Adding a SCORM Activity to the Courseware
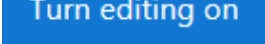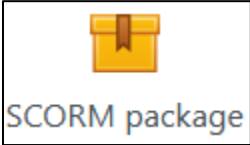
Tutela offers hundreds SCORM resources free for its registered users.

📦 SCORM learning objects are a type of interactive, modular content that can be deployed in a learning management system with gradebook functionality. This type of ready-made content that is aligned with a curriculum makes it easy for instructors to customize a course without having to develop the content themselves. Using Tutela.ca, instructors can search for, preview and download SCORM content that is suitable for settlement language training. The following steps explain how to add a SCORM object to the Avenue (Moodle) learning management system. Instructors should first download a SCORM object from Tutela.ca or have one readily available on their local computer.

Adding a SCORM Activity to your course

Note: The SCORM object **Decisions, Decisions** will be used in this as an example in this document. (*https://tutela.ca/Resource_1575*)

1. On your course, click on the **Turn editing on** button.

2. Click the **Add an activity or resource** link in the appropriate topic.

3. In the **Add an activity or resource** panel, click on the **SCORM package** icon.

4. The **Adding a new SCORM package** window appears.

5. Click on the **Expand all** link to expand all the sections.

6. In the **SCORM Resources** box, click on the **Browse all** button.

7. In the **General** section, type a descriptive name in the **Name** text box.

8. Type a description of the activity in the **Description** text box. . This may be copied from the Tutea.ca description.

9. If the description is to appear on the course main page, check the **Display description on course page** check box.
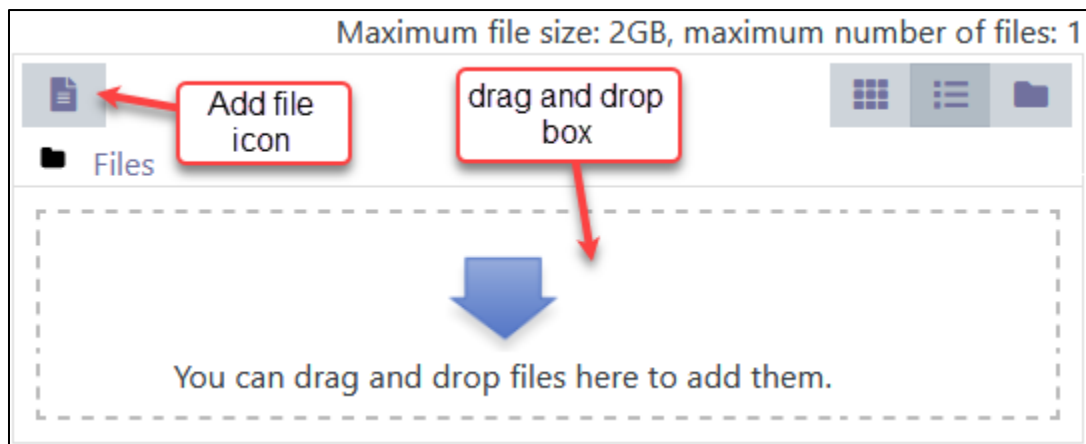
General

Name ⚠ Decisions, Decisions

Description

Students listen to a passage about a LINC class field trip, and then they evaluate three possible destinations. This resource includes comprehension, vocabulary practice, and audio gap fill exercises. Two listening text reconstruction exercises are included.

☐ Display description on course page ❓

10. In the **Package** section, instructors upload the **SCORM** file (in .ZIP format).:

**Note**: There are two ways to upload a **SCORM zip** file.

Maximum file size: 2GB, maximum number of files: 1

Add file icon

drag and drop box

■ Files

You can drag and drop files here to add them.

