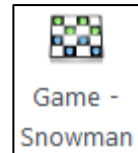# Adding a Snowman Game
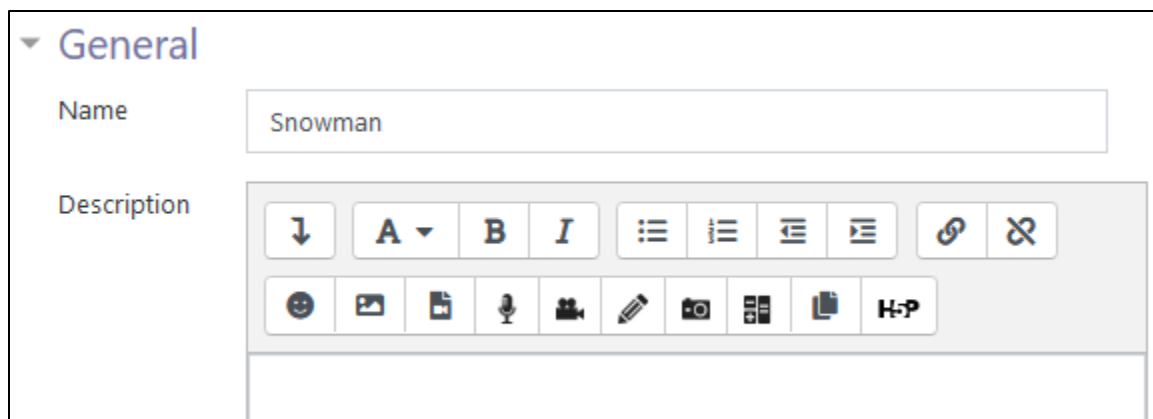## Step-by-Step Instructions for Adding a Snowman Game

1. On your course, click the **Turn editing on** button.

2. Click the **Add an activity or resource** link in the appropriate topic.

3. The **Add an activity or resource** pop up appears.

4. Select **Game - Snowman** in the left panel under **ACTIVITIES**.
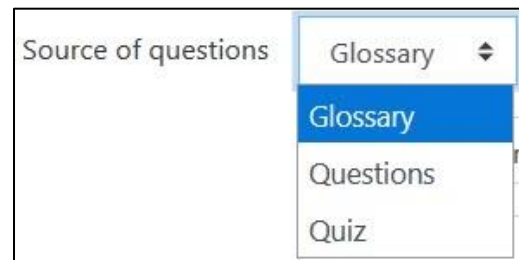

5. Click the **Add** button.


   The **Adding a new Game** page appears.

   Settings in the **General** section are used to set the general information about the activity.

6. Type a descriptive name in the **Name** text box. (In this example, **Snowman** should have an associated modifier such as LINC 4 Canada)

7. The **Source of questions** drop-down menu is used to select the source of the questions, from **Glossary** (the default), **Questions** or **Quiz**.

8. The **Select glossary** setting is used to identify the glossary in a course. This selection must be the glossary from which the **Category** is selected. If it is not, an error will result and the activity will not display until it is corrected.
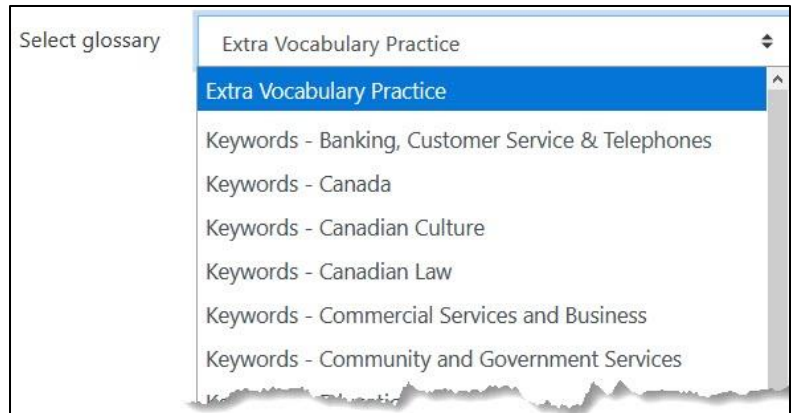
9. The **Select category of glossary** drop-down menu is used to select the **Category**, e.g. an activity or theme/unit, from which the desired glossary items are to be taken.
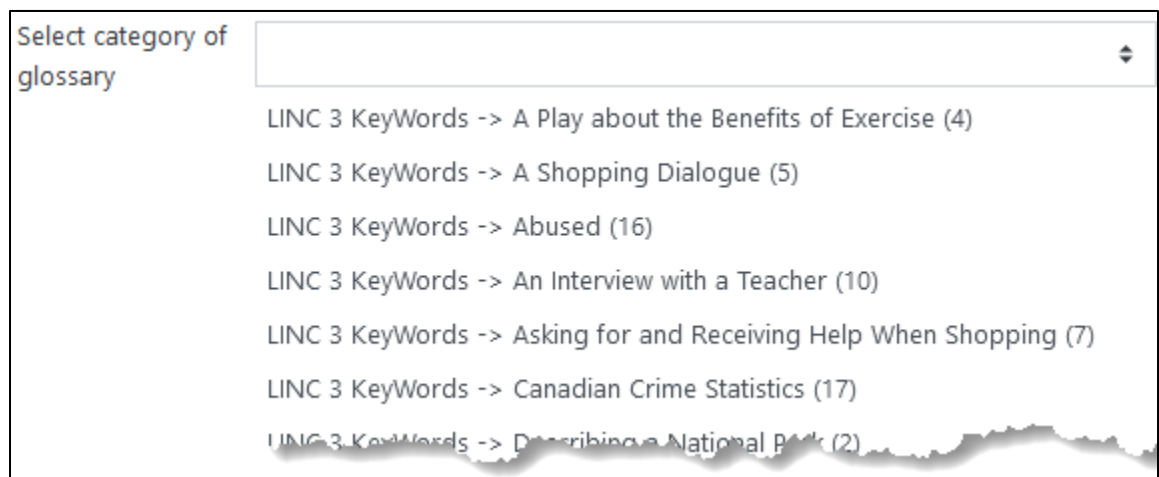
10. The **Only approved or teacher's glossary entries** drop-down menu ensures that vetted terms will be included in the game.

