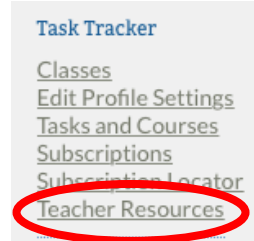


# Creating a Concept Checker Assignment

## Identifying an Interactive and Concept Checker

Before assigning a Concept Checker for a Physics Interactive to your classes, take the time to peruse the Physics Interactives section. It might be helpful to begin in the **Teacher Resources** area of Task Tracker. You will find a link to this section on your **Account** page and near the bottom of the left-side navigation column under Task Tracker. You will notice that the Interactives are organized under a topic like Kinematics, Newton's Laws, or Static Electricity Find a simulation/Interactive which fits with your topic. Open the simulation and investigate it. Open the accompanying Activity Sheet that can be used by students with the simulation. And use the Preview Version of the Concept Checker to quickly survey the questions that are asked. Your goal is to identify an Interactive-Activity Sheet-Concept Checker that you can use in a lesson plan.



Newton's Laws	
Rocket Sled	<a href="#">Simulation</a>    <a href="#">Activity Sheet</a>    <a href="#">Student Version</a>    <a href="#">Preview Version</a>
Force	<a href="#">Simulation</a>    <a href="#">Activity Sheet</a>    <a href="#">Student Version</a>    <a href="#">Preview Version</a>
Free-Body Diagrams*	<a href="#">Simulation</a>    <a href="#">No Activity Sheet</a>    <a href="#">Student Version</a>    <a href="#">Preview Version</a>
Skydiving	<a href="#">Simulation</a>    <a href="#">Activity Sheet</a>    <a href="#">Student Version</a>    <a href="#">Preview Version</a>
Elevator Ride	<a href="#">Simulation</a>    <a href="#">Activity Sheet</a>    <a href="#">Student Version</a>    <a href="#">Preview Version</a>

As you preview the Interactives and accompanying Concept Checkers with the intent of creating an assignment, think in terms of ...

## Class ... Topic ... Task ... Task Properties

These four terms represent the decisions you will make as you create the task. They also represent the navigation system that we have built into task creation within Task Tracker. Ask the following questions as you preview Minds On Physics content:

- Which **Class** will I assign this mission to?
- What is the **Topic** that the mission falls under?
- What is the Interactive name that defines this **Task**?
- And what **Properties** do I want this assigned task to have? (this includes due dates, late dates and penalties, helpful notes for students to read, point value of assignment and partial credit rules, and customization features like the Health Penalty and deleted Question Groups).

Think about these questions as you preview the Interactive and Concept Checker.

## Directions:

1. From your **Account** page, navigate to your **Classes** screen.
2. Open the class you wish to create the assignment for by tapping on the **View** (👁) icon. When your class opens, you will see sections titled **Class Features** (like Physics Interactives, Calculator Pad, Concept Builders, etc.), **Topics**, and **Students** (which includes a roster of your currently active students).

3. Assignments are always organized by topics such as Newton's Laws, Momentum and Collisions, Electric Circuits, etc. Topics for which you currently have existing assignments are listed in the **Topics** area of your **Classes** page. Open an existing topic by tapping on the **View** (👁️) icon for that topic or tap on the **Create New Topic** button if your desired topic is not listed.

**Class**  
Below are a list of Students which you can control, and Subscription Types that have been created for you.

**Course Features**  
Below are a list of Course Features that h

Name  
Minds on Physics

**Topics**  
Here are your current task topics. You can view the topic to manage the tasks and see student progress.

Create New Topic

No tasks exist yet.  
Current Subscription Capacity: 7/200 student spots filled (193 remain).

**Students**  
Click the View icon to see the student's current progress and edit Deadlines, Points, and Statuses for them.

Add Student Export Detailed Progress Export Simple Progress Mass Transfer Students

No students found that were assigned to this course.

4. If creating a new topic, you will be presented the **Add New Topic** window. Select the desired topic from the **Topic** drop-down menu and tap on **Submit**. Once created, the **Tasks** page for that topic will open.

**Add New Topic**  
Select a new Topic to add to your class.

Subscription Type: Physics Interactives

Topic:

- ✓ Physics Interactives: 1D Kinematics
- Physics Interactives: Circular Motion and Gravitation
- Physics Interactives: Electric Circuits
- Physics Interactives: Light and Color
- Physics Interactives: Momentum and Collisions
- Physics Interactives: Newton's Laws
- Physics Interactives: Reflection and Refraction
- Physics Interactives: Static Electricity
- Physics Interactives: Vectors and Forces in 2D
- Physics Interactives: Vectors and Projectiles
- Physics Interactives: Waves and Sound
- Physics Interactives: Work and Energy

