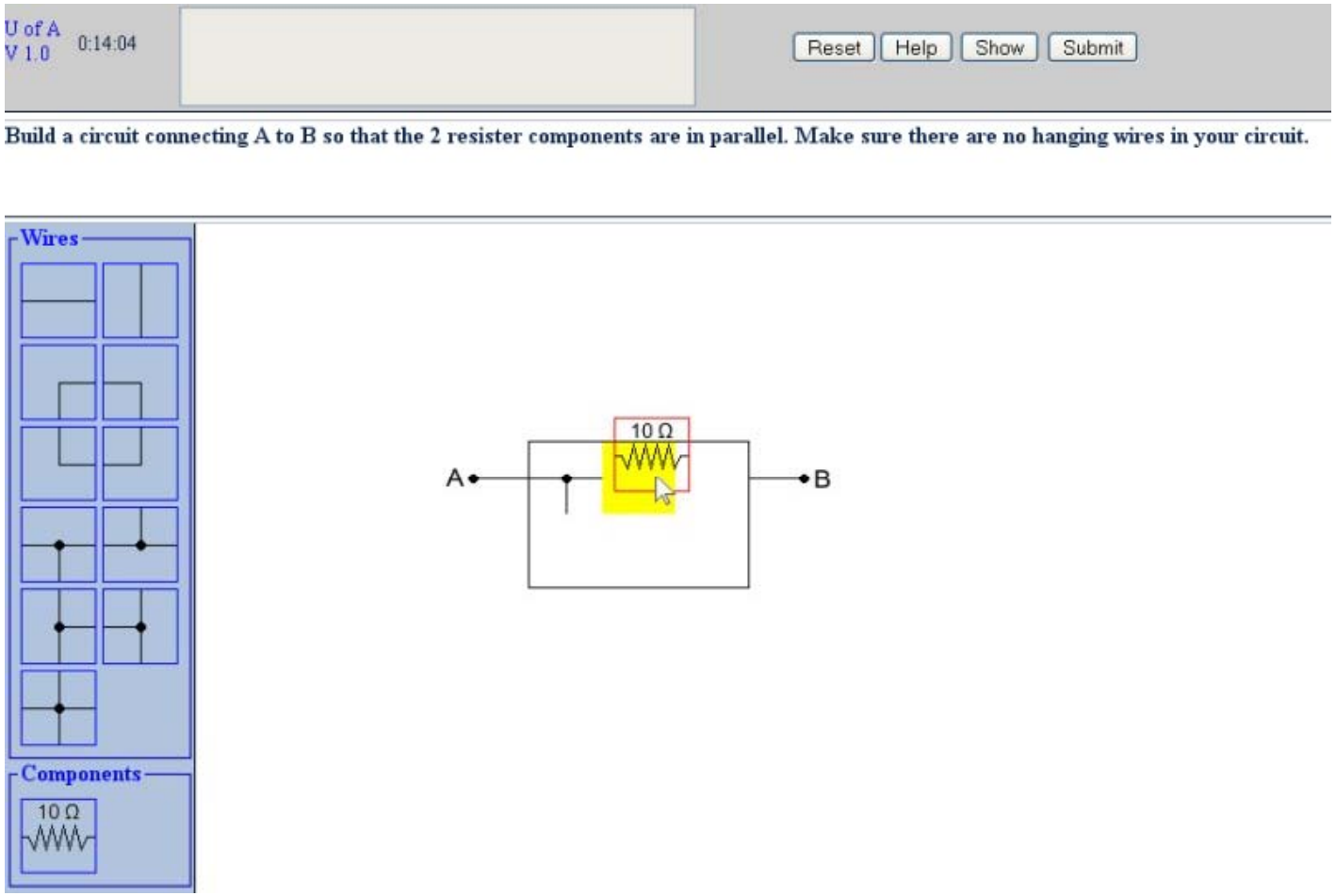
Example 4



Another Chemistry example where the user is asked to name the given chemical compounds using the keypad or the keyboard to input their answer

Physics

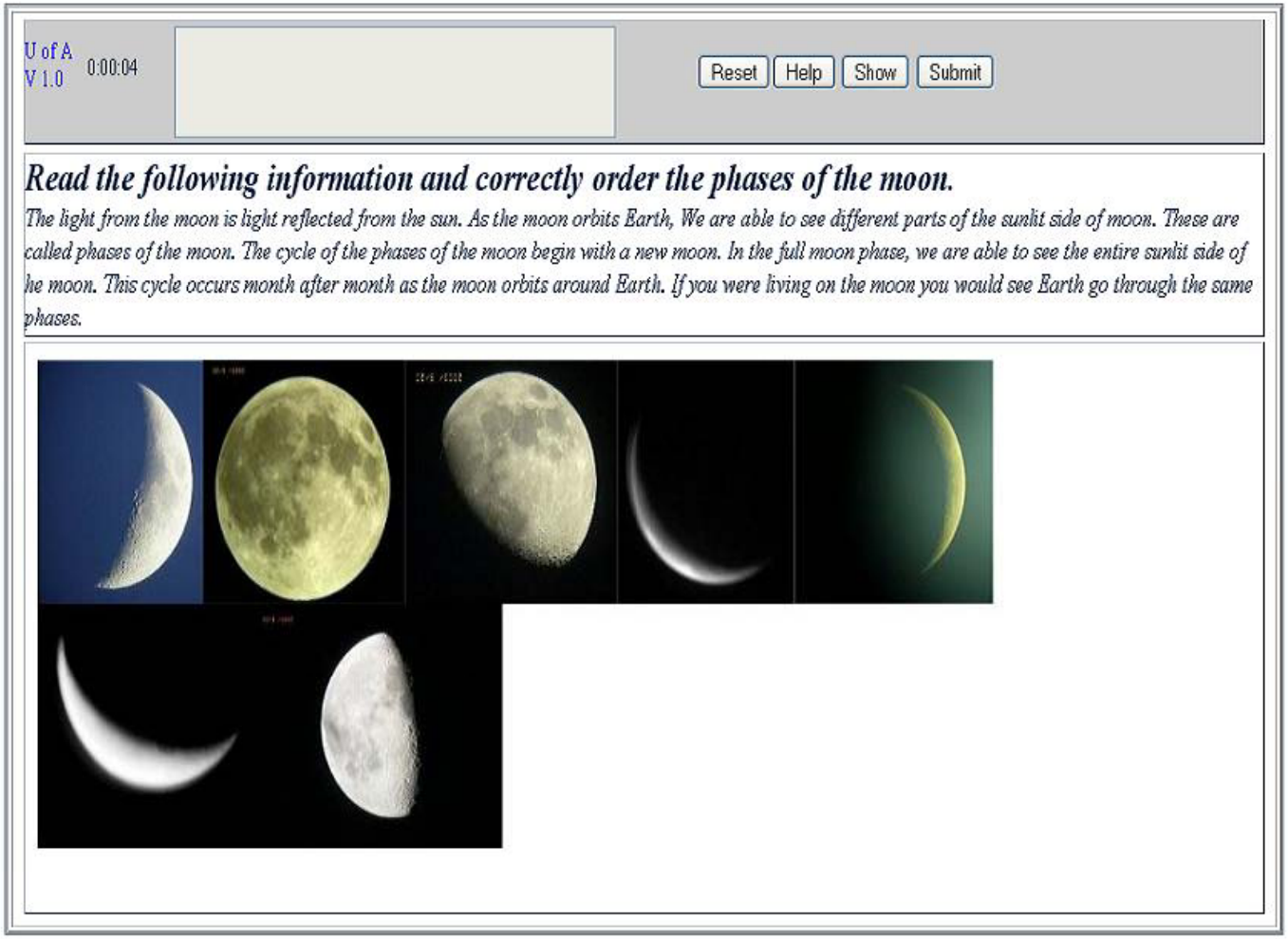
Example 1



This is a drag and drop physics question in which the student must build a particular circuit by dragging and dropping components from the left onto areas on the right.

Physics

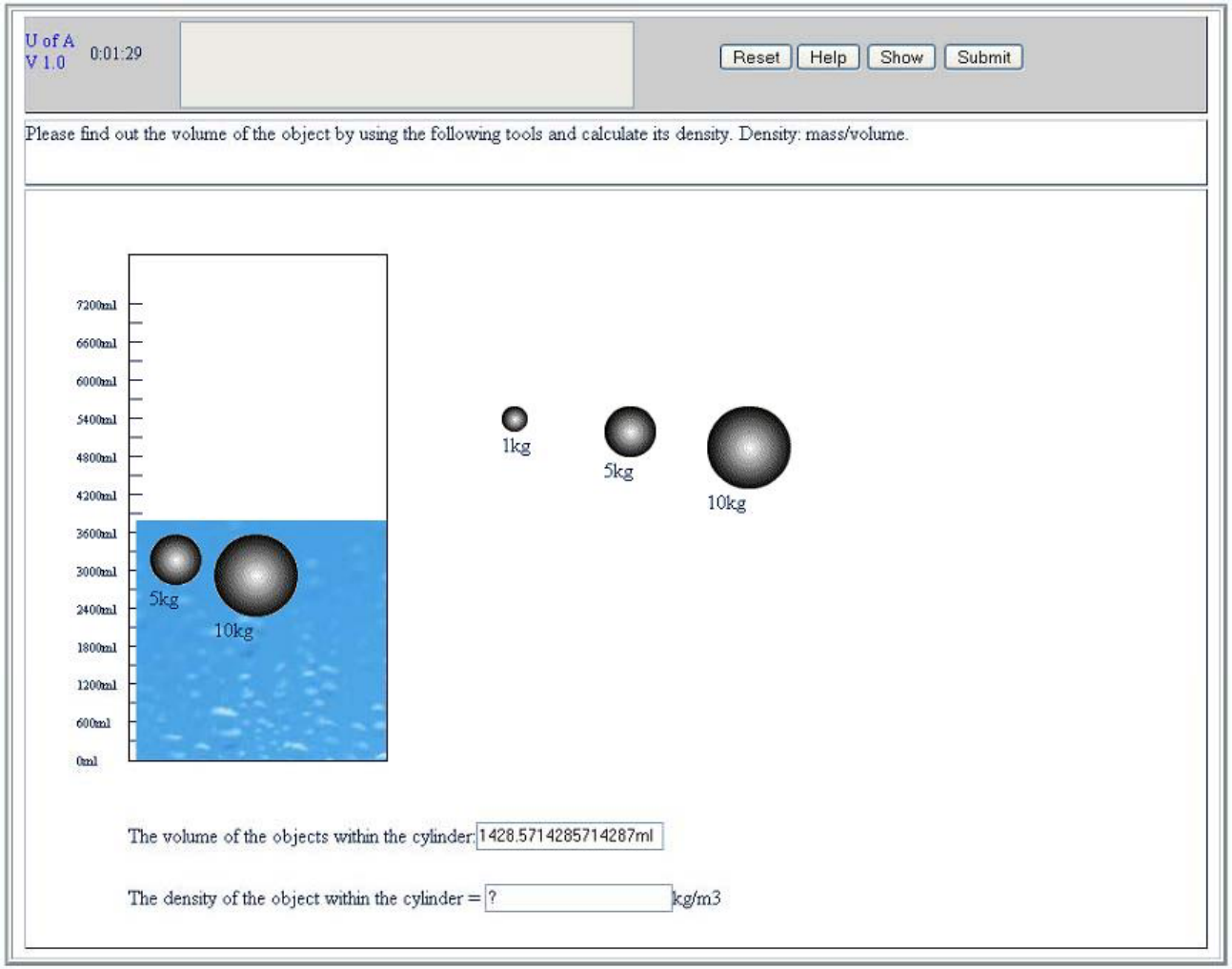
Example 2



In this example the user is required to reordered the objects shown on the screen based on the question asked by dragging and dropping the objects to their correct position on the screen.

