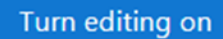


Adding a Millionaire Game

Step-by-Step Instructions for Adding a Millionaire Game

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



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



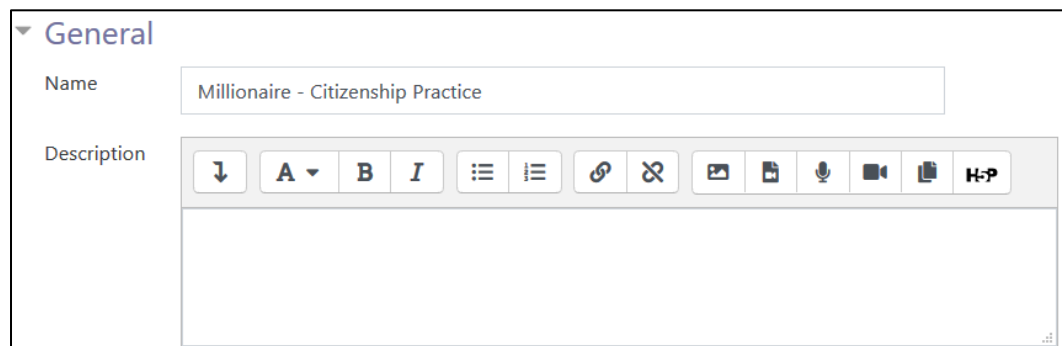
3. The **Add an activity or resource** pop up appears.

4. Select **Game – Millionaire** in the Activities tab.



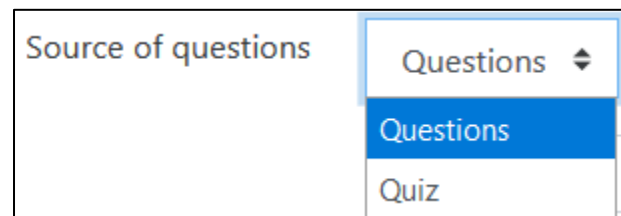
The **Adding a new Game** page appears.

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



The screenshot shows the 'General' section of the 'Adding a new Game' page. It includes a 'Name' text box containing 'Millionaire - Citizenship Practice' and a 'Description' text area with a rich text editor toolbar. The toolbar contains icons for undo, bold, italic, list, link, unlink, insert link, insert image, insert video, insert audio, and help.

5. Type a descriptive name in the **Name** text box.
6. The **Source of questions** drop-down menu is used to select the source of the questions, from **Glossary** (the default), **Questions** or **Quiz**.



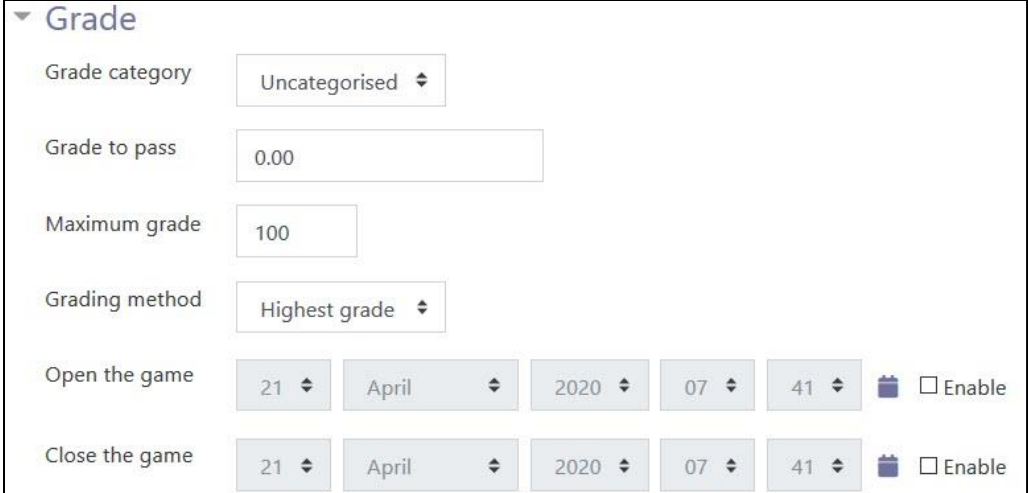
The screenshot shows the 'Source of questions' drop-down menu. The menu is open, showing three options: 'Questions' (selected), 'Questions', and 'Quiz'.

