



# Authoring Suite: \_\_\_\_\_ Matchmaster



*Matchmaster* deals with matching pairs. It has three different student activities, and items can range from single words to short paragraphs – a combination which makes this package a flexible teaching and learning aid in almost any subject.

The *Student program* allows learners to use any exercise file with any of three activities:

n *Matchit*

*Matchit* displays items in two columns, with those in the right hand column scrambled. Learners move each column up or down until the items in the two central boxes match. Learners can call up picture, sound and text hints for each pair.

n *Memory*

This is a one- or two-player version of the traditional card game. Players turn two cards at a time, trying to find a match. If the cards don't match, they are turned face down again.

n *Snap*

*Snap* is an animated matching game for one or two players. The program displays two randomly chosen items, which change at a speed decided by the player(s). The aim is to 'catch a match'.

*Matchmaster's* word-processing text entry makes it a simple matter for teachers to author new exercise files: pairs of items are typed in in two columns, and Introduction and Help screens can be added.

