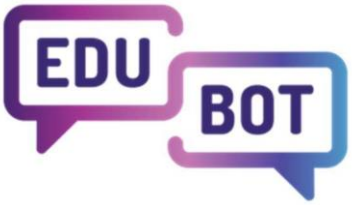

USER GUIDE

EDUBOT

USER MANUAL FOR TEACHERS

EduBot - Developing Key Competencies Through Blended-Learning Methodology Based On Ai-Supported Chatbot Technology

2022-1-HU01-KA220-SCH-000088299

2024

Project partners

Co-funded by the European Union

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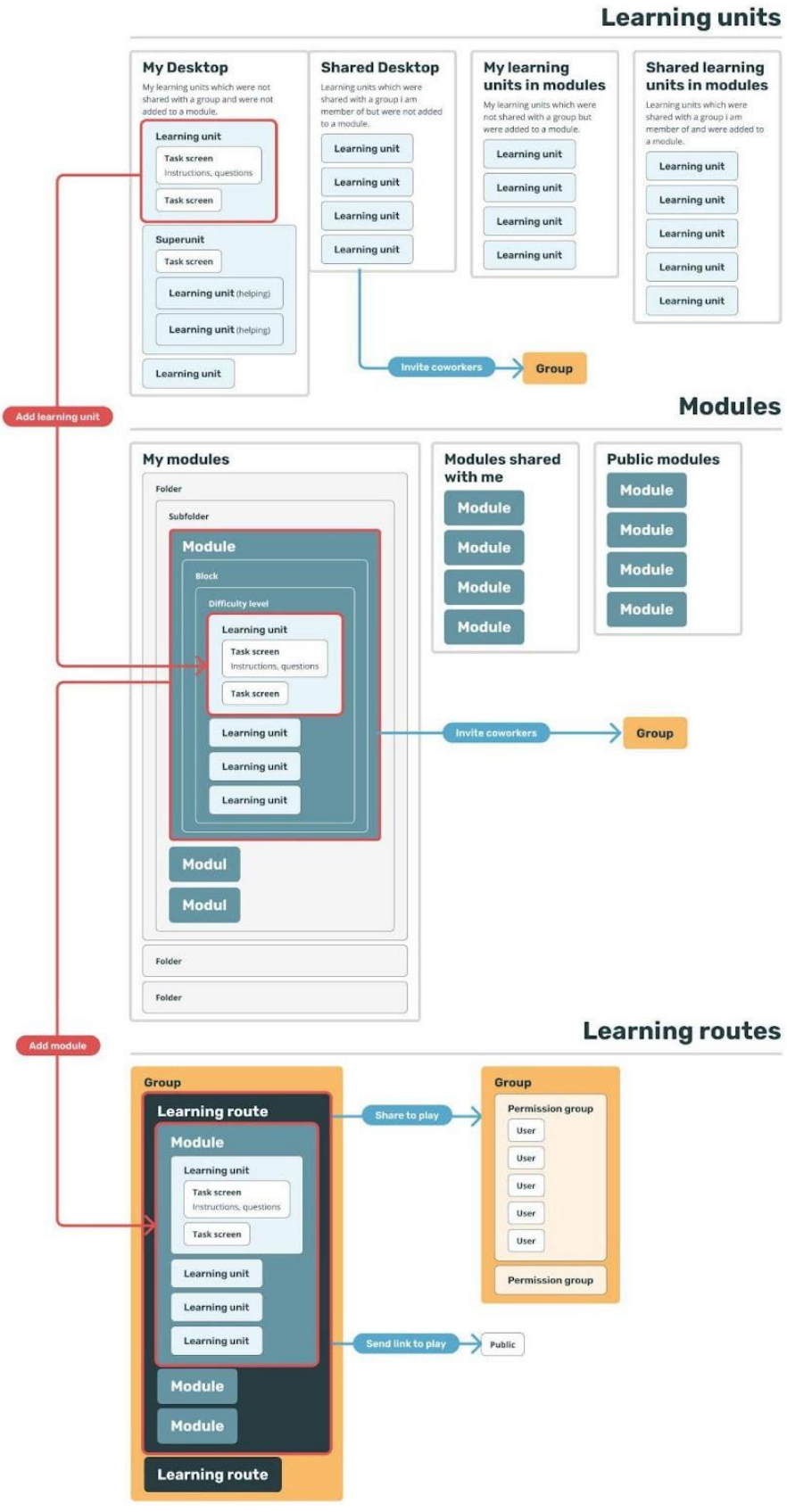
Overview and content structure

The learning materials of the system are built up of several levels - each with different functions. In very simplified terms: learning materials are created as learning units, which can be put into modules with difficulty levels, and then the modules can be added to learning routes, which can be shared with one or more groups of students.

- **Learning units** - are organized into several lists: *My desktop* (my units that are not added to a module), *Shared desktop* (shared units that are not added to a module), *My learning units in modules*, and *Shared learning units in modules*. Depending on their type, learning units can be filled with content and questions. At this level you can edit, copy and share learning units.
- **Modules** - are organized into several lists: *My modules, Modules shared with me* and *Public modules*. My modules can be stored in folders and subfolders. Blocks and difficulty levels can be created within a module. At this level of content it is possible to assemble the learning material into a more complex form: the learning units already created can be dragged into each level of difficulty of the module and their order can be set. At this level you can edit, copy and share modules.
- **Learning routes** - are the playable parts of the system for students. Routes are displayed associated with groups, each route is associated with at least one group, it is created by linking to a group. One or more modules can be placed in the routes. In the advanced settings of the route, you can set the parameters for the route playback (e.g. scheduling, story frame, homework assignment). At this level you can edit, copy and share learning routes.


Learning units
My Desktop
My learning units which were not shared with a group and were not added to a module.
Learning unit
Task screen
Instructions, questions
Task screen
Superunit
Task screen
Learning unit (helping)
Learning unit (helping)
Learning unit
Shared Desktop
Learning units which were shared with a group I am member of but were not added to a module.
Learning unit
Learning unit
Learning unit
Learning unit
My learning units in modules
My learning units which were not shared with a group but were added to a module.
Learning unit
Learning unit
Learning unit
Learning unit
Shared learning units in modules
Learning units which were shared with a group I am member of and were added to a module.
Learning unit
Learning unit
Learning unit
Learning unit
Learning unit
Invite coworkers
Group
Add learning unit
Modules
My modules
Folder
Subfolder
Module
Block
Difficulty level
Learning unit
Task screen
Instructions, questions
Task screen
Learning unit
Learning unit
Learning unit
Modul
Modul
Folder
Folder
Modules shared with me
Module
Module
Module
Module
Public modules
Module
Module
Module
Module
Invite coworkers
Group
Add module
Learning routes
Group
Learning route
Module
Learning unit
Task screen
Instructions, questions
Task screen
Learning unit
Learning unit
Learning unit
Module
Module
Learning route
Share to play
Group
Permission group
User
User
User
User
User
Permission group
Send link to play
Public

EduBot user manual for teachers

EduBot is an open LMS/CAT system system for creating interactive, multimedia learning materials that students can access through personalized, adaptive learning routes.
EduBot hosts multiple student applications, including free-to-use ones like Tanlet or ClassYedu.
If you are interested in creating your own, private application please contact the EduBot team at classyedu.com

This manual covers the basics of content creation and sharing from the content developer's / teacher's perspective. Contents created on this side will be accessible for students using the (free) EduBot application.

Definition of terms

- **User** - Registered user.
- **Group** - Users can subscribe or be invited to groups (to permission groups within a group). Sharing of the contents is happening on a group level.
- **Permission group** - Subsections of groups. They are used for controlling the access to contents shared with the group (for example playing routes or editing contents). This can be used to create permission groups for students, coworkers or parents. Every group must contain at least one permission group before you can invite users.
- **Learning unit** - The basic learning element. It includes content on one or more task screens. Depending on the learning unit's type it can contain tests, tasks to solve or learning materials.
- **Unit type** - The system contains several types of playful task engines. These are structured differently and can therefore be used for different purposes. Unit types are the following: Text task, Comprehension, Open question, Millionaire, Sets, Affix, True or false, Fish in the water, Hangman, Boom!, Bubble monster, Math monster, Video and PDF.
- **Superunit** - Superunits are complex learning unit types. By enabling superunits you can add helping units (previously created learning units) to a given learning unit. You can insert as many helping units as you want, and you can also insert the main learning unit as a repeat. Superunit's helping units activate when the user cannot successfully complete the given learning unit.
- **My desktop** - Desktops are lists of learning units that are not added to a module. New units can only be created in desktops. My desktop contains your own learning units that are not in modules.
- **Shared desktop** - Shared desktops are desktops of groups. The users with edit content permission in the group can access the group's desktop and view, edit, copy learning units within the group. Shared desktops are lists of shared learning units that are not added to a module. New units can only be created in desktops.
- **Module** - Module is a learning material consisting of several learning units. Modules can be added to learning routes which can be played by students. A module is divided into blocks and difficulty levels. Learning units are added to difficulty levels within the module.
- **Block** - A module is built from blocks. Difficulty levels can be created within a block, to which you can add previously created learning units. It is mandatory to create at least one block within a module.
- **Difficulty level** - Blocks are built from difficulty levels to which you can add previously created learning units. It is mandatory to create at least one difficulty level within a block.
- **Folders** - Modules can be organized into folders and subfolders. Folders are not associated with any additional functions (e.g. sharing, copying), they are only used for organizing purposes.
- **Learning route** - Learning routes - containing modules - are the playable learning materials that can be shared with students. You can set specific settings to learning routes like scheduling, homework assignment or story frame.
- **Homework** - Learning routes are considered as homework if they have been set as homework assignment in route settings and the necessary parameters (date period, requirements, sharing) have been set.
- **Story frame** - Learning units can be complemented with a playful story frame, which allow users to earn rewards for completing the learning units within the route.
- **Linear / Adaptive playback mode** - Linear route playback mode means that the student has to complete all learning units on the same difficulty level before he can move to units on a higher level. Adaptive playback means that if the system detects that the student is performing well at a given difficulty level, the student will be automatically moved to a higher level.
- **Delete** - Deleting completely erases the content from the system. If the content is added to another content (e.g. a learning unit is added to a module), it cannot be deleted, only archiving is possible.
- **Remove** - When removing, the content is only removed from the place where Remove is performed (e.g. you can remove a learning unit from the module to which it has been added, in which case it is removed from the module, but remains available in your Desktop).
- **Archive** - Archiving removes given content from the user's content lists, but it remains in the system for reference purposes (e.g. in reports).
- **Copy** - Copying creates a copy of given content (and everything it contains) to the user's own account. The

original contents' shares and embeds in other content will not be copied. For example, if you copy a particular learning unit of a module that is shared with you, the copy will be created on My Desktop list, where all your learning units are, which are not added to a module. Copies have the same name as original content but their ID behind their name is different.

- **Share** - is sharing content with a specific group. Group members can view, edit, copy, etc. the content depending on the permissions of their permission group.
- **Link** - When linking, the system generates a link to a route, which can be forwarded to non-registered users in any way you like - in this case, performance and results are not tracked, so this function is intended primarily for promotional purposes. Opening the link will open a playable page of the route where you can complete the route.

Users

Users are people with registered accounts. You can register on: https://edubot.classyedu.eu/register (or by clicking Registration on the upper right corner of the login screen) by entering a username, a password, an email address and a preferred language (you can change the language of the screens anytime at the upper right corner). After registration the users can be invited to groups or they can subscribe to public groups, from where they can access the contents of the group.