7. If **Questions** is selected, the drop-down menu choices are displayed.

8. The categories in the course **Question bank** will appear in this drop-down list.
9. The **Include subcategories** setting defines whether subcategories are to be included.
10. 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.
11. The **Maximum number of attempts** text box is used to set the maximum number of times a student is allowed to try the game. Zero set the maximum number of attempts to unlimited.
12. The **Disable summarize** drop-down disables or shows the learner's game summary performance.
13. The **Show high score (number of students)** entry, which is a number, allows the course to display a top score list for the **Millionaire** 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.

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



Grade

Grade category: Uncategorised

Grade to pass: 0.00

Maximum grade: 100

Grading method: Highest grade

Open the game: 21, April, 2020, 07, 41, Enable

Close the game: 21, April, 2020, 07, 41, Enable

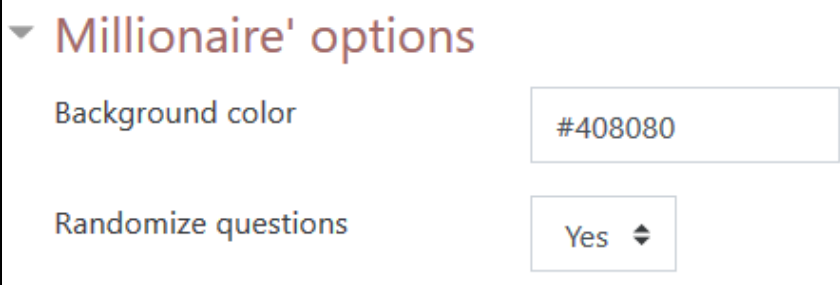
15. The **Grading method** drop-down menu is used to set the grading method. The choices are **Highest grade** (the default), **Average grade**, **First attempt** and **Last attempt**.

16. 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.

Settings in the **Millionaire options** section are used to set up information about the game.