Physics

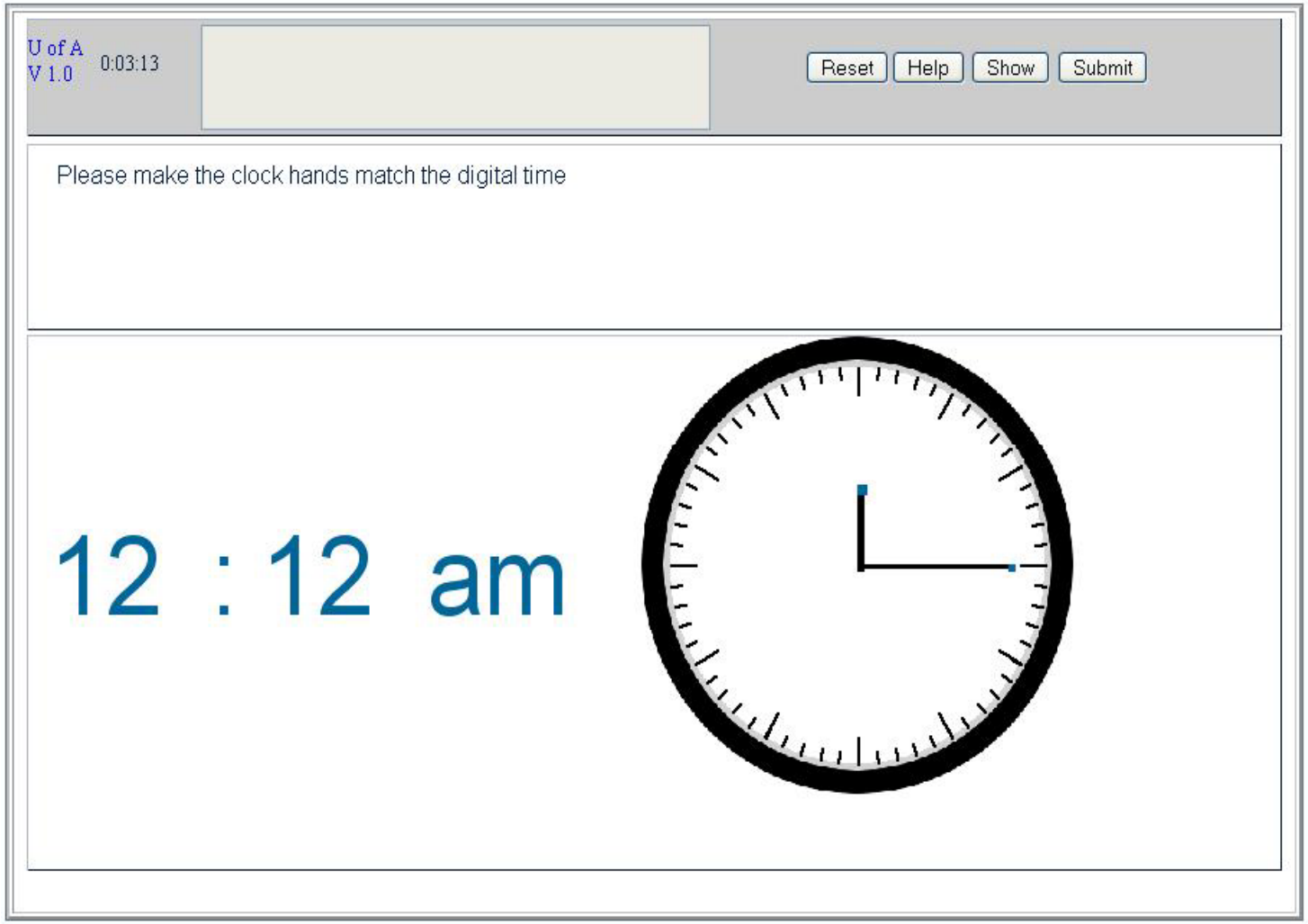
Example 3



In this example the user is required to drag and drop the objects shown into the container and then use the volume and mass of the object to compute the density of the object

Physics

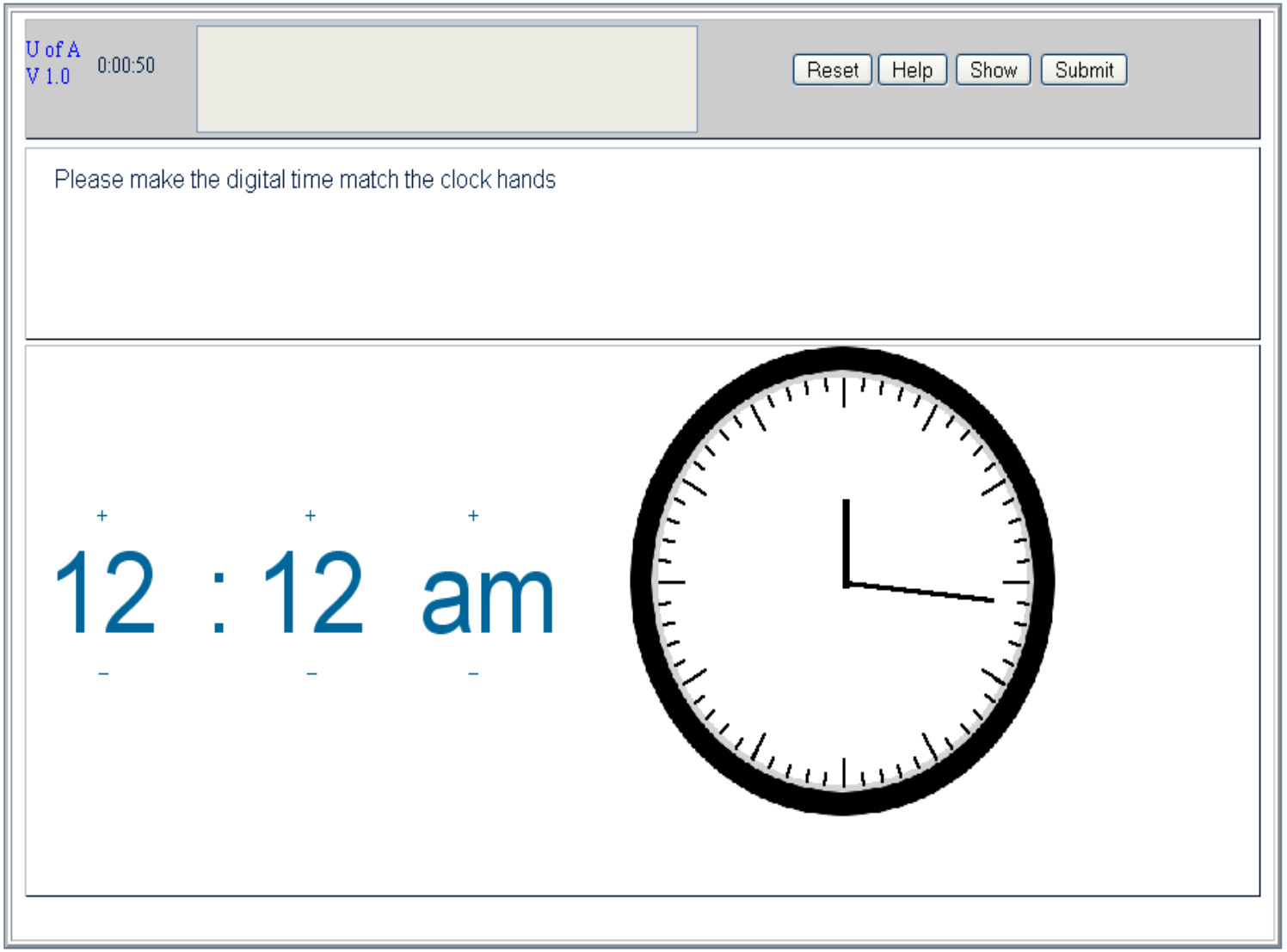
Example 4



In this example the user is suppose to drag the two arms of the clock to match the digital time shown besides it.

Physics

Example 5



Same as the previous example but this time the user is required to set the digital time to match the analog clock

Mathematics

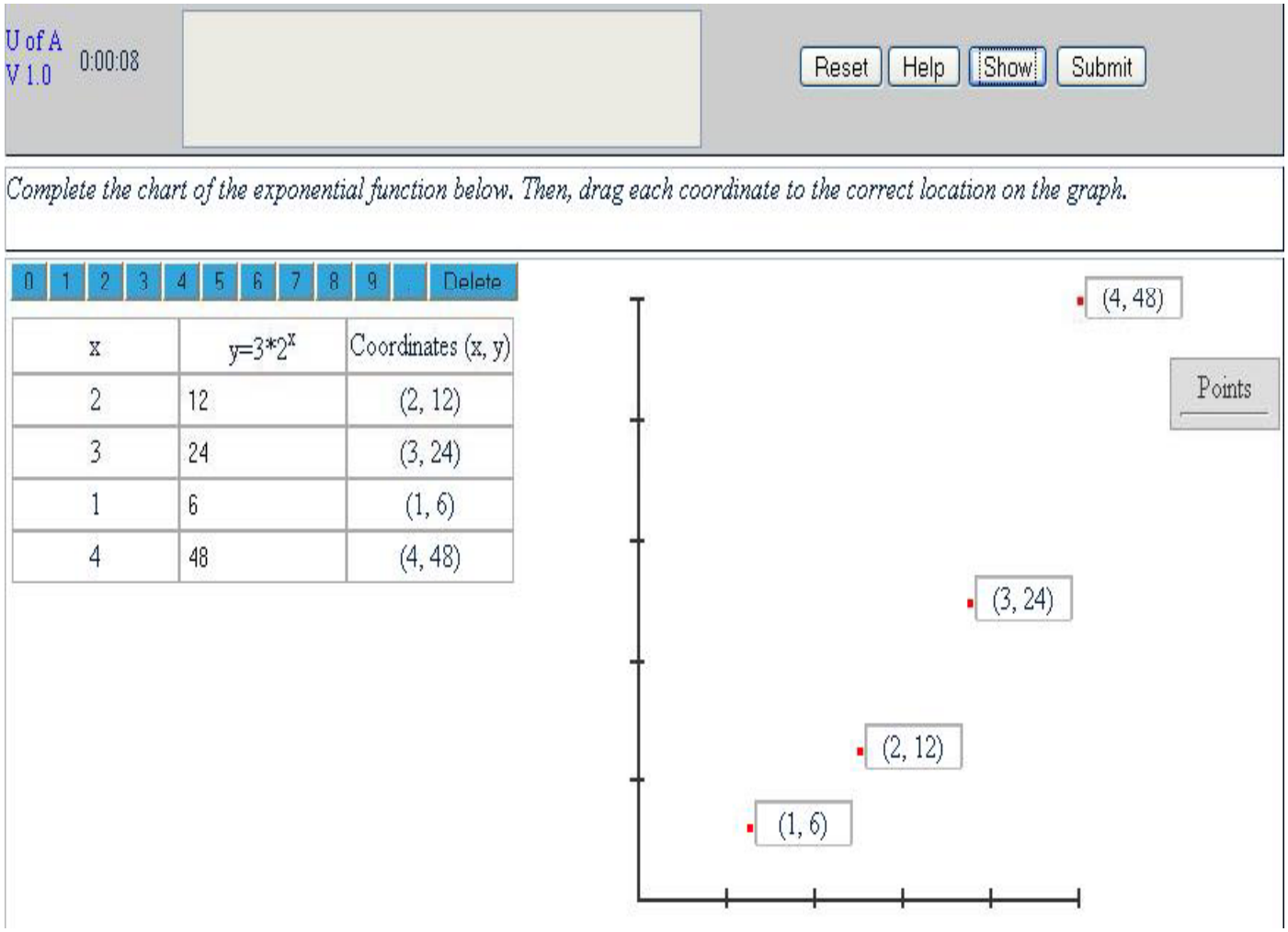
Example 1

This item type help students with math as well as currency and small change.

This is done by dragging the correct change into a box as specified by the question.

