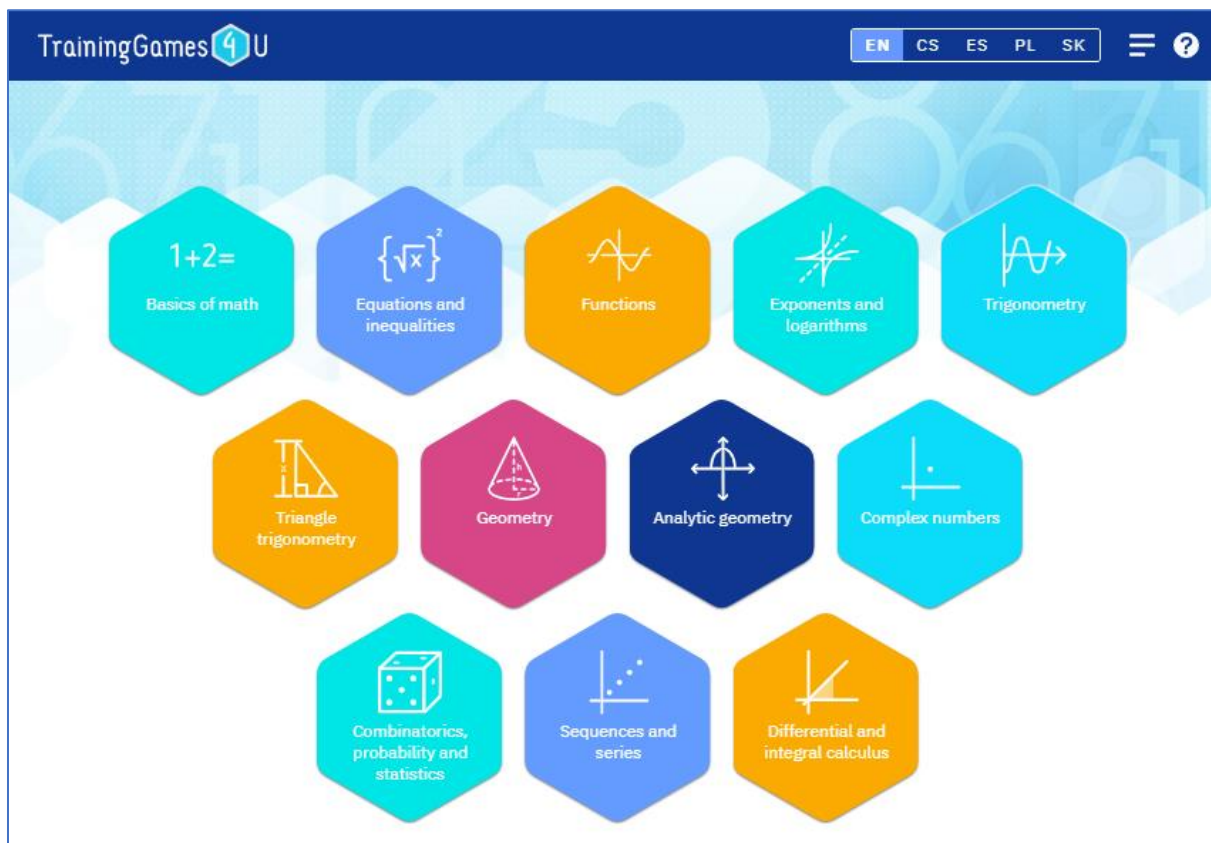
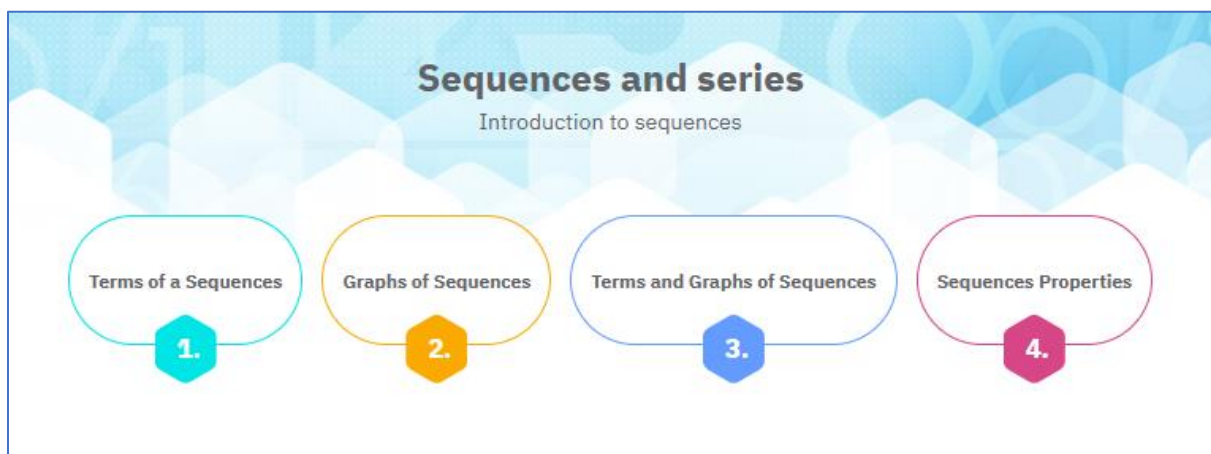


Help for the TrainingGames4U app

The colored tiles on the main page are used to select a topic. Clicking on a topic will display a list of sub-topics. If you do not know which topic area and sub-topic contains the content you want to practice, click the "Topics overview" icon in the top bar. Here, you can also switch between languages or view the "Help". Clicking the logo in the top bar will always take you back to the main page.



After selecting a topic and subtopic, you will see a list of training games(see the following image).



Each game has a number indicating its order within the selected topic and subtopic. The games are listed according to the order of the material in the "Topics overview".

The color of the icon and of its frame indicates the type of game:

 Cyan	Matching Game We are looking for the correct question-answer pairs. When a correct pair is found, it disappears from the list, and the game continues.
 Orange	Matchig Game – Scrolling Block We look for correct question-answer pairs, where either the questions or the answers are placed in a scrolling block that can be moved with the arrow keys. We mark one question and one answer, then click "Pair the selected". If we have found the correct pair, it disappears from the screen and the scrolling block, and we continue to search for the next pair.
 Blue	Slot Machine We are looking for the correct triplets. The screen has three columns, and the arrows allow to move within each column. The goal is to find the triples that match the assignment. After clicking "Pair the selected", we will see whether the selected triplet is correct. If so, the triplet disappears from the blocks, and the game continues with the search for the next triplet.
 Purple	Find All The goal is to mark all objects of a given property. The results appear after clicking "Evaluate!". This game can have one to three different screens, and we can navigate between them using the arrow keys.
 Dark blue	Pairs Cards are scattered on the screen. The aim is to find the pairs that match correctly. When two matching cards are clicked, they disappear from the screen, and the game continues. If we mark two cards that don't match, a penalty point is added, and we continue.

Each game has an evaluation at the end where we find out the number of incorrect attempts.

