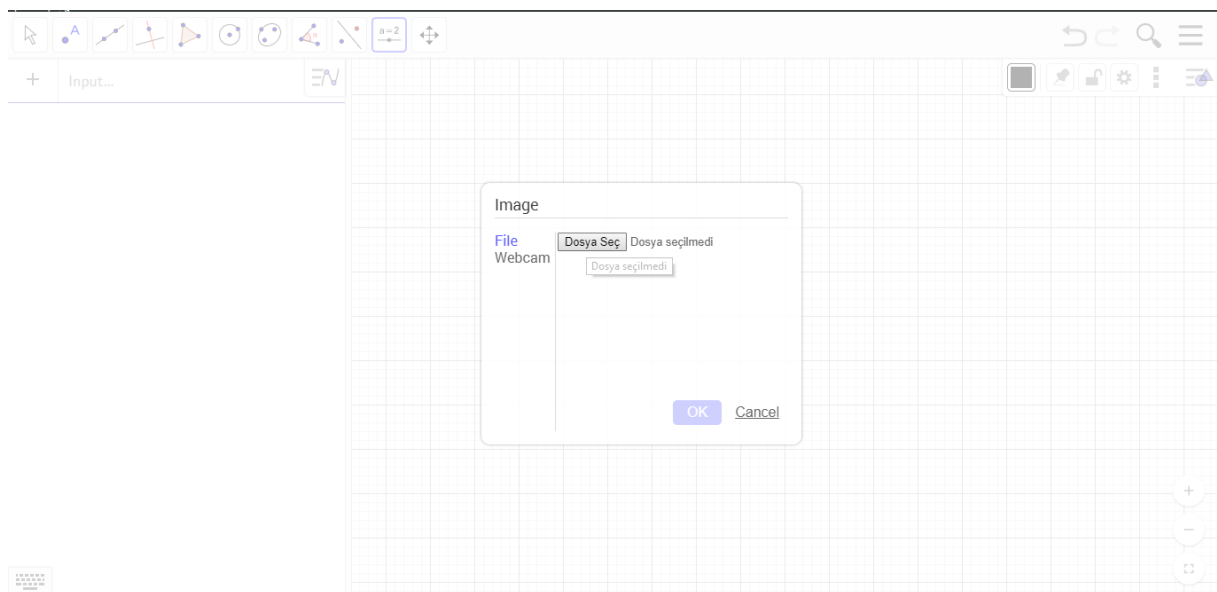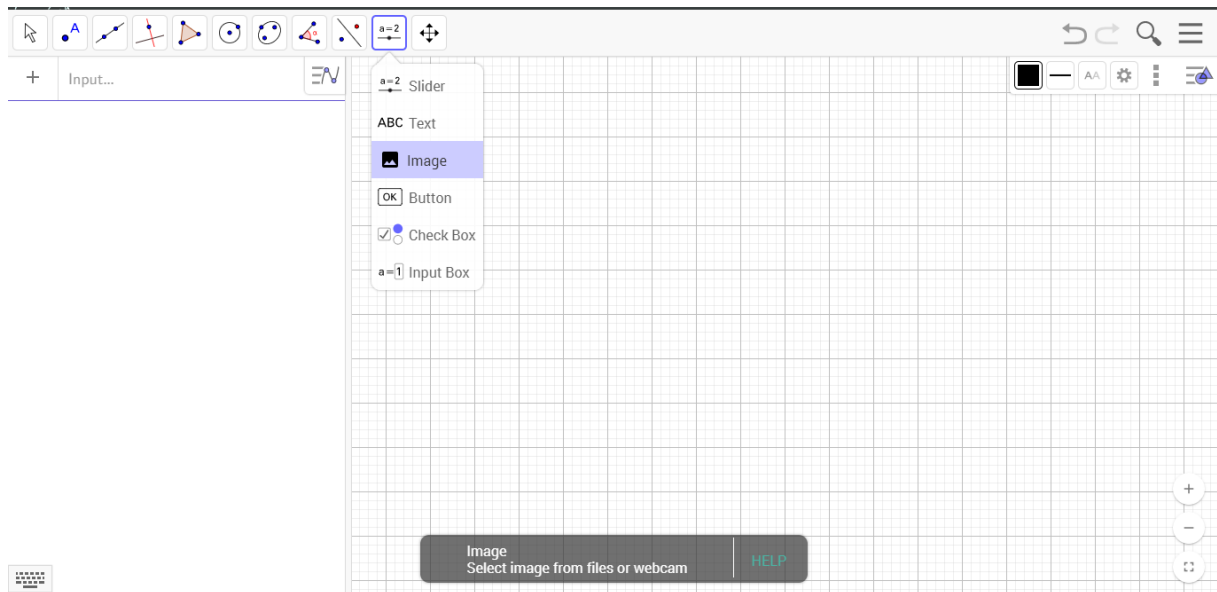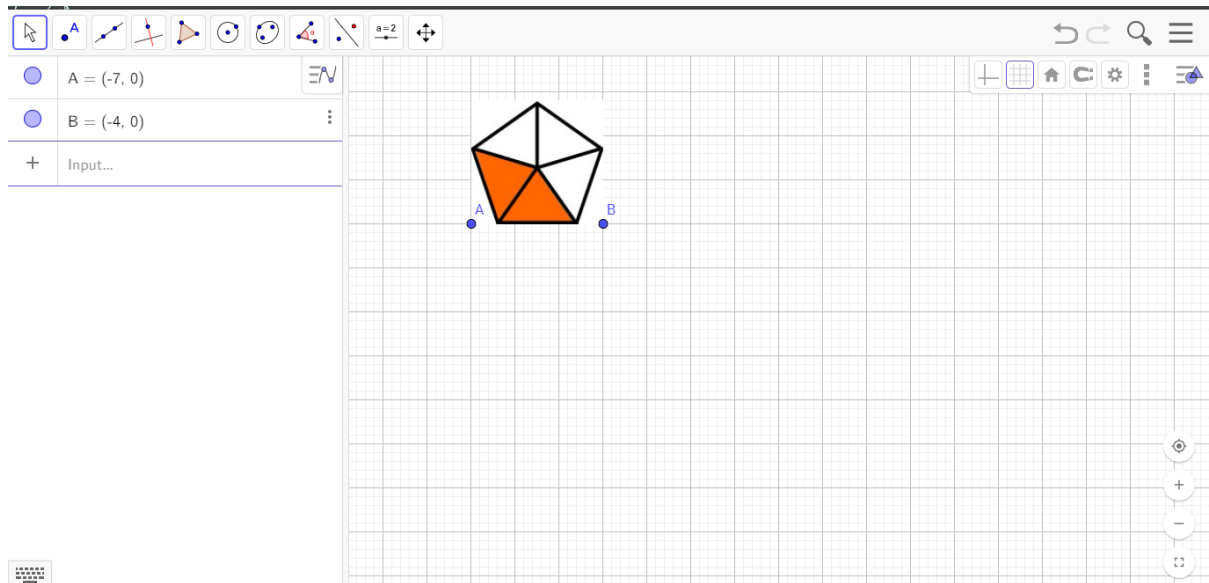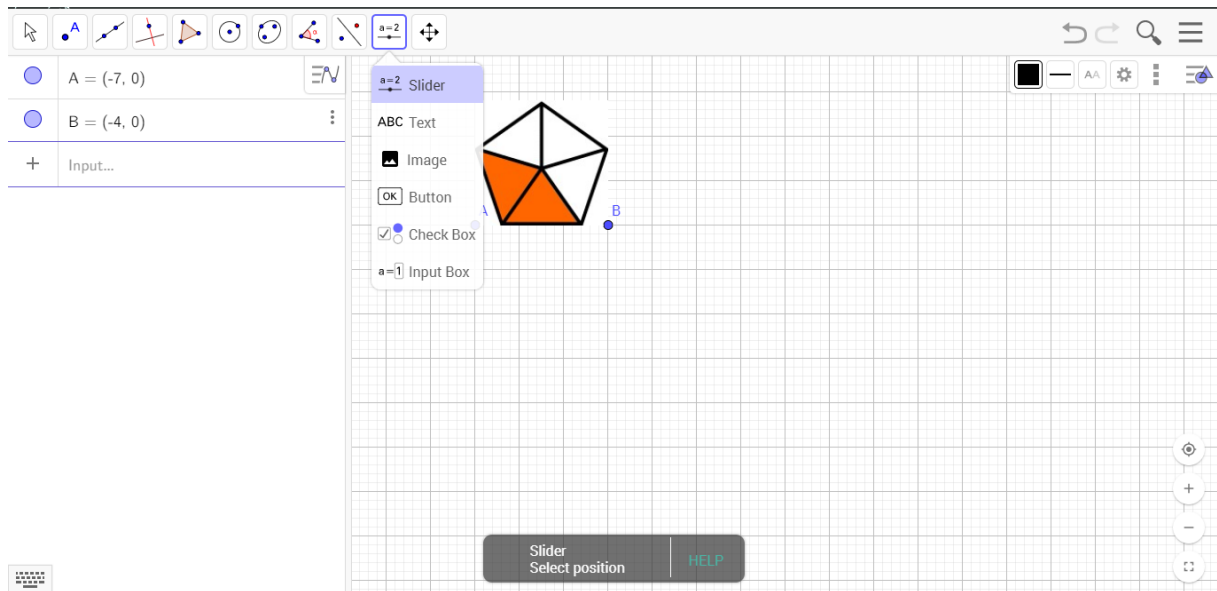First, find