

User Manual

Live Class Planner

←

Timetable

Teacher resource

Preparación de repaso

2 Repaso de la cl...

4 Test de conceptos básicos
Quiz de Kahoot

7 Explicación de matriz identidad
Apuntes

2 Asignación de t...

⏸

⏹

✍

💬

■ in-class activity

■ off-class activity

■ current/selected activity

Student resource

ACTIVITIES

EVENTS !

PARTICIPANTS 3

(2/4) Test de conceptos básicos

⌚ 4 minutes - 🎓 In class - 👤 Individual

Learning outcomes

- Matrices

Student resource

- Quiz de Kahoot
 - Cognitive effort (1-6): 2 - interacting (select, drag-n-drop, enter the response, take self-test)
 - Conveyors:
 - [Kahoot](#)
 - Displays:
 - Computer
 - Tablet
 - Smartphone

Teacher annotations (Updated live)

- 2' Los dos primeros en el ranking tendrán un punto extra en la nota final. ✖

+

Add annotation

Status	Class time left	Activity	Activity time left
RUNNING	00h:13m	2/4	00h:04m

Table of contents

Introduction.....	3
User guide.....	3
Create a scenario in <i>LePlanner</i>	3
Opening the web application.....	7
Create a new classroom session	7
Join an existent classroom session	8
Welcome screen of the classroom session	9
Scenario details.....	9
Preview of activities	10
Start the classroom (for teachers)	10
Classroom view	11
The timetable.....	12
The timeline	12
Teacher and action buttons.....	13
<i>Activities</i> tab.....	13
<i>Events</i> tab.....	14
<i>Participants</i> tab.....	14

1. Introduction

Live Class Planner is a *progressive web application* that allows to prove a new concept of graphic visualization for EMLs and it is geared towards giving assistance to teachers and students during the development of teaching/learning experiences. It makes use of an existent proposal/platform: **LePlanner**, designed and managed by School of Digital Technologies of Tallinn University (TLU). This work implements and extends their model with new functionalities, with a special emphasis on providing comprehensive assistance to teachers and students during the course of a class.

This document will guide the user with complete instructions on how to use the web app.

At the time of writing, [you can access to a live version web app here](#) or even [compile and run the source code by yourself](#).

2. User guide

2.1. Create a scenario in *LePlanner*

The first step before starting a classroom in the web app is creating a teaching/learning scenario, that defines all the parameters of the session: Activities and tasks, their duration, the organization, student and teacher resources...

This is done by creating an account at <https://beta.leplanner.net/> using an e-mail and password.

After an account is registered, you will have access to the *Create scenario* button, at the top right of the page:



You will first be asked for a title and description:

Create new scenario

Title (required)

User guide test

Description (required)

Test scenario for the user guide

Save and continue

Then, it is time to define all the parameters of the scenario. The *Details* tab allows to set basic information like Subjects, Learning outcomes, duration, and details of each activity block:

Edit scenario: *User guide test*

Details

Timeline

Publish

Title

User guide test

Description

Test scenario for the user guide

Tags

Write the tag and then press Enter

Subjects

Computer science ▾

Learning outcomes

Java

✕

Grade

4

+

Duration (min)

10

Activities

⋮

IDE installation

5

☒ in-class

Whole class ▾

Java ▾

✕

⋮

Hello world example

5

☒ in-class

Individual ▾

Java ▾

✕

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In the *Timeline* tab, you will be able to preview the graphical timeline. Each activity defined in the previous page has its own block. **The width of each block is defined by its duration and the height of the student resource is defined by the cognitive complexity of the task.**

You can add resources for teachers (above each activity block) and students (below):

Edit scenario: *User guide test*

Details Timeline Publish

As you can see, a teacher resource has been already added. The resource creation page looks like this:

IDE installation ✕

Teacher resource

👤 | 5 min | in-class

Resource

Download and install Eclipse IDE Location URL

Conveyor

Eclipse <https://www.eclipse.org/downloads/> ✕

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Display

☐ Projector/TV

☐ Smartboard

☒ Computer

☐ Tablet

☐ Smartphone

☐ Other

Delete resource Close Save

Finally, in the *Publish* tab, you can publish the scenario, change its language or delete it.

