

Guide for Completing Assessments in SlateXP for Lincoln Interactive Elective Courses

To Start: Log into your Slate XP account and begin working in any course.

When you come to a link that looks like the following, please click the link:

The screenshot shows the SlateXP interface. At the top, it says "Welcome demostudent! Log Off". Below that is the "slateXP" logo and navigation links for "Home", "Classes", and "Communicate". The course title is "Demo_ProjectManagement Part1" with the ID "Demo.Bus.302207.1.PE". The main content area has a sidebar menu with "CourseInformation" expanded to show "UNIT 1" through "UNIT 4". Under "UNIT 1", "Mid-Unit 1 Quiz" is selected. To the right of the menu, there is a text box that says: "Please click the link below. A new window will open and load the edMastery assessment system. It will show all of your assessments for this course, so please make sure the correct assessment is completed." Below this text is a link labeled "edMastery Link" with a red arrow pointing to it.

A new window will open over your Slate XP window (depending on your browser it may open in a new tab), and the link will take you to the assessment system which will look similar to this:

The screenshot shows the "LI - Testing" interface. At the top, it displays user information: "User: studentall1 studentall1, Student", "School: NNDS LI", "Year/Term: 2009 / Term 1", and "Period/Class: 1 / Project Management Part 1". There is a "Logout" link and the time "9:19 AM 07/14/2010". The main content area is titled "Review Course Content for the class : 1 Project Management Part 1 [Barkand, Jonathan]". Below this, there is a progress bar showing "Total Assigned: 28", "Total Completed: 14", "Total Pending: 14", and "Progress: 50%". A "Manage Course" section includes links for "Show All Exams and Lessons", "Show Completed Exams and Lessons", and "Show Incomplete Exams and Lessons". The main part of the page is a table of course content.

Course Content	Type	Date Completed	Points Possible	Points Earned	Score
Unit 1 Exam Review [retake]	Exam		25.00	-	-
Unit 2 Exam Review [retake]	Exam		25.00	-	-
UNIT 3 U3I.2 Assignment	Lesson		10.00	-	-
UNIT 3 U3I.5 Assignment	Lesson		20.00	-	-
UNIT 3 U3I.9 Assignment	Lesson		20.00	-	-
Unit 3 Exam Review [retake]	Exam		25.00	-	-
Unit 3 Exam	Exam		100.00	-	-
UNIT 4 U4I.2 Assignment	Lesson		15.00	-	-
Mid-Unit 4 Quiz	Exam		50.00	-	-
UNIT 4 U4I.10 Assignment	Lesson		35.00	-	-
Unit 4 Exam Review [retake]	Exam		25.00	-	-
Unit 4 Exam	Exam		100.00	-	-
Final Exam	Exam		100.00	-	-
Lincoln Interactive Course Assessment (Learning Check)	Exam		0.00	-	-

At the bottom, there is another "Manage Course" section with the same three links as above.

Across the top you will see a menu that says “Manage Course.” By clicking any of the three choices it will change the display options. By default, it will show your incomplete work. If you want to quickly see all of the assessments you have complete and need to complete, click on the link that says “Show all Exams and Lessons.” If any of your assessments have been graded, it will also display the points earned and the score.

Submitting Lessons:

Lesson will require you to upload a file of some type (document, audio, video, picture, etc.). To complete a Lesson just click on the link:

The screenshot shows a web interface for a course titled "1 Interactive Game Design Part 1". At the top, there is a navigation bar with "Home", "Grade Book", and "Course Content". Below this, a summary section shows "Total Assigned: 35", "Total Completed: 0", and "Total Pending: 35" with a progress bar at 0%. There are three links for "Manage Course": "Show All Exams and Lessons", "Show Completed Exams and Lessons", and "Show Incomplete Exams and Lessons".