Mathematics

Example 2

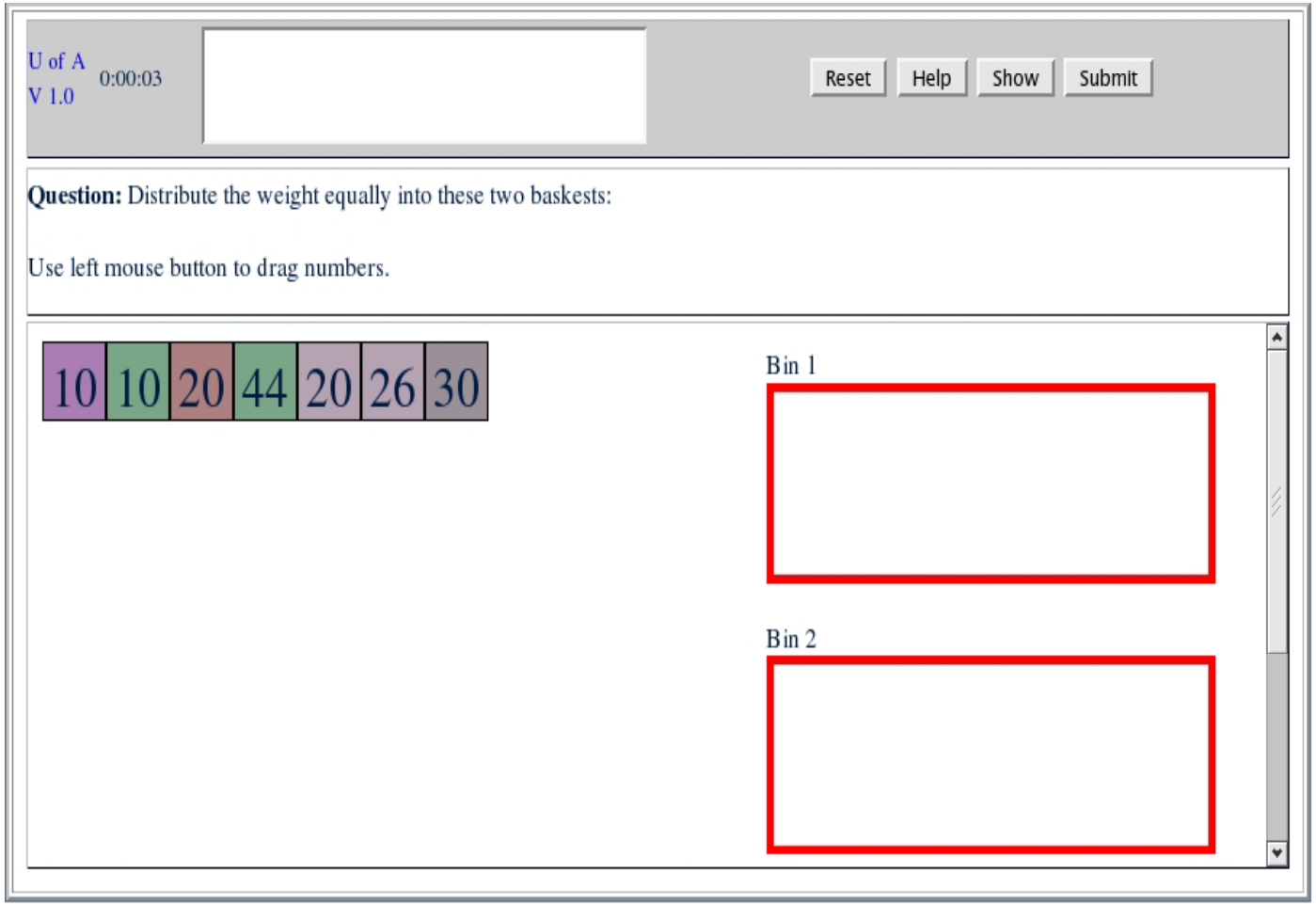


This is a graphing item type where the student can input the y coordinate corresponding to its x coordinate.

The student can then plot them by dragging the point that appears under the Points box to its appropriate position on the graph.

Mathematics

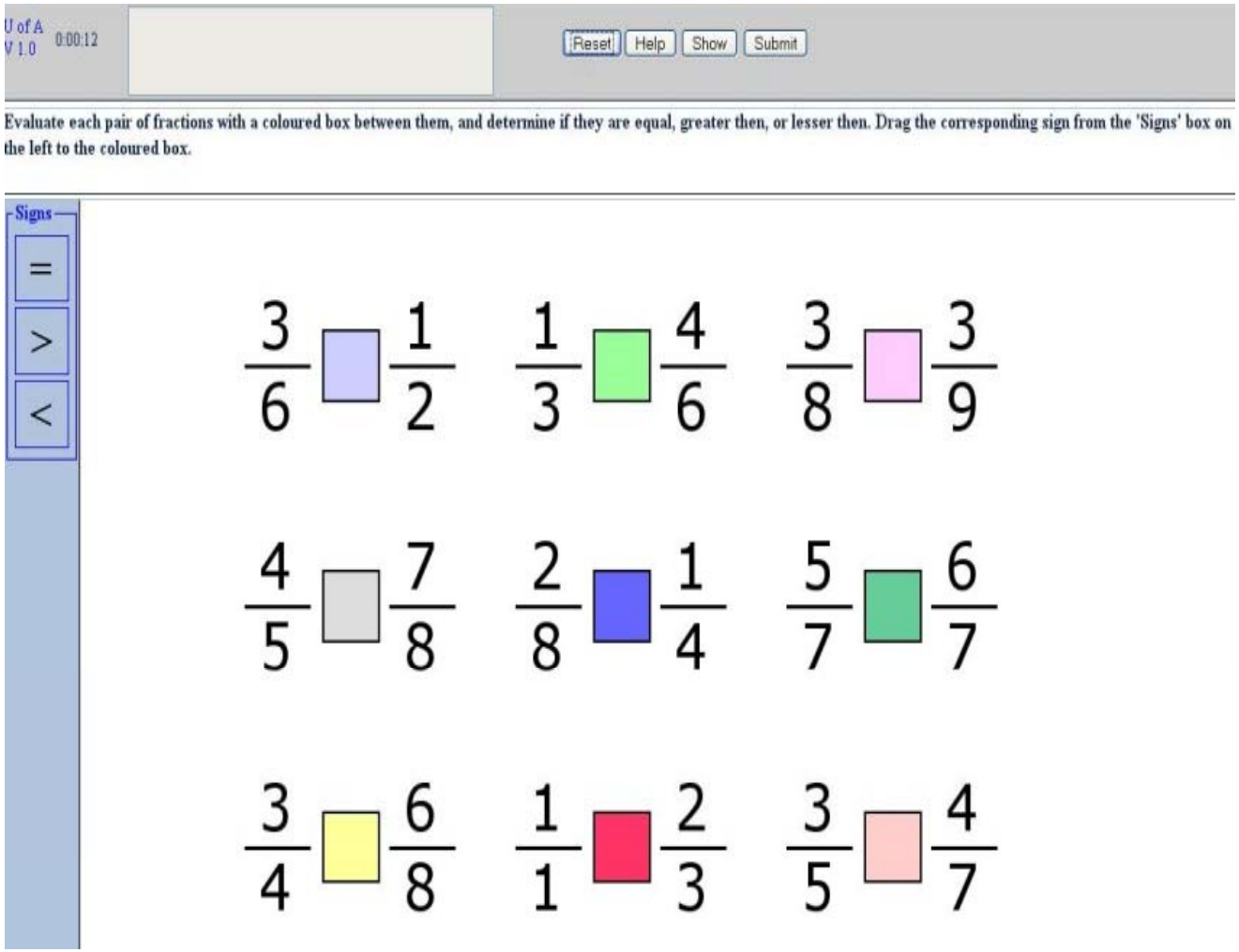
Example 3



This is an example of a balanced weight problem. The students need to distribute the colored squares by dragging and dropping them into the two bins so that the two bins are both equal in weight.

Mathematics

Example 4

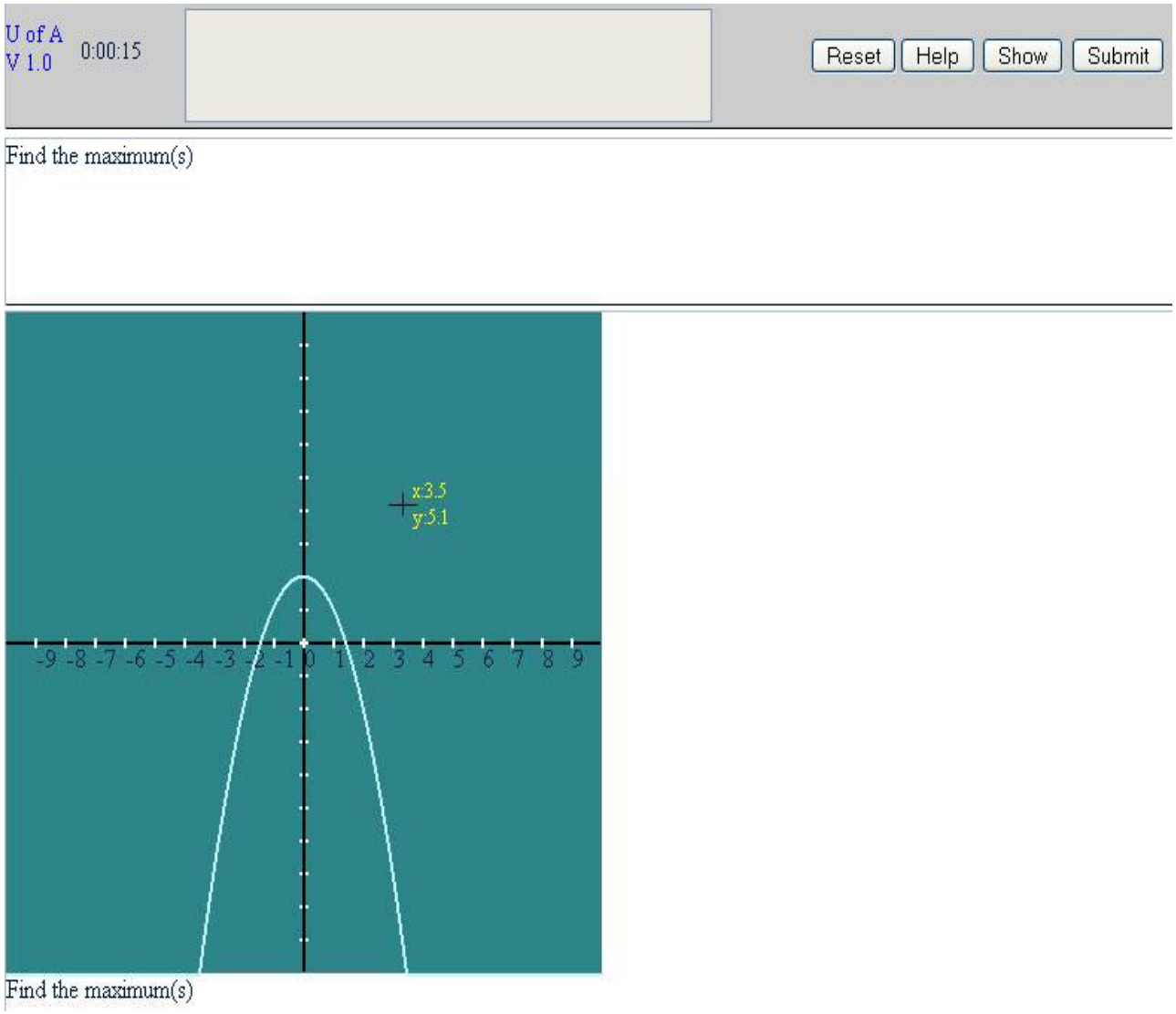


This question requires the student to complete the fraction comparison by dragging the appropriate operators to the colored box between the fractions.

The operators are cloned when dragged so that students can drag an infinite amount of any operators.

