



# FocalPoint

Activity Type Options  
Quick Start Guide

# Contents

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<b>Activity Features Glossary</b> .....	<b>3</b>
Textbox Tools.....	<b>4</b>
<b>Adding an Activity</b> .....	<b>4</b>
<b>Activity Type Options</b> .....	<b>5-12</b>
Assessment .....	5
Assignment .....	6
Content .....	7
Discussion .....	8
E-Publication .....	9
Resources .....	10
SLO Activity .....	11
Video .....	12

# Activity Option Glossary

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Throughout this guide, you'll find some features on activities you may be unfamiliar with. The below glossary will define all features you'll need to know when adding activities.

**Detail:** Tab where you will add your activity details such as max score, weightage category, description/instruction, rubric, etc. Details will be different for each activity type.

**Tags:** Tab where you can attach standards to your activity. This is optional.

**Badge:** This tab will appear if your district is utilizing our Blockchain. You can create a badge that the student can earn once completed.

**Assignment Vs. Not Assignment:** If *Not an Assignment* is turned on, the activity will not have a textbox to submit work and no score/weight will be factored into the activity. If *Is an Assignment* is turned on, the student will have a textbox to submit work and a max score will be assigned to the activity. Teachers will give a score via Speed Grader.

**Max Score:** The max score you'd like to give the activity. When an educator grades the activity, they will give a grade up to the max score. For example, if the max score is 10, the educator can give the student a score of 0-10.

**Graded Vs. Ungraded:** If an activity is listed as an assignment, you will have the option to also make it graded or ungraded. If graded is turned on, the activity score will factor into the student grade. *Weightage Category* will appear once graded is toggled on.

**Weightage Category:** Select the weight category you'd like the activity to fall into. Please note weight categories are decided at the district level.

**Name:** Activity name that will be seen by all users.

**Description/Instruction:** This textbox is where you can add text the student will see at the top of the activity.

**Rubric:** Upload or create a rubric for the student to view while completing the activity.

**Add New Rubric:** This option will launch a second rubric textbox.

**Capture Read Status:** For some activities, *Capture Read Status* will be represented as a toggle in the upper righthand side of the activity screen. This will appear if the activity is not listed as an assignment. With this feature turned on, the student will be able to mark an activity as read once completed.

**Capture View Status:** For some activities, *Capture View Status* will be represented as a toggle in the upper righthand side of the activity screen. This will appear if the activity is not listed as an assignment. With this feature turned on, the student will be able to mark an activity as viewed once completed.

**Show Answers:** If this feature is turned on, the student will see the correct answer and feedback after attempting a question. Since this information is provided before the student submits the assessment, we recommend using this for self-learning implementations only.

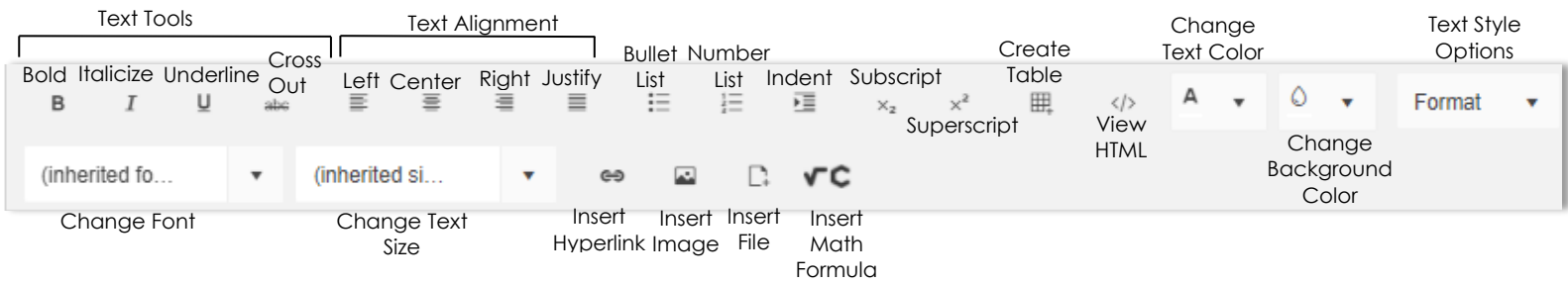
**Show Test Result to Student:** This feature is only available for auto scoring questions. If turned on, the student can view test analytics after submitting. Analytics include overall score, time spent, score analytics, score by subject, etc.