the image of the fraction manupilation that you want to use from the internet and save it. Then with image tool in GeoGebra add the image that you saved as you can see the below images.
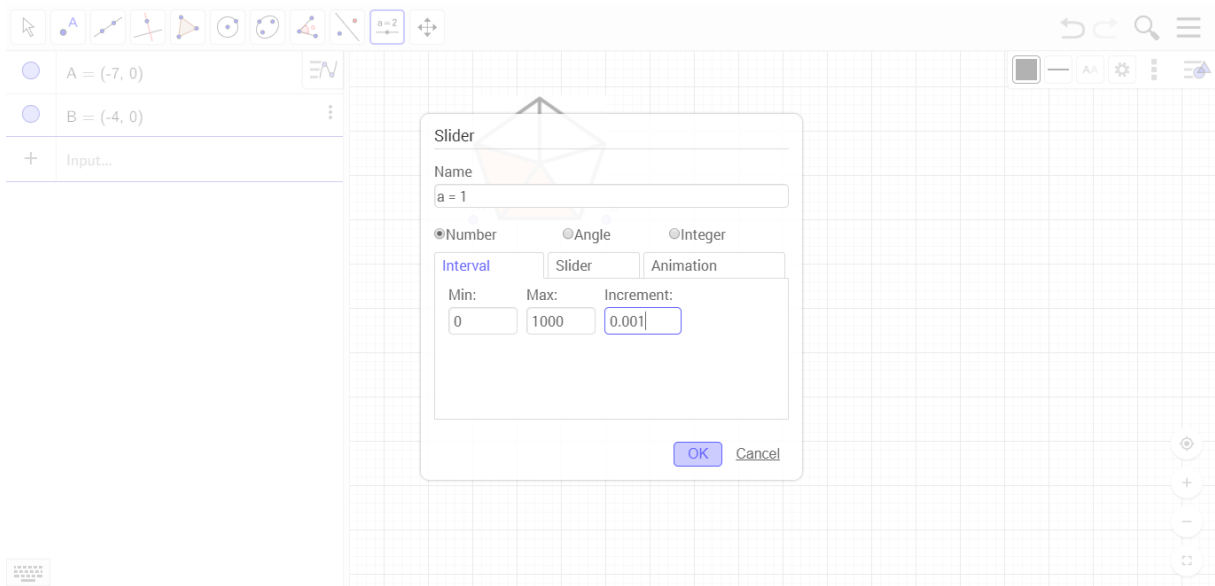

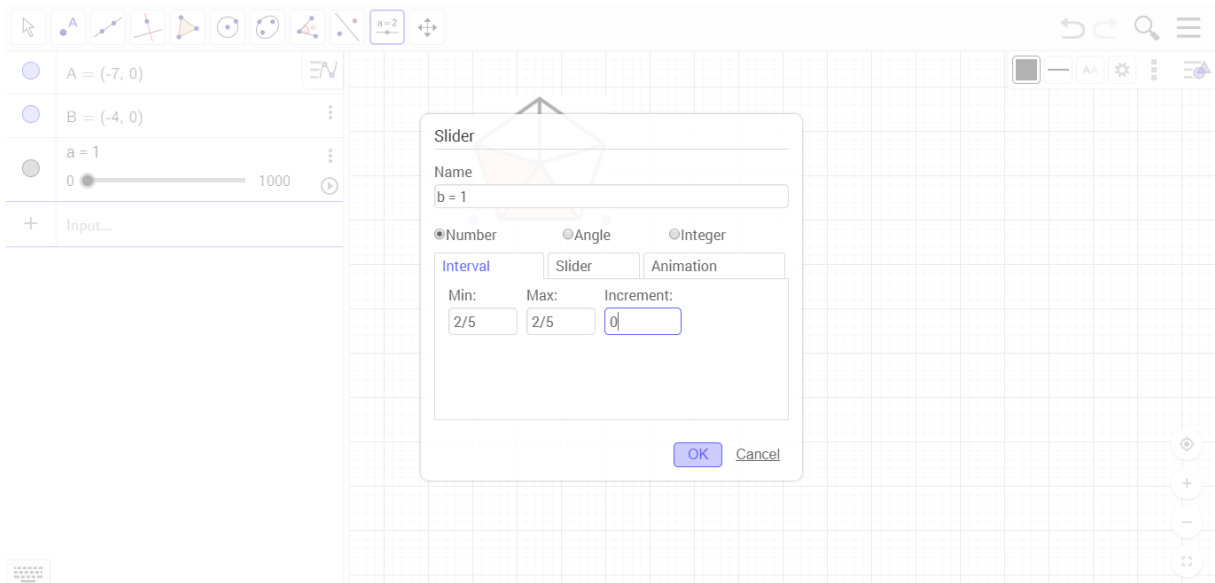After, you will