Mathematics

Example 5

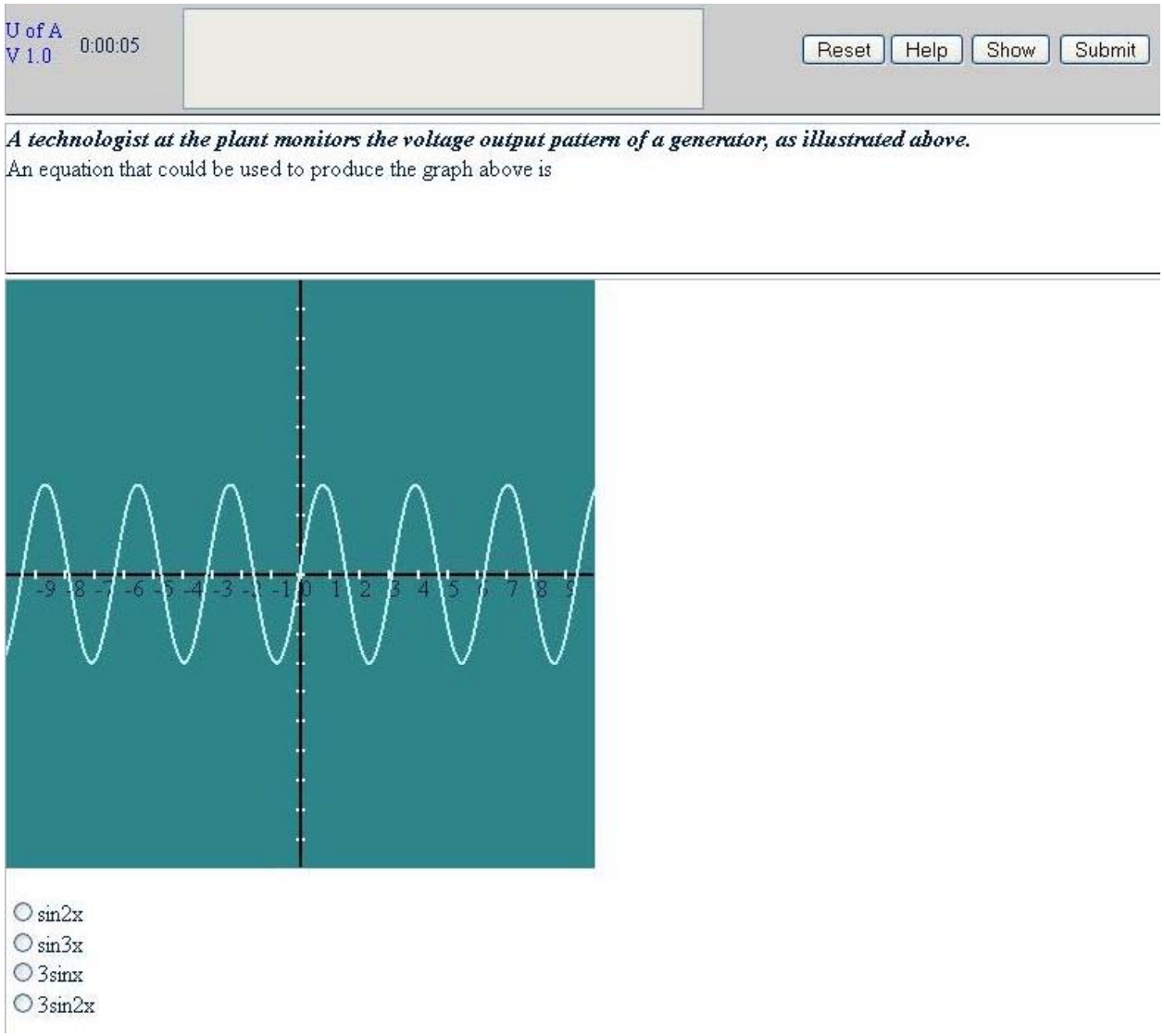


Another graphing type question, though this one lets you interact directly with the graph.

The student can click anywhere on the blue graph to plot a point. In this example's case, the point has to be the maximum of the quadratic graph.

Mathematics

Example 6

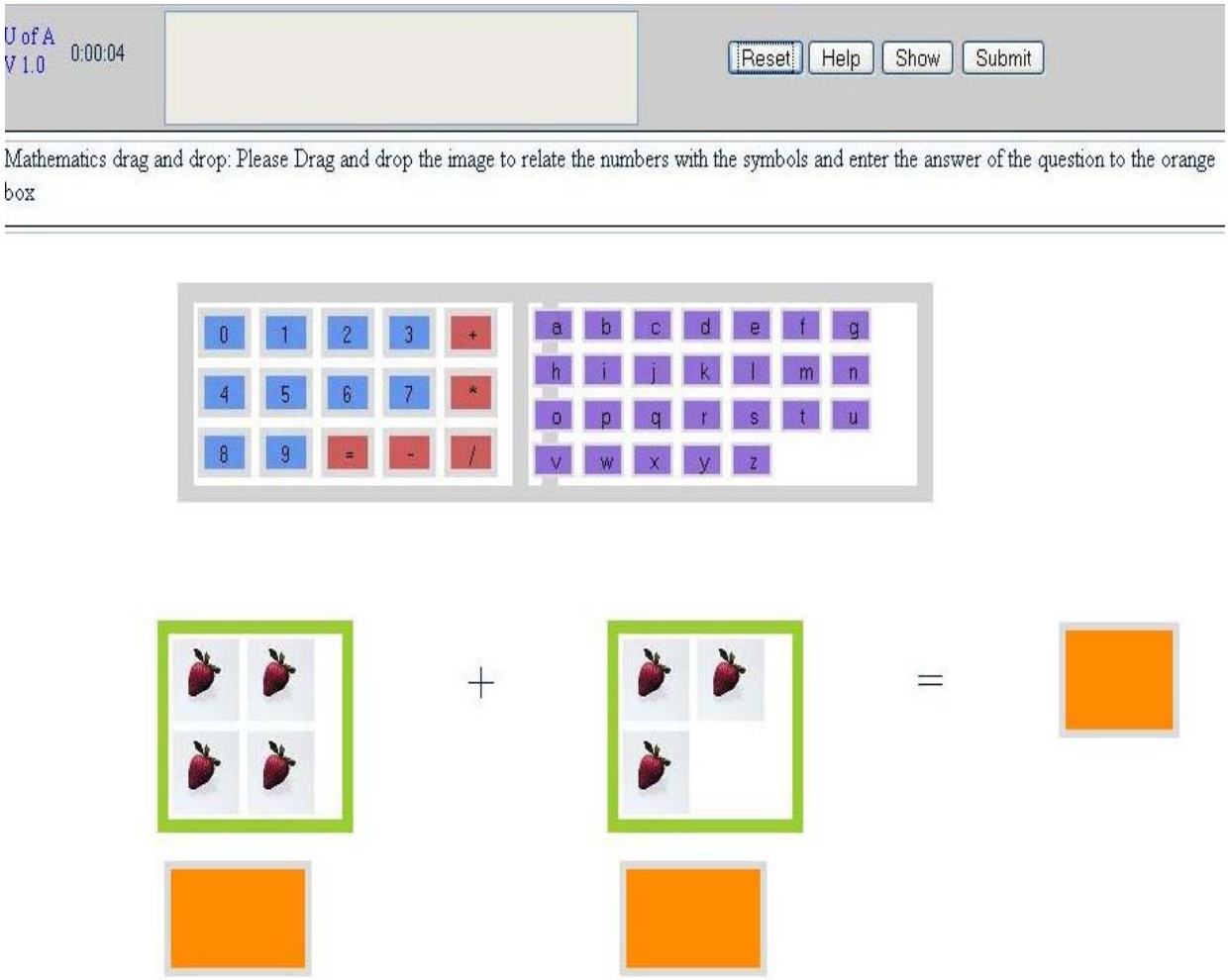


This uses the same item type as the one before, except the graph interactivity has been disabled and the students can answer the question via multiple choice.

The advantage of this is that the graph is generated via an equation dynamically and not a static image.

Mathematics

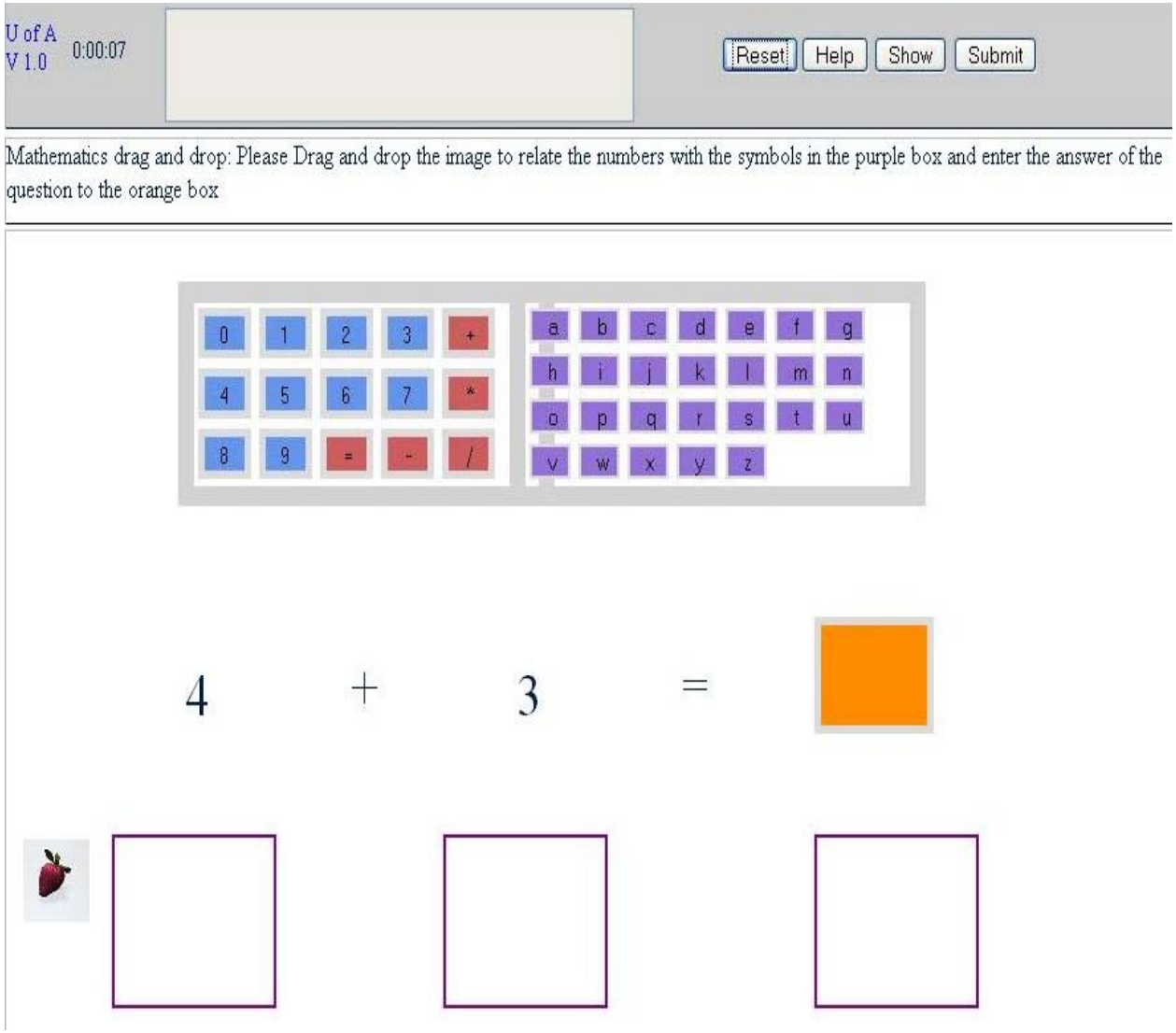
Example 7



This is a fill in the blank math equation problem. The student can answer the question by typing in or using the button provided in the gray boxes to fill in the orange squares appropriate to the question.

