

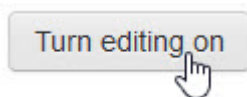
Adding a SCORM Activity to the LINC Courseware

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 explains how to add a SCORM object to the edulinc.org (Moodle) learning management system. Instructors should first download a SCORM object from Tutela.ca or have one readily available on their local computer.

Step-by-step Instructions for Adding a SCORM Activity

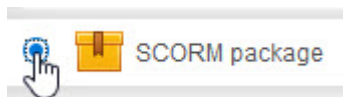
1. Click the *Turn editing on* button on the course home page.



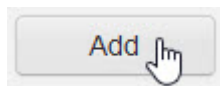
2. Click the *Add an activity or resource* link in the topic where this activity should be added.



3. The *Add an activity or resource* window appears. Select *SCORM package* in the left panel under *ACTIVITIES*.



4. Click the *Add* button.



5. The *Adding a new SCORM package* window appears. Click on the arrow icons beside the headings to expand or collapse each section. Click on the question mark icon for help and click on *Expand all* to expand all the sections.




In the **General** Section:

▼ General

Name*

Description



Display description on course page

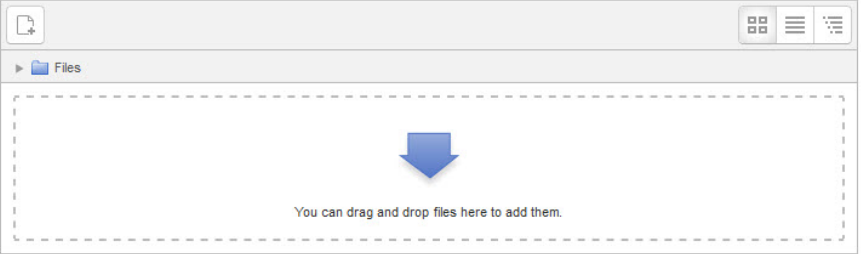
[?](#)

6. Type a descriptive name in the *Name* text box.
7. Type a brief description of the activity/SCORM in the *Description* text box. Click the *Show more buttons* icon in the *Description Text editor* toolbar if needed.
8. Do not check the *Display description on course page* check box.

In the **Package** section, instructors upload the SCORM file (in .ZIP format).:
The *Auto-update frequency* should be set to *Never* .

▼ Package

Package file [?](#) Maximum size for new files: Unlimited, maximum attachments: 1



Auto-update frequency [?](#) Every time it's used

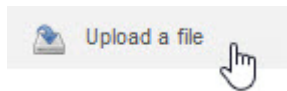
There are two ways to upload:

1. Click the *Add...* button.

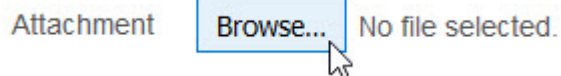


The *File picker* panel appears.

Click the *Upload a file* link on the left of side of the *File picker* panel (if needed).

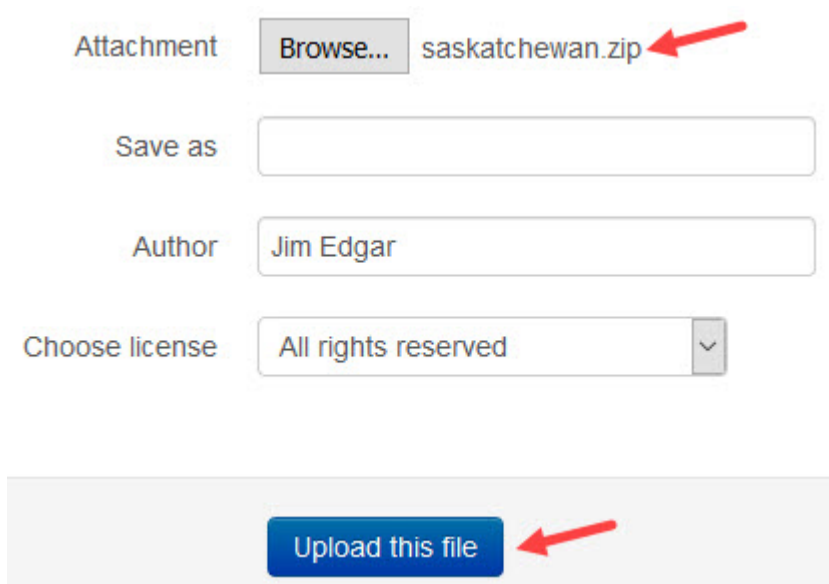


Click the *Browse...* button and navigate to the file on your computer.



(This is much like attaching a file to an email. Click *Open* when it has been selected.)