Method 1
1 Click on the **Add** file icon
2 Click on **Upload a file**
3 Click on the **Browse** button
4 Locate the file on your hard drive
5 Select the **SCORM zip** file
6 Click on the **Open** button
7 Click on the **Upload this file** button

Method 2
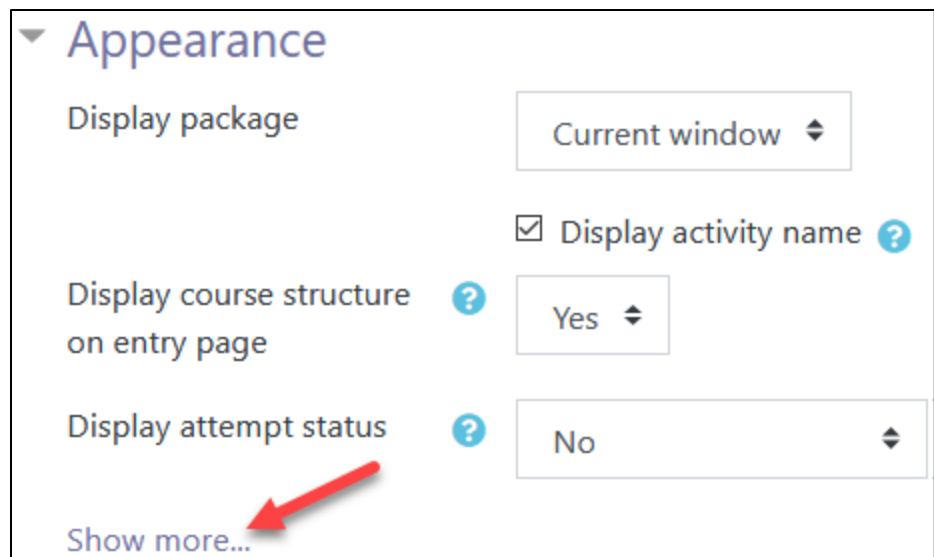1 Drag a **SCORM zip** file into the **Drag and Drop** box.
2 Release the mouse

11. The file appears in the Package file box. (see below)
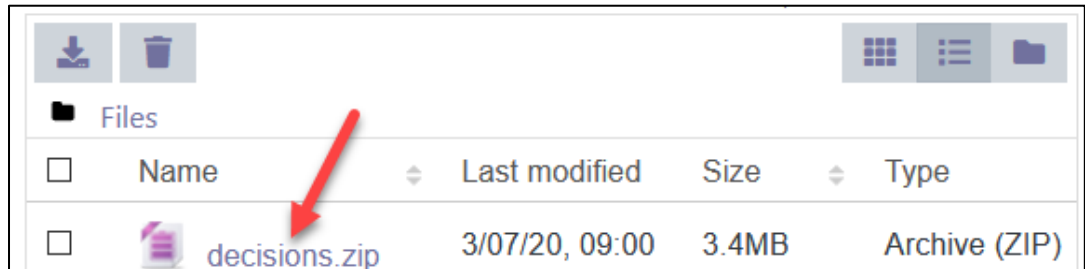
12. The **Auto-update frequency** should be set to **Never**.

13. The **Appearance** section control how the SCORM activity will be displayed.

There are two options to display the SCORM package: in the **Current window** embedded or in a **New window**. When displayed the second way, the new window appears as a pop-up window. Having to open and close many windows may confuse learners. (Additional settings are available by clicking the **+Show more...** link. The default is **Current window**.)

The **Display activity name** setting will display the activity name above the SCORM player when checked.

The **Display course structure entry page** shows the Table of Content on the SCORM contents/entry page. (The default is Yes.)

The **Display attempt status** is used to set where the results of the learner's most recent attempt to complete the SCORM are displayed. Options include **No, Dashboard and entry page, Dashboard only**, or **Entry page only**.

The following options are available when **+ Show more...** is clicked:

If **Current window** is selected for Display package, the size and **Options** settings are greyed out and unavailable. If **New window** is selected, the **Height** and **Width** can be entered, and the **Options** can be selected.

The **Student skip content structure page** setting controls if and when learners see the entry/content structure page for the SCORM activity. The options include **Never**, **Always** and **First access**. (The courseware default is Always, so learners go directly to the activity when they click the activity link.)