Course Content	Type	Date Completed	Points Possible	Points Earned	Score
Final Exam	Lesson		100.00	-	-
Orientation Unit Bonus Assessment Part 2	Lesson		15.00	-	-
UNIT 1 U1L3 Assignment	Lesson		10.00	-	-
UNIT 1 U1L5 Assignment	Lesson		10.00	-	-
UNIT 1 U1L6 Assignment	Lesson		10.00	-	-
UNIT 1 U1L7 Assignment	Lesson		10.00	-	-
UNIT 1 U1L9 Assignment	Lesson		10.00	-	-
UNIT 2 U2L1 Assignment	Lesson		10.00	-	-
UNIT 2 U2L3 Assignment	Lesson		10.00	-	-
UNIT 2 U2L5 Assignment	Lesson		10.00	-	-
UNIT 2 U2L6 Assignment	Lesson		10.00	-	-
UNIT 2 U2L8 Assignment	Lesson		10.00	-	-
UNIT 4 U4L1 Assignment	Lesson		5.00	-	-
UNIT 4 U4L2 Assignment	Lesson		10.00	-	-
UNIT 4 U4L5 Assignment	Lesson		5.00	-	-

A red arrow points to the "UNIT 1 U1L3 Assignment" row. In the bottom left corner, there is a logo for "Mastery" with a "100" icon.

You will then see the lesson window where you will submit your work.

The screenshot shows a web interface for a lesson. At the top, there is a user information section with the following details: User: Tutorial Student, Student; School: PACYBER; Year/Term: 2009 / Term 1; Period/Class: 1 / Interactive Game Design Part 1. A [Logout] link is visible in the top right corner, along with the time 12:34 PM 07/29/2009. Below this is a navigation bar with tabs for Home, Grade Book, and Course Content. The main content area is titled "Lesson : UNIT 1 U1L3 Assignment" and indicates "Lesson Points Possible : 10.00". The "Lesson Description:" section explains that the lesson involves creating rules for the Royal Game of Ur based on a picture of the board and game pieces. Below the description are two main sections: "Upload Instructions" and "Upload Files". The "Upload Instructions" section provides a list of five steps for uploading a file. The "Upload Files" section shows "No Uploads" and includes an "Upload" button and a "Browse..." button. At the bottom, there is a section for "Lesson Answers / Comments".

User: Tutorial Student, Student [Logout]

School: PACYBER

Year/Term: 2009 / Term 1

Period/Class: 1 / Interactive Game Design Part 1

12:34 PM 07/29/2009

Home Grade Book Course Content

Lesson : UNIT 1 U1L3 Assignment

Lesson Points Possible : 10.00

Lesson Description:
In this lesson there is a picture of the board and game pieces for the Royal Game of Ur which was one of the earliest board games created. Since there are no records that tell us how the game was played, archaeologists and anthropologists can only make educated guesses about the rules and structure. Your assignment is to create your own rules and structure for this game. Please be as creative as you want. The only stipulation is that you have to use the board and all of the game pieces shown in the picture. The rest is up to you! This assignment is worth 10 points. You will submit your assignment to your teacher below.

Upload Instructions

To upload your file make sure you have the file saved on your computer. The file could be a Word document, Audio, Video, Zip, JPG image.

1. Click Browse and select your file
2. Click Open in the new window or double click your file
3. Click the Upload button
4. Verify that your file is shown above next to the diamond bullet
5. If you need to upload multiple files redo steps 1-4

Upload Files

- No Uploads

Upload Browse...

Upload

Lesson Answers / Comments

The Lesson Points are listed at the top. The Lesson Description will provide the instructions for completing the lesson. The upload instructions will show for every assignment, but each step will be shown in this guide.

Uploading Step 1-2: Click Browse -> new window will open -> navigate to the file you want -> select the file -> click open

The screenshot shows a Windows Internet Explorer browser window displaying the Learning Resource Center website. The address bar shows the URL: <http://www2.edmastery.com/irc/ColdFusion/student/ircLesson.cfm?aid=26991>. The browser window is titled "Learning Resource Center : Lessons - Windows Internet Explorer".

