

Mastery Grids

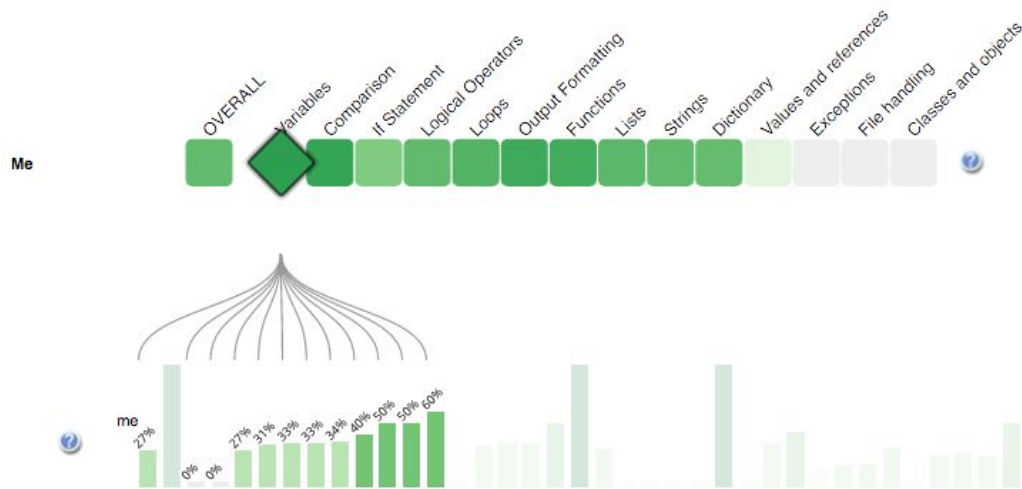
User Manual

PAWS Lab

http://adapt2.sis.pitt.edu/wiki/Main_Page

School Of Information Sciences

University of Pittsburgh



Mastery Grids

This tool is a visualization of your progress in a set of content organized in topics.

These cells shows your progress in the topics of the course



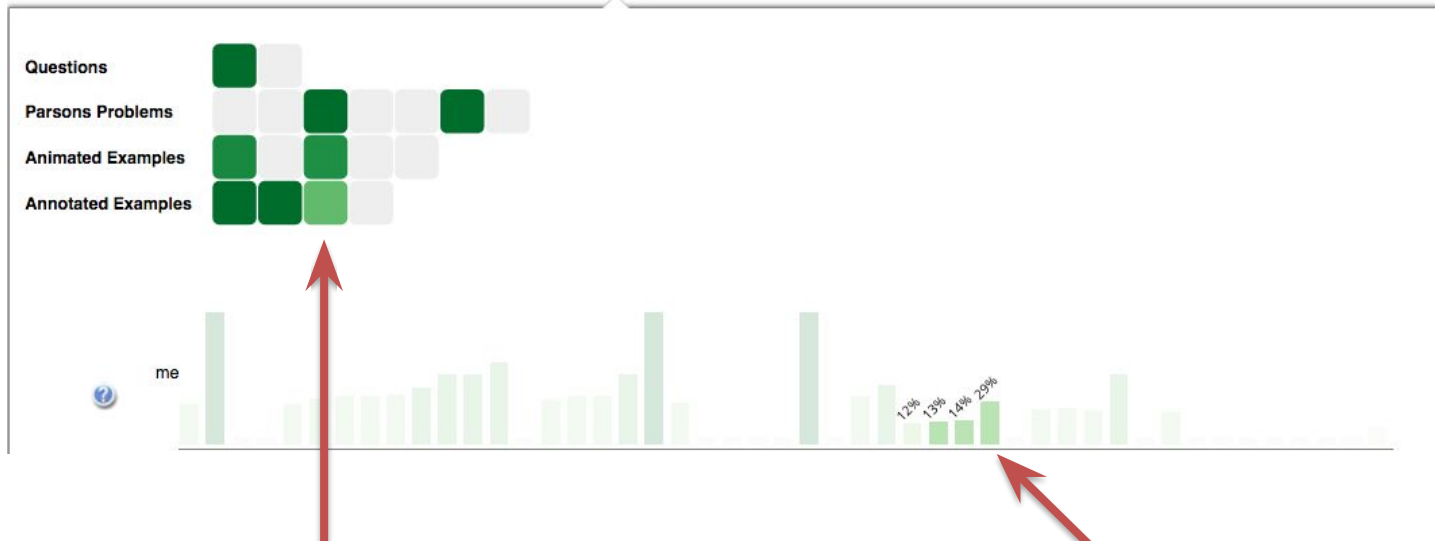
Each topic has several concepts associated to it. Mouseover a topic to highlight its concepts

This bar chart shows your progress in Python concepts

When you click in a topic cell:



An overlay pane opens indicating which topic you are inspecting (in this case the topic "Functions")

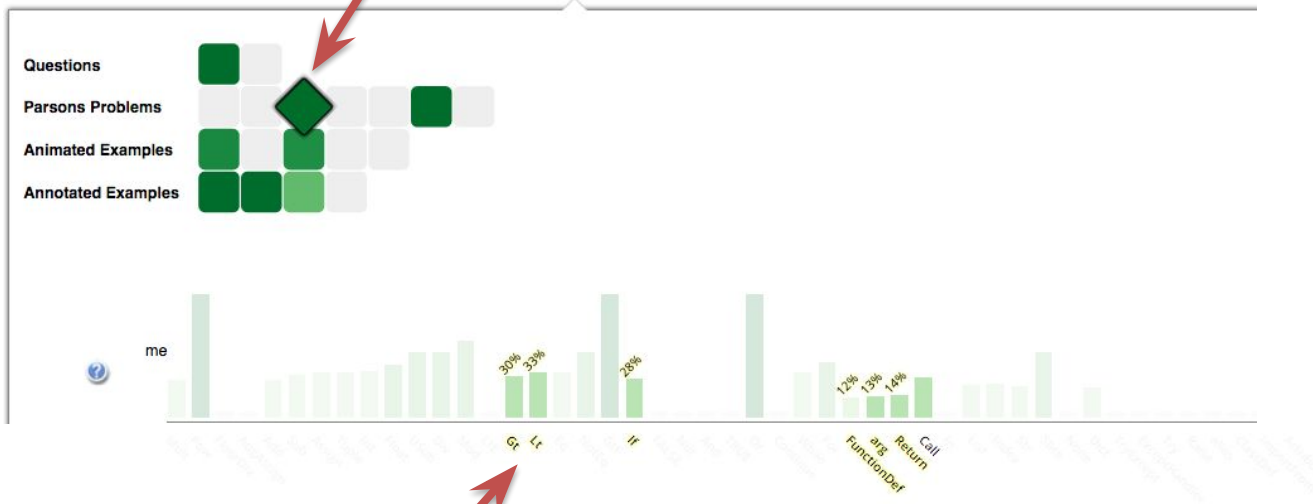


These are the "activities". As you complete them, you gain progress and cells become greener.

The concepts within the selected topic are highlighted