Groups

Overview

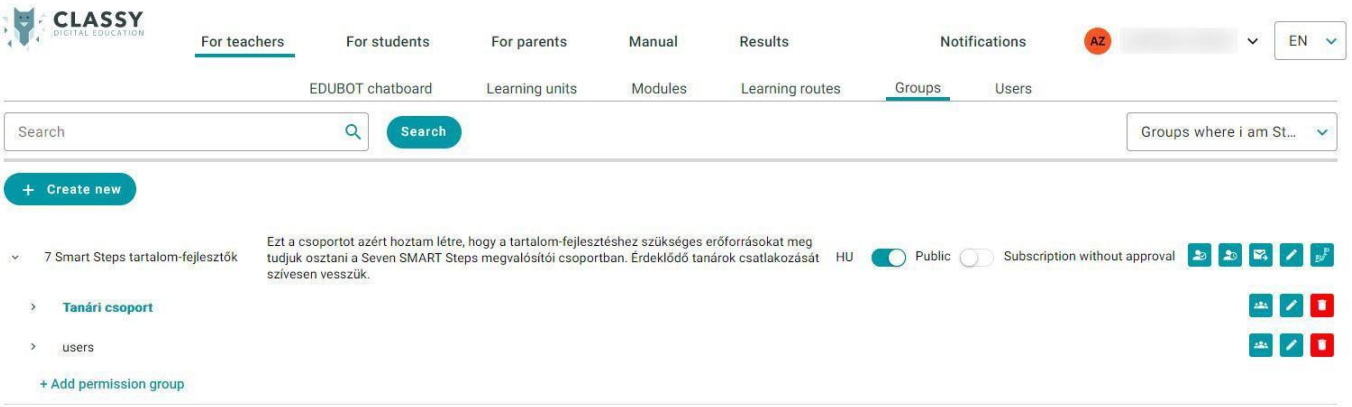
Groups can be accessed by opening For teachers - Groups page. Here you can search for groups and choose which groups to display by categories (My own groups, Administrator membership, Editor membership, Student membership, I am invited to Group, My join request is waiting for confirmation).

Groups contain permission groups, which contain users (after sending and accepting invitations). Groups are main elements for sharing content in the system: you can invite groups to access learning units, modules, learning routes. Learning result analytics are stored by groups. There is also a Send message function for groups.

In the list you can see basic information of groups (name, description, language), quick settings (public/private, conditional/free subscription) and actions (see pending invitations  , see users awaiting confirmation to access  , send message  , edit group settings  and navigate to routes linked to given group ).

Groups can not be deleted, but you can switch them to private mode and/or remove the members of the group.

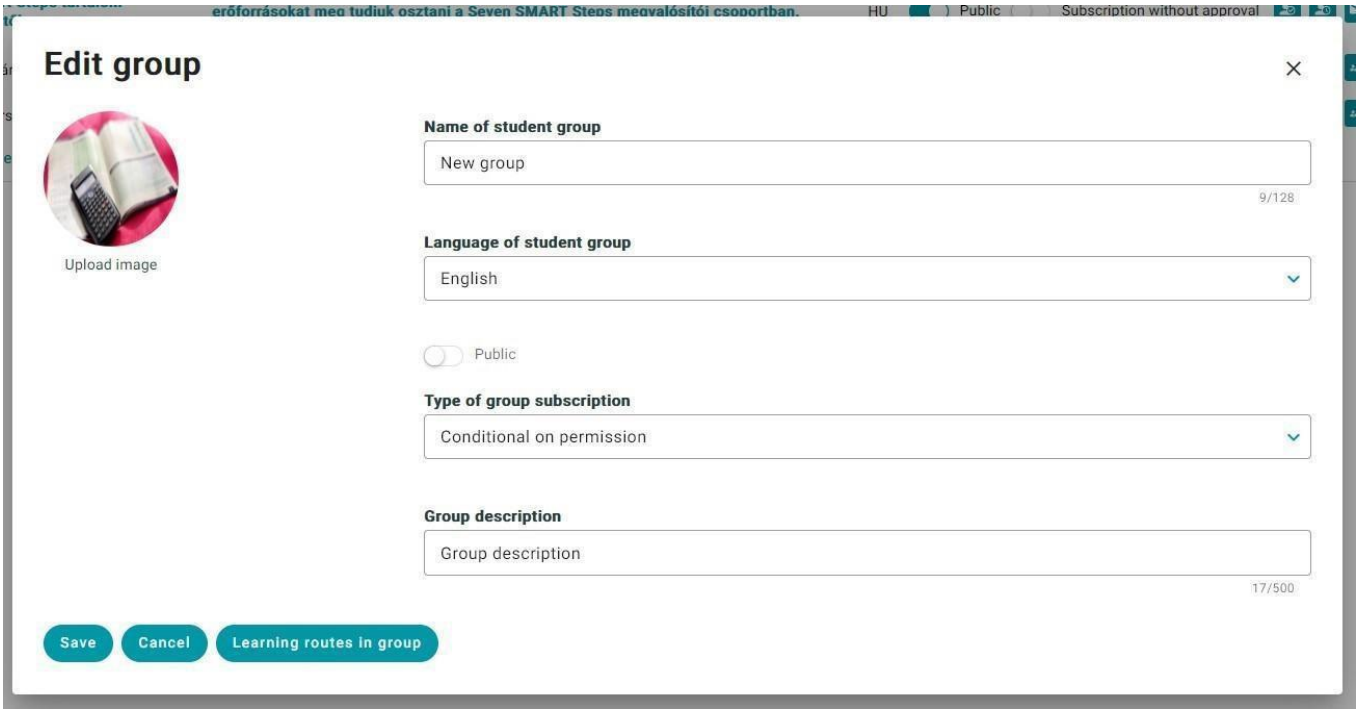
Group rows can be opened by clicking on them. In the opened groups you can see permission groups within the group, which can be opened to reveal the users in a given level.



Creating groups and group settings

To create a new group you have to navigate to the For teachers - Groups screen. By clicking the Create new button you open the popup window for the basic settings. Here you can enter the following:

- Name of the group
- Language of the group
- Public/Private - setting a group to public mode shows the group for every user, but it does not mean free access to the group's contents
- Type of group subscription - here you can set whether anyone can subscribe the group (Free) or whether you have to accept any join request before adding a user to the group
- Group description - short description about the group



Permission groups

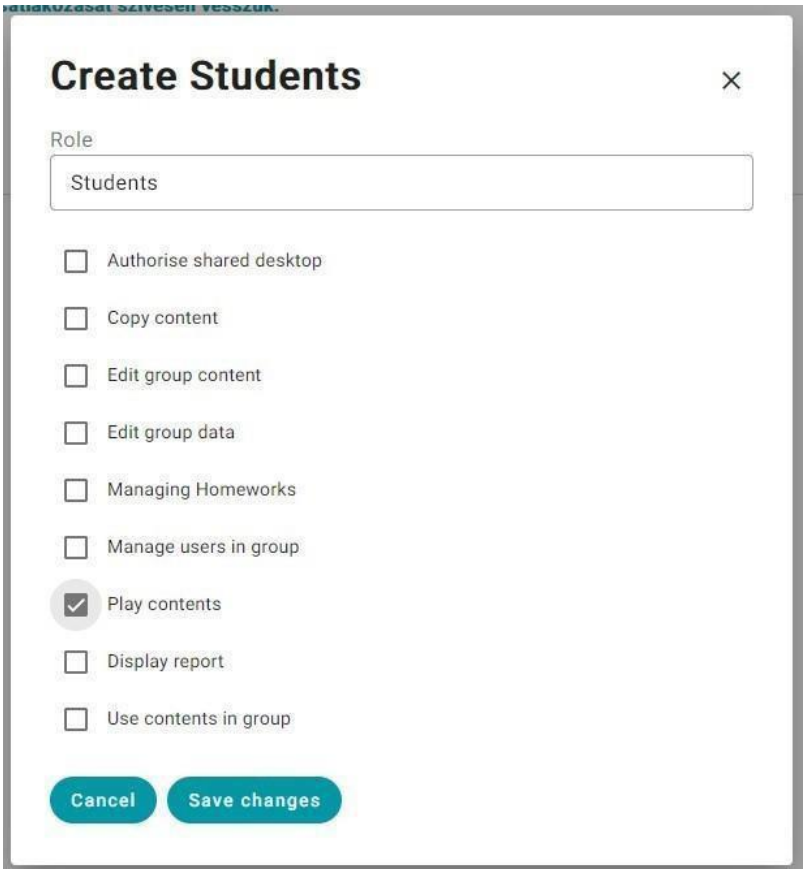
Within groups you have to create permission groups to manage access to contents of the groups (every group comes with one default permission group, which can be modified).

Permission groups are essential for controlling the sharing of contents across the system. For example you can create a “Students” permission group which can only play the contents of the group and display reports about results; create “Parents” permission group with Display report permission; and create a “Teachers” permission group with full permission for co-working on contents within the group.

To create a permission group you have to navigate to the For teachers - Groups screen, create a group or select an existing one and open it in the list view. Within the opened group you have to click on the
Add permission group button. In the popup window you enter the name of the permission group (Role) and set permissions. You save the permission group by clicking the Save changes button.
The following permissions can be set to permission groups (you can choose any combination):

- Authorize shared desktop

- Copy content
- Edit group content
- Edit group data
- Managing Homeworks
- Manage users in the group
- Play contents
- Display report
- Use contents in the group



Add and manage users in a group

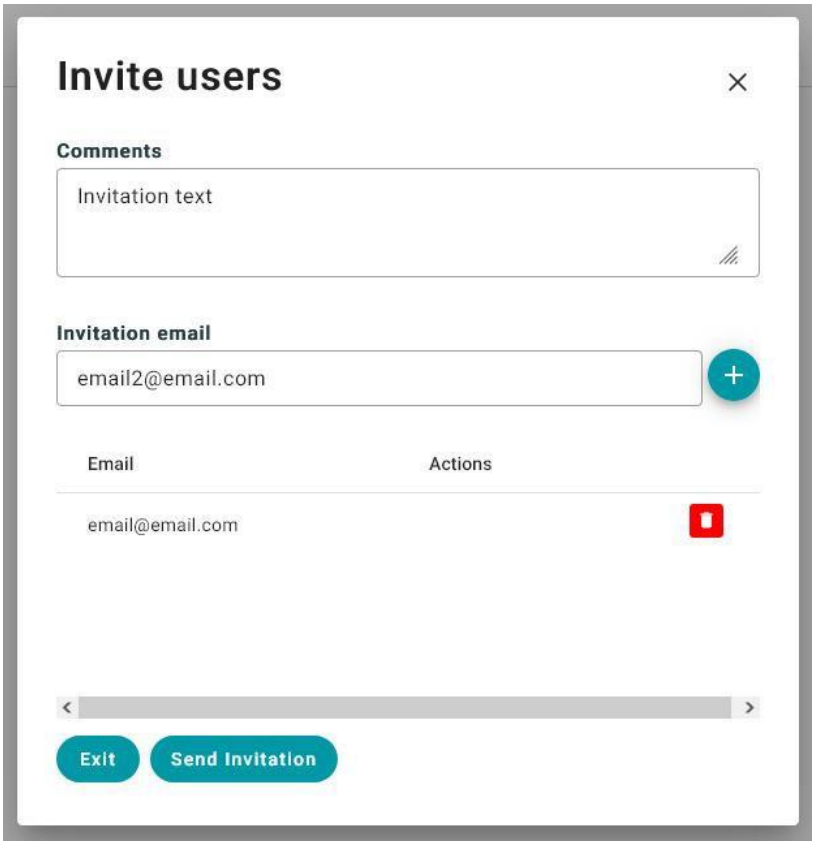
Users can be added to permission groups within the group, so before inviting users, you have to create at least one permission group.

There are multiple ways of adding users to a group:

- by inviting external users to the group,
- by adding users to the group,
- by subscribing to a public group.