Mathematics

Example 8

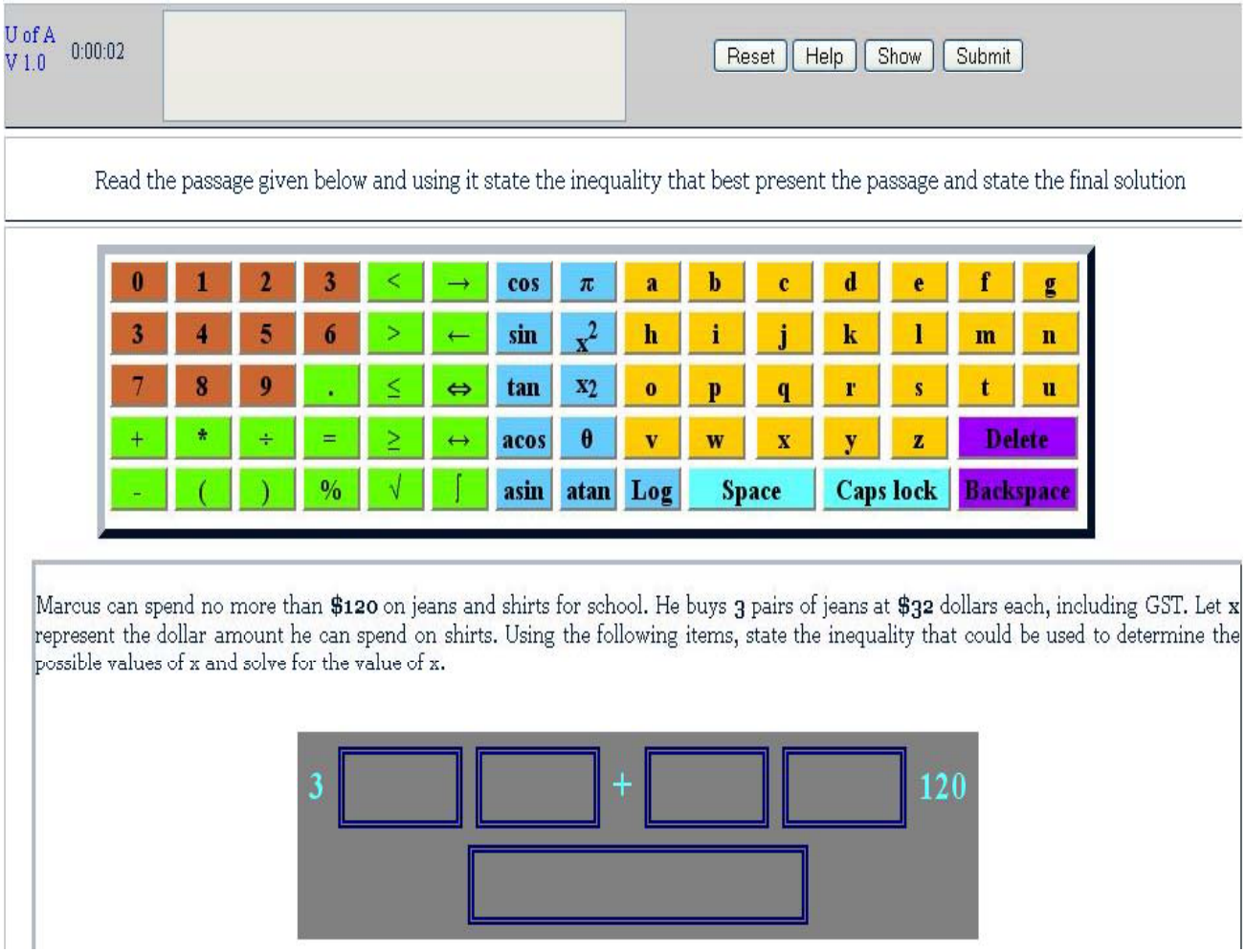


Using the same item type as the one before, this time the student needs to drag the strawberry (which will clone itself) into the purple boxes so that the amount of strawberries in the boxes correspond to the number above it.

The student would also need to fill in the orange square to finish the equation as well.

Mathematics

Example 9

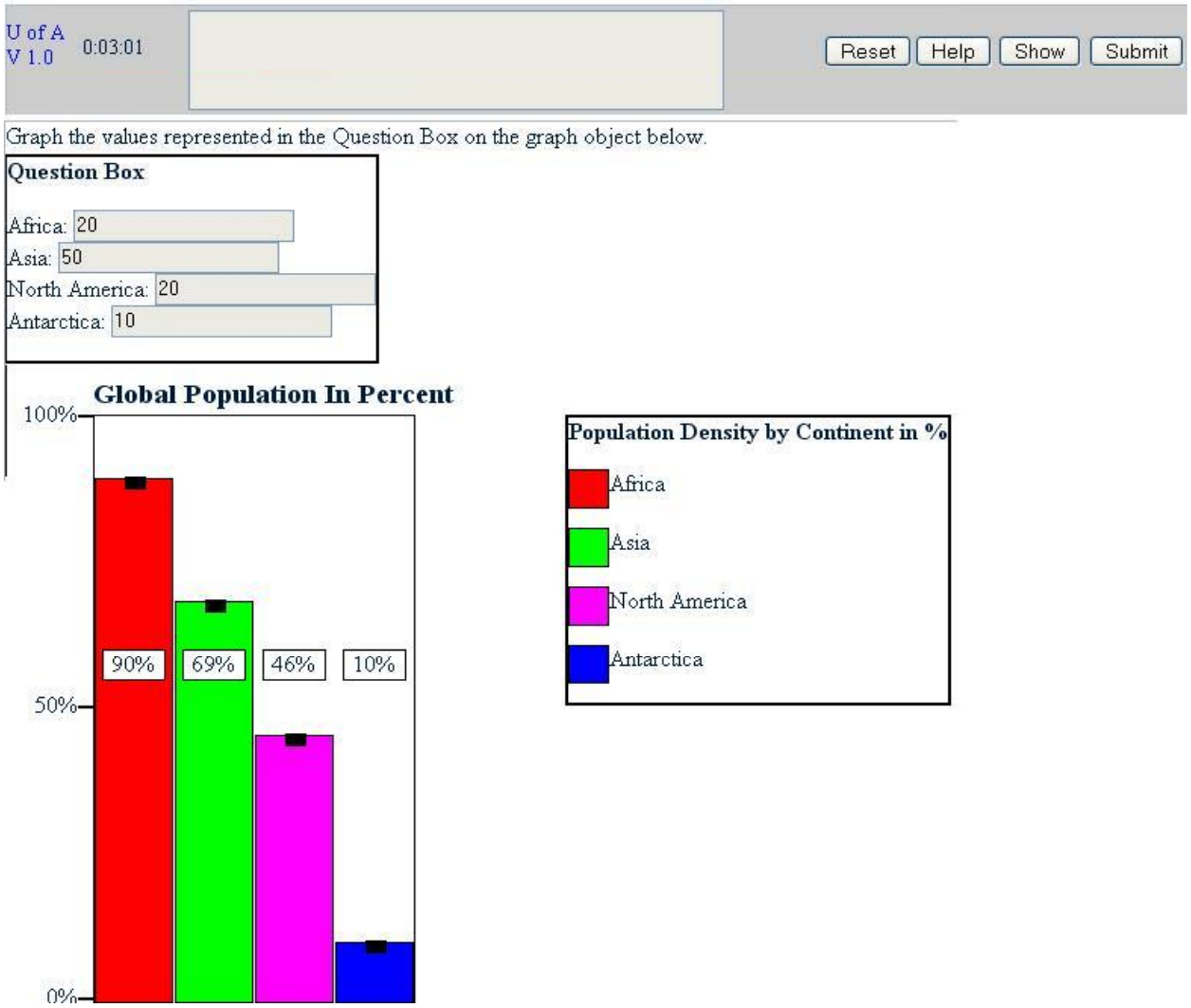


This item type requires the student to fill in the boxes either by keyboard or by the buttons provided.

For this example the student is required to finish the math equation with the provided information.

Mathematics

Example 10

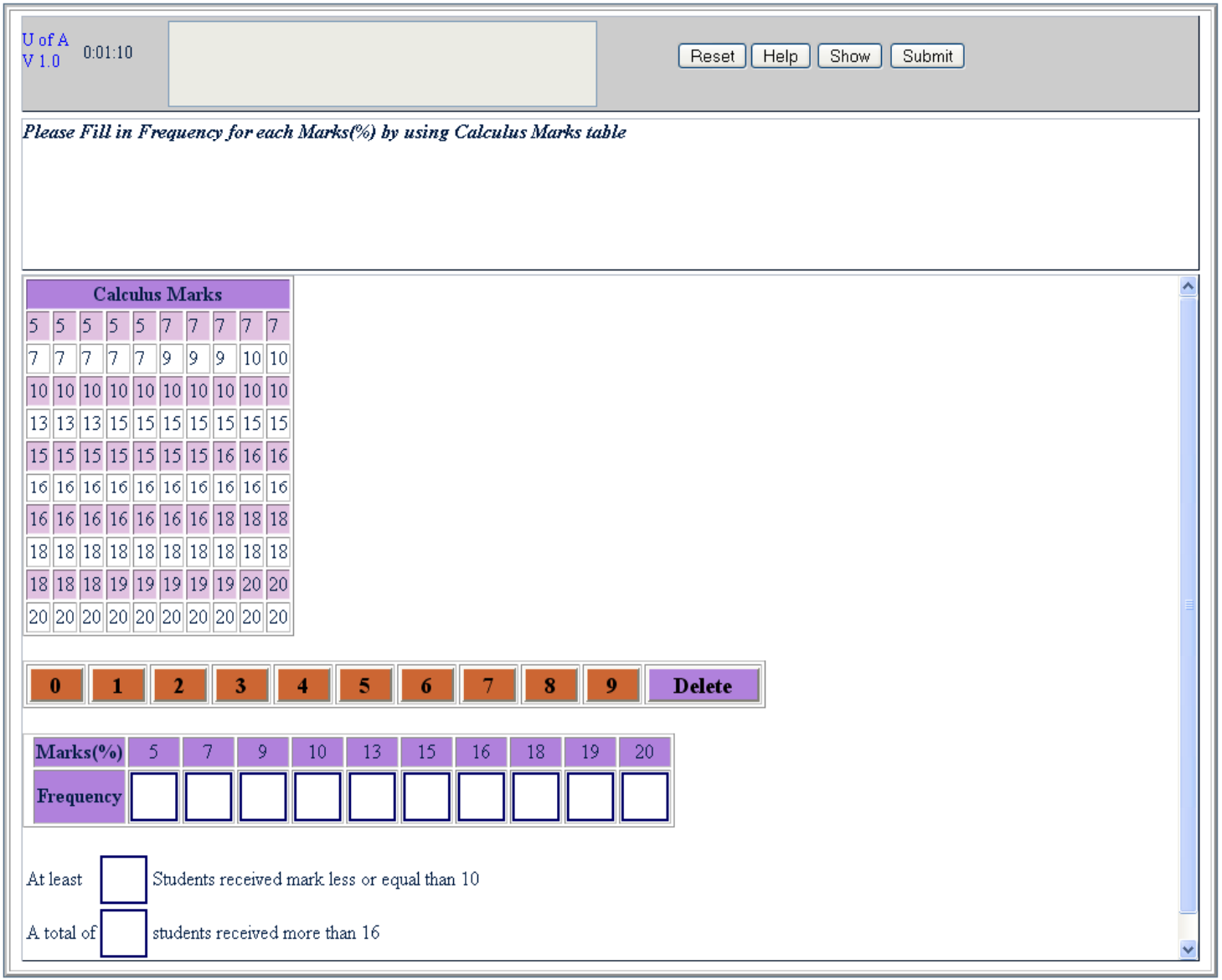


This item type allows users to adjust the bar graph accordingly to what the question asks for.

As in this example, we are required to make the bar graph match the information in the question box.