select "OK" and add the image on your page.

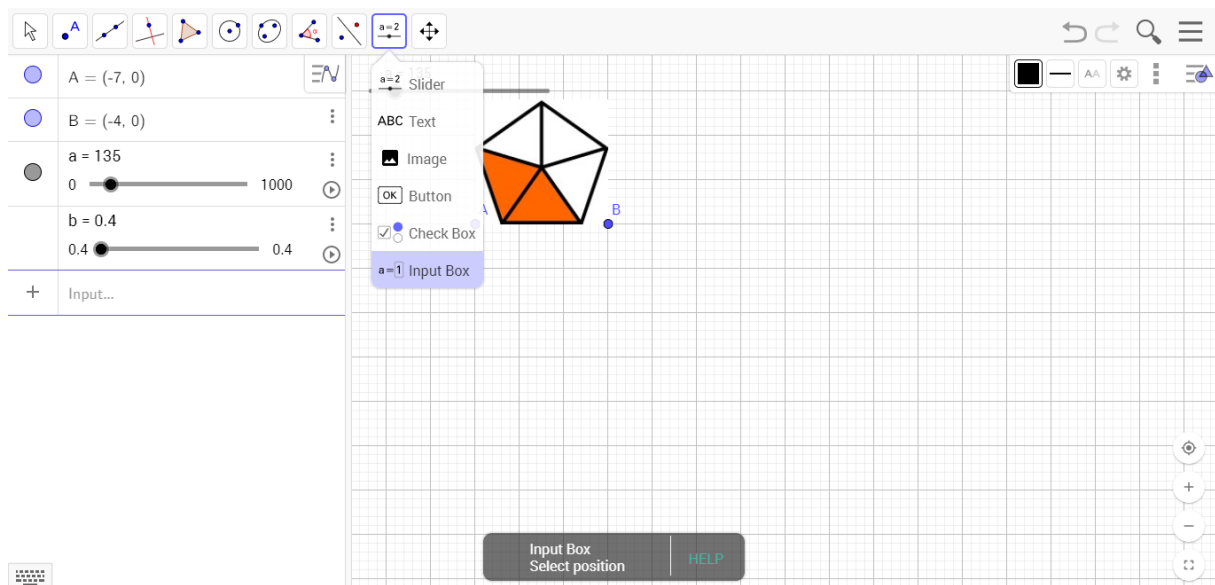You can change the size of your image by using the points A and B.