5. The **Tasks** page lists the currently assigned Interactives and Concept Checkers organized under the currently selected **Topic**. You can open a task by tapping on it. Or if you don't see the task, you can create it by tapping on the **Create New Task** button. Either action opens the Task Properties window. The **Task Properties** window is perhaps the most important window to become familiar with. It is shown below. The graphic describes the various parts of the window. The **Visible by Date** is the date at which the assignment becomes visible on students' assignment board. If left blank, it becomes immediately visible. We would suggest you pick a date, even if it is **Now**. If you ever clone a class for next year's subscription, we will forward all dates ahead by one year; we need a date to do that. When the **Can Submit Late** box is checked, you have the option to identify a last date at which the assignment can be submitted - the **Submittable as Late Before** field. If left blank, then that date is the end of the course. You can also enter a **Late Penalty**. The **Health Penalty** is a percent value that is deducted from the student's Health Bar for every missed question. The default value is listed when you create the task. You can change it if you like. (See our page **Previewing and Customizing Missions** for more details. The link is on the **Task Tracker Directions** page of our Concept Checkers section.) The **Total Points** field is the point value of the

assignment. Students can earn these points in one of two ways. **Completion Points** are points rewarded if students complete the Concept Checker. Making all the **Total Points** completion points will make the assignment an all-or-nothing assignment. Students who complete 7 of the 8 Question Groups will get 0 points on the assignment. Of course, they could choose to do it again since there is never a penalty for a second, third, fourth ... attempt. The partial credit points are simply the difference between the **Total Points** field and the **Completion Points** field. So if a 10 point assignment has 2 points designated towards completion, the remaining 8 points are partial credit points awarded for the best score achieved on the Concept Checker. These 8 points will be divided equally among the Question Groups. So if there are 8 Question Groups and the students best attempt resulted in 6 of the 8 being completed, then 6 partial credit points would be rewarded for the assignment and 0 points for Completion. The assignment score would be 6/10.

## New Task - Task Properties

Please use the form below to add a Task. View information about Task Properties for ...  
[Concept Builders](#) || [Minds On Physics](#)

Task:\*

Name That Motion

Select an Interactive from not yet assigned Interactives.

Teacher Message:

**B** *I*

What you type here will be displayed with the assigned tasks on student's assignment

The "too late" date

Visible By Date:

8/1/2022 4:49:22 PM

Now(UTC - 06:00)

Your choice. Editable at any time.

Due Date:

8/1/2022 11:59:59 PM

(UTC - 06:00)

Can Submit Late:

Submittable as Late Before:

8/31/2022 4:49:32 PM

(UTC - 06:00)

Optional, editable at any time

Late Submission Point Deduction (%):\*

25

Health Penalty:

10

Default value is listed. You can change it. Determine how quickly a Health bar decreases when questions are missed.

Completion Points:\*

0

Total Points:

10

There are two ways to earn points: by completing the task and by answering Question Groups correctly.

Section Points =  $([\text{Total Points}] - [\text{Completion Points}]) / [\text{Number of Sections}]$

[Submit](#)

Once the Task Properties data are submitted (it might take some time), tap on the **Back to Task** button to view the **Task** page for your selected mission. The Task page (shown below) lists the **Task Activities**. These are the Question Groups. Tapping the trash can next to a Question Group will discard it from the assignment; that is, that Question Group will not be

presented to students. If you wish to *recover* a discarded Question Group, you can select it and add it back in using the **Add Additional Activities** pull-down menu.









## Name That Motion Edit Scoring

Task due on Monday, 08 August, 2022 11:59 PM (-6 GMT), and can be submitted late

The Name That Motion Interactive does not require a Concept Checker. Task Tracker code is built directly into the simulation. As students complete any of the 11 matching challenges, a record of its completion will be stored in Task Tracker. View [Name That Motion](#).

### Task Activities

Here are the current Activities for this Task.

Actions	Name	Description
	Question Group 1	
	Question Group 2	
	Question Group 3	
	Question Group 5	
	Question Group 6	
	Question Group 8	
	Question Group 9	
	Question Group 10	

**Use trash can to discard a Question Group. Discarded groups appear in the Add Additional Activities pull-down menu. You can add these groups back into the assignment using this menu.**

### Add Additional Activities


Question Group 4 Add

**Quickly navigate to other assigned Interactives.**

Navigate To:

**Rosters/Scores shown here.**

You will see your class roster at the bottom of the page. This is the scoring section for the task. There are three tabbed views for Scoring - **Quick View**, **Activity View**, and **Full View**. We love the **Activity View** as it shows student progress on the various Question Groups. It's a great way to see how your students are doing and to decide if you need to do some re-teaching, call a student in for help, address a troublesome question, etc. We discuss the details of this section on our **Viewing Scores** page.

Assigned tasks can be edited by tapping on the **Edit** icon () next to the Task Name on the **Topics** page. There is a certain risk associated with editing a task once students have started it. If a student is in the middle of a task at the time of edit, it can cause unexpected results. It's good to do your editing before students start or after the task is no longer active.