11. The **Select question category** setting is greyed out if **Glossary** or **Quiz** is selected in the **Source of questions** drop-down menu. If **Questions** is selected, the drop-down menu choices are displayed. The categories in the course **Question bank** will appear in this drop-down list.

12. The **Include subcategories** setting defines whether subcategories are to be included.

13. The **Select quiz** setting can be used only if **Quiz** has been selected in the **Select question category** setting. The **Quiz** activities in the course will appear in this drop-down list.

14. The **Maximum number of attempts** textbox is used to set the maximum number of times a student is allowed to try the game. Zero sets the maximum number of attempts to unlimited.

15. The **Disable summarize** drop-down disables or shows the learner game summary performance.

16. The **Show high score (number of students)** entry, which is a number, allows the course to display a top score list for the **Snowman** game.

    Settings in the **Grades** section are used to set the **Maximum grade** achievable, the **Grading method**, and the desired **Opening** and **Closing** dates of the game.

17. The **Maximum grade** text box is used to set the highest grade achievable in the game.

18. The **Grading method** drop-down menu is used to set the grading method. The choices are **Highest grade** (the default), **Average grade**, **First attempt** and **Last attempt**.

19. The **Open the game** and **Close the game** settings are used to set when the game is available to students. **Note**: Students can start their attempt(s) only after the open time and must complete their attempt(s) before the close time.

20. Expand the **Snowman options** section.

    Settings in the **Snowman options** section are used to set up information about the target words and number of errors allowed.

21. The **Number of words per game** text box is used to set how many words will be used in each game.

22. The **Show first letter of snowman** and **Show last letter of snowman** drop-down menus are used to set the visibility of the first and last letters of the words in the game. The default is **No** in both cases.

23. The **Allow spaces in words** and **Allow the symbol - in words** drop-down menus are used to set restrictions on how the target words are displayed. The default is **No** in both cases.

24. The **Maximum number of errors (have to be images named snowman_0.jpg, snowman_1.jpg, ...)** setting is used to indicate the maximum number of errors allowed during the game.
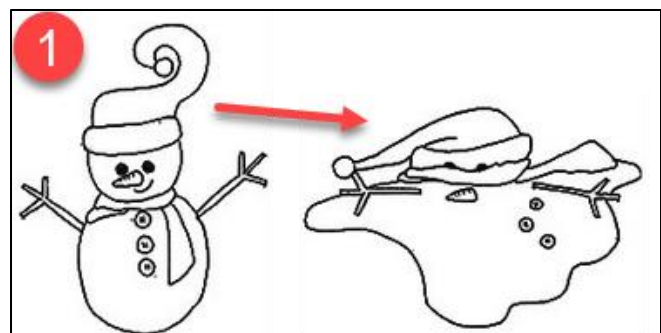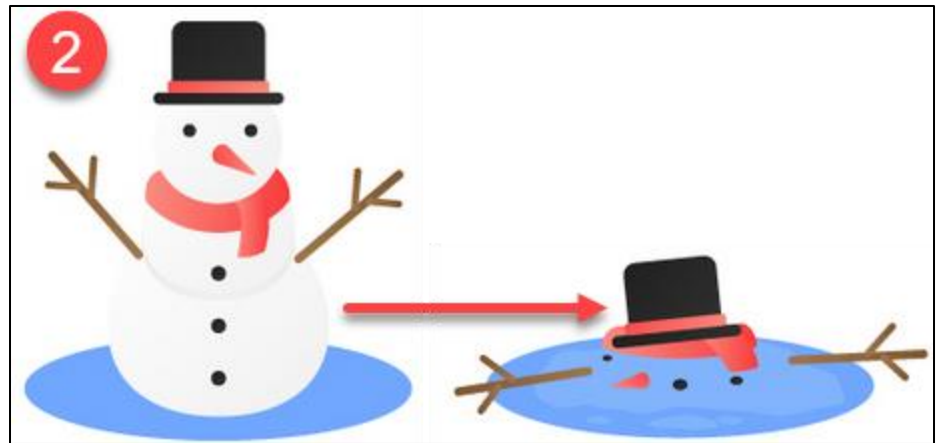

