(CAMOSUN @Learning



02

This tutorial is designed for faculty who have previous experience using the Grades tool in D2L. For further information or assistance, go to our <u>Team Dynamix Support portal</u> and click the appropriate Category to submit a ticket.

Scenario

This tutorial will cover the steps involved when you wish to manually weight items in a category. Note that your Gradebook must be set with a **Weighted Grading System** in order weight items in a category. We will use the scenario for manual weighting where we have multiple Assignments all totalling 25% of the final grade, but where each assignment is worth a different amount (i.e., the assignments are NOT equally weighted), for example, one assignment worth 3%, one worth 10%, etc.

Steps

- 1. First, go to the **Grades** tool in your course site.
- 2. Create a Category for your Items by going to **Manage Grades** area, clicking **New** and selecting **Category**.

f	CAMOSUN Training Course 03		<u>A</u>	Emily So	hudel දිරිදි	
Training	Training Course 03 Course Home My Tools 🗸 Edit Course					
Enter Gra	ades Manage Grades Scheme			Settings	Help	
New Item Categ	New More Acta I Item Category Bulk Edit					
	Grade Item	Type	Association	Max. Points	Weight	
	Essay 🗸	Numeric	-	100	25	
	Final Exam 🐱	Numeric	-	100	35	
	Participation 🗸	Numeric	-	100	15	
	Final Calculated Grade 🐱					
	Final Adjusted Grade 🐱					

This content is licensed under a Creative Commons Attribution 4.0 International Licence. Icons by the Noun Project.

Θ

3. In the Properties tab, give your Category a **Name**. Then set the **Weight** of your category (the percentage of the final grade that all the items in this category will be worth), and set the **Distribution** as **Manual assign weight to items in the category**. Click **Save and Close**.



4. Now, create the grade Items for your Category, one at a time. Click **New** and select **Item**.

Training Course 03 Course Home My Tools 🗸 Edit Course						
Enter Gra	Enter Grades Manage Grads Schemes I Help					
New Item Categ	New V More Actions V Item 0%, not 100%. Verify the total weight of all items in the category is 100%.					
💋 Bulk Edit						
	Grade Item	Туре	Association	Max. Points	Weight	
	Assignments 🗸				25	
	Essay 🗸	Numeric	-	100	25	
	Final Exam 🖌	Numeric	-	100	35	
	Participation 🗸	Numeric	-	100	15	

This content is licensed under a Creative Commons Attribution 4.0 International Licence. Icons by the Noun Project.

 \odot

5. Select the **Grade Item Type** for your item. For this scenario we will click on **Numeric**.

Trai	ning Course 03 Course Home My Tools 🗸 Edit Course					
Mana	Manage Grades > Neveltem					
New Item						
Ch	oose a Grade Item Type					
1	Numeric					
	Grade users by assigning a value out of a specified total number of points.					
	E.g. 8/10					
To Tak	Selectbox					
	Grade users by selecting the grade scheme level that best matches their achievement.					
****	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+"					
	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+" Pass/Fail					
and .	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+" Pass/Fail Grade users using a simple pass/fail grade scheme.					
	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+" Pass/Fail Grade users using a simple pass/fail grade scheme. E.g. "Pass" or "Fail"					
	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+" Pass/Fail Grade users using a simple pass/fail grade scheme. E.g. "Pass" or "Fail" Formula					
	Grade users by selecting the grade scheme level that best matches their achievement. E.g. "Very Good" or "B+" Pass/Fail Grade users using a simple pass/fail grade scheme. E.g. "Pass" or "Fail" Formula Automatically grade users using a custom formula based on achievement on other grade items.					

This content is licensed under a Creative Commons Attribution 4.0 International Licence. Icons by the Noun Project.

6. In the Properties tab, give your Item a Name and choose its Category. Choose the Maximum Points the item will be graded out of (for example, out of 50 points). And choose the Weight of your item within the Category (the percentage of the Category the item will be worth). For example, if the Category Assignment is worth 25% of the final grade, and the Item Assignment 1 is worth 10% of the final grade, then the weight of Assignment 1 in the Category Assignment is 40% (10/25x100). Click Save and Close.

New Item	ו		
Properties	Restrictions	Objectives	
General ^{Type} Numeric			
Name* Assignment 1			
Short Name			
Category None None Assignments (25%	of final grade)	[New Category]	
Maximum Points *			
Weight *	0		
Can Exceed	/		
Bonus Save and Close	Save and New	Save Cancel	

7. Continue to create **New Items** until you have added all the Items for your Category.

This content is licensed under a Creative Commons Attribution 4.0 International Licence. Icons by the Noun Project.

 \odot

Things to Remember

Keep an eye on the **Note** at the top of the **Manage Grades** area as you add and weight items. It will keep a running tally of the total weight both in the Category and in the Gradebook (see below).

Note that, depending on the complexity of the weighting of items in your Category, you may need to make minor adjustments to ensure your gradebook sums to 100%.

Enter Grades Manage Grades Schemes			Settings	🕐 Help		
New	New V More Actions V					
Note • 'Ass	ignments' sums to 40%, not 100%. Verify the total weight of all items in the category is 100%.					
🔗 Bulk Edit						
	Grade Item	Туре	Association	Max. Points	Weight	
	Assignments 🗸				25	
	Assignment 1 🗸	Numeric	-	50	40	
	Essay 🗸	Numeric	· •	100	25	
	Final Exam 🗸	Numeric	-	100	35	
	Participation 🗸	Numeric	-	100	15	
	Final Calculated Grade 🐱					
	Final Adjusted Grade 🗸					

This content is licensed under a Creative Commons Attribution 4.0 International Licence. Icons by the Noun Project.