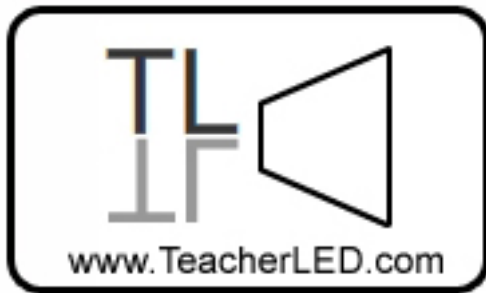


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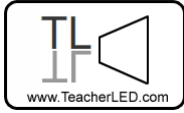
Keyword Scramble

On-line resource instructions.

This classroom activity produces a scrambled maths keyword for the students to solve.

Alternatively enter a word for the computer to scramble and present. Useful as a starter or to fill some time for the early arrivals while waiting for the rest of the students to arrive.

Interactive interface for the Keyword Scramble activity. The interface displays a row of six blue boxes containing the letters: r, t, v, e, e, x. Below the letters are three buttons: "Generate Keyword", "Solve Anagram", and "Enter Keyword". To the right of the "Enter Keyword" button is a text input field with the label "Enter custom keyword" above it.



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Buttons

Generate Keyword: Randomly chooses a maths keyword and scrambles it. The keywords range from 4 to 8 letter words. Note that “randomly sorted” does not necessarily mean “well sorted”. A word can be randomly scrambled and appear in the correct order, particularly the shorted words. If this happens just click this button again.

Solve Anagram: This causes the tiles to arrange themselves into the correct order. Words that contain more than one of a certain letter may still do some adjusting even when the word is correct as the tiles are placed in the order the computer generated them.

Enter Keyword: Once you have entered a word into the adjacent text box this button causes it to be scrambled and presented on the screen. The word appears as asterisks in the text box.