25. The **Select the images of snowman** drop-down menu is used to select the images that will appear in the game.

Selecting option **1**, displays a black and white line art snowperson melting.

Selecting option **2**, displays a colour snowperson melting.

26. The **Show the questions?** drop-down menu will display the definition for a word from the glossary if enabled. The default is **Yes**. This should be enabled for vocabulary review.

27. The **Show the correct answer after the end** drop-down menu is used to display the correct answer at the end of the game. The default is **No**. Enabling this option might help students to review vocabulary.
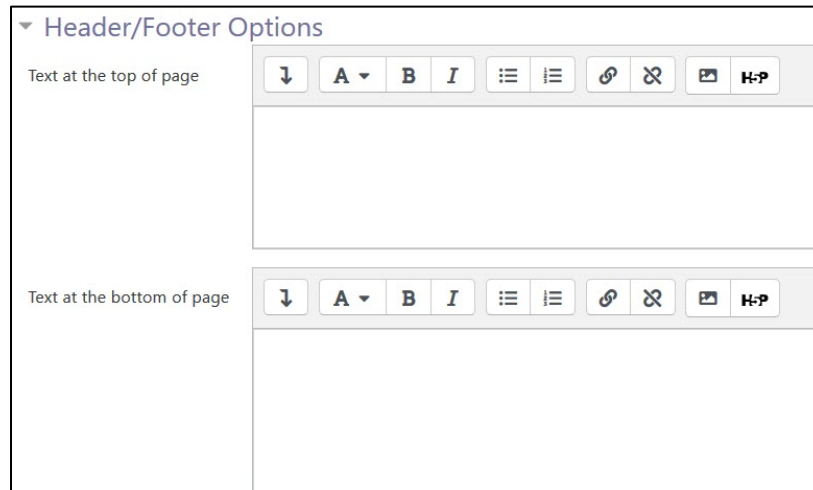

28. The **Language of words** drop-down menu is used to set the accepted language of the words used in the game. The default is **English**.

29. Expand the **Header/Footer Options** section.

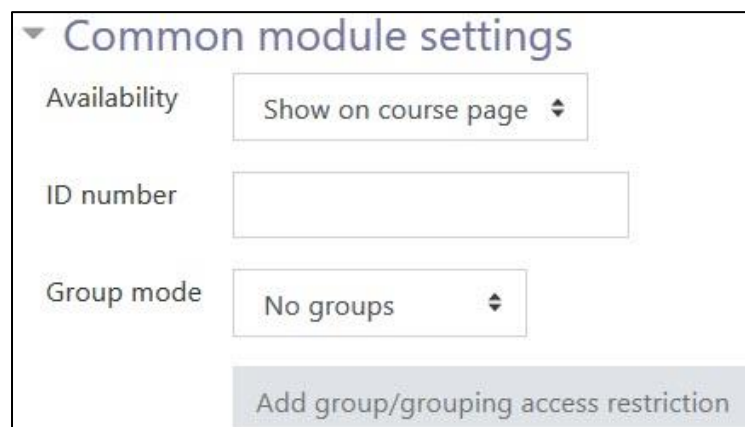30. Settings in the **Header/Footer Options** section are used to set header and footer text.

31. The **Text at the top of page** and **Text at the bottom of page** text boxes are used to insert text that will appear as a header and footer for each page in the game. The text may be formatted, and images and other media added if wished. Note that the text editor is the same editor found in other Moodle tools.

32. Expand the **Common module settings** section.
    Note: Settings in the **Common module settings** section are common to many Moodle activities and resources.

33. The **Availability** setting is used to **Show/Hide** the activity. This is identical to using the **Show/Hide** icons when the **Turn editing on** function is enabled on a course home page.