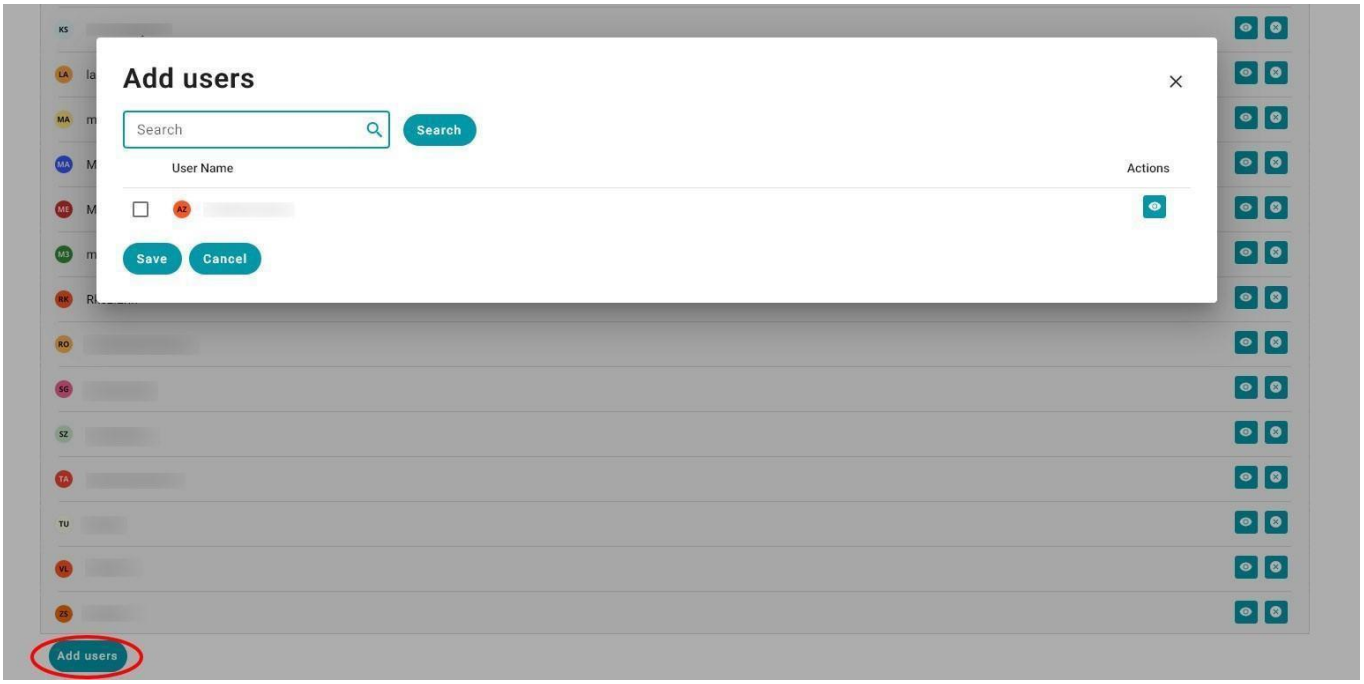
Inviting external users to a group

If you have a permission group, click the Invite external users button at the right side of the permission group's list. In the popup window enter the invitation text to the Comment field and add the email address of registered users to the Invitation email field. You can add multiple emails by entering an email address, clicking the + button and entering a new email. When you have entered the email addresses of all the desired users, click the Send invitation button. The invitation is sent by email. After accepting the invitation by clicking the link in the email, the user becomes a member of the group and he/she is added to the permission group to which he/she was invited.



Adding users to a group

If your users are already members of your group, you can add them to a specific permission group by opening the permission group and clicking the Add users button. In the popup window you can search for and select users you want to add to the permission group, then select the desired users by clicking the checkbox on the left side of the list and click Save button.



Subscribing to a public group

If you have a public group with unconditional group subscription, any user can subscribe to your group and become a member of the groups' default permission group.

If you have a public group with conditional group subscription, users can subscribe to the group but you will see them as pending users on the group's list view. Here you can accept or reject pending users. By accepting, the user is becoming a member of the group's default permission group, and you can add him/her to any other permission group.

You can add users to multiple permission groups within a group. To do this you don't have to send invitations multiple times. If the user is already in your group (in any of the permission groups), you can add the user to another permission group by opening the permission group on the group list screen and clicking the Add users button. In the popup window you can select the user and add him/her to the given level by clicking the checkbox on the left side of the list and click Save button.

To remove users from the group, click the Remove button  at the right side of the users row. Removing the user does not delete him/her from the system, just removes him/her from the given group.

Send message to users

By clicking Send message to users button  on the group's list a popup window opens, where you can write messages to all users within the group. After completing the message and entering the Title for it, you send the message by clicking the Send button at the bottom right corner.

Learning routes in the group

By clicking Learning routes in the group button  , you navigate to a screen which lists all the routes associated with the given group.

Learning units

Overview

Learning units can be accessed by opening For teachers - Learning units page. Here you can search for learning units by name and labels, and choose which units to display by categories:

- My Desktop - your own learning units; not added to a module,
- Shared Desktops - learning units shared with a group you are member of; not added to a module,
- My learning units in modules,
- Shared learning units in modules.

Learning units are the basic learning elements of the system. They are built from one or more task screens. Depending on the learning unit's type they can contain tests, tasks to solve or learning materials.

Learning units have to be added to modules and learning routes, then to send for students who will play with them.

One learning unit can be added to one module. Changes made with the learning unit are automatically reflected in the module the unit is added to.

Learning unit list

Learning units can be accessed by opening For teachers - Learning units page.

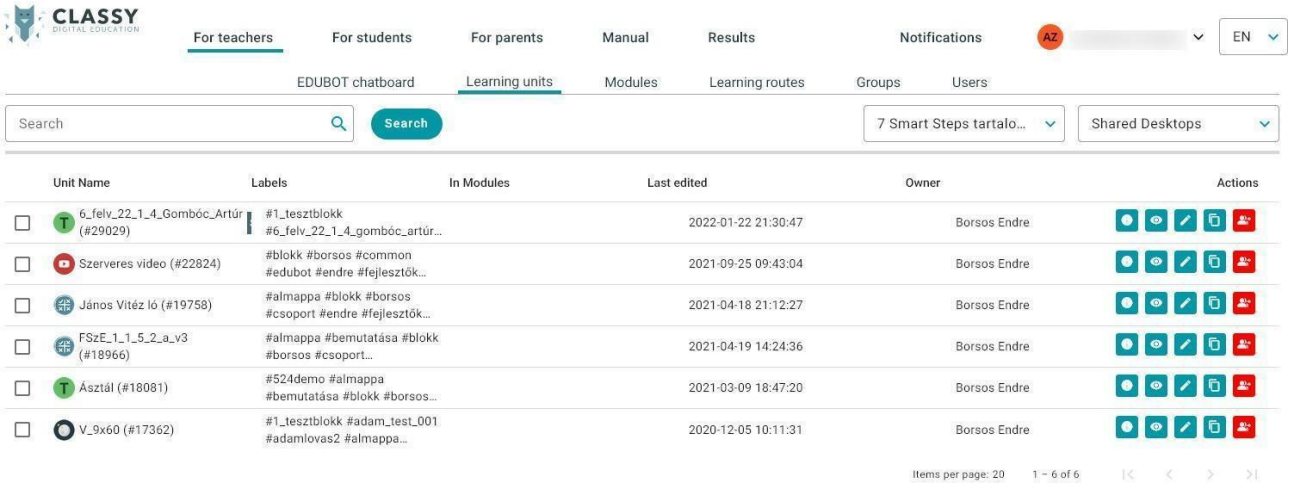
Learning units are grouped to several categories, which can be switched at the top right corner of the modules list:

- My Desktop - your own learning units; not added to a module,
- Shared Desktops - learning units shared with a group you are member of; not added to a module,
- My learning units in modules,

- Shared learning units in modules.

By opening the Learning units page, you can see the list of the units with their name, the labels, the connection to a module, the time of the last edition and the owner. On the right side of the module row you can perform actions with the given module:

- Information - you can view some additional information about the unit.
- Preview - opens a new window with the playable version of the learning unit.
- Edit - opens the units editor screen, where you can modify the learning unit.
- Copy - creates a copy of the given unit to the Learning units - My desktop list, which stores units not added to any module.
- Share - with the share function you can share the learning unit with a group. The members of the group can access the shared unit depending on their permission group's permission setting.
- Archive - Archiving removes the learning unit from the unit's list, but it remains in the system for reference purposes (e.g. in reports).
- Delete - by deleting a learning unit you delete the unit from the system (this cannot be reverted). You cannot delete units added to modules. In this case you can use Archive action to remove the unit from your lists.



Create a learning unit, overview of the learning unit types

1. To create a learning unit, first open For teachers - Learning units page.
2. Click on the Create new button and choose the type of unit you want to create:

- **Text task** - is used when we want to insert one or more answer fields in a medium text or math problem, which students have to fill in with their own text answers. In this unit type there are no answer options to choose from.
- **Comprehension** - is used for text comprehension tasks. Longer texts can be placed on the first task screen, and then questions related to the text can be asked on the next screen. The original text can be placed under the Info button, so it can be recalled at any time by the students. In this unit type, there are answer options to choose from in the answer field.
- **Open question** - this unit type is used for essay question tasks. No good or bad answer options are given,

the system does not evaluate if the unit was completed successfully or not. It is up to the teacher to assess the performance of the unit.

Millionaire - is used for short questions or math problems. The students have to choose the right answer from the displayed answer options.

Sets - are used to create two or more sets which students have to place the given elements into.

Affix - is used to create pairs of short mathematical problems or short text tasks, where students have to find the other half of the pair from the floating answer options.

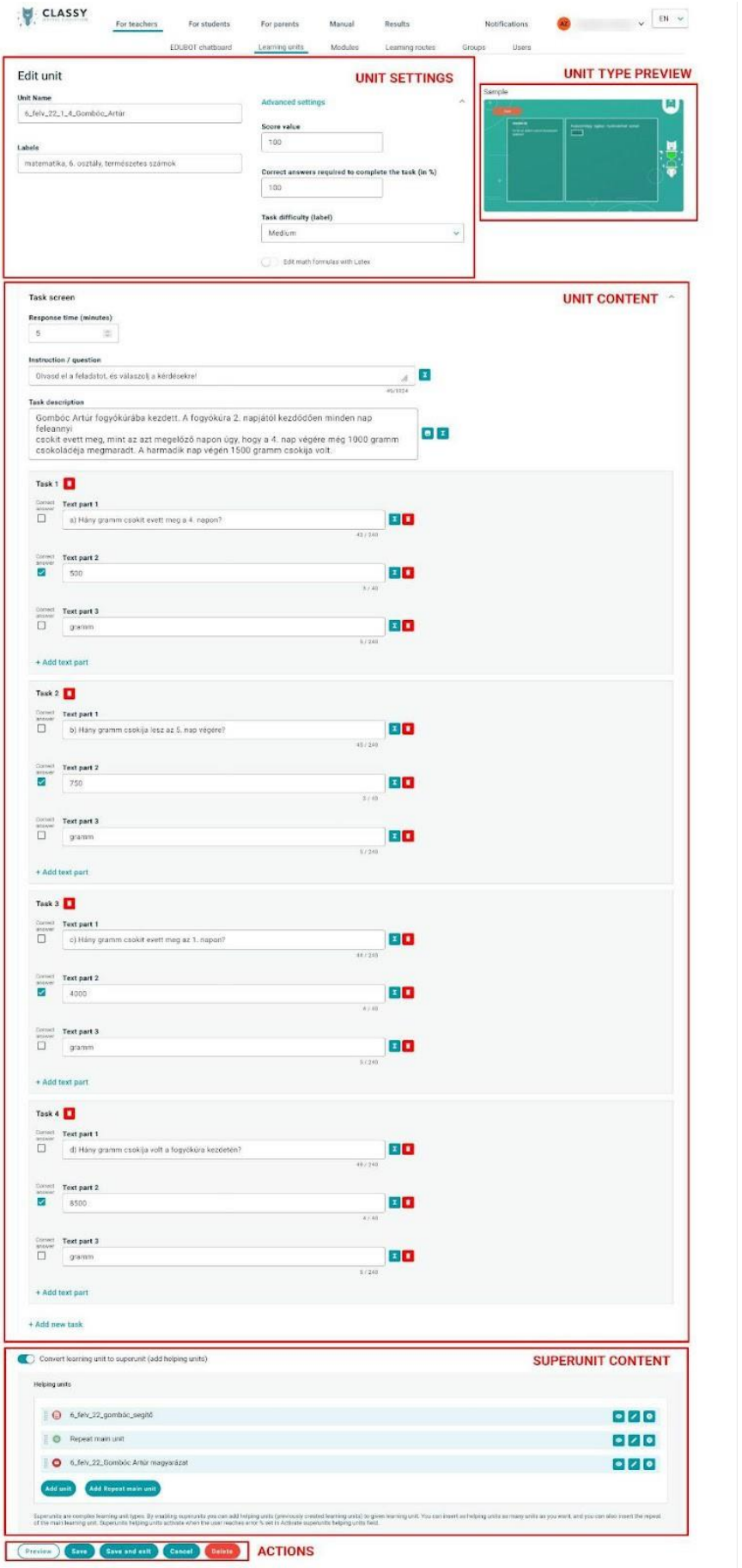
True or false - is used to create one or more task screens, where students have to decide whether the given statement is true or false.