17. The **Background color** text box is used to set background colour in Hexadecimal code in the **Millionaire** game.



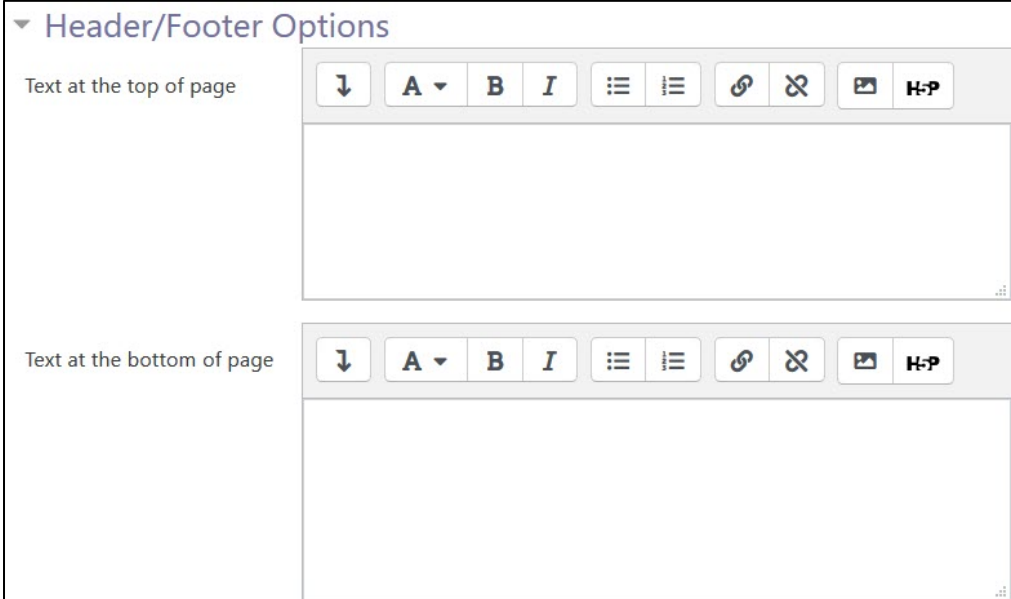
▼ Millionaire' options

Background color

Randomize questions

18. The **Randomize questions** setting mixes up the order questions appear in the game.

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



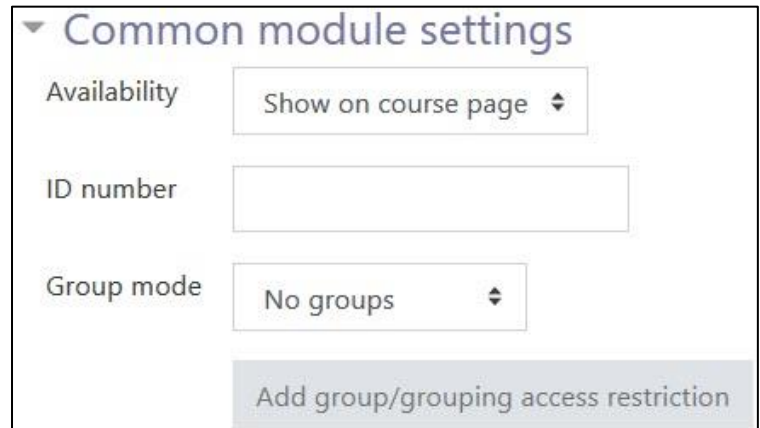
▼ Header/Footer Options

Text at the top of page

Text at the bottom of page

19. 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. The text editor is the same editor found in other Moodle tools.

Settings in the **Common module** section are common to many Moodle activities and resources.



▼ **Common module settings**

Availability

ID number

Group mode

20. 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.
21. The **ID Number** setting sets an ID number for advanced use of the grade book. (This is not used in the LINC courseware.)
22. The **Group mode** setting enables the use of groups. (More information is available in the **Groups** documentation in the Stage 3 **Course Management** section.)
23. 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 **Setting up and Using Restrict Access Settings** section of the Stage 3 **Course Management** section.)



▼ **Restrict access**

Access restrictions

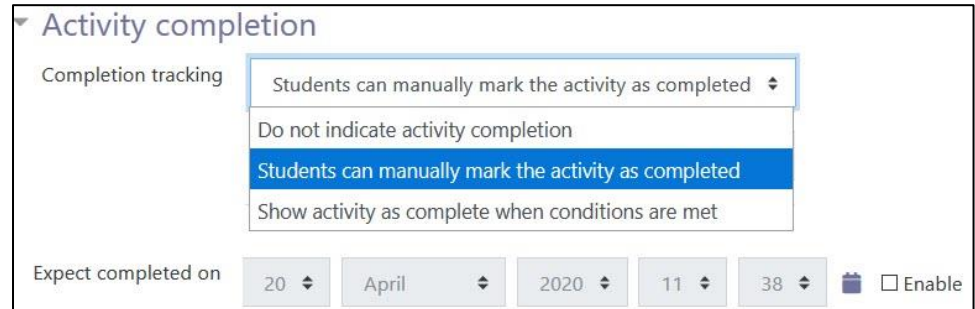
24. Click on the **Add restriction...** button to display the **Add restriction** pop up.

Add restriction...

Activity completion	Require students to complete (or not complete) another activity.
Date	Prevent access until (or from) a specified date and time.
Grade	Require students to achieve a specified grade.
Group	Allow only students who belong to a specified group, or all groups.
Grouping	Allow only students who belong to a group within a specified grouping.
Mobile app	Require students to access (or not access) using the Mobile app.
Password	Require students to enter a password.
User profile	Control access based on fields within the student's profile.
Restriction set	Add a set of nested restrictions to apply complex logic.

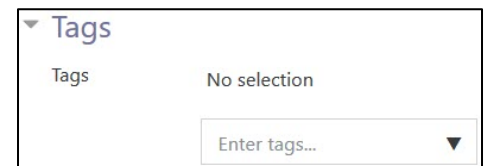
Cancel

25. 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.)



The screenshot shows the 'Activity completion' settings. The 'Completion tracking' dropdown menu is open, showing three options: 'Students can manually mark the activity as completed' (selected), 'Do not indicate activity completion', and 'Show activity as complete when conditions are met'. Below this, the 'Expect completed on' section has five dropdown menus for day, month, year, hour, and minute, with values 20, April, 2020, 11, and 38 respectively. There is also an 'Enable' checkbox.

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



The screenshot shows the 'Tags' settings. The 'Tags' dropdown menu is open, showing 'No selection' and an input field with the placeholder text 'Enter tags...'. There is a small downward arrow next to the input field.

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



The screenshot shows three buttons: 'Save and return to course' (blue), 'Save and display' (blue), and 'Cancel' (grey).

27. The **Millionaire** activity link appears on the course main page.

 **Millionaire - Citizenship Practice**

Resources

[Moodle Documents: Millionaire Game](https://docs.moodle.org/39/en/Game_module#Millionaire)

<https://docs.moodle.org/39/en/Game_module#Millionaire>

[Moodle Documents : How To Play the Millionaire Game](https://docs.moodle.org/39/en/Game_module#How_to_Play_Millionaire)

<https://docs.moodle.org/39/en/Game_module#How_to_Play_Millionaire>