A "Choose File to Upload" dialog box is open, showing the "Test files" folder. The "Look in:" field is set to "Test files". The file list contains two files: "Test file 2.doc" and "Test file.doc". The "Files of type:" dropdown is set to "All Files (*.*)". The "Open" and "Cancel" buttons are visible at the bottom right of the dialog box.

The main content area of the browser shows a lesson page. The top right corner has a "[Logout]" link and the time "12:34 PM 07/29/2009". Below this, there is a text box with the following text: "es for the Royal Game of Ur which was one of ds that tell us how the game was played, d guesses about the rules and structure. Your is game. Please be as creative as you want. all of the game pieces shown in the picture. you will submit your assignment to your teacher".

At the bottom of the page, there are two main sections: "Upload Instructions" and "Upload Files".

Upload Instructions

To upload your file make sure you have the file saved on your computer. The file could be a Word document, Audio, Video, Zip, JPG image.

1. Click Browse and select your file
2. Click Open in the new window or double click your file
3. Click the Upload button
4. Verify that your file is shown above next to the diamond bullet
5. If you need to upload multiple files redo steps 1-4

Upload Files

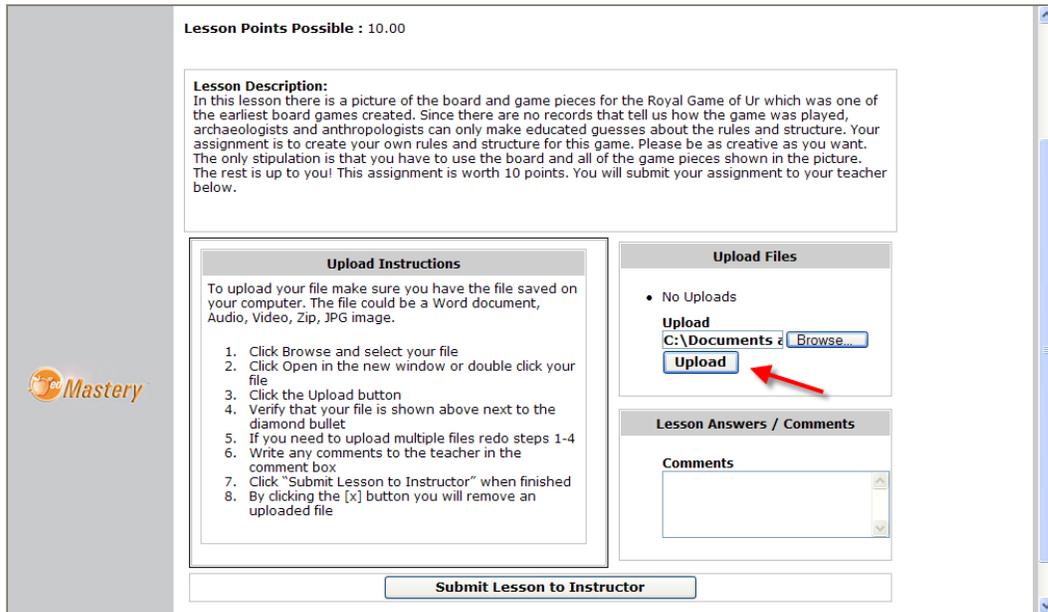
• No Uploads

Upload

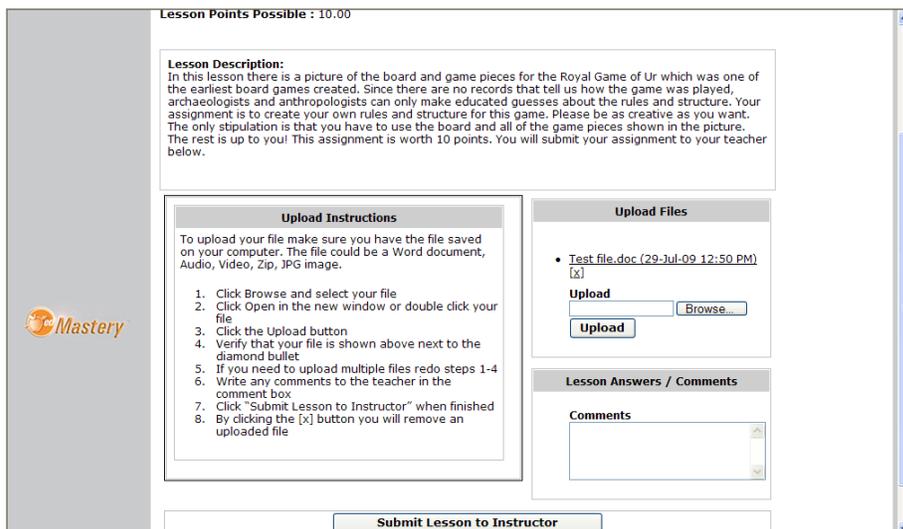
Lesson Answers / Comments

A red arrow points to the "Browse..." button in the "Upload Files" section.

Uploading Step 3: If completed properly, the screen will look like the screen below. You need to click Upload to upload the file. If you do not press the Upload button, the file will still upload when you click “Submit Lesson to Instructor,” but you will not be able to upload multiple files or check your upload.