Edit scenario: *User guide test*

Details

Timeline


Publish

Publish

Published

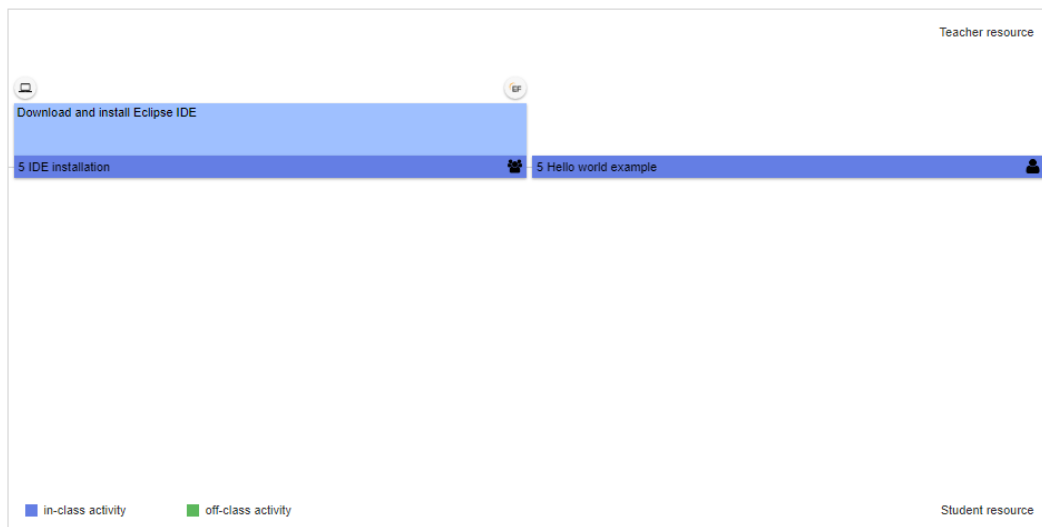
Language

English

 [I want to delete my scenario](#)

Open 

By pressing the *Open* link located at the top right of the page, you will be redirected to the scenario you just created:



The screenshot shows the 'Teacher resource' view of a scenario. At the top, there's a header 'Teacher resource'. Below it, a timeline shows two activities: 'Download and install Eclipse IDE' (in-class activity) and '5 IDE installation' (in-class activity). To the right of the timeline, there's a link '5 Hello world example' (off-class activity). At the bottom, there's a legend: 'in-class activity' (blue square) and 'off-class activity' (green square). The bottom right corner says 'Student resource'.



User guide test

Computer science


28.06.2021 16:01 | 4 | 0 | [Text view](#)

Grade: 4 | Duration: 10 min

Test scenario for the user guide

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 Favorite

 Create copy

 Edit

The very last step is to get the scenario ID, which will be used by the web application to retrieve all the information of the scenario! This is done by getting the alphanumeric identifier that you can see in the scenario URL. In this case:

<https://beta.leplanner.net/#/scenario/60d9d647510c5f2a163dad93>

The scenario ID is the one marked in red. Copy and save it and you are all set for the next steps!

2.2. Opening the web application

[You can access to the live version web app here](#) or [compile and run the source code by yourself](#). The first think you will see is the main login window with three options:

Enter or create a classroom

CREATE A CLASSROOM (TEACHER)

JOIN A CLASSROOM (AS TEACHER)

JOIN A CLASSROOM (AS STUDENT)

2.3. Create a new classroom session

When pressing *Create a classroom (Teacher)* you will be asked for the name of the teacher, the *Leplanner* scenario ID that we have got from the previous section, a *classroom PIN*, that will be a combination of 6 alphanumeric characters used to be shared with the students so they can access the session, and a *teacher password* used to join the session with teacher permissions.


← Create a classroom (Teacher)

Teacher Name
Martin Blanco

Leplanner Scenario ID
60d9d647510c5f2a163dad93

Classroom PIN
aaaaa0

Classroom password
....

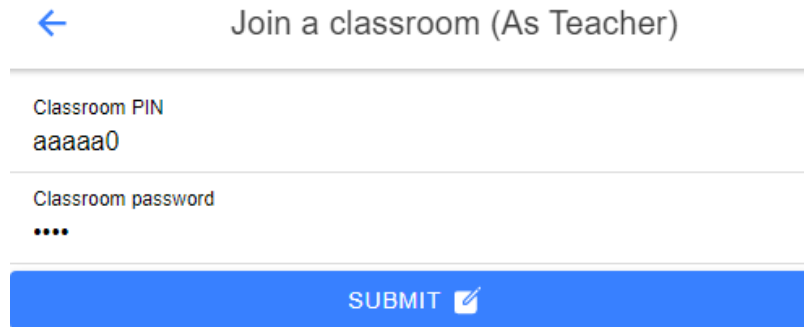
SUBMIT 

Write down the classroom PIN. If you lose it, you will also lose future access to the session!