**Selection Criteria:** Only the *Random* option is implemented at the moment. Once you select the number of questions you'd like to appear for the student, *Random* will randomly pick that number of questions per student.

**Number of Questions:** By default, you'll see the number of total questions that appear on the assessment. If you lower the number, the test will pull the new number from the total question bank. For example, if the assessment has 20 questions and you change it to 10 questions, the student will be given 10 randomized questions from the full 20 question assessment bank.

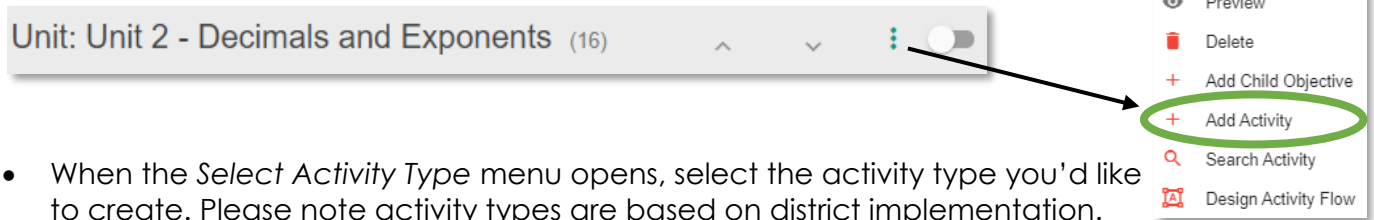
**Search Test/Resources:** When adding an assessment or resource, these buttons will launch the intended database for you to select specific assessments or resources.

## Textbox Tools



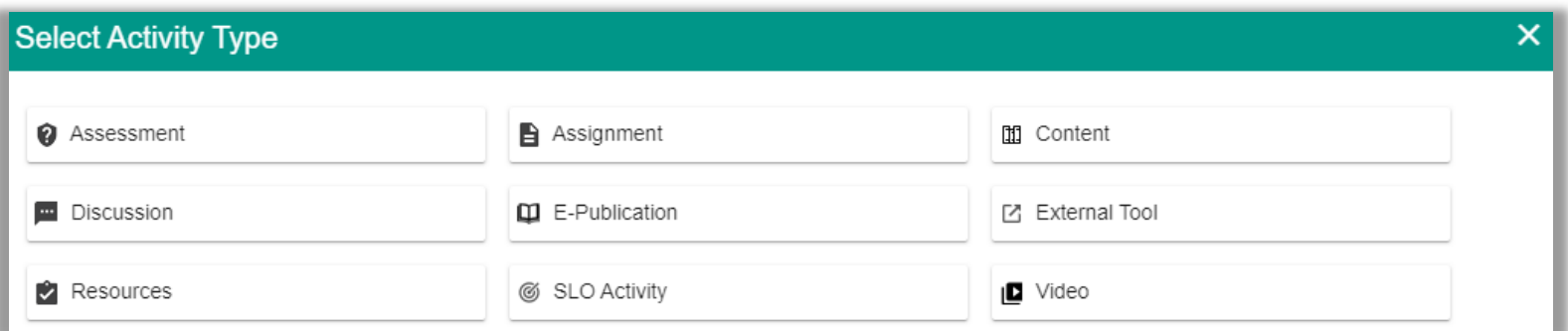
## Adding Activities to Child Objectives (Units)

To add an activity, navigate to the *Learning* tab in the community. Here, you'll click on the 3-dot menu icon on the child objective (unit) you'd like the activity to be located in. Next, click on 'Add Activity.'



- When the *Select Activity Type* menu opens, select the activity type you'd like to create. Please note activity types are based on district implementation. You may not see all options listed below.
- Refer to the next section for details on each activity type.