Uploading Step 4: After the upload completes (which may take longer for large files), it will be displayed in the upload files area. You can click the link to verify that you have uploaded the correct file. If it is the wrong file, you can click on the [x] and remove it.



Uploading Step 5: To upload multiple files, just follow steps 1-4. Make sure you press upload each time and check your files. The upload box will expand to fit all uploads.

The screenshot shows a web interface for submitting a lesson. At the top, there is a text area with instructions: "the earliest board games created, since there are no records that tell us how the game was played, archaeologists and anthropologists can only make educated guesses about the rules and structure. Your assignment is to create your own rules and structure for this game. Please be as creative as you want. The only stipulation is that you have to use the board and all of the game pieces shown in the picture. The rest is up to you! This assignment is worth 10 points. You will submit your assignment to your teacher below."

Below this is a section titled "Upload Instructions" with a list of 8 steps:

1. Click Browse and select your file
2. Click Open in the new window or double click your file
3. Click the Upload button
4. Verify that your file is shown above next to the diamond bullet
5. If you need to upload multiple files redo steps 1-4
6. Write any comments to the teacher in the comment box
7. Click "Submit Lesson to Instructor" when finished
8. By clicking the [x] button you will remove an uploaded file

To the right of the instructions is the "Upload Files" section. It contains a list of two files:

- Test file 2.doc (29-Jul-09 12:58 PM) [x]
- Test file.doc (29-Jul-09 12:50 PM) [x]

Below the list are "Upload" and "Browse..." buttons. Two red arrows point to the [x] buttons next to the file names.

Below the "Upload Files" section is a "Lesson Answers / Comments" section with a "Comments" text area.

At the bottom of the interface is a "Submit Lesson to Instructor" button.

