Holiday Lotto Games

There are four different games with slightly different levels of difficulty, but all four involve matching pictures of the tree ornaments from the [Holiday Tree](#) activity to either dimmed pictures or outlines.   Students attempt to match a picture with one of nine outlines or dimmed pictures in a 3 x 3 grid. Cards are chosen randomly at the start from the student directions page.

If the picture has no match, students click a **Throw Away** button. Pictures placed on a non-matching square in the grid are thrown away automatically. Thrown away pictures are moved and shrunk down to fit in a trash can, then disappear with any of several crashing sounds. Placing a picture correctly activates a cheer as feedback. Matching all nine goes to a victory animation backed by playing Jingle Bells. At the end of the animation **Play Again** and **Quit** buttons appear.

The following are notes on the special features of the four games, from the most difficult to the easiest.

Holiday Picture Lotto is a full-fledged lotto game in which the picture to match is chosen randomly when a player clicks a button. There are ten cards, each with nine unique pictures, all of them dimmed to make it easy to see which squares have been colored by the brighter matching tiles.

Throughout the ten cards, there are 16 fancy ornament shapes each of which appears five times. There also are five large patterned balls and five plain balls. Each card has a single one of the round ball shapes.

This game could be played solitaire, but is best played as a competition, with each player on a different computer. Of the four games, this one requires the longest attention span.

Holiday Outline Lotto is also a full fledged lotto game with the picture to match chosen randomly. The **Throw Away** button is the same. Students match each full color picture to an outline. One feature makes it a bit easier to fill the cards than in **Holiday Picture Lotto**. Instead of having to match the colors or patterns of the small and large balls, any one of them counts as a match for its outline.

Holiday Picture Match has the toolbars with the ornament pictures visible. Students find and choose the matching pictures for the dimmed pictures on each card. I have broken the 26 ornament pictures into six toolbars, to make the game go faster for scanners. The rest of the game machinery is like the first two games.

Holiday Outline Match is the easiest of the four games. Again students match pictures to outlines from visible

toolbars. But instead of the round balls being wild-cards, there are only two of them, one large and one small. I removed the other colors and patterns of round balls, eight in all, so that there are fewer choices to consider in the toolbars.

Troubleshooting

Help! I just Saved As Activity with tiles on a card!
This can be repaired by using a **Reset** button on each page. Look for the word **Reset** just above the trash can lid. Simply click to clear the lotto grid in **Holiday Picture Lotto, Holiday Picture Match,** and **Holiday Outline Match**. In **Holiday Outline Lotto**, **Reset** clears all tiles except small plain balls and big fancy balls. There will be one of those on each card. **Unlock** and clear it manually. Then **Save As Activity** again.

About Reset
This almost-hidden button does not scan, nor is it on the overlay. If you are concerned with direct select students clicking it, you can set it not to **Respond to mouse** on each card. Then if you need to use the button, select it from the **Edit** menu, turn on Properties, and restore **Respond to mouse**.

Weird stuff begins to happen, like:
A square accepted the correct graphic, and Reset cleared it,

but it's saying it can't find that graphic. Or, it just deleted the correct graphic!

Check the region that has gone goofy and see what attribute it is looking for. It should be looking for the **Special Attribute....** but I have seen it spontaneously switch the drop-down menu to **Singular Name**, and yet keep the same word in the slot. At this point it is just plain confused. Leave whatever is typed there, but make sure it is looking for **Special Attribute**. Note: The **Reset** button is looking for the name of the item, not the special attribute.)

Lotto game could get messed up if:
1. Student places a correct picture, then immediately clicks **Throw Awa**y. This would unlock the last picture matched and trash it, since it would still be selected. The automatic counter at this point has already registered the correct picture. Remedy: Tell the student the score has already counted and he should NOT put a second copy there.

2. Student matches a picture, later gets a duplicate, and matches it again. This is not supposed to happen, since the action is **Draw randomly from..** but sometimes it does begin to repeat before showing all the pictures. It also would happen if a student missed a match and threw away a picture by mistake. Once the entire set is presented, repeats begin

to be frequent.

Remedy: Instruct the student to throw away the duplicate, since placing it will confuse the automatic counter. Alternately, you could have a rule that matching a duplicate means the student doesn't have to match all nine pictures. This will work as a kind of wild-card. Student places the duplicate correctly, and it counts as one of the nine required matches. That variation might be better for some students.

I'm not seeing a report generated by the regions.
In order for a report to be generated, the wrong item has to stay in the region. That didn't work for this game, since I wanted students to have a chance to fill the card. You could change this setting in the 9 regions in the grid on each page if you need to have the report. The wrong choice item will stay in the square, though. It won't be counted toward the reward animation, but it does obscure the dimmed image which serves as a cue for the correct item. That's why I set up this game as an errorless exercise.

There is no easy way for a student to Save.
I did not include a **Save** option, because once some of the cards are filled the **Start** button may lead to a filled card. If you want to have students save their work, you could add a **Save** button to the animation page. Open **Create**

IntelliMation, move to **10.5 sec**, and make the **Save** button there. Then be sure to move back and **click 0**, and **close the IntelliMation bar** before you **save again as an activity**.