When the **Disable preview mode** setting is enabled, learners cannot browse the activity without making an attempt to complete it. If learners are able to preview an activity, they must select the **Start a new attempt** check box on the entry page to re---attempt a SCORM activity. This can become confusing for students. (The default is set to **Yes**.)

The **Display course structure in player setting** controls how the table of contents is displayed in the SCORM player. The table of contents can be used to navigate to different activities/pages within the SCORM package. Options include **To the side**, **Hidden**, **In a drop-down menu** and **Disabled**. It is recommended to set this to **In a drop-down menu** to maximize screen space for the activity. This will make the user experience better on tablets and smartphones.(The default is **In a Drop-down menu**.)Note that the **Display course structure in player** option for a SCORM object with its own navigation system should be **Hidden**.

A set of buttons enabling users to easily navigate between pages may be displayed if **Under Content** is selected in the **Show navigation** setting. If either In a **Drop-down menu or Hidden** is selected in the **Display course structure in player setting**, the navigation buttons will not be displayed no matter what **Show Navigation** options are selected.

The **Display attempt status** information is displayed on the Dashboard page and Content structure page if **Yes** is selected. The default for this setting is **No**.

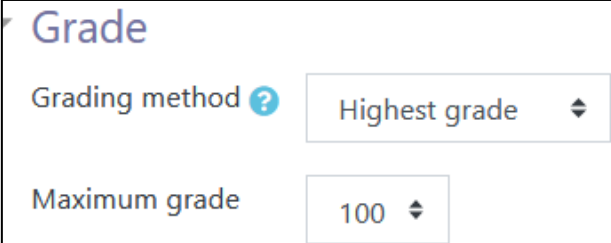The **Availability** section is used to specify when students can access a SCORM activity.

Using the **Available from** setting, select the date and time to specify when learners can start to access the activity. Select the **Enable** check box to activate this setting.

Using the **Available to** setting, select the date and time to specify when learners are no longer allowed to access the activity. Select the **Enable** check box to activate this setting.

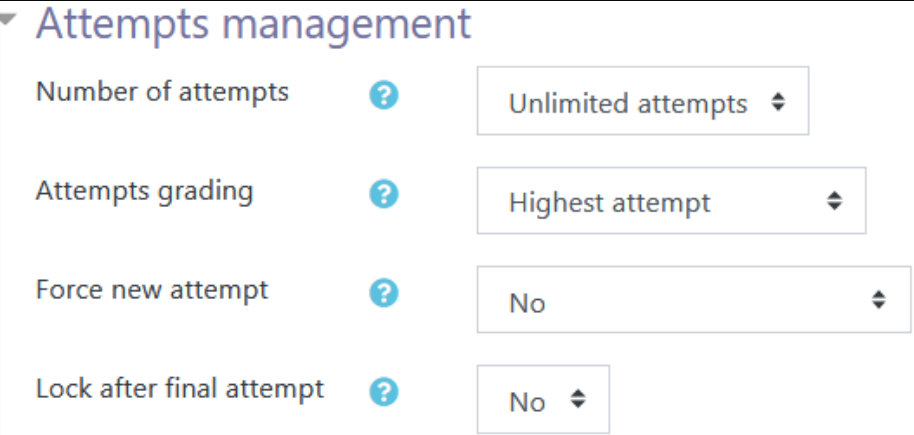The **Grade** setting determines how the score that is entered into the grade book is calculated

The **Grading method** setting determines the grade for a single attempt of the activity. The options are **Learning objects**, **Highest grade**, **Average grade** and **Sum grade**. The **Learning object** option uses the pass/fail setting in the SCORM package. (The default is **Average grade**.)

Maximum grade sets the highest mark that can be achieved for this activity. It is used in the grade book.