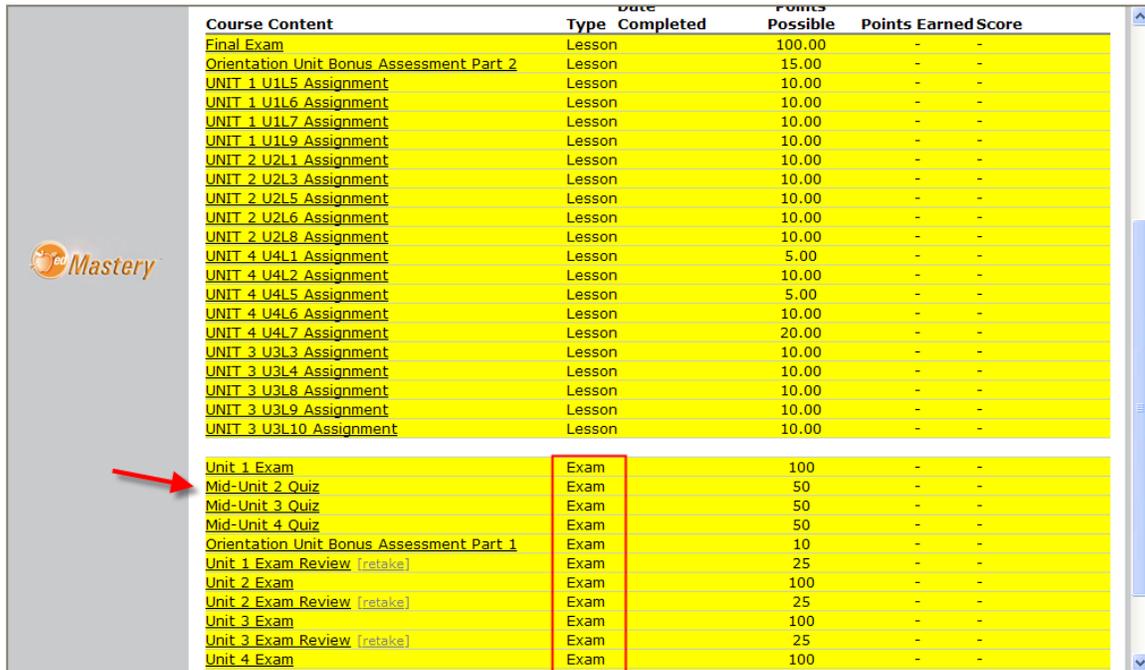
Uploading Step 6: Write any comments to your instructor. This box is not used to submit text assignments; all lessons require a file to be uploaded.

Uploading Step 7: Click the button "Submit Lesson to Instructor" when finished.

Note: Once you submit a lesson, you can't go back and modify the lesson. The lesson will be sent to the instructor for grading. If you make realize you have made a mistake, you will need to email the instructor and ask for a reset of the lesson. If a lesson is reset, you will have the option to retake it. This will clear your previous work on that assessment.

Submitting Exams/Quizzes:

Any assessment that asks specific questions that require student response is considered an “Exam” and will be listed as an “Exam.” The name of the assessment may say Exam, Quiz, or Assignment.



Course Content	Type	Points Possible	Points Earned	Score
Final Exam	Lesson	100.00	-	-
Orientation Unit Bonus Assessment Part 2	Lesson	15.00	-	-
UNIT 1 U1L5 Assignment	Lesson	10.00	-	-
UNIT 1 U1L6 Assignment	Lesson	10.00	-	-
UNIT 1 U1L7 Assignment	Lesson	10.00	-	-
UNIT 1 U1L9 Assignment	Lesson	10.00	-	-
UNIT 2 U2L1 Assignment	Lesson	10.00	-	-
UNIT 2 U2L3 Assignment	Lesson	10.00	-	-
UNIT 2 U2L5 Assignment	Lesson	10.00	-	-
UNIT 2 U2L6 Assignment	Lesson	10.00	-	-
UNIT 2 U2L8 Assignment	Lesson	10.00	-	-
UNIT 4 U4L1 Assignment	Lesson	5.00	-	-
UNIT 4 U4L2 Assignment	Lesson	10.00	-	-
UNIT 4 U4L5 Assignment	Lesson	5.00	-	-
UNIT 4 U4L6 Assignment	Lesson	10.00	-	-
UNIT 4 U4L7 Assignment	Lesson	20.00	-	-
UNIT 3 U3L3 Assignment	Lesson	10.00	-	-
UNIT 3 U3L4 Assignment	Lesson	10.00	-	-
UNIT 3 U3L8 Assignment	Lesson	10.00	-	-
UNIT 3 U3L9 Assignment	Lesson	10.00	-	-
UNIT 3 U3L10 Assignment	Lesson	10.00	-	-
Unit 1 Exam	Exam	100	-	-
Mid-Unit 2 Quiz	Exam	50	-	-
Mid-Unit 3 Quiz	Exam	50	-	-
Mid-Unit 4 Quiz	Exam	50	-	-
Orientation Unit Bonus Assessment Part 1	Exam	10	-	-
Unit 1 Exam Review [retake]	Exam	25	-	-
Unit 2 Exam	Exam	100	-	-
Unit 2 Exam Review [retake]	Exam	25	-	-
Unit 3 Exam	Exam	100	-	-
Unit 3 Exam Review [retake]	Exam	25	-	-
Unit 4 Exam	Exam	100	-	-