34. The **ID Number** setting sets an ID number for advanced use of the grade book. (This is not used in the LINC courseware.)

35. The **Group mode** setting enables the use of groups. (More information is available in the **Groups** documentation in the Stage 3 **Course Management** section.)

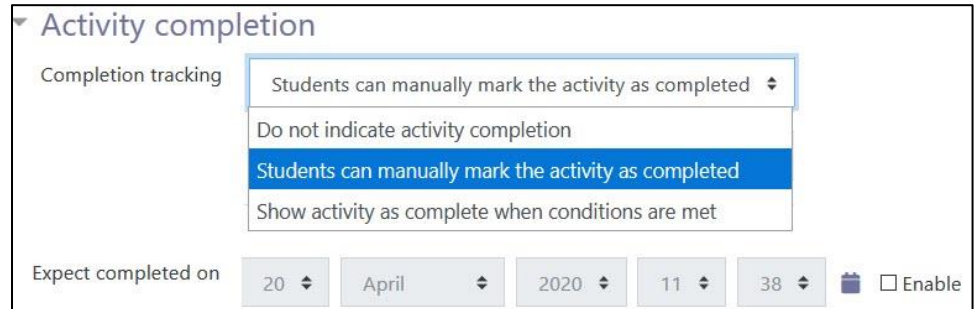36. The **Grouping** option enables the use of groupings (a collection of groups).

    Settings in the **Restrict access** section can be used to limit access to the activity. (More information is available in the **Conditional Release** section of the Stage 3 **Course Management** section.)
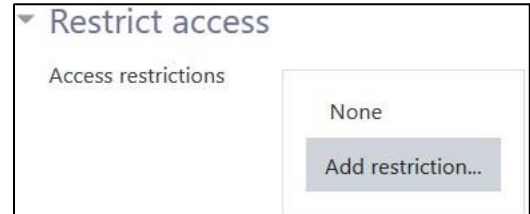
37. Click on the **Add restriction...** button to display the **Add restriction** pop up.
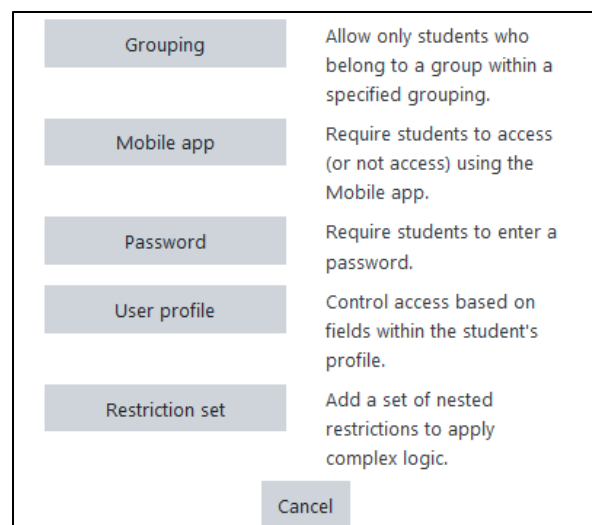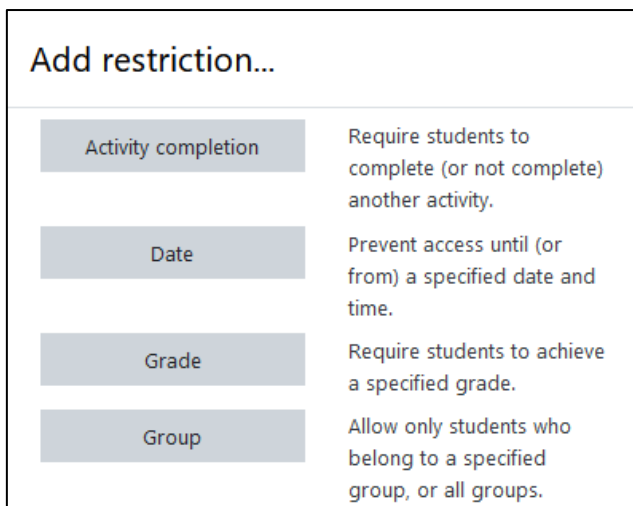
38. Settings in the **Activity completion** section are used to set completion tracking, grading options and the expected completion date. (More information is available in the **Completion Tracking** documentation in the Stage 3 **Course Management** section.)

39. The **Tags** sections can be used to add keywords to the assignment.

40. Click on the **Save and display** button to save/update the activity or click the **Save and return to course** button.

41. The **Snowman** activity link appears on the course main page.

Note: The same Snowman game cannot be re-used with a different glossary. To change the glossary, set up a new Snowman game.

Resources

Moodle Documents: Snowman Game
<https://docs.moodle.org/39/en/Game_module#Snowman>