FocalPoint offers the ability to add multiple activity types to your communities. Accessible activity types are based on your implementation. If you do not see one of the activity types below and would like to learn more, please contact your FocalPoint admin.



# Activity Type Options

## Assessment

Graded or Ungraded option | Max Score & Weight Category if graded | Description/Instruction | Rubric(s) | Ability to turn on/off Show Answers & Show Test Result to Student | Determine number of questions and criteria for students

### Teacher View



### Student View



# Assignment

Graded or Ungraded option | Max Score & Weightage category if graded | Description/Instruction | Rubric(s)

Teacher View



**Add/Edit Assignment**

**DETAIL**
TAGS
ATTACHMENTS
BADGE

Max Score \*  Weightage Category


Name \*  
Demo Assignment

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Description/Instructions

**B I U** [font icons] [font size: 9.0pt] [color: #008080]

Write 3 sentences on your favorite topic you learned this week.



Rubric

**B I U** [font icons] [font size: (inherited)] [color: #008080] - Remove

(inherited fo... (inherited si... [font icons]

1 points: 1 complete sentence  
2 points: 2 complete sentences  
3 points: 3 complete sentences

[Add New Rubric](#)

Delete Save


Student View



**Demo Assignment** Play Next X

**ASSIGNMENT**
NOTES

Write 3 sentences on your favorite topic you learned this week.



Text Entry

[font icons] **B U** Helvetica [font size: A] [font icons] [font icons] [font icons] [font icons] [font icons] [font icons] [font icons] [font icons] [font icons]

Text Entry

ATTACHED DOCUMENTS

+
Submit Assignment
Save Text Entry

## Content

Assignment on or off option | Max Score & Weight Category if graded | Description/Instruction | Rubric(s) | Capture Read Status if not an assignment

Teacher View



The screenshot shows the 'Add/Edit Content' window with tabs for 'DETAIL', 'TAGS', 'ATTACHMENTS', and 'BADGE'. A toggle switch is set to 'Not an Assignment'. The 'Name' field contains 'Demo Content'. The 'Description/Instructions' field has a rich text editor with a toolbar and the text 'Write 3 sentences on your favorite topic you learned this week.' Below the text is a green graphic with the text 'Learn something new every day'.

Student View



The screenshot shows the 'Demo Content' window with tabs for 'DETAILS' and 'NOTES'. A 'Mark As Read' button is visible. The text 'Write 3 sentences on your favorite topic you learned this week.' is displayed above a green graphic with the text 'Learn something new every day'. Navigation buttons for 'Prev' and 'Next' are also present.

## Discussion

Graded or Ungraded option | Max Score & Weight Category if graded | Description/Instruction | Rubric(s) | Community members can post comments on each other's posts

Teacher View



Student View





# E-Publication

Assignment on or off option | Graded or Ungraded option if assignment on | Max Score & Weight Category if graded | Description/Instruction | Rubric(s) | Add E-Publication URL, Audio URL and/or PDF URL | Capture Read Status if Not an Assignment

Teacher View



**Add/Edit E-Publication**

DETAIL TAGS ATTACHMENTS BADGE

Not an Assignment

Name \*  
E-Pub Demo

Description/Instructions

Rich text editor toolbar with options: Bold (B), Italic (I), Underline (U), Bulleted list, Numbered list, Indent, Outdent, Table, Code, Undo, Redo, Format.

E-Publication URL \*  
[https://fpk12storage.blob.core.windows.net/edx/YCMOU/English%20Course%20YCMOU/Introduction%20to%20Roads/Introduction\\_to\\_Roads\\_RTC003\\_English\\_Unit2.epub](https://fpk12storage.blob.core.windows.net/edx/YCMOU/English%20Course%20YCMOU/Introduction%20to%20Roads/Introduction_to_Roads_RTC003_English_Unit2.epub)

Audio URL

PDF URL

Delete Save

Student View



**E-Pub Demo**  [Prev](#) [Next](#)

DETAILS NOTES

Introduction to Roads RTCo03 Unit 2

**Unit 2** MAP READING AND GPS

**STRUCTURE**

- 2.0 Objectives
- 2.1 Introduction
- 2.2 How to read maps
- 2.3 Use of GPS for navigation
- 2.4 'Check Your Progress' Questions
- 2.5 Summary
- 2.6 Glossary
- 2.7 Answers to 'Check Your Progress'
- 2.8 Something to think about.