After clicking an assessment, you will see a page that looks like this and you will need to click “Take Exam Now!” to move to the next screen:

User: Tutorial Student, Student [Logout]
School: PACYBER
Year/Term: 2009 / Term 1
Period/Class: 1 / Interactive Game Design Part 1
1:56 PM 07/29/2009

Home Grade Book Course Content

Review Class: 1 Interactive Game Design Part 1 [Return to Class]

Mid-Unit 2 Quiz

Description: None provided.
Time Limit: No time limit.
Dates Available: No date limit.

Take Exam Now!

Passing Score: 0 %
Student Score: Not taken.
Help Items:

Test Preparation (Pretest):
None Provided.

Test Review (Posttest):
Please complete exam first.



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Click the button “Take Exam!” as shown below:

User: Tutorial Student, Student [Logout]
School: PACYBER
Year/Term: 2009 / Term 1
Period/Class: 1 / Interactive Game Design Part 1
1:58 PM 07/29/2009

Home Grade Book Course Content

Exam: Mid-Unit 2 Quiz [Return to Exam View]

You are about to take the following exam: **Mid-Unit 2 Quiz**.

Feel free to use the right hand navigation window to jump to different questions within the exam. It will track which questions you have not yet answered.

Once you have completed the exam, please select the Complete exam in the right hand menu or in the main menu after the last question. Note: such action will prevent you from going back and changing your answers. Make sure that you are finished before selecting this option.

Take Exam!

Exam Navigation



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Once in the Exam, you have many options. The first feature you may want to use is the “Print Exam” feature.

Lincoln INTERACTIVE

User: Tutorial Student, Student [Logout]
School: PACYBER
Year/Term: 2009 / Term 1
Period/Class: 1 / Interactive Game Design Part 1
2:36 PM 07/29/2009

Home Grade Book Course Content

Exam: Mid-Unit 2 Quiz [Print Exam](#)

1. RTS games typically feel more realistic than turn-based strategy games because they require a good deal of strategy and tactics to get the combat units into battle.

A. true
 B. false

Exam Navigation

Finished:
[Mark Exam Completed]

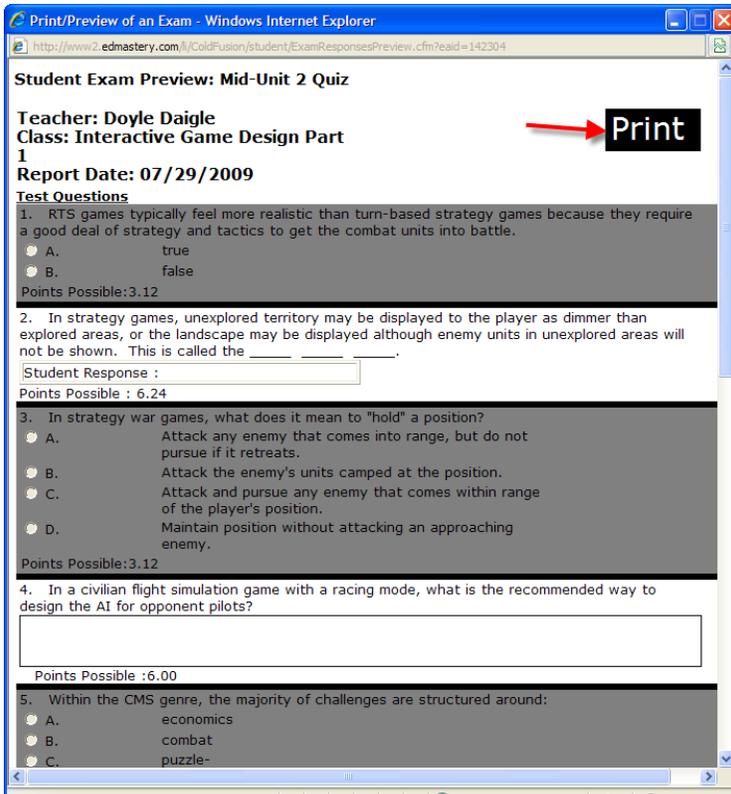
Jump To:

All: [v]
Unanswered: [v]

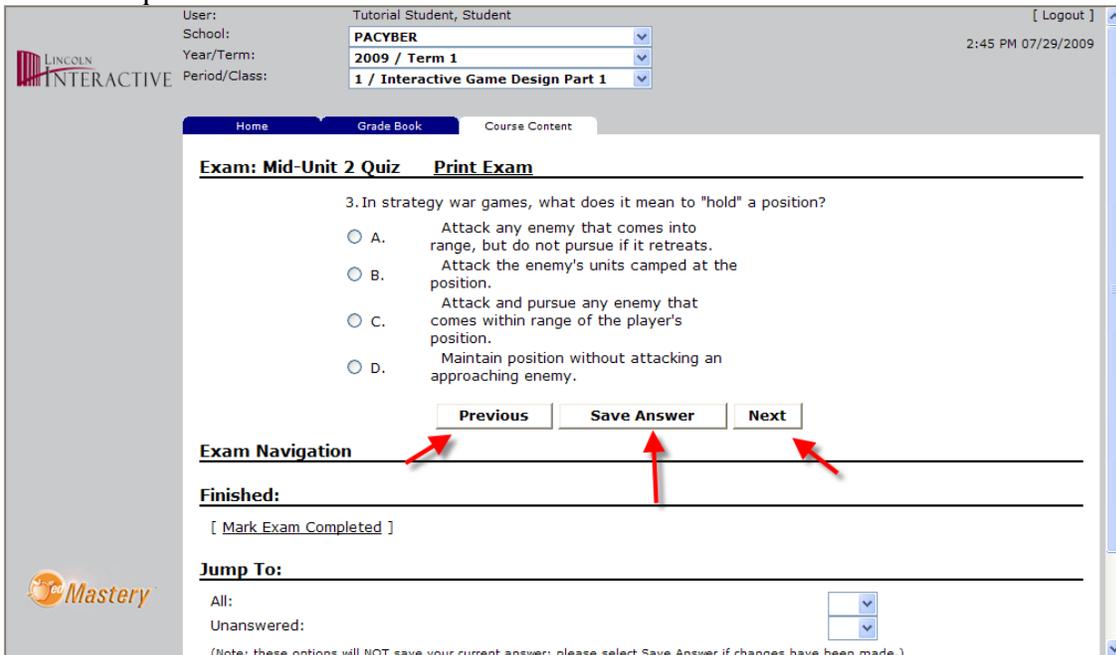
(Note: these options will NOT save your current answer; please select Save Answer if changes have been made.)

For Mastery

Clicking the link will open a pop-up window that will allow you to print your exam.



The navigation for the exam is very straight forward. If you press "Save Answer," it saves the answer and moves to the next question. If you press "Previous," it will go back to your last answered question. If you click "Next," you will go to the next question. If you do not select an answer, the "Next" and "Previous" buttons will leave the question blank.



When you have completed all the questions you will see the screen below.

- The Preview Exam link will load a pop-up window that looks like your “Print Exam” window earlier but has your answers filled in. Please use this before submitting to check your answers.
- The red text will also show you any questions you have not answered. To go back and answer any of the questions, use the “Jump To” drop down menus toward the bottom.
- To complete your exam, click the “Complete Exam” button. Any unanswered questions will be scored as a zero.