2.4. Join an existent classroom session

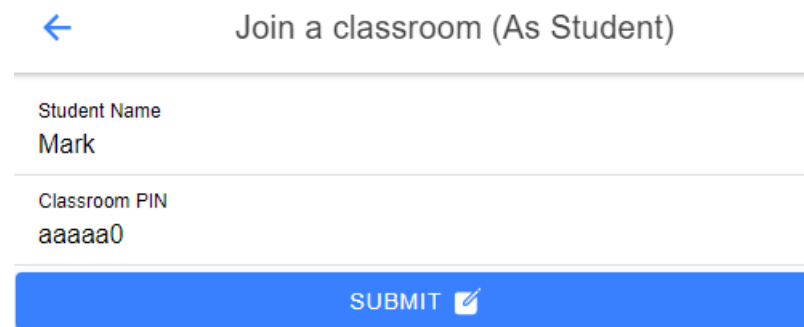
If you need to join an existent classroom have two options depending in which type of user you are.

If you need to join as a teacher (and have the *teacher password*), press *Join a classroom (as teacher)* and enter the *Classroom PIN* and the *teacher password*.



The screenshot shows a mobile app interface for joining a classroom as a teacher. At the top, there is a blue back arrow and the title 'Join a classroom (As Teacher)'. Below the title, there are two input fields. The first field is labeled 'Classroom PIN' and contains the text 'aaaaa0'. The second field is labeled 'Classroom password' and contains four dots. At the bottom of the form is a blue button with the text 'SUBMIT' and a small icon of a document with a pencil.

If you are a student, press *Join a classroom (as student)* and simply enter your name and the Classroom PIN to proceed:



The screenshot shows a mobile app interface for joining a classroom as a student. At the top, there is a blue back arrow and the title 'Join a classroom (As Student)'. Below the title, there are two input fields. The first field is labeled 'Student Name' and contains the text 'Mark'. The second field is labeled 'Classroom PIN' and contains the text 'aaaaa0'. At the bottom of the form is a blue button with the text 'SUBMIT' and a small icon of a document with a pencil.

2.5. Welcome screen of the classroom session

Now the classroom session was created. The server did the job of filling it with the Leplanner scenario model that you specified with the *Leplanner scenario ID*. Whenever you join the classroom, you will be welcomed with a page like the one you can see at the right.

There are three sections:

- The first one contains information about the session like your name, the creation date, the shareable *classroom PIN* and the running status.
- The second one consists in a block of buttons to interact with the app, like checking details of the scenario (obtained from *Leplanner*), preview the different activity blocks, the possibility to join the session and, **only if you are a teacher**, the ability to start the class.
- The third one consists in a list of the current connected students to the classroom session.

Scenario: User guide test

Session Information

Your Name: Martin Blanco

Session Creation Date: Jun 28, 2021, 4:57:08 PM

Session PIN: aaaaa0

Status: NOT STARTED

VIEW CLASS DETAILS

PREVIEW ACTIVITIES

START CLASSROOM SESSION

JOIN CLASSROOM SESSION

Students Joined 1

Mark

2.6. Scenario details

By pressing *View class details* you get access to some information of the scenario obtained from *Leplanner*: Name, author, creation date, subjects involved, total class duration, grade, description, license and the URL of the scenario.

Scenario details

Name
User guide test

Author
Martin Blanco

Creation date
Jun 28, 2021, 4:01:43 PM

Subject(s)
Computer science

Duration
10 minutes

Grade
4

Description
Test scenario for the user guide


License
Creative Commons Attribution 4.0 International

Scenario URL
<https://beta.leplanner.net/#/scenario/60d9d647510c5f2a163dad93>




2.7. Preview of activities

By pressing *Preview activities* you can observe and interact with a comprehensive breakdown of the different activities that compose the classroom, even before the start of the classroom. This is useful for students and teachers that may want to prepare the classroom before its celebration.

It works as a *slider*, swipe it to the left to access the previous activity and to the right to access the next one.

Activity breakdown


(1/2) IDE installation


 5 minutes -  In class -  Whole class

Learning outcomes

- Java

Teacher resource

- Download and install Eclipse IDE
 - Conveyors:
 - [Eclipse](#)
 - Displays:
 -  Computer



2.8. Start the classroom (for teachers)

If you are a teacher, you will have an extra button that allows you to start the classroom session whenever you click it:

START CLASSROOM SESSION

2.9. Classroom view

When the user joins the classroom session, a window like the one shown in the image below pops up, containing all the elements related to the development of the class.

In this section all the different elements across the classroom will be reviewed.