Fish in the water - is used when we want to insert one or more answer fields in a medium long text or math problem, which students have to fill in with the correct answer by choosing from the floating answer options.

- **Hangman** - is used to create a classical hangman game, where the students have to guess the answer based on what letters it contains.
- **Boom!** - is used to create units that display short answer options one after the other, and the students have to click on the correct answers.
- **Bubble monster** - is used to display very short (it suits well for maths) answer options in bubbles, and the students have to pop out the wrong answers.
- **Math monster** - is used when we want to insert one or more short answer fields in a medium long text or math problem, which students have to fill in with the correct answer by choosing from the floating answer options. The short answer options make this unit type suitable for maths.
- **Video** - this unit type is used to create tasks where the students have to watch a video content (Youtube link or own video can be inserted). This unit type does not contain questions or solvable tasks.
- **PDF** - this unit type is used to create tasks where the students have to study a displayed PDF file. This unit type does not contain questions or solvable tasks.

3. Enter parameters and content of the learning unit (see next chapters for detailed description of different unit types).
4. At the bottom of the editor screen you can choose from the next actions:

- Preview - opens a new window with the playable version of the learning unit (in order to view recent changes made in the unit, you have to click Save before launching preview),
- Save - saves the learning unit, but not closes the editor screen,
- Save and exit - saves the learning unit and closes the editor screen,
- Cancel - closes the unit editor screen without saving recent changes,
- Delete - deletes the unit from the system (this cannot be reverted).


CLASSY
For teachers
For students
For parents
Manual
Results
Notifications
EDUBOT chatboard
Learning units
Modules
Learning routes
Groups
Users
Edit unit
UNIT SETTINGS
Unit Name
6_felv_22_1_4_Gombóc_Artúr
Advanced settings
Score value
100
Labels
matematika, 6. osztály, természetes számok
Correct answers required to complete the task (in %)
100
Task difficulty (label)
Medium
Edit math formulas with Latex
UNIT TYPE PREVIEW
Sample
UNIT CONTENT
Task screen
Response time (minutes)
5
Instruction / question
Olvasd el a feladatot, és válaszolj a kérdésekre!
Task description
Gombóc Artúr fogyókúrába kezdett. A fogyókúra 2. napjától kezdődően minden nap feleannyi
csokit evett meg, mint az azt megelőző napon úgy, hogy a 4. nap végére még 1000 gramm csokoládéja megmaradt. A harmadik nap végén 1500 gramm csokija volt.
Task 1
Text part 1
a) Hány gramm csokit evett meg a 4. napon?
Text part 2
500
Text part 3
gramm
+ Add text part
Task 2
Text part 1
b) Hány gramm csokija lesz az 5. nap végére?
Text part 2
750
Text part 3
gramm
+ Add text part
Task 3
Text part 1
c) Hány gramm csokit evett meg az 1. napon?
Text part 2
4000
Text part 3
gramm
+ Add text part
Task 4
Text part 1
d) Hány gramm csokija volt a fogyókúra kezdetén?
Text part 2
8500
Text part 3
gramm
+ Add text part
+ Add new task
Convert learning unit to superunit (add helping units)
SUPERUNIT CONTENT
Helping units
6_felv_22_gombóc_segítő
Repeat main unit
6_felv_22_Gombóc Artúr magyarázat
Add unit
Add Repeat main unit
Preview
Save
Save and exit
Cancel
Delete
ACTIONS

You can create as many learning units as you like. Any change you make within the unit, will be automatically updated in the modules and learning routes, to which the unit is added.

Units cannot be played on their own, they have to be added to modules and learning routes, which can be shared with groups.

Edit learning unit types

Text task

Text task is used when we want to insert one or more answer fields in a medium text or math problem, which students have to fill in with their own text answers. In this unit type, there are no answer options to choose from.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Text task learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit contains only one task screen.
  - **Response time (minutes)** - The time a student can spend on completing the learning unit.
  - **Instruction/question** - Instruction for the task or a question to answer. You can insert latex to this field.
  - **Task description** - Here you can add a longer text for students to study, on which the tasks to solve will be based. You can insert latex and images to this field. The description is displayed next to the tasks.
  - **Task and text parts** - This unit type combines multiple text parts to one task text. The text part, marked

as the correct answer, will become an empty field in the task text, which the students must fill with the correct answer. You can insert latex to text part fields. You can add text parts with the Add text part button. You can add tasks with the Add new task button. Text parts and tasks can be deleted with the delete button .

- **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.

- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

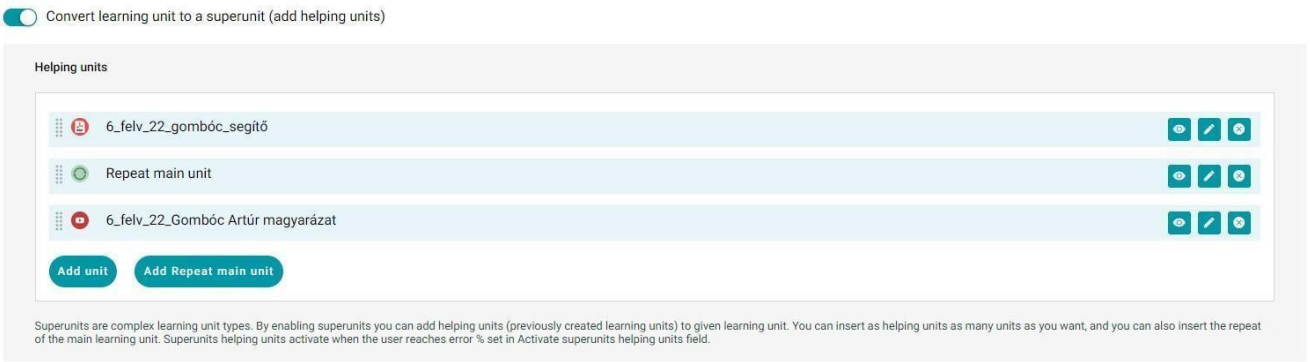
Superunits

Superunits are complex learning unit types in which additional supporting tasks can be placed if the student has difficulties to successfully complete the unit. A prequisite for a superunit is that the helping units are already created in the system as regular learning units.

How to create a superunit:

1. Superunits are created from regular learning units by enabling Convert learning unit to a superunit (add helping units) on the unit's edit screen.
2. After the function is activated, you can add helping units with the Add unit button.
3. Add unit button opens a popup window with the list of available learning units (units on My desktop list). Here you can search the units and select the ones you want to use as helping units by clicking the checkbox on the left side of the list.
4. After selecting all the helping units, click Send.
5. With the Add Repeat main unit you can add the main unit to the helping units.
6. You can rearrange the order of helping units by dragging the gray dots on the left edge of the learning unit row. You can also preview , edit and remove the helping units. Remove does not delete the unit, it only removes it from the list of helping units.

Superunit's helping units activate when the user cannot successfully complete the superunit's main learning unit.
If the student completes the main unit at the first try, or by repeating it, the unit is considered completed, the remaining helping units are not played.



Comprehension

Comprehension is used for text comprehension tasks. Longer texts can be placed on the first task screen, and then questions related to the text can be asked on the next screen. The original text can be placed under the Info button, so it can be recalled at any time by the students. In this unit type, there are answer options to choose from in the answer field.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Comprehension learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit contains exactly two task screens: the first screen is for the instructions and the text to study; the second screen is for the tasks (questions, sentences to fill).
  - **Response time (minutes)** - The time a student can spend on completing the learning unit.
  - **Instruction/question** - Instruction for the task or a question to answer. You can insert latex to this field.
  - **Text** - Here you can add a longer text for students to study, on which the tasks to solve will be based. You can insert latex and images to this field.
  - **Task and text parts** - This unit type combines multiple text parts to one task text. The text part, marked as the correct answer, will become an empty field in the task text, which the students must fill with the

correct answer. You can insert latex to text part fields. You can add text parts with the Add text part button. You can add tasks with the Add new task button. Text parts and tasks can be deleted with the delete button.

- **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.

- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Open question

Open question unit type is used for essay question tasks. No good or bad answer options are given, the system does not evaluate if the unit was completed successfully or not. It is up to the teacher to assess the performance of the unit.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button.

On the Open question learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit contains only one task screen.
  - **Screen time (minutes)** - The time a student can spend on completing the learning unit (read the text and write answers too).
  - **Instruction/question** - Instruction for the task or a question to answer. You can insert latex to this field.
  - **Task text -** Here you can add a longer text for students to study. The text should contain questions or instructions on what to describe in the answer field.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Millionaire

Millionaire is used for short questions or math problems. The students have to choose the right answer from the displayed answer options.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Millionaire learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen can contain one question with up to 8 answer options. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Instruction/question** - Instruction for the task or a question to answer. You can insert image to this field.
  - **Answer options -** Answer options to be displayed below the instruction/question. You can add a latex to these fields. You can select correct answer options by checking the Correct answer checkbox at the left side of the answer field. You can add new answer options with the Add new answer option button. More than 8 answer options are not displayed correctly on the unit's play screen.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the

Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Sets

Sets are used to create two or more sets into which students have to place the given elements.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Sets learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen can contain multiple sets (ideally 2-4) with elements to sort into given sets. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Instruction/question** - Instruction for the task or a question to answer.
  - **Set name** - Name of the set to which the students have to put correct answers. You can add an image or latex to this field.
  - **Correct answers** - Answers that belong to the set they are listed below.
  - You can add new sets with the Add new set button, and you can add new Answers with the Add new answer button. The items belonging to the given set are always the ones listed under the set name.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Affix

Affix is used to create pairs of short mathematical problems or short text tasks, where students have to find the other half of the pair from the floating answer options.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Affix learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen can contain multiple pairs (ideally 4-6). To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Instruction/question** - Instruction for the task or a question to answer.
  - **Statement** - Statements are the fixed items, to which the students must find the second part or the pair of them. They are displayed on the left side of the play screen. You can add latex to this field. To add a new statement-correct answer pair, click the Add statement button.
  - **Correct answer** - On the editor screen, next to the Statement, you have to enter the correct answer (the second part of the statement or the pair of it). These answers will be floating on the right side of the play screen. You can add a latex to this field. To add a new statement-correct answer pair, click the Add statement button.
  - **Wrong answer** - You can add wrong answer options too, which will be floating along with the correct answers on the right side of the play screen. You can add a latex to this field. To add a new wrong answer option, click the Add wrong answer button.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

True or false

True or false is used to create one or more task screens, where students have to decide whether the given

statement is true or false.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the True or false learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen contains one statement and a pair of True/False buttons. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Statement** - Here you can enter a short statement, which the students have to guess if it's true or false. You can add a latex to this field. To indicate a true statement, check the True statement checkbox next to the statement field. If the checkbox is not checked, the statement is considered as false.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Fish in the water

Fish in the water is used when we want to insert one or more answer fields in a medium long text or math problem, which students have to fill in with the correct answer by choosing from the floating answer options.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Fish in the water learning unit's edit screen you have the following fields for settings and unit content:

Unit name - This name will be displayed in the lists of units.