The screenshot shows a web interface for an online exam. At the top, there are navigation tabs: Home, Grade Book, and Course Content. The main heading is "Exam: Mid-Unit 2 Quiz". Below this, there is a warning message: "You are about to mark this exam as completed. Marking an exam as completed will make the exam unavailable to you to edit anymore. Please make sure to review all of your answers and be certain you are ready to continue before clicking the button below. Use the navigation window on the right to jump to whatever questions you would like to review." Another message follows: "Once the exam is completed, your exam will be graded. Depending on the way the exam is prepared you may be able to view your results. Also, if there are any posttest help items available for this exam, they will be made available." A "Preview Exam" link is centered. Below it, red text states: "You have not answered questions: 2,4,10,11. Please use the unanswered jump to feature below to complete these questions. Otherwise the answers will be left blank and the test will be graded." A "Complete Exam" button is centered below the red text. Underneath is an "Exam Navigation" section with a "Finished:" label and a "[Mark Exam Completed]" link. A "Jump To:" section contains two dropdown menus: "All:" and "Unanswered:". A note at the bottom reads: "(Note: these options will NOT save your current answer; please select Save Answer if changes have been made.)". On the left side of the interface, there is a logo for "Mastery" with a circular icon.

After you complete the exam, you will see a results screen. If your exam doesn't require any teacher input, your score will immediately appear. If there were any essays in the exam, you will have to wait until the teacher grades the test to see a final grade. You can see how you did on any other questions by clicking the link “View Detailed Results.”

User: Tutorial Student, Student [Logout]
 School: PACYBER
 Year/Term: 2009 / Term 1
 Period/Class: 1 / Interactive Game Design Part 1
 3:09 PM 07/29/2009

Home Grade Book Course Content

Review Class: 1 Interactive Game Design Part 1 [Return to Class]

Mid-Unit 2 Quiz

Description: None provided.
 Time Limit: No time limit.
 Dates Available: No date limit.
 Passing Score: 0 %
 Student Score: -
 Completed on 07/29/2009
 [View Detailed Results]

Help Items:

Test Preparation (Pretest):
 None Provided.

Test Review (Posttest):
 None Provided.

Mastery

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The View Detailed Results screen will appear in a pop-up and will show the correct answer in green. If you selected an incorrect answer, it will show as red. There is a button at the top that says "Show Q & A Feedback". Some tests have feedback for multiple choice, true/false, and fill in the blank questions. By clicking this button it will show the feedback.

Student Exam Report: Mid-Unit 2 Quiz

Student: Tutorial Student **Teacher: Doyle Daigle**
Test: Mid-Unit 2 Quiz **Class: Interactive Game Design Part 1**
Completion Date: 07/29/2009 **Report Date: 07/29/2009**
Score: -

Test Questions

The student's responses are indicated by or .

The correct answers are underlined and highlighted green.

1. RTS games typically feel more realistic than turn-based strategy games because they require a good deal of strategy and tactics to get the combat units into battle.

A. true
 B. false

2. In strategy games, unexplored territory may be displayed to the player as dimmer than

Example of an Exam with Feedback:

Student Exam Report: Mid-Unit 2 Quiz

Student: Tutorial Student
Test: Mid-Unit 2 Quiz
Completion Date: 07/29/2009
Score: -

Teacher: Doyle Daigle
Class: Interactive Game Design Part 1
Report Date: 07/29/2009

Test Questions

The student's responses are indicated by or .

Hide Q & A Feedback

The correct answers are underlined and highlighted green.

1. RTS games typically feel more realistic than turn-based strategy games because they require a good deal of strategy and tactics to get the combat units into battle.

A. true

Answer Feedback - The answer is false. Real-time strategy (RTS) games actually involve very little strategy and tactics, which makes them feel less realistic than turn-based games. You can find this information on page 88 of Introduction to the Game Industry.

B. false

Question Feedback