Timetable

Teacher resource

Download and install Eclipse IDE

5 IDE installation

5 Hello world example

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in-class activity

off-class activity

current/selected activity

Student resource

ACTIVITIES

EVENTS

PARTICIPANTS 2

(1/2) IDE installation

⌚ 5 minutes - 🎓 In class - 👥 Whole class

Learning outcomes

- Java

Teacher resource

- Download and install Eclipse IDE
 - Conveyors:
 - [Eclipse](#)
 - Displays:
 - Computer

Teacher annotations (Updated live)

+

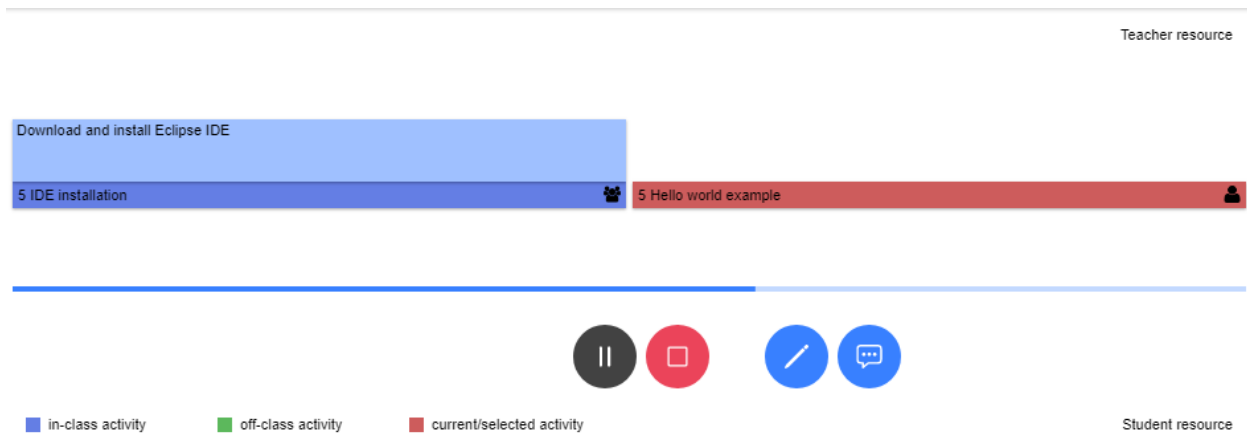
Add annotation

Status	Class time left	Activity	Activity time left
RUNNING	00h:10m	1/2	00h:05m

2.9.1. The timetable

The timetable can be found on the top of the page. It has the same visual format as the timetable presented at *Leplanner's* website, with each block representing an activity.

If the class is not running, you can navigate through the different activities by clicking on them. On the other hand, when the class is running, the current activity will be highlighted in red, and the activity navigation will be blocked, allowing all the users to focus only on the ongoing activity.



2.9.2. The timeline

Under the timetable there is a timeline. The timeline's width represents the total duration of the classroom, with a darker blue representing the elapsed time (if the class is running). **The width of the timeline matches the width of the activity blocks**, meaning that only watching the timeline and the activity blocks above it is enough to know what is the current activity where the class is running on, and also enough to know what is the elapsed time and time left of the current activity.

If some event happens during the classroom, like a student rising his hand or a teacher adding a public annotation, it will be registered in the timeline, at the exact time when it happened. When you click the icon associated to the event, you will be redirected to the *Events* tab so you can get more detailed information of the event you are looking at.



2.9.3. Teacher and action buttons

Under the timeline there is a row with two blocks of buttons that allows the user to interact with the system and with another users:

- **At the left and only visible to teachers:** Buttons used for starting/stopping/pausing/resuming the class.
- **At the right, with blue color:** Event buttons used to interact with the activities and other users. For example: Add a public annotation (teacher), Ask for the intervention of a student (teacher), raise your hand (student)

Blue buttons trigger the events that will be registered throughout the class, both in the timeline and in the events tab.



2.9.4. Activities tab

At the bottom of the classroom page there are three tabs, the first one, *Activities*, contains all the information about the current/selected activity that the teacher specified during the scenario creation, and also additional information like annotations added by teachers/students during the class.

ACTIVITIES

EVENTS

PARTICIPANTS 2

(1/2) IDE installation

5 minutes -
In class -
Whole class

Learning outcomes

- Java

Teacher resource

- Download and install Eclipse IDE
 - Conveyors:
 - Eclipse
 - Displays:
 - Computer

Teacher annotations (Updated live)

- 2' It may take some time to download it, be patient.







Your annotations (Only visible to you!)

+ Add annotation

2.9.5. *Events* tab



Events tab registers all the events triggered during the class, sorting them by chronological order. Each event contains the minute and the activity when it happened and the information related to it, indicating the users involved.

Events triggered by teachers are listed at the left and events triggered by students are listed at the right.

ACTIVITIES		EVENTS	PARTICIPANTS ²	
Teacher events		Student events		
 0'	 1	Martin Blanco asked Mark to participate		
 2'	 1	Martin Blanco added a new annotation		
		 2'	 1	Mark raised his hand

2.9.6. *Participants* tab

Participants tab simply contains the users connected to the classroom. Those users who are teachers are listed on the top with an indication. Also, teachers will have a checkbox visible to select students, allowing them to perform different actions on them, like asking for their intervention.

ACTIVITIES		EVENTS	PARTICIPANTS ²
	Martin Blanco (TEACHER)		
	Mark	<input type="checkbox"/>	