Labels - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.

Advanced settings

Score value - The points given after successfully completing the task.

Correct answers required to complete the task (in %) - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.

Task difficulty (label) - Select difficulty of the unit, which will be added as a label to the learning unit.

Edit math formulas with Latex - This setting enables the use of a latex editor for creating math formulas.

- **Task screen** - This type of learning unit can contain multiple task screens. One task screen contains a text with one or more empty fields and below that floating answer options for the given text. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Instruction/question** - Instruction for the task or a question to answer.
  - **Task and text parts** - This unit type combines multiple text parts to one task text. The text part, marked as the correct answer, will become an empty field in the task text, which the students must fill with the correct answer. You can insert latex  to text part fields. You can add text parts with the Add text part button. You can add tasks with the Add new task button. Text parts and tasks can be deleted with the delete button  .
  - **Wrong answer** - You can add wrong answer options too, which will be floating along with the correct answers on the play screen. You can add latex  to this field. To add a new wrong answer option, click the Add wrong answer button.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image  or a latex  to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Hangman

Hangman is used to create a classical hangman game, where the students have to guess the answer based on what letters it contains.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button  .

On the Hangman learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels

with multiple words and labels shorter than 3 characters are not supported.

Advanced settings

Score value - The points given after successfully completing the task.

Correct answers required to complete the task (in %) - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.

Task difficulty (label) - Select difficulty of the unit, which will be added as a label to the learning unit.

Edit math formulas with Latex - This setting enables the use of a latex editor for creating math formulas.

Task screen - This type of learning unit can contain multiple task screens. One task screen contains the letter fields for the answer, an alphabet and the indicator of tries left (balloons). To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.

- **Response time (minutes)** - The time a student can spend on completing the given task screen.
- **Number of tries** - That's how much students can guess.
- **Instruction/question** - Instruction for the task or a question to answer.
- **Solution** - The text which the students have to find out.
- **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.

- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Boom!

Boom! is used to create units that display short answer options one after the other, and the students have to click on the correct answers.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Boom! learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
  - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math

formulas.

- **Task screen** - This type of learning unit can contain multiple task screens. One task screen contains a field with the rotating answer options and the indicator of the number of the correct answers. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.
  - **Response time (minutes)** - The time a student can spend on completing the given task screen.
  - **Instruction/question** - Instruction for the task or a question to answer.
  - **Answer options** - Answer options to be displayed one after other. You can add an image and a latex to these fields. You can select correct answer options by checking the Correct answer checkbox at the left side of the answer field. You can add new answer options with the Add new answer option button.
  - **Time length on screen (sec)** - The time the given answer option is displayed for. The answer options are displayed repeatedly.
  - **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.
- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Bubble monster

Bubble monster is used to display very short answer options in bubbles (it suits well for maths), and the students have to pop out the wrong answers.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Bubble monster learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen contains the instruction/question and the floating answer options. To add a new task screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the

tasks on the actual screen.

- **Response time (minutes)** - The time a student can spend on completing the given task screen.
- **Number of tries** - That's how much students can guess.
- **Instruction/question** - Instruction for the task or a question to answer. You can add a latex and an image to this field.
- **Description** - Description is used to describe what should the students do, e.g. Pop out the wrong answers!
- **Answer options** - Answer options to be displayed as floating bubbles. You can add an image and a latex to these fields. You can select correct answer options by checking the Correct answer checkbox at the left side of the answer field. You can add new answer options with the Add new answer option button.
- **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.

- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Math monster

Math monster is used when we want to insert one or more short answer fields in a medium long text or math problem, which students have to fill in with the correct answer by choosing from the floating answer options. The short answer options make this unit type suitable for maths.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Math monster learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
  - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit can contain multiple task screens. One task screen contains a text with one or more empty fields and below that floating answer options for the given text. To add a new task

screen, click the Add new task screen button below the actual task screen. During play, a new task screen appears after completing the tasks on the actual screen.

- **Response time (minutes)** - The time a student can spend on completing the given task screen.
- **Instruction/question** - Instruction for the task or a question to answer.
- **Text parts** - This unit type combines multiple text parts to one task text. The text part, marked as the correct answer, will become an empty field in the task text, which the students must fill with the correct answer. You can insert a latex to the text part fields. You can add text parts with the Add text part button. Text parts can be deleted with the delete button .
- **Wrong answer** - You can add wrong answer options too, which will be floating along with the correct answers on the play screen. You can add a latex to this field. To add a new wrong answer option, click the Add wrong answer button.
- **Enable info window** - By enabling info window you can add an additional help text to the unit, which can be displayed by clicking on the Info button that appears on the unit's play screen. By enabling this setting, you can add a text, an image or a latex to the Info window text field.

- **Convert learning unit to a superunit (add helping units)** - see chapter Superunits

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Video

Video unit type is used to create tasks where the students have to watch a video content (Youtube link or own video can be inserted). This unit type does not contain questions or solvable tasks.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button .

On the Video learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
- **Advanced settings**
  - **Score value** - The points given after successfully completing the task.
  - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
  - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
  - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.

- **Task screen** - This type of learning unit contains only one task screen with the fullscreen video.
  - **Insert link or New video** - Insert YouTube URL to the Insert link field, or click New video and upload a video file from your computer.

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

PDF

PDF unit type is used to create tasks, where the students have to study a displayed PDF file. This unit type does not contain questions or solvable tasks.

To create a unit, navigate to For teachers - Learning units page, click Create new, and choose a unit type. To edit an existing unit, navigate to For teachers - Learning units page, find the learning unit in the list, and click the Edit button  .

On the PDF learning unit's edit screen you have the following fields for settings and unit content:

- **Unit name** - This name will be displayed in the lists of units.
- **Labels** - Create text labels, which describe the unit's content, purpose, target group, keywords, etc. Labels with multiple words and labels shorter than 3 characters are not supported.
  - **Advanced settings**
    - **Score value** - The points given after successfully completing the task.
    - **Correct answers required to complete the task (in %)** - The percentage of correct answers required to successfully complete the task. If you have one question, the value should be the default 100%, but if you have more questions, more task screens, you can set any percentage of required correct answers.
    - **Task difficulty (label)** - Select difficulty of the unit, which will be added as a label to the learning unit.
    - **Edit math formulas with Latex** - This setting enables the use of a latex editor for creating math formulas.
- **Task screen** - This type of learning unit contains only one task screen with the fullscreen PDF.
  - **Upload PDF** - Upload a PDF file from your computer.

To check the unit's playable version, click the Save then the Preview button. After you finish editing, click the Save and exit button. This closes the editor screen and gets you back to the unit's list screen.

Modules

Overview

Modules can be accessed by opening For teachers - Modules page. Here you can search for modules by name and labels, and choose which modules to display by categories (My modules, Modules shared with me, Public modules).

Modules are structured containers for learning units. Their purpose is to build complex learning materials from learning units by placing and arranging learning units to blocks and difficulty levels within a module.
Modules filled with learning units have to be added to learning routes. The learning routes are sent to students to play them.
One module can be added to multiple learning routes. Changes made to the module are automatically reflected in all learning routes where the module is added to.
Learning units within a module can be accessed for editing directly in the module list or on the Learning units - My learning units in modules page. Changes made to the learning unit are automatically reflected in the module where it is added to.

Module list

Modules can be accessed by opening For teachers - Modules page.

Modules are arranged to several categories, which can be switched at the top right corner of the modules list:

- My modules - list of your own modules. The modules you shared with another group, also appears here.
- Modules shared with me - list of modules that other users shared with a group you are a member of (you can take actions depending on the group's permission settings). Your shared modules are listed on My modules list.
- Public modules - list of modules set to be public.

Upon opening the Modules page you can see the list of modules with their name, labels and the owner. By clicking the blue info icon  you can view some additional information about the module. On the right side of module row you can perform actions with the given module:

-  Edit - this is only for renaming the module. When you click the Edit button a popup window opens where you can enter the name of the module. By clicking Confirm the new name is saved, and the popup closes.
-  Copy - copying creates a copy of a module and its contents (the copied learning units can be accessed on the Learning units - My learning units in modules list). This is useful when you want to make some changes, but want to keep the original module and its units too.
-  Share - with the share function you can share the module with a group. The members of the group can access the shared module depending on their permission group's permission setting. When you click the Share button a popup window opens. Here you can search for groups where you are a member or owner of.

To select the group to which you share the module click the checkbox on the left side of the group name and click the Share with selected button, to share the module and close the popup. Sharing modules is useful when you want to invite other users to participate on the editing of the module's contents.

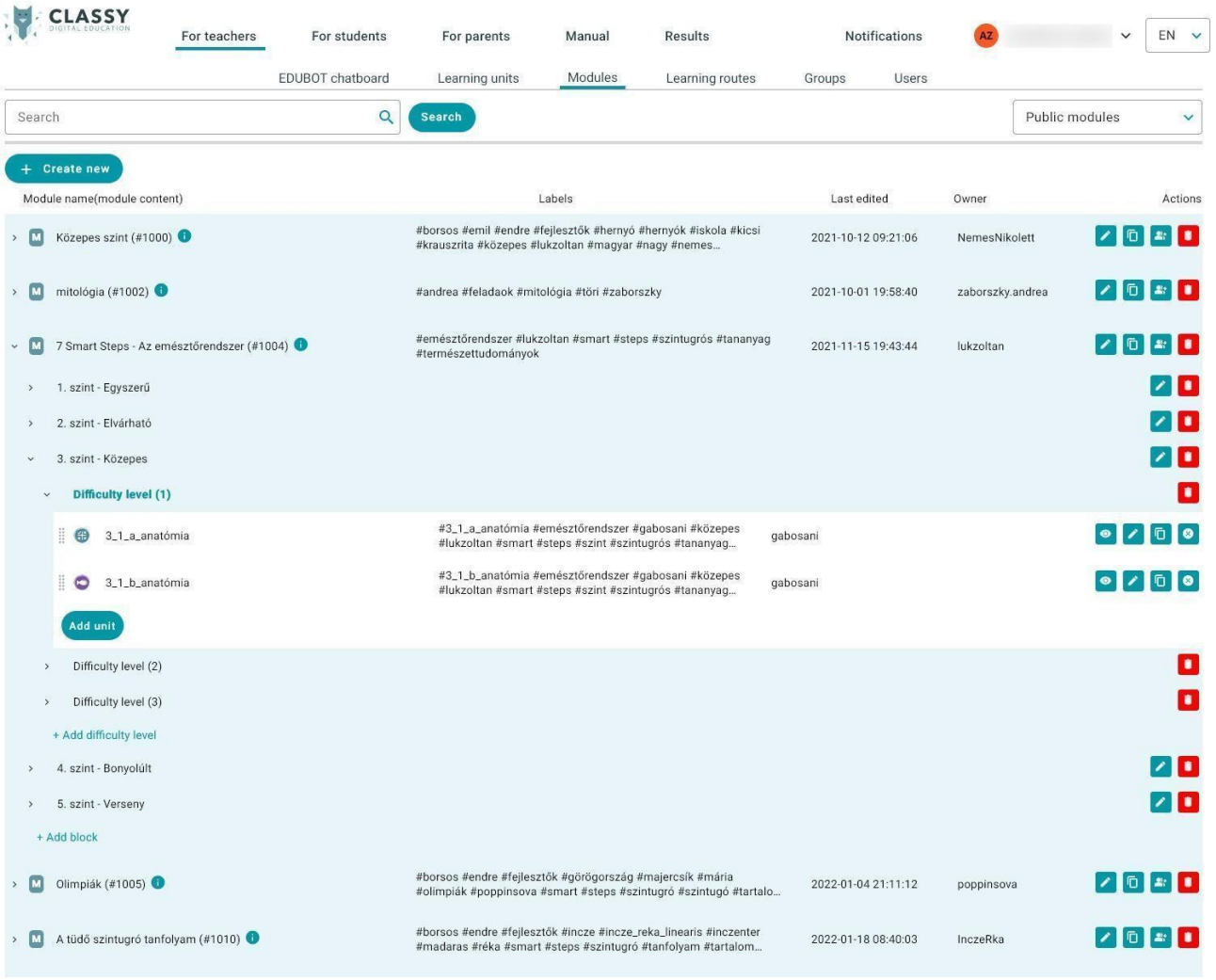
- Delete - by deleting a module you delete the module from the system (this cannot be reverted); the learning units added to the module are not deleted, they are just moved to the Learning units - My desktop list, which stores units not added to any module. After clicking the Delete button a popup window opens where you have to confirm deleting by clicking the OK button.