The **Attempts management** section is used to specify the number of attempts to complete an activity, as well as how it is scored.
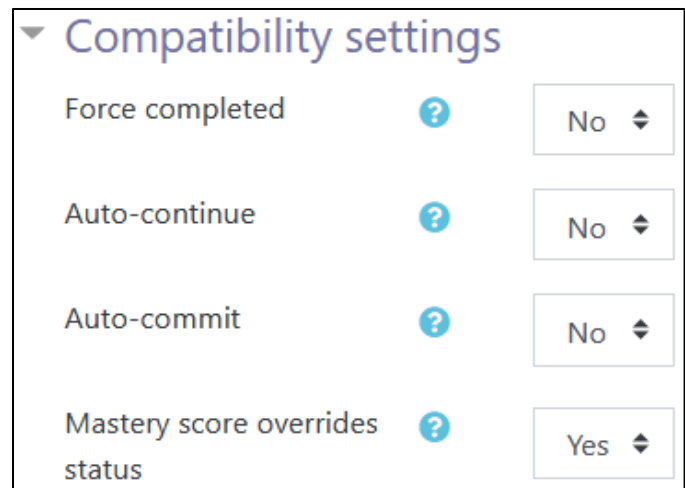

The **Number of attempts** setting can range from 1 to 6, to an unlimited number. (The default is **Unlimited attempts**.)

Options for the **Attempts grading** include **Highest attempt, Average attempt**, **First attempt** and **Last completed attempt**. (The default is **Highest attempt**.)

If enabled, The **Force new attempt** settings will force a new attempt each time the activity is accessed. (The default is **No**.)

If enabled, The **Lock after final attempt** settings prevent users from launching the SCORM window after the learner uses his/her final attempt. (The default is **No**.)

The **Compatibility settings** section are not used in the SCORMs in the LINC courseware.

If enabled, the **Forced completed** setting always forces an attempt to completed status.

If enabled, the **Auto-continue** setting enables SCORM activities to be linked to one another if they were programmed to behave that way. This setting is not relevant to the courseware.

If enabled, the **Auto-commit and Mastery score overrides status** settings will change how the activity is saved and scored.

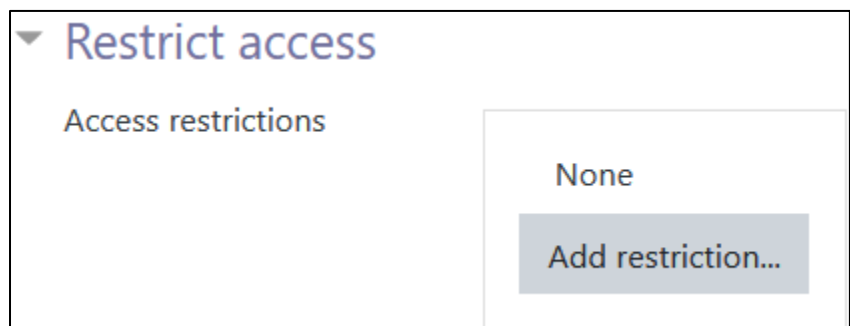The **Common module** settings section is common to many Moodle activities and resources.

The **Visible** setting is used to **Show** or **Hide** the activity. This is identical to using the Show/Hide icons when the **Turn editing on** function is enabled on a course home page.

The **ID Number** setting sets an ID number for advanced use of the grade book. (This is not used in the LINC courseware.)

The **Group mode** and Grouping settings are used to control the visibility options for the different Groups if this is enabled. (More information is available in the **Organizing Learners Using Groups** documentation in the Stage 3 **Course Management** section.)

Settings in the **Restrict access** section can be used to limit access to the activity. (More information is available in the **Conditional Release** documentation in the Stage 3 **Course Management** section.)

Settings in the **Activity completion** section can be used to control how the activity is marked as complete. (More information is available in the **Setting up and Using Completion Tracking** documentation in the Stage 3 **Course Management** section.)

Setting in the **Tags** section can be used to add tags to the activity.

Video Tutorials

TBA (Moodle 3.9 versions)

SCORM Help Links

Moodle Documents: Using SCORM
< https://docs.moodle.org/39/en/Using_SCORM>

Moodle Documents: SCORM FAQs
<https://docs.moodle.org/39/en/SCORM_FAQ>

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