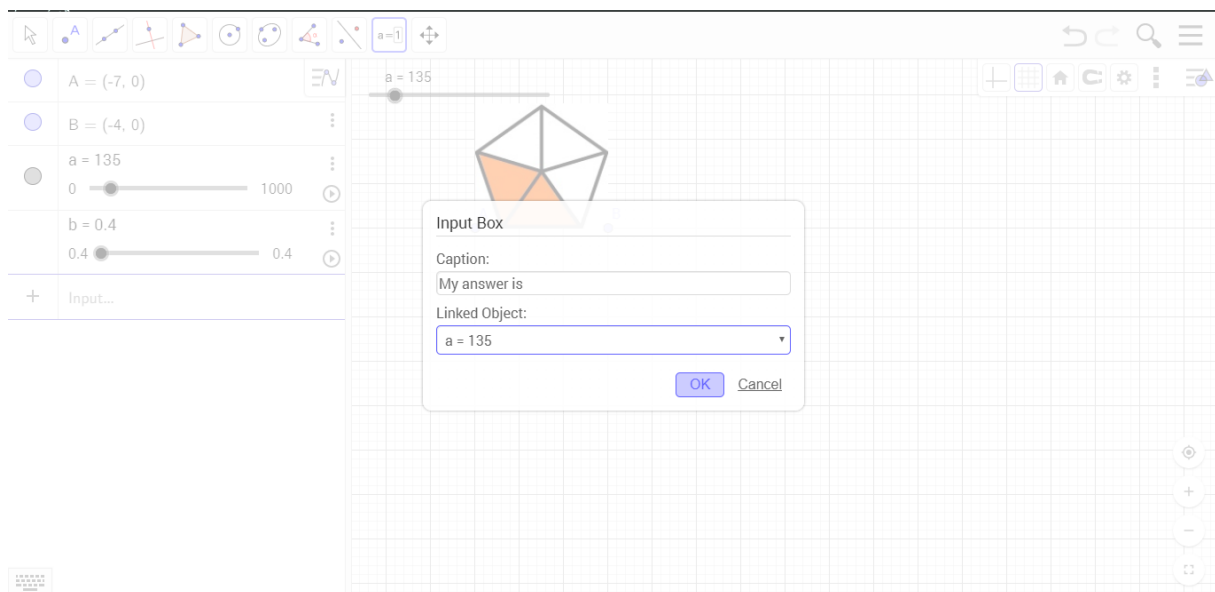

Now, you will create two sliders.

One of the sliders will have properties as seen in the picture above.