By clicking on the lists' rows you can open them to reveal lower levels of modules: blocks, difficulty levels and learning units within them.

- Blocks are for organizing purposes. They can be renamed and Deleted . At least one block have to be created within a module. When you click the Edit button a popup window opens where you can enter the name of the block. By clicking Confirm the new name is saved, and the popup closes.
- Difficulty levels are used by the system for leveling up (depending on the learning route's settings). At least one difficulty level have to be created within a block. They can be deleted , but you can't rename them, because they function as successive levels of difficulty (a higher level number means a more difficult level).
- Learning units are previously created learning units, which were added to a given difficulty level. The order of the learning units is the order in which they can be played when the module is added to a learning route. The actions you can perform with the learning units:
  - Preview - opens a new window with the playable version of the learning
  - unit, Edit - opens the unit's editor screen, where you can modify the learning unit,
  - Copy - creates a copy of the given unit to the Learning units - My desktop list (the copied unit is not created within the given module), which stores units not added to any module,
  - Remove - removes the learning unit from the module and moves it to the Learning units - My desktop list, which stores units not added to any module (this function is not deleting the unit from the system).

The order of the blocks, difficulty levels and units can be modified by dragging the gray dots on the left edge of the row.

On My modules list the modules are organized into folders and subfolders, which can be opened and renamed the same way as modules.

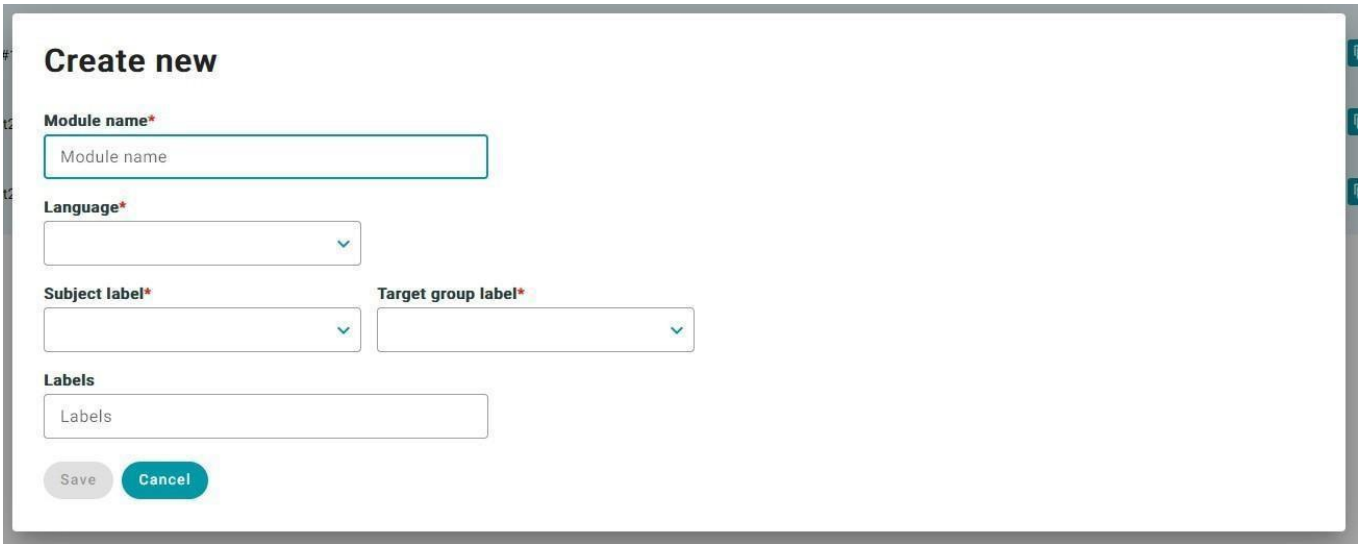


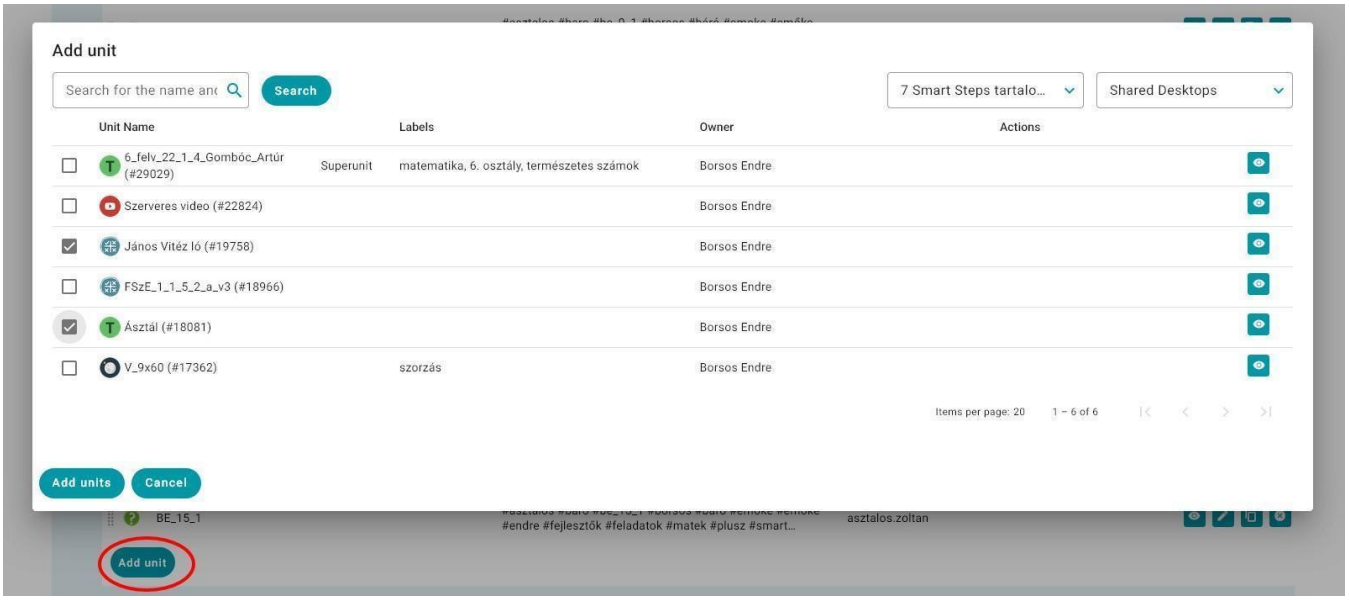
Create and edit module

1. To create a module, first open For teachers - Modules page.
2. Click on the Create new button and enter module information in the popup window:
   - Module name,
   - Language,
   - Subject label, Target group label - These are used for creating a folder and a subfolder in which the module is stored,
   - Labels - here you can add any labels that can be useful for the future. Labels with multiple words and labels shorter than 3 characters are not supported (but you can use special characters for labels with multiple words, like multi-word-label).
3. After filling required fields, click the Save button.
4. Open the new module by clicking on the module row and add a block to the module using + Add block button and entering a name for the block.
5. Open the block by clicking on the block row and add a difficulty level to the block using + Add difficulty level button.
6. Open the difficulty level and click the Add unit button.
7. In the popup window you can select previously created learning units by clicking on the checkbox at the left of the unit name. At the top of the list you can search for unit names and labels and you can switch to your own units (not added to a module) or units shared with you. You can select multiple units. After selecting all the desired learning units, click the Add units button.

8. The order of the added units can be modified by dragging the gray dots on the left edge of the learning unit row. The actions you can perform with the learning units:
   - Preview - opens a new window with the playable version of the learning
   - unit, Edit - opens the unit's editor screen, where you can modify the learning unit,
   - Copy - creates a copy of the given unit to the Learning units - My desktop list (the copied unit is not created within the given module), which stores units not added to any module,
   - Remove - removes the learning unit from the module and move it to the Learning units - My desktop list, which stores units not added to any module (this function is not deleting the unit from the system).

You can build modules from as many blocks, difficulty levels and units as you like. If the module is added to a learning route, any change you make within the module will be automatically updated in the learning route too.





Learning routes

Overview

Learning routes can be accessed by opening For teachers - Learning routes page. Here you can select which group's learning routes you want to see. At the top right corner of the list you can switch the list to show only your own learning routes (without the ones that were shared with you).

Learning routes are the playable parts of the system for students. They contain learning materials in one or more modules. Learning routes have specific settings for controlling the playback of the learning units within the route.
Learning routes are shared with groups. Students should be members of a group's permission group which have permission for playing content. Each route is associated with at least one group in which it was created, but they can be shared with multiple groups.
Changes made to the route are automatically reflected in all groups which the learning route is shared with.

Learning route list

Learning routes can be accessed by opening For teachers - Learning routes page. Here you can select which group's learning routes you want to see. At the top right corner of the list you can switch the list to show only your own learning routes (without the ones that were shared with you).

By opening the Learning routes page you can see the list of learning routes within the selected group with their name, labels and the owner. You can also see small icons indicating some main settings of the route:

- Schedule - the route is scheduled to be published in a
- group, Playable - the route is enabled for playing one time,
- Replayable - the route is enabled for playing and replaying,
- / Linear / Adaptive playback - the progress is linear through the learning units, or the user can level up to higher difficulty if he/she performs well on a given level,
- Story Frame - playful story frame is enabled in the route,
- Homework assignment - the route is assigned as homework.

The blue color of the icons indicates that the given function is activated.

