TEACHER GUIDE

Keyword

Guess. Check. Repeat. | Set up, play and prepare your CSV

Create a guessing game using your own subject vocabulary. Open the resource in your browser, or double-click the HTML file to open it. Set up before showing the screen to the class.

01 Choose your setup

One keyword

Choose **Type one keyword**. Enter the answer in **Keyword** and a clue in **Hint**.

Choose your settings below, then select **Start the game**.

A list of keywords

Choose **Upload a CSV**, then use the upload button to select your file. Or paste the contents into **Or paste the CSV**.

Check the preview and use **Start with** to choose the first keyword.

02 Choose settings and start

Number of guesses: choose 4, 5, 6, 7, 8, 9, 10 or 12. The default is 6. More guesses can help with longer terms.

Teacher code: add an optional code to restrict access to the teacher screen. This screen displays the answers.

For a list, select **Start in this order** or **Shuffle and start**. Shuffle needs at least two keywords.

03 Play with the class

Read the hint and check the word length. Type a complete guess using the physical or on-screen keyboard, then press **Enter**. Use **Backspace** or on-screen **Del** to delete letters.

Right place

Correct letter and position.

Wrong place

Letter is in the answer, elsewhere.

Not in the keyword

No available match for that letter.

Use the feedback to improve the next guess. Spaces, hyphens and apostrophes are filled in automatically. At the end, the answer is shown. Select **Try this keyword again** or, for lists, **Next keyword**.

Choose **Teacher** to change the setup. Enter the code if requested. Select **Back to game** to resume. At the end of a list, choose **Play the list again**.

Use **Dark** or **Light** to switch the display. When browser storage is available, the setup is saved in that browser. Keep your CSV to reuse the list on another device.

CSV GUIDE

Prepare your word list

Two columns. One keyword and one hint on each row.

Important: do not add a header row

The game reads every row as an answer. Start with your first word, not the labels **word** and **hint**.

01 Enter words and hints

Open **keyword_word_hint.csv** in Excel or Google Sheets. Replace the ten computing examples with your own. Keep only two columns:

Column A: word	Column B: hint
input	Data entered into a computer
keyboard	A device used to type text
network	Connected devices that can share data

The labels above explain the columns; they are not included in the CSV. Put your first word and hint in cells A1 and B1.

02 Save and upload

- **Excel:** choose **Save As** and select **CSV UTF-8 (Comma delimited) (.csv)**. Keep the file as CSV rather than .xlsx.
- **Google Sheets:** choose **File > Download > Comma-separated values (.csv)** for the sheet containing your list.
- Return to Keyword, select **Upload a CSV** and choose the saved file. Check the preview before starting. Re-upload after editing the file.

03 Keep the format simple

- Use one row per word and hint. Keep each hint on a single line; do not add extra columns.
- Words can be any length, including phrases such as **hard drive** or a hyphenated term such as **wi-fi**.
- If typing CSV by hand, put a hint containing a comma in double quotes: **mouse,"A device for pointing, clicking and selecting"**. Spreadsheet exports handle this for you.
- Use each keyword once. Duplicate words are skipped, and the game keeps up to 300 keywords.

Quick checks

Seeing **word** as an answer? Remove the header row. Clue cut short? Check quotes around commas. One long word? Export comma-separated CSV.