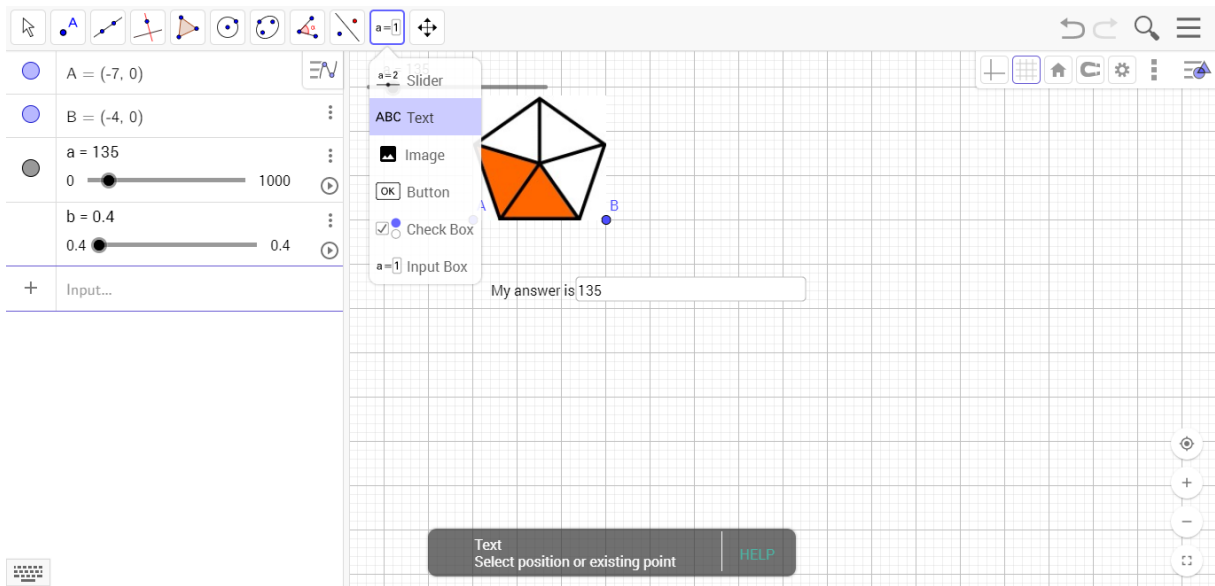

And the second slider's properties will be as seen in the picture above.

Create an input box that students can write their answers.

Write a caption that you think it is suitable. The linked object is the slider that we created first. The slider determines what students can write in the input box as answer.