**2.0 Objectives**  
**After going through this unit, you will be able to:**

- Read maps.
- Plan new routes with the help of map reading, thereby saving time and expense.
- Use GPS technology.

**2.1 Introduction**

Map shows the locations of places, boundaries, distances, directions, and features such as roads, railway lines, rivers, mountains, landmarks, latitudes, longitudes, etc. There are

several types of maps. If you want to go from one place to other and do not know the route, you can plan your journey with the help of a suitable map.

The Global Positioning System (GPS) is a satellite-based navigation system. Currently these systems allow a driver to keep track of where he or she is and suggest the best route to follow to reach a designated location. GPS can be used to track vehicles, goods, etc.

**2.2 How to read maps**

Road Maps are an essential tool for all.

- Commuters, commercial traffic, bicyclists, and even pedestrians must become familiar with road maps to plan and navigate trips.
- Select the correct map for the right purpose, with right level of detailing.
- Reading maps whilst driving can be very distracting. It involves taking your eyes off the road and diverting your attention and is both a physical and mental distraction.
- Make sure that you read route map and plan your journey before you start.
- If you need to refer to a map then stop in a safe place or give a passenger the map and ask them to direct you.
- Identify and study any landmarks or features along the way. Find your present location, alongwith where you are going, by matching landmarks to the map.

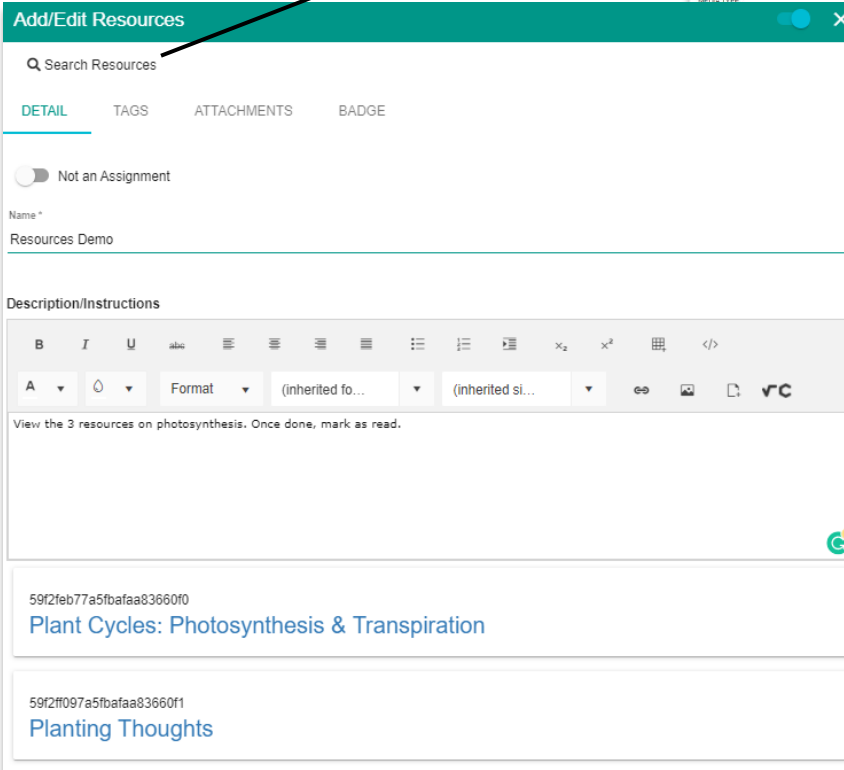
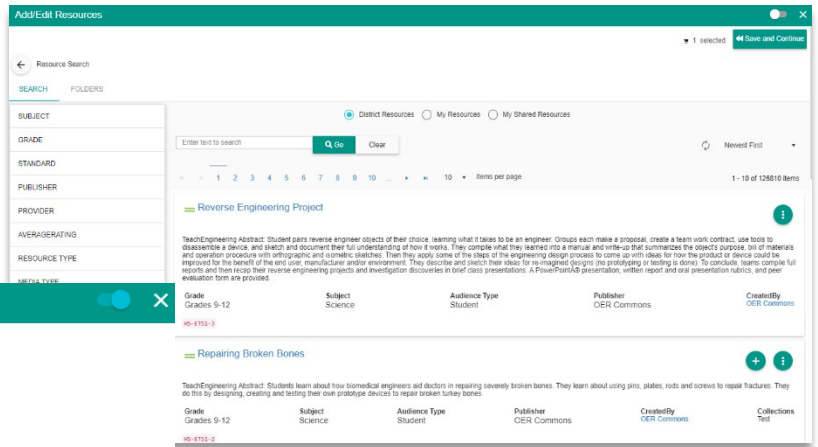
**Eg: Making a route map from Nanded to Nashik:**