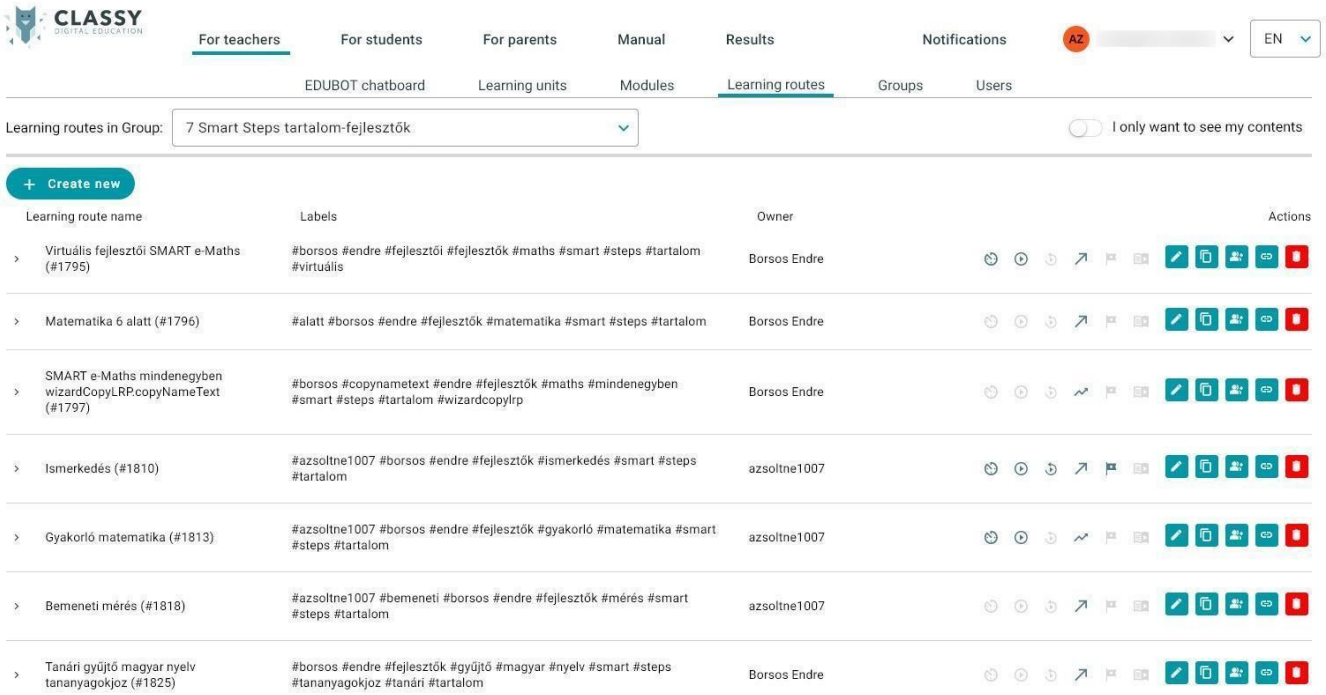
On the right side of the route row you can perform actions with the given learning route:

- Edit - here you can open the route's settings window.
- Copy - copying creates a copy of a learning route and all of its contents (the copied learning units can be accessed on the Learning units - My learning units in modules list; the copied modules can be accessed on the Modules - My modules list). This is useful when you want to make some changes in the route contents, but want to keep the route's settings and want to keep the original route too.
- Share - with the share function you can share the learning route with a group. The members of the group can access the shared module depending on their permission group's permission setting. When you click the Share button a popup window opens. Here you can search for groups where you are a member or owner of. To select the group to which you share the route click the checkbox on the left side of the group name and click the Share with selected button, to share the learning route and close the popup. Sharing routes is useful when you want to invite other users to participate on the editing of the route's contents or when you want to share the route with students to play the route.
- Link - when linking, the system generates a link to the route, which can be forwarded to non-registered users in any way you like - in this case, performance and results are not tracked, so this function is intended primarily for promotional purposes. Opening the link will open a playable page of the route where you can

complete the route. When clicking the button a popup window appears with the link, which is automatically copied to your clipboard (but you can also copy it manually). To close the popup click the OK button.

- Delete - by deleting a learning route you delete the route from the system. The contents of the route (modules, learning units) will not be deleted.

By clicking on the lists rows you can open them to reveal lower levels of learning routes: modules, blocks, difficulty levels and learning units within them. The order of the contents can be modified by dragging the gray dots on the left edge of the row.



Create and edit a learning route

1. To create a learning route, first open For teachers - Learning routes page. On the top left corner select the group, where you want to create the learning route.
2. Click on the Create new button and enter the required information in the popup window's basic settings tabs (the settings are explained in the next chapter):
   - Name of the learning route,
   - Graphical appearance of the learning units,
   - Playback mode of the learning units,
   - Playback mode of the supporting tasks.
3. After filling the required fields in, click Save and exit button.
4. Open the new learning route by clicking on the route row and click Add Module button.
5. In the popup window you can select previously created modules by clicking on the checkbox at the left of the module's name. At the top of the list you can search for module names and labels and you can switch to your own modules or modules shared with you. You can select multiple modules. After selecting all the desired modules, click the Add module button.
6. The actions you can perform with the added modules:

- Edit - edit the name of the module. When you click the Edit button a popup window opens where you can enter the name of the module. By clicking Confirm the new name is saved, and the popup closes.
- Share - with the share function you can share the route with a group. The members of the group can access the shared learning route depending on their permission group's permission setting. When you click the Share button a popup window opens. Here you can search for groups where you are a member or owner of. To select the group to which you share the module click the checkbox on the left side of the group name and click the Share with selected button, to share the module and close the popup. Sharing modules is useful when you want to invite other users to participate on the editing of the module's contents.
- Remove - removes the module from the learning route (this function is not deleting the unit from the system).

You can build learning routes from as many modules as you like. If the module is added to a learning route, any change you make within the module will be automatically updated in the learning route too.

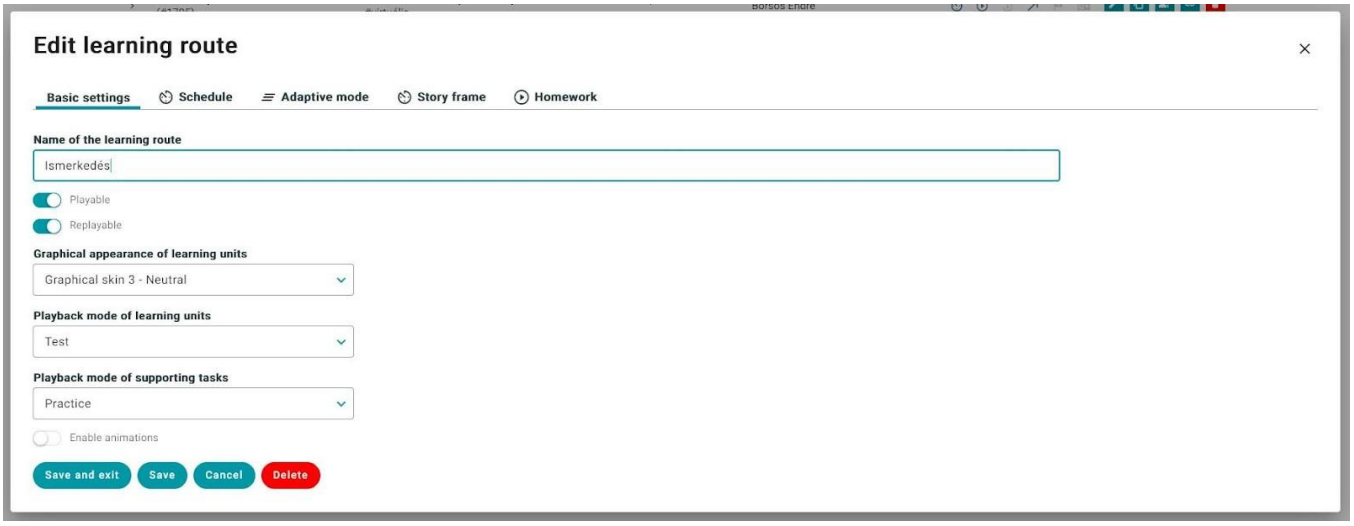
To delete a learning route you have to click the red Delete button at the routes list or at the bottom of the route settings popup window (this cannot be reverted). After clicking the Delete button a popup window opens where you have to confirm deleting by clicking the OK button.

Learning route settings

Learning route's settings can be opened by clicking the Edit button in route actions. The settings are divided into multiple tabs.

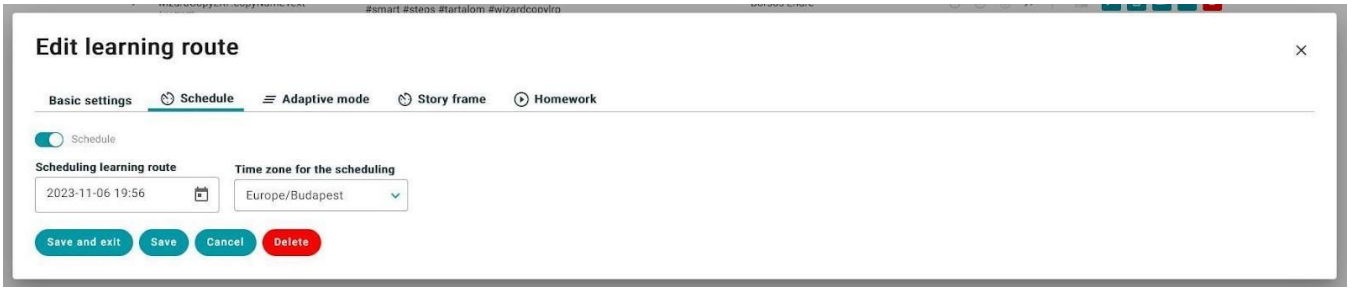
Basic settings

- Name of the learning route
- Playable - the route is enabled for playing one time.
- Replayable - the route is enabled for playing and replaying.
- Graphical appearance of learning units - you can choose from predefined skins, which affects the route's playable version.
- Playback mode of learning units:
  - Test without feedback - after sending in the answer for a learning unit, the system does not show any feedback whether the answer was correct or not, and proceeds to the next unit in the route,
  - Test with feedback - after sending in the answer for a learning unit, the system shows whether the answer was correct or not, and proceeds to the next unit in the route,
  - Practice - the system does not show any feedback about the answer, but does not proceed to the next unit, until the correct answer is given.
- Playback mode of supporting tasks:
  - Test without feedback - after sending in the answer for a learning unit, the system does not show any feedback whether the answer was correct or not, and proceeds to the next unit in the route,
  - Test with feedback - after sending in the answer for a learning unit, the system shows whether the answer was correct or not, and proceeds to the next unit in the route,
  - Practice - the system does not show any feedback about the answer, but does not proceed to the next unit, until the correct answer is given.
- Enable animations - enables moving animations in the route's playable version.



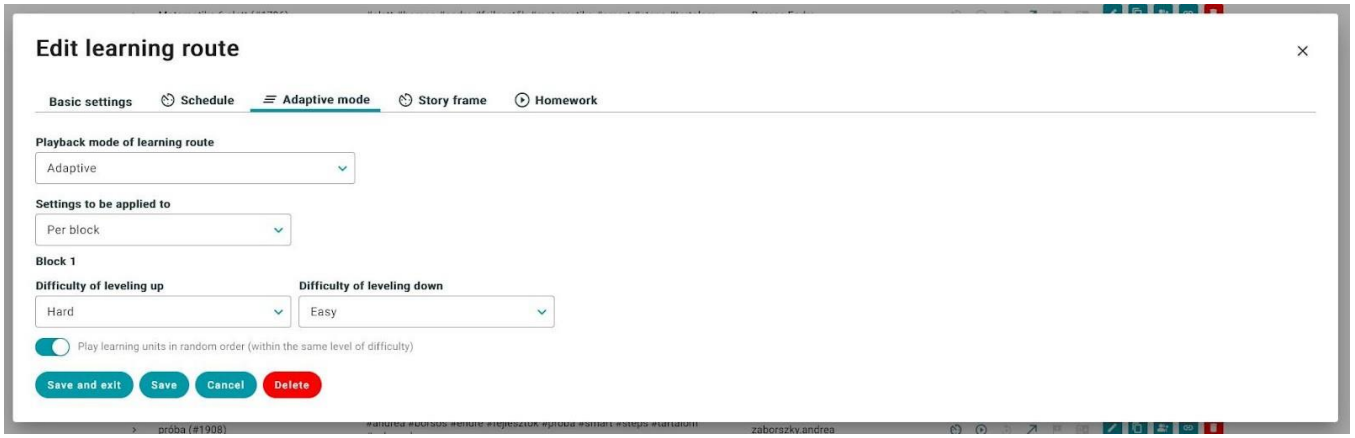
Schedule

- Schedule - enabling this you can set a specific date for the learning route, at which it will appear for the groups it is shared with.
- Scheduling learning route - here you can select the date, when the route activates.
- Time zone for scheduling.