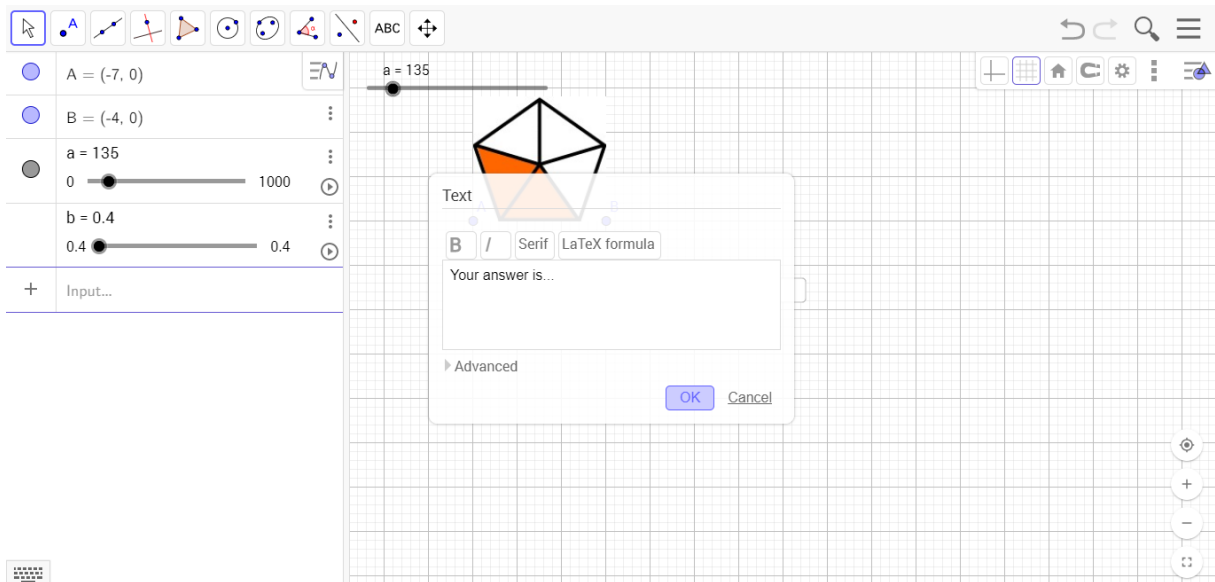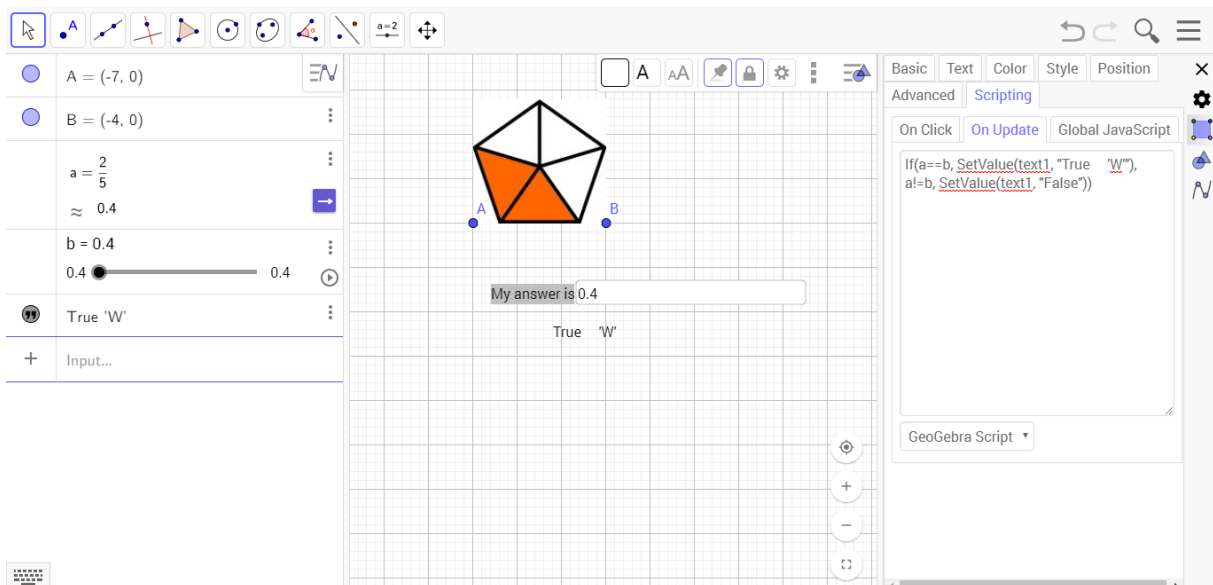
Then, create a text that will show students if their answer is true or false.
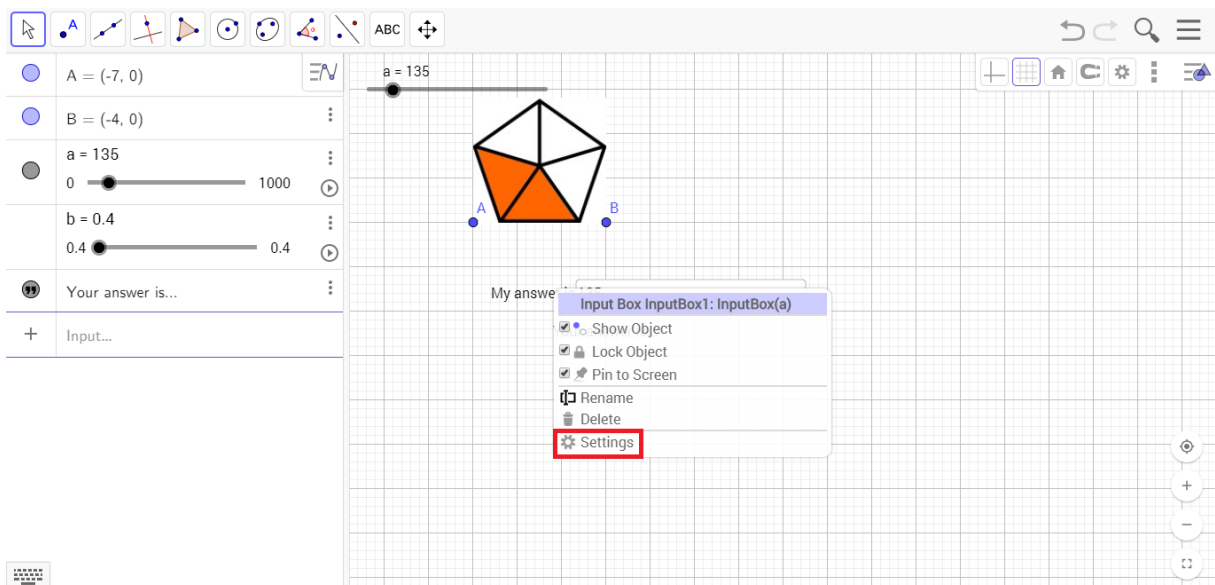
Then go to settings of the input box that is called as "My answer is".