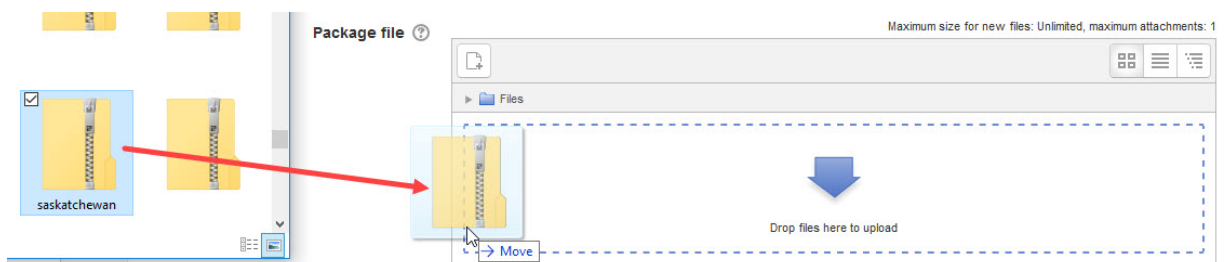
The file name will appear next to the *Browse* button in the *File picker* panel.



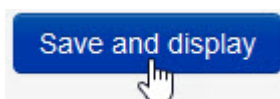
Click the *Upload this file* button after selecting the file.

The *Adding a New a SCORM* window appears again.

2. Alternately, to upload the file, drag and drop the SCORM package from the local computer onto the box with the blue arrow.



9. Click the *Save and display* button to preview the activity.



There are many options available when adding a SCORM activity to a course. The default options have been pre-set to simplify adding SCORM activities to courses.

The following explains some of the important SCORM settings for instructors who wish to experiment with the settings.

The **Appearance** section controls how the activity will be displayed.

▼ Appearance

Display package

Display activity name

Display course structure on entry page

Display attempt status

[Show more...](#)

There are two options to display the 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 default is *No*.)

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

(see next page)

▼ Appearance

Display package	Current window ▾
Width*	100%
Height*	700
Options (Prevented by some browsers)*	<input checked="" type="checkbox"/> Allow the window to be scrolled <input type="checkbox"/> Show the directory links <input type="checkbox"/> Show the location bar <input type="checkbox"/> Show the menu bar <input type="checkbox"/> Show the toolbar <input type="checkbox"/> Status
Display activity name ?	<input checked="" type="checkbox"/>
Student skip content structure page *	Always ▾
?	
Disable preview mode* ?	Yes ▾
Display course structure on entry page ?	Yes ▾
?	
Display course structure in player* ?	In a drop down menu ▾
?	
Show Navigation* ?	Floating ▾
From left*	-100
From top*	-100
Display attempt status ?	No ▾

[Show less...](#)

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.

▼ Availability

Available from 23 April 2018 12:55 Enable

Available to 23 April 2018 12:55 Enable

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.

▼ Grade

Grading method ⓘ

Maximum grade

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.

▼ Attempts management

Number of attempts ⓘ

Attempts grading ⓘ

Force new attempt ⓘ

Lock after final attempt ⓘ

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.

▼ Compatibility settings

Force completed ?	No	▼
Auto-continue ?	No	▼
Auto-commit ?	No	▼
Mastery score overrides status ?	Yes	▼

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 course ware.

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.

▼ Common module settings

Visible	Hide	▼
ID number ?	<input type="text"/>	
Group mode ?	No groups	▼
Grouping ?	None	▼
<input type="button" value="Add group/grouping access restriction"/>		

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.)

▼ Restrict access

Access restrictions None

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.)

▼ Activity completion

Completion tracking ? Do not indicate activity completion ▼

Require view Student must view this activity to complete it

Require grade ? Student must receive a grade to complete this activity

Require minimum score ? Disable

Require status ? Passed
 Completed

Expect completed on ? Enable

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

▼ Tags

Tags No selection

Video Tutorials

[Tutorial: Adding SCORM Activities](https://www.youtube.com/watch?v=fL0KC8dzqmQ)

<<https://www.youtube.com/watch?v=fL0KC8dzqmQ>>

[Moodle Course Development Tutorial: SCORM](https://www.youtube.com/watch?v=xNAfazSzhXM)

<<https://www.youtube.com/watch?v=xNAfazSzhXM>>

SCORM Help links

[Moodle Documents: Using SCORM](#)

<https://docs.moodle.org/34/en/Using_SCORM>

[Moodle Documents: SCORM FAQ](#)

<https://docs.moodle.org/34/en/SCORM_FAQ>