

Create a single HTML file (with CSS to create "simulated" graphics (e.g., boxes that look like emails, stylized flyers with borders, and manual snippets) and JavaScript included) that creates an interactive worked example of a CASAS Level D reading sample question for adult ESL High Intermediate students. Focus on high-quality, distinct "templates" for each.

The example should:

1. Include a typical reading sample that includes a graphic that mirrors what is on the real exam, like a work email or a short article.

2. Include a "Try It First" section where students can select from 4 multiple choice answers (A, B, C, D).

3. Have a "Check My Answer" button with right/wrong feedback.

4. Have an "Explain the Thinking Behind the Answer" button that explains a logical step-by-step path to the correct answer that follows the following test-taking strategies (Note: You can modify these steps if you think there is a better system or to make the steps more simple and clear.):

- Step 1: Identify what the text is (i.e. "I can see that it's an email, a flyer, an article from a health magazine", etc.) and what the topic is (i.e. "I can see from the subject line that this email is about", "I can see from the title that the article is about high blood pressure prevention", etc.)

- Step 2: Analyze the question (the question word; academic words or phrases that give insight to the type of question it is (i.e. 'about' (main idea), 'meaning' (vocabulary), 'most likely' (inference), etc.; other key words that will help to find the answer)

- Step 3: Scan the text for the key words or similar words or information that could reveal the answer.

- Step 4: Read the sentence containing the word (or similar words or information) and try to answer the question

- Step 5: Look at the given answers. Answer the question if possible.

- Step 6: If it's not possible to answer the question at that point, eliminate answers that you know are wrong and read the text again. This time, read the sentences before and after the sentence that had the key word (or similar words or information) to see if the answer is nearby.

- Step 7: Answer the question to the best of your abilities.

- Step 8: Add this just as advice: "Don't guess if you have no idea what the answer might be as that could give you a false score."

5. Use encouraging, student-friendly language

6. Make it visually clean with large fonts and colorful buttons

7. Then, after the worked example, provide 5 more mixed types of text (that reflect typical questions seen on the CASAS Level D exam, like emails, flyers, short articles, instruction manuals, etc.) with appropriate graphic depictions, each accompanied by 2 questions for a total of 10 more interactive sample questions that are a mix of questions types: vocabulary, details, main idea, inference, and point of view. Each question should have 4 multiple choice answers (A, B, C, D). The difficulty level should go from semi-easy for a Level D CASAS exam (question #1) to difficult for a Level D exam (an article of about 300 words for questions #9 & 10).

8. At the bottom, under the final question, include one "Check My Answers" button that, when clicked, provides a total score (e.g., "7/10 Correct!") as well as a short question-by-question 'right (praise)/wrong(encouragement)' feedback note for each of the 10 questions (as a list) as well as an "Explain the Thinking Behind the Answer" button below each feedback note that, when clicked, provides a detailed explanation of the thinking behind the answer that mirrors the strategies outlined above. Reprint the relevant part of the text in the explanation section. Also, the individual questions themselves should change color (e.g., turn green or red) so the student can easily see where the mistakes were in the text area.

Please ask me any questions that you have about these instructions before generating the HTML file.