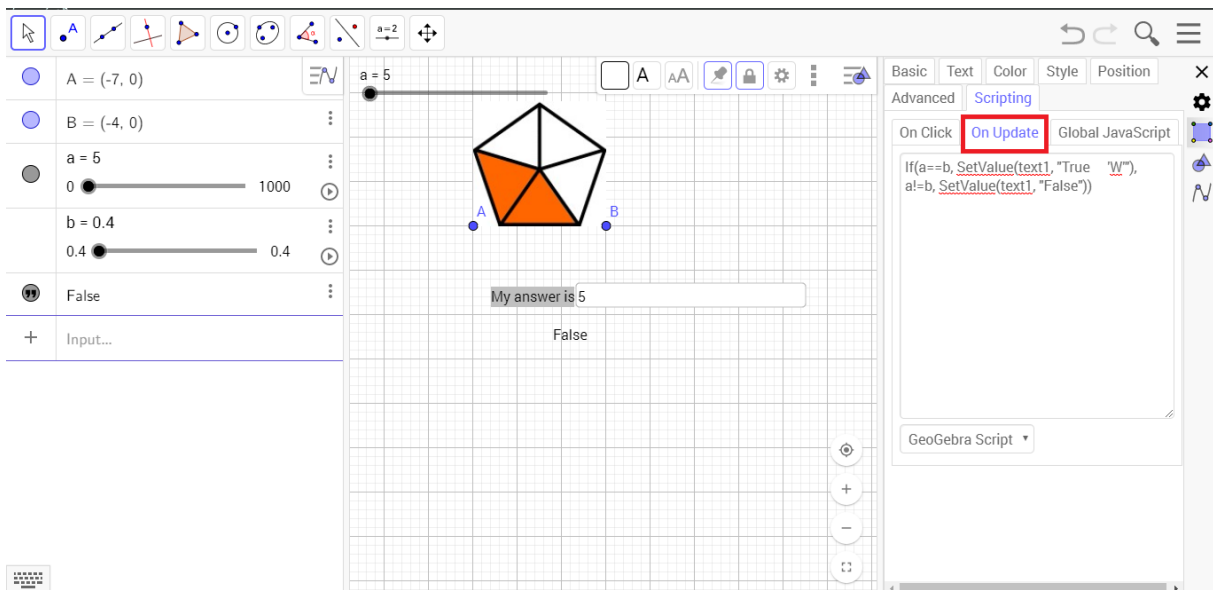
Click Scripting from the settings and write the script written on the picture in "On Update" part. The script is *If(a==b, SetValue(text1, "True   'W'"), a!=b, SetValue(text1, "False"))* .

The correct answer is determined with a constant slider "b". With this script, when the answer is not equal to b, the text1 wihch is "*Your answer is*…" will be "*False*". When the answer is equal to b, the text1 will be "*True   'W'* ". W that comes after *True* is your first letter of your hidden message.

You can create new questions as much as you want. With the letters that came after the text *True* , you can give a message that you want. We gave the message "Well Done" in this game.

If you do not want students to move the objects' places, you can fix their places from the setting by clicking Fix Object option.