Mathematics

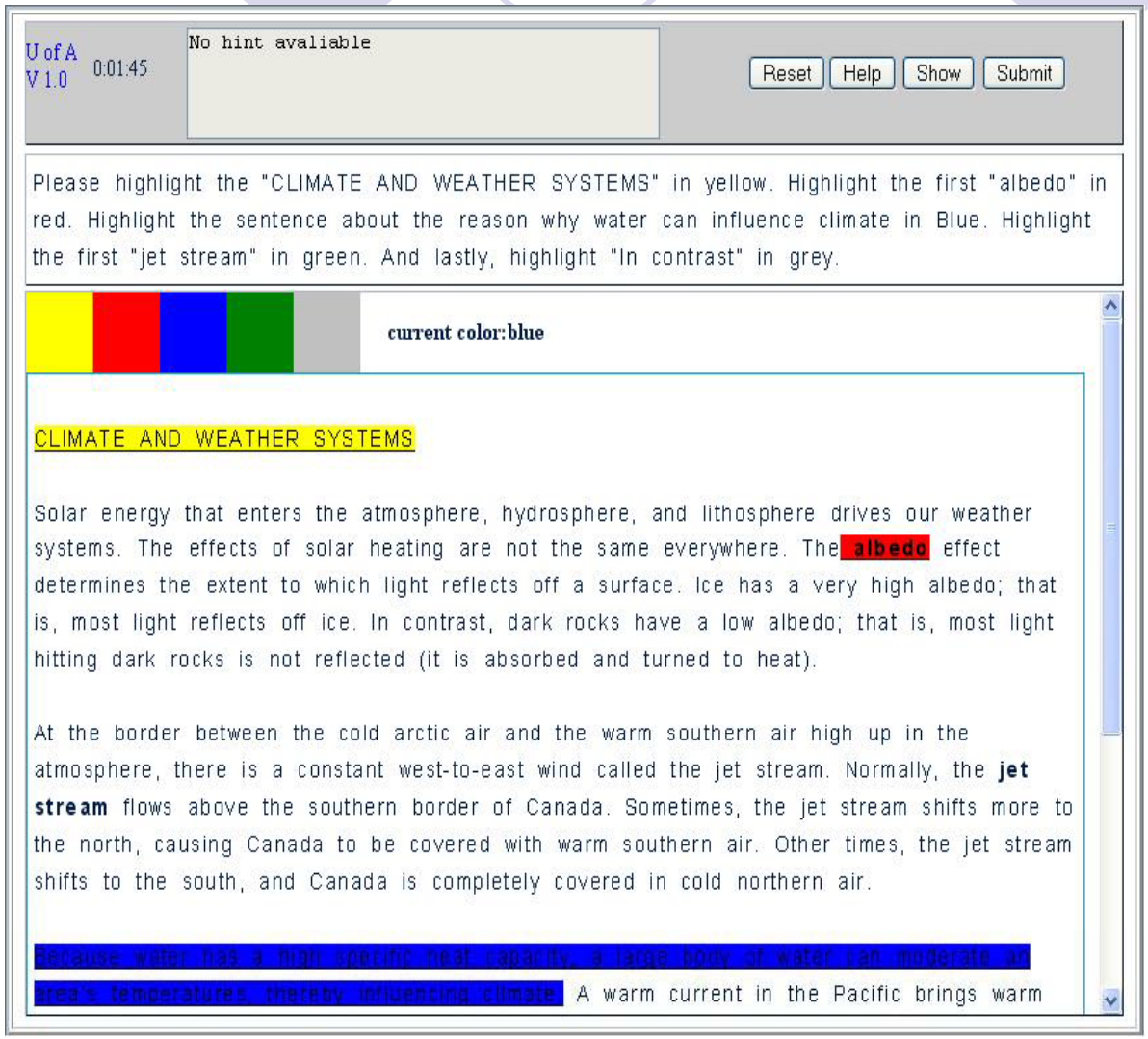
Example 11



This item type asks the user to organize the table into a frequency distribution table by entering the frequency of each number in the space provided.

English

Example 1

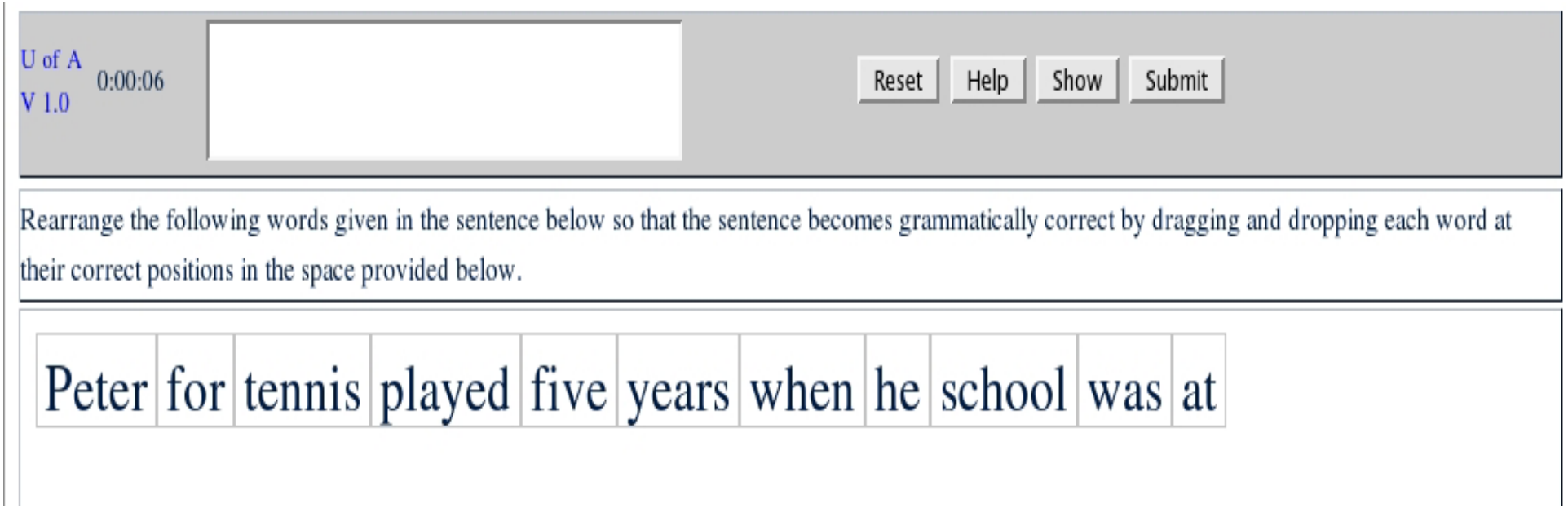


This item is a highlight word item type. It allows the user to choose their highlight colour by clicking on one of the colours on top of the highlight area. The user then can drag their cursor over a series of characters/words to highlight them.

This examples has the student highlight different part of the passage in different colours.

English

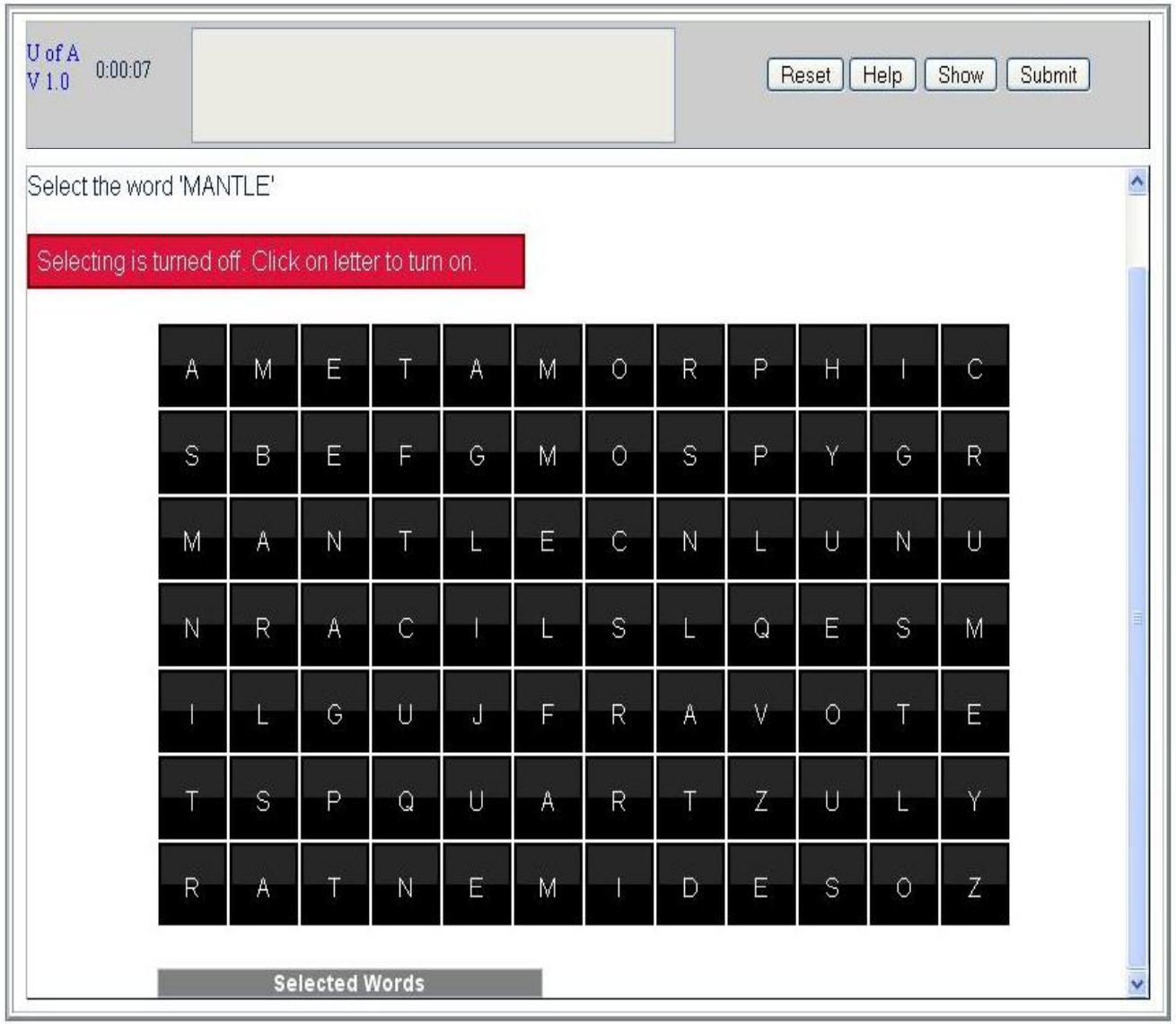
Example 2



This example tests the student's grammar abilities by having them dragging and dropping each component of the sentence so they can rearrange it to be grammatically correct.