1 2

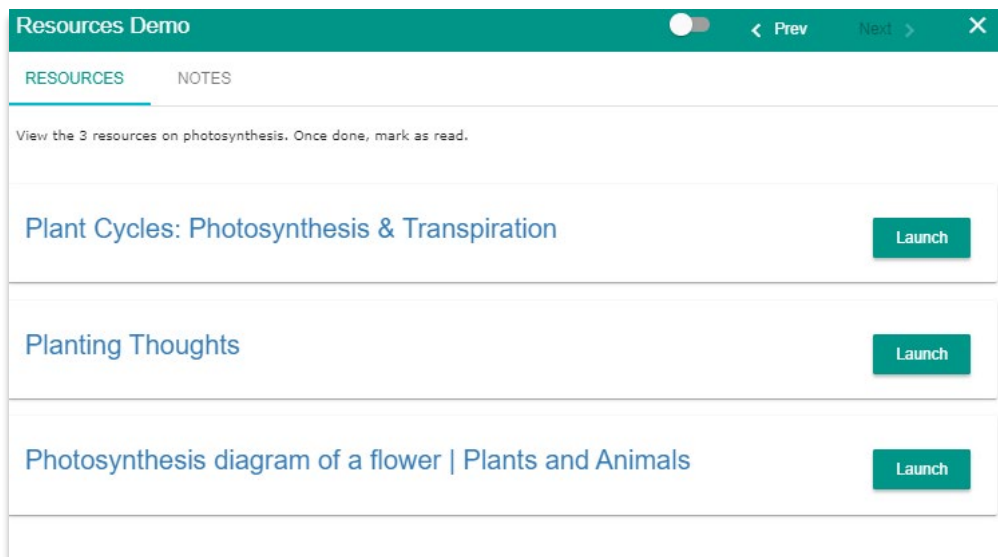
# Resources

Pull from Resources tab (OERs) | Graded or Ungraded option | Max Score & Weight Category if graded | Description/Instruction | Capture Read Status if not an assignment

Teacher View



Student View



## SLO Activity

Add Video, Content, Image and/or Assessment | Description/Instruction

Teacher View



Student View



## Video

Add Video URL Upload Video | Assignment on or off option | Max Score & Weight Category if graded | Description/Instruction | Rubric(s) | Capture Viewed Status if not an assignment

Teacher View



The screenshot shows a web form titled "Add/Edit Video" with tabs for "DETAIL", "TAGS", "ATTACHMENTS", and "BADGE". The form includes a toggle for "Not an Assignment", a "Name" field with the value "Video Demo", a rich text editor for "Description/Instructions" containing the text "Please view the below video. We'll learn this song together in class!", a "File Upload" toggle, and a "Video URL" field with the value "https://youtu.be/xuivYRmIACM".

Student View