Adaptive mode

- Playback mode of learning route - you can select whether the progress through the learning units should be linear (the student must complete all of the learning units) (Linear playback), or whether the student can level up to a higher difficulty if he/she performs well on given level (Adaptive playback).
- Settings to be applied to (only when Adaptive mode is selected) - you can select whether the adaptive playback should be applied per blocks within a learning route's modules or for the full route.
- Difficulty of leveling up
- Difficulty of leveling down
- Play learning units in random order (within the same level of difficulty) - enabling this puts the learning units in route to random order when playing the route.

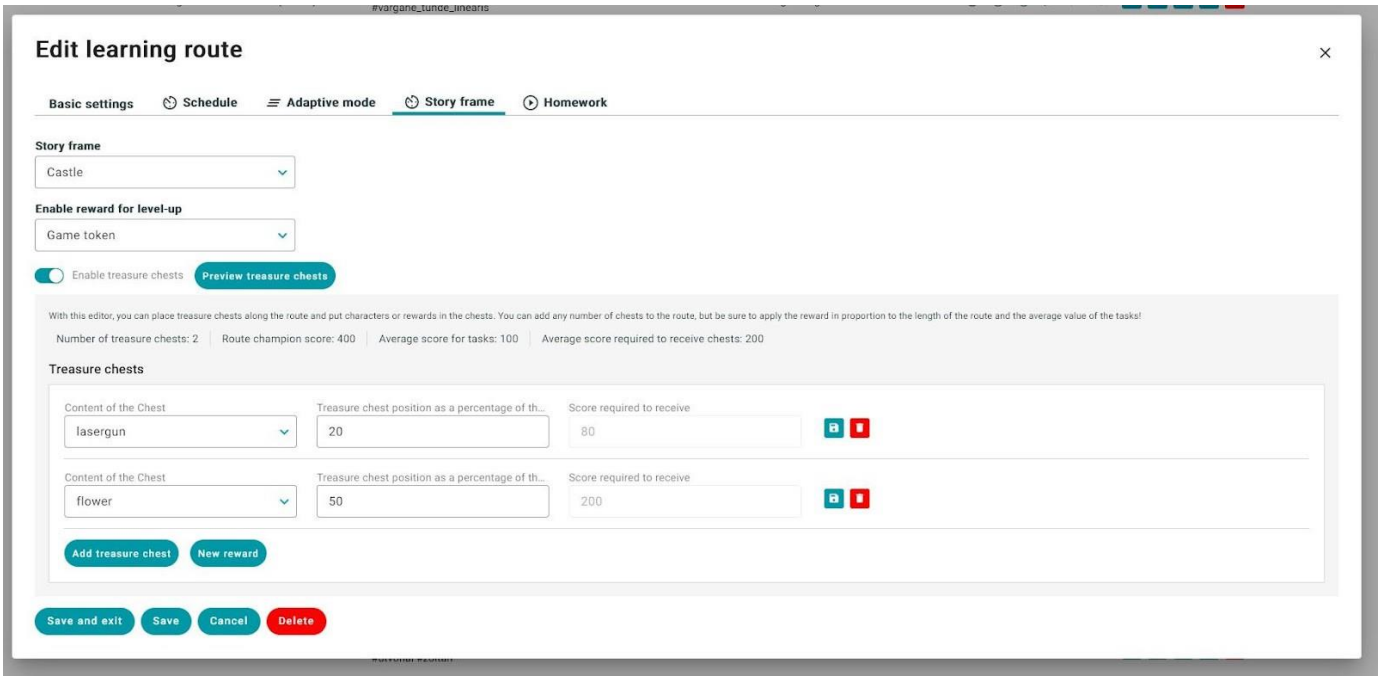


Story frame

Learning units can be complemented with a playful story frame, which allows users to earn rewards for completing the learning units within the route. As a teacher you can create rewards and place them in treasure chests, which can be set to appear for students at specific points when playing the learning route.

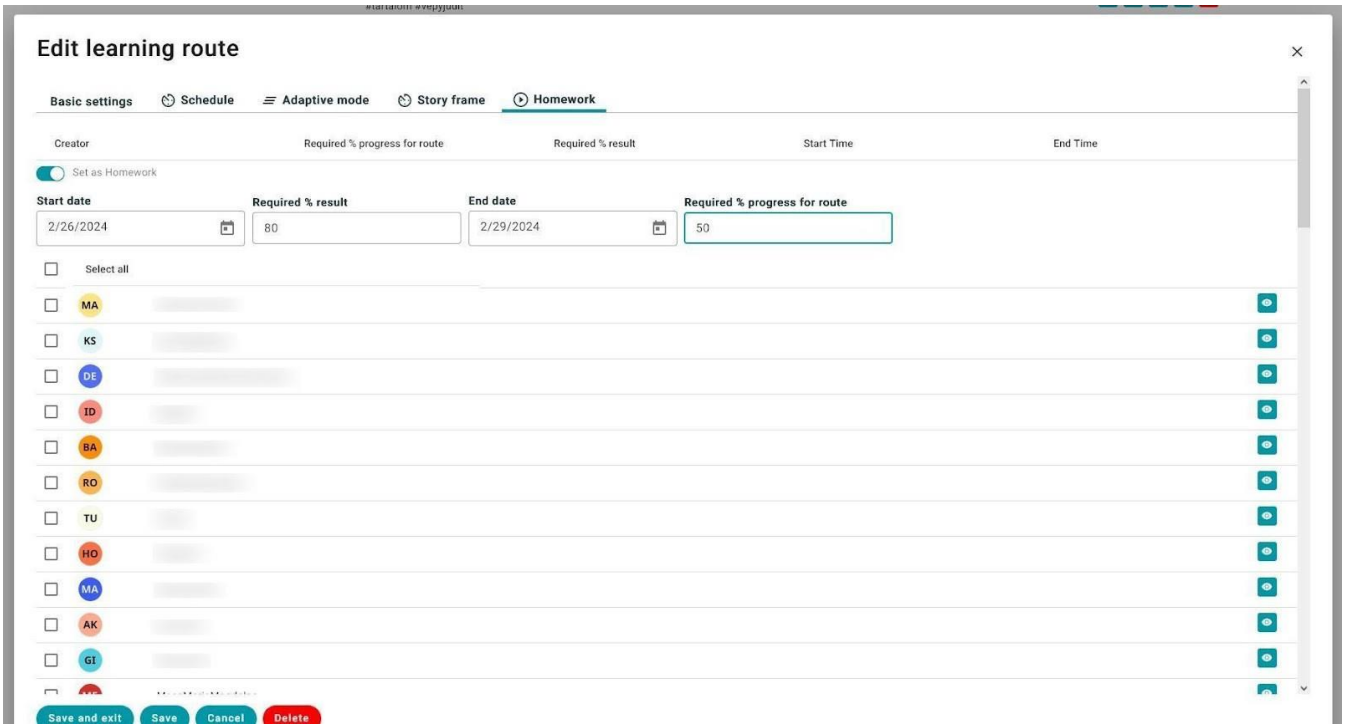
- Story frame - you can select the story frame here (currently only one story frame is available).
- Level up reward - enabling this option gives a reward for students after completing a level.
- Placing treasure chests - enabling this option allows you to assign rewards at specific points of the learning route.
- Treasure chest editor - in the treasure chest editor you can add rewards (contents of the chest) by selecting from the list of rewards and assign the given chest to a specific percentage of route progress. You can add multiple chests, delete placed chests and you can create new rewards. To add a chest click the Add treasure chest button, select the reward from the Content of the Chest field and enter the value in the Treasure chest position as a percentage of the route field (the Score required to receive field is filled automatically depending on this percentage). You save the chest by clicking the button. You can add new rewards to the chest content options by clicking the New reward button. This opens a popup window where you can enter the reward's name and add the reward's image. There are two options for the image: either add an URL of an online image to the Image URL field or click the Upload image and choose an image from your computer. To save the new reward click Save at the bottom of the popup window. After saving the new reward, it should appear in the list of the Content of Chest options.
- Preview treasure chests - treasure chests preview window shows a graphical overview of placed chests' position.

Rewards from treasure chests are displayed for students at the play screen under Treasury. Teachers can view rewards under the route reports.



Homework

- Set as homework - by enabling this you can set the parameters of homework as well as users (in the group to which the learning route is shared) to whom the route will be a mandatory homework assignment.
- Start date/End date - here you can select the time period for which the homework will be active.
- Required % result - the % of points the students have to achieve to successfully complete the homework.
- Required % progress for route - the % of progress the students have to achieve to successfully complete the homework.
- Select users - you can select users in the group by clicking on the checkbox at the left of the user´s name. You can select all of the users by clicking on the Select all checkbox.

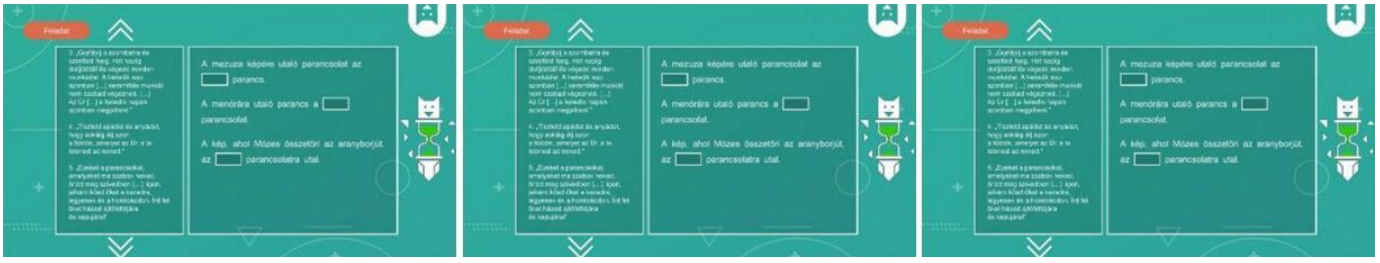


At the bottom of the settings popup window you can click Save and exit when you finish the work with settings, or click Save to save settings during the work, or click Cancel to discard any changes in the settings. By clicking the Delete button you can delete the route. The contents of the route (modules, learning units) will not be deleted.

Preview of graphical skins of the learning unit types

There are three graphical themes available: Playground, Monster high and Neutral. These are set in the route's basic settings and they affect all of the learning units within the route.
The preview of skins in different learning unit types:

Text task (Playground, Monster high, Neutral) - all three skins are the same



Comprehension (Playground, Monster high, Neutral)

Open question (Playground, Monster high, Neutral) - all three skins look the same

Millionaire (Playground, Monster high, Neutral)

Sets (Playground, Monster high, Neutral)

Affix (Playground, Monster high, Neutral)

True or false (Playground, Monster high, Neutral)

Fish in the water (Playground, Monster high, Neutral)

Hangman (Playground, Monster high, Neutral)

Boom! (Playground, Monster high, Neutral)

Bubble monster (Playground, Monster high, Neutral)

Math monster (Playground, Monster high, Neutral)

PDF - there are no skins in this engine, it displays the uploaded PDF

Video - there are no skins in this engine, it displays the added video