English

Example 3

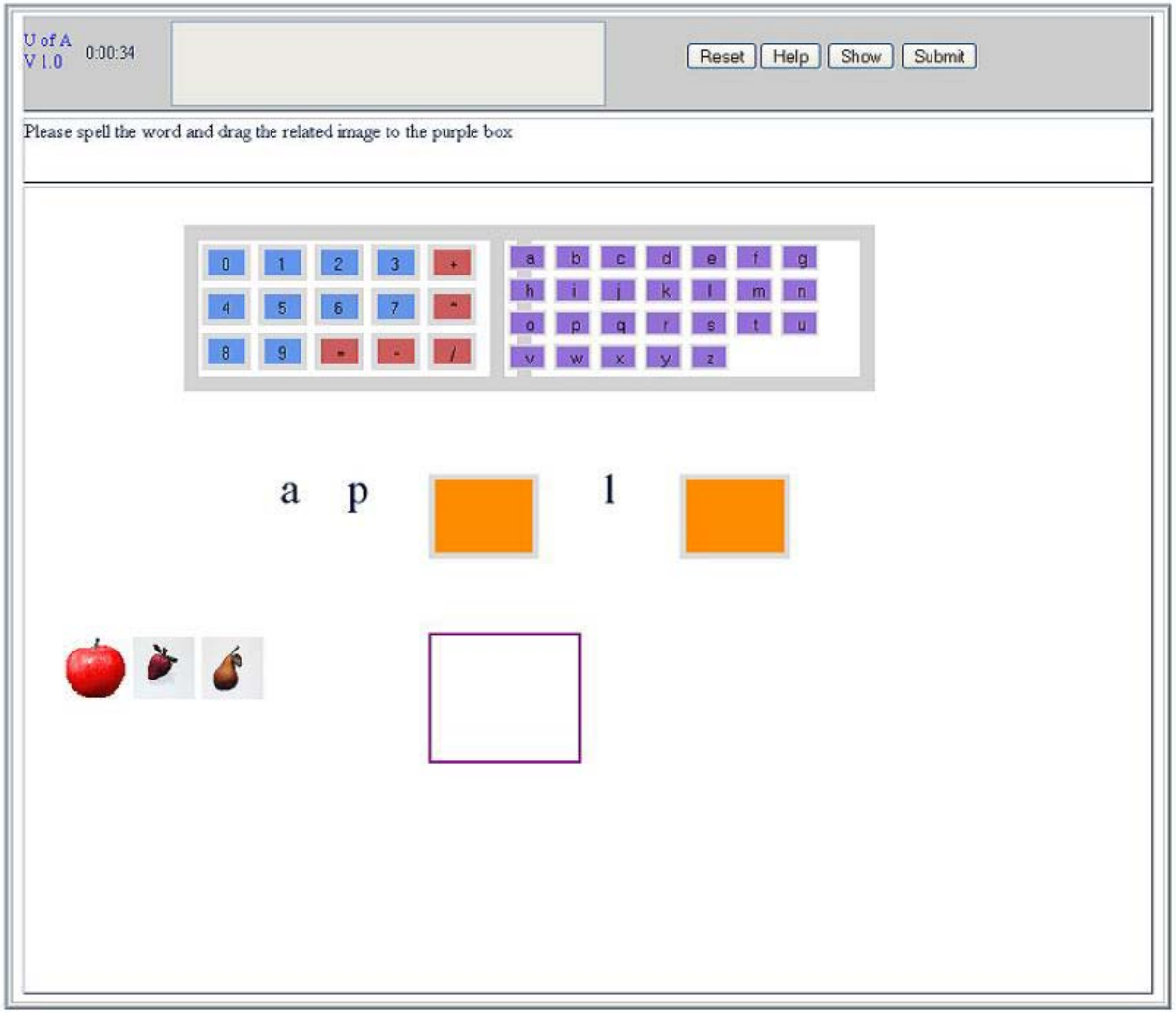


This item is a word search item type. It provides the user the ability to select certain words from the letter pallet.

In this example, the user is asked to select the word MANTLE by using the mouse to click and then drag to select.

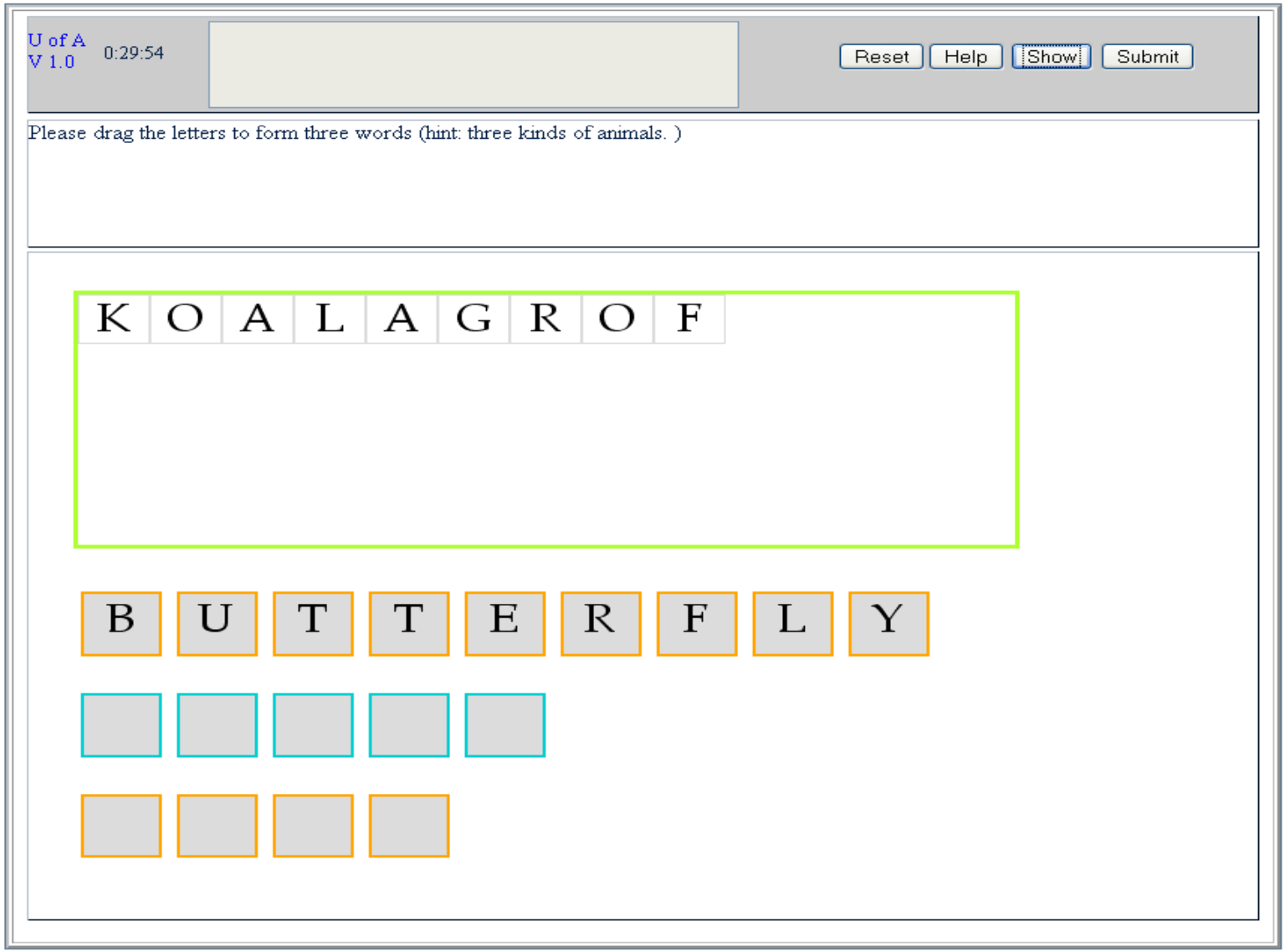
English

Example 4



In this example the user is asked to complete the word given by typing it using the keyboard or using the keypad and then drag one of the fruits that corresponds to the word into the purple box below the word.

English
Example 5

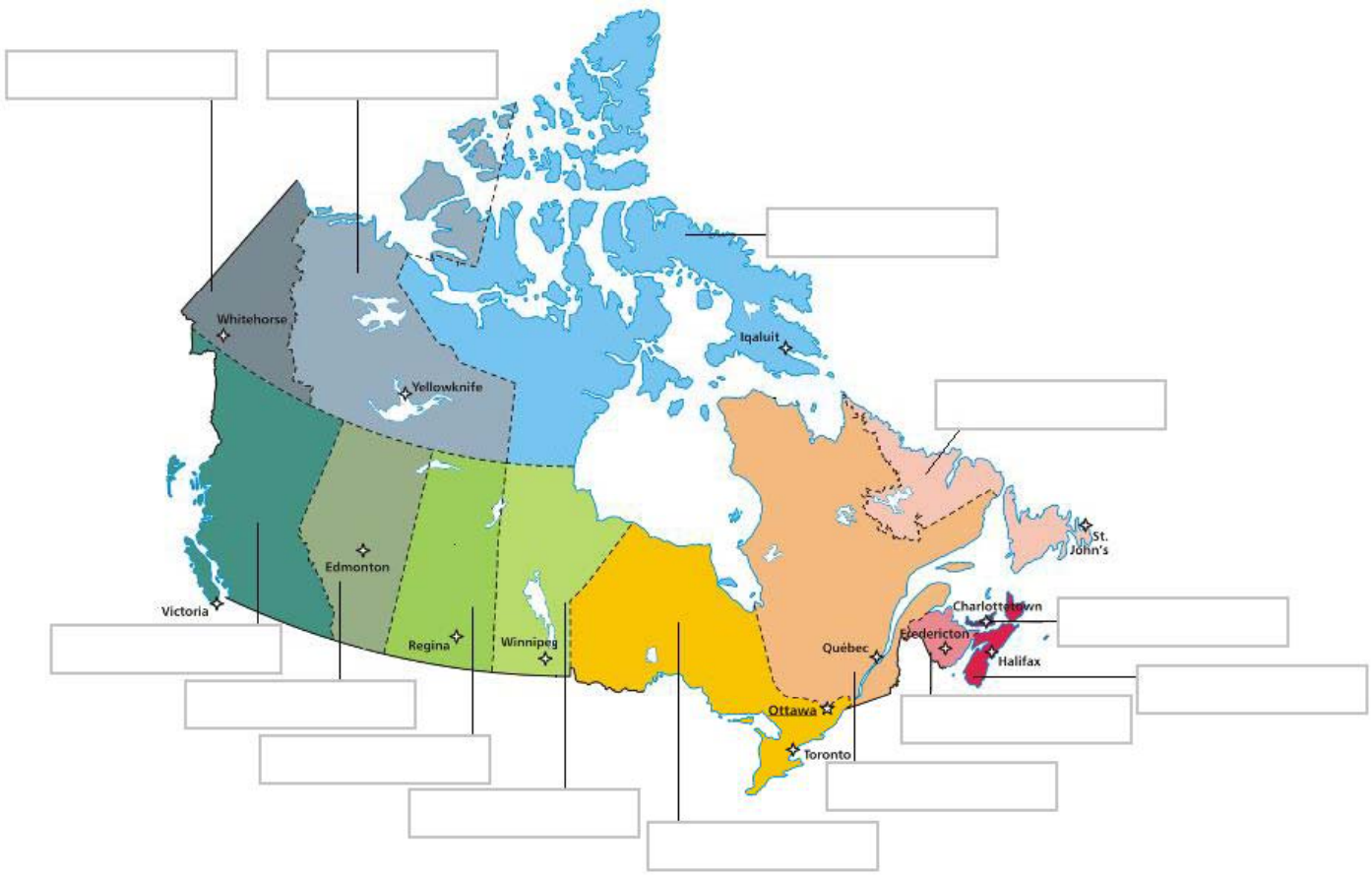


This example asks the user to drag the letters at the top to form words at the bottom

Geography

Example 1

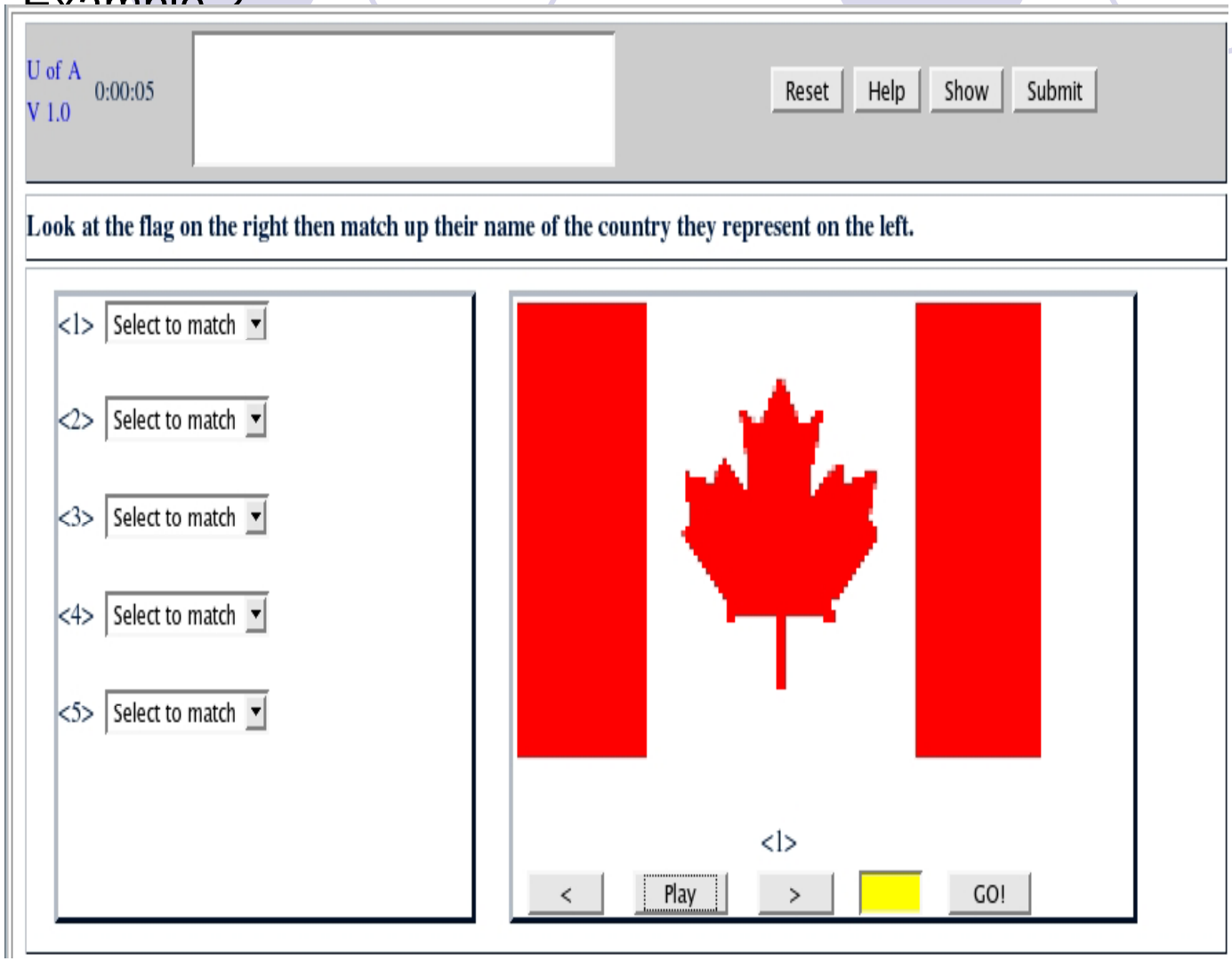
Alberta
Yukon
Quebec
Nova Scotia
Nunavut
Northwest Territories
Manitoba
British Columbia
New Brunswick
Prince Edward Island
Saskatchewan
Newfoundland and Labrador
Ontario



Another example of labeling a diagram item type. This time naming the Canadian provinces.

Geography

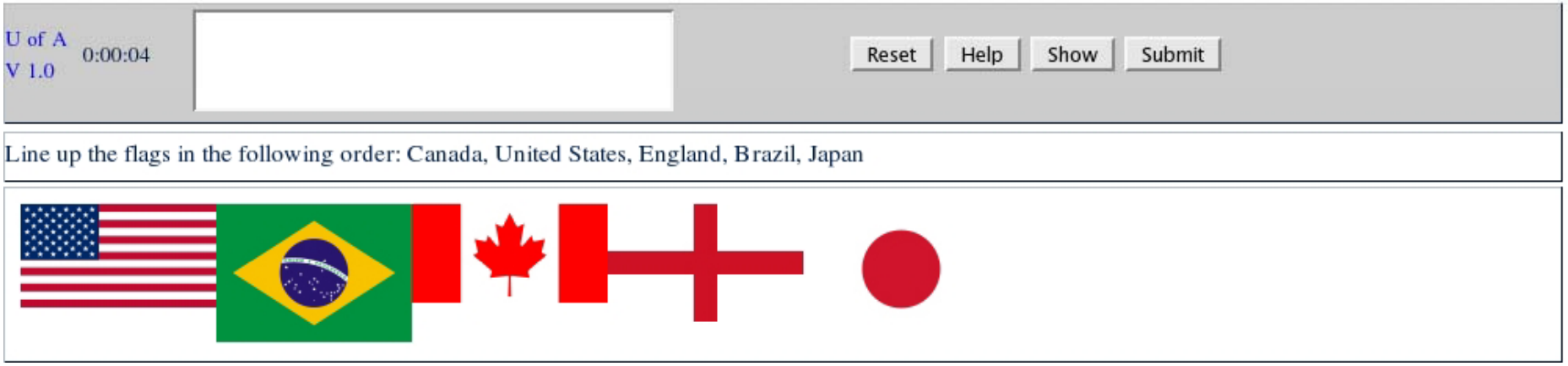
Example 2



Here the students must go through all the flag pictures played on the right panel then use the drop down box to match the correct country names to the flags.

Geography

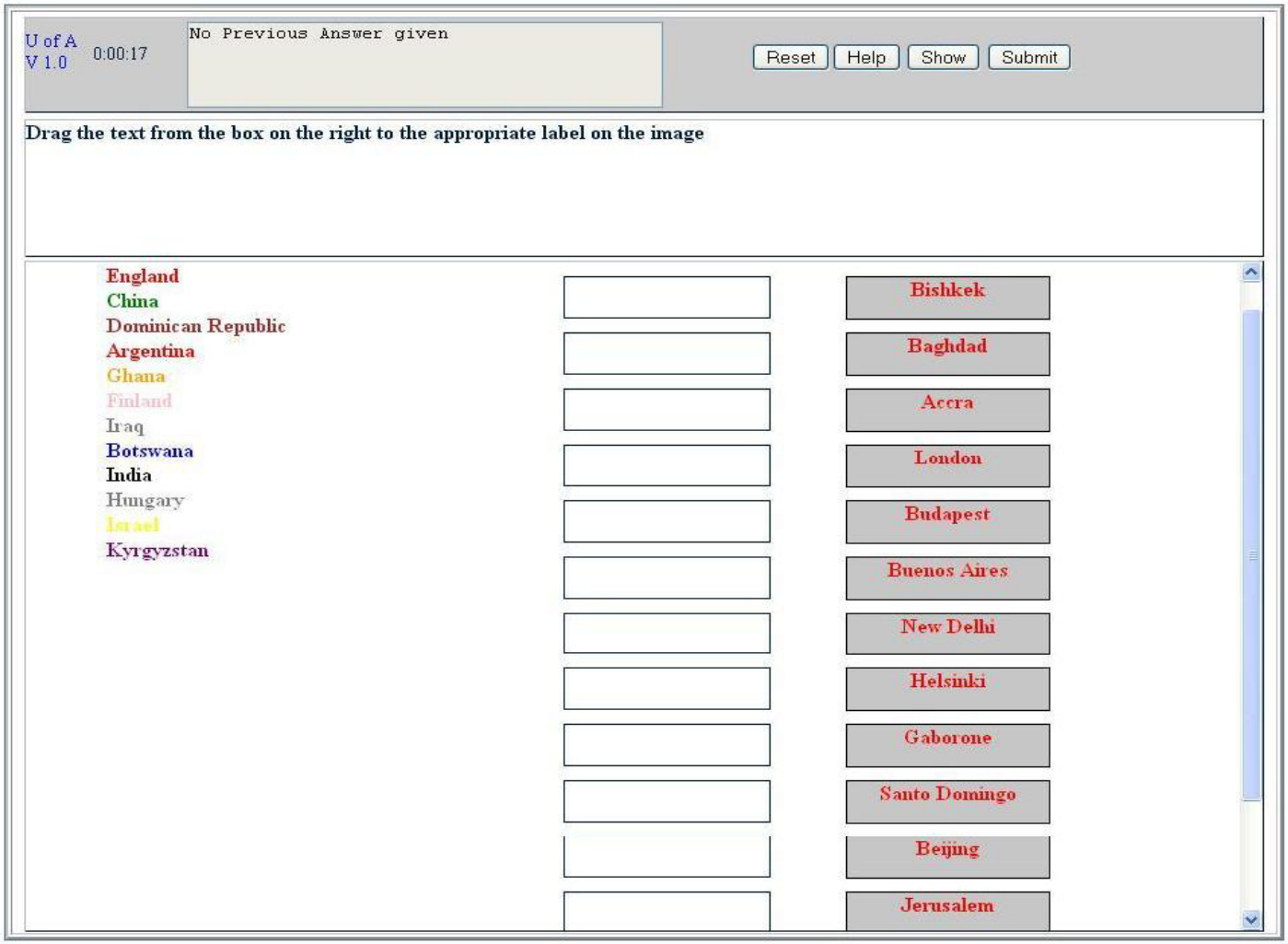
Example 3



The student is required to rearrange the flags via drag and drop so that it matches the order specified in the question.

Social

Example 1



In this example the user is asked to drag the text on the left of the screen into the drop boxes provided to match the labels.

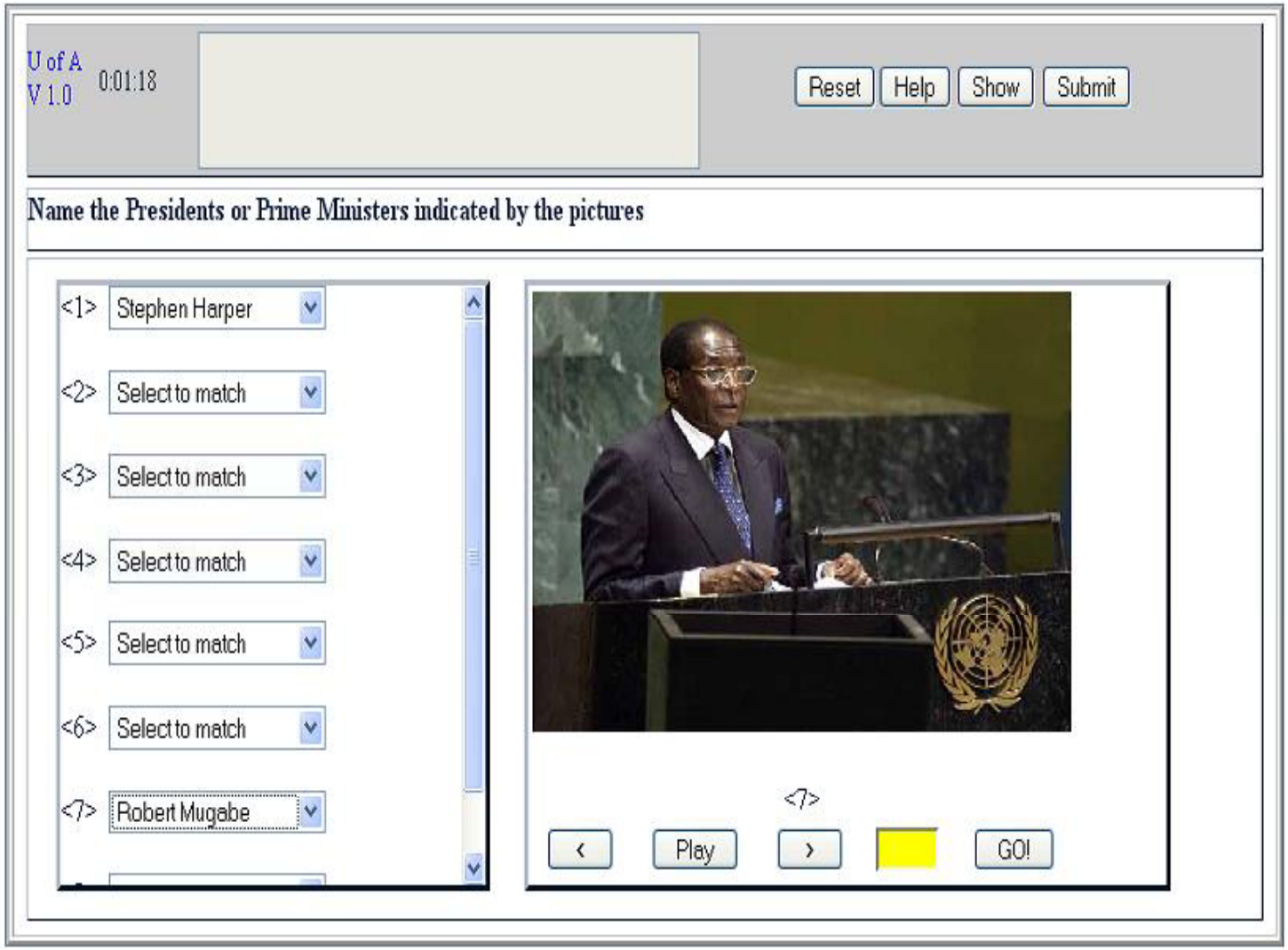
Social

Example 2

Another example where the user is asked to drag the country name to match the national flags.

Social

Example 3



In this example the user is expected to watch the image slide show and then select the names in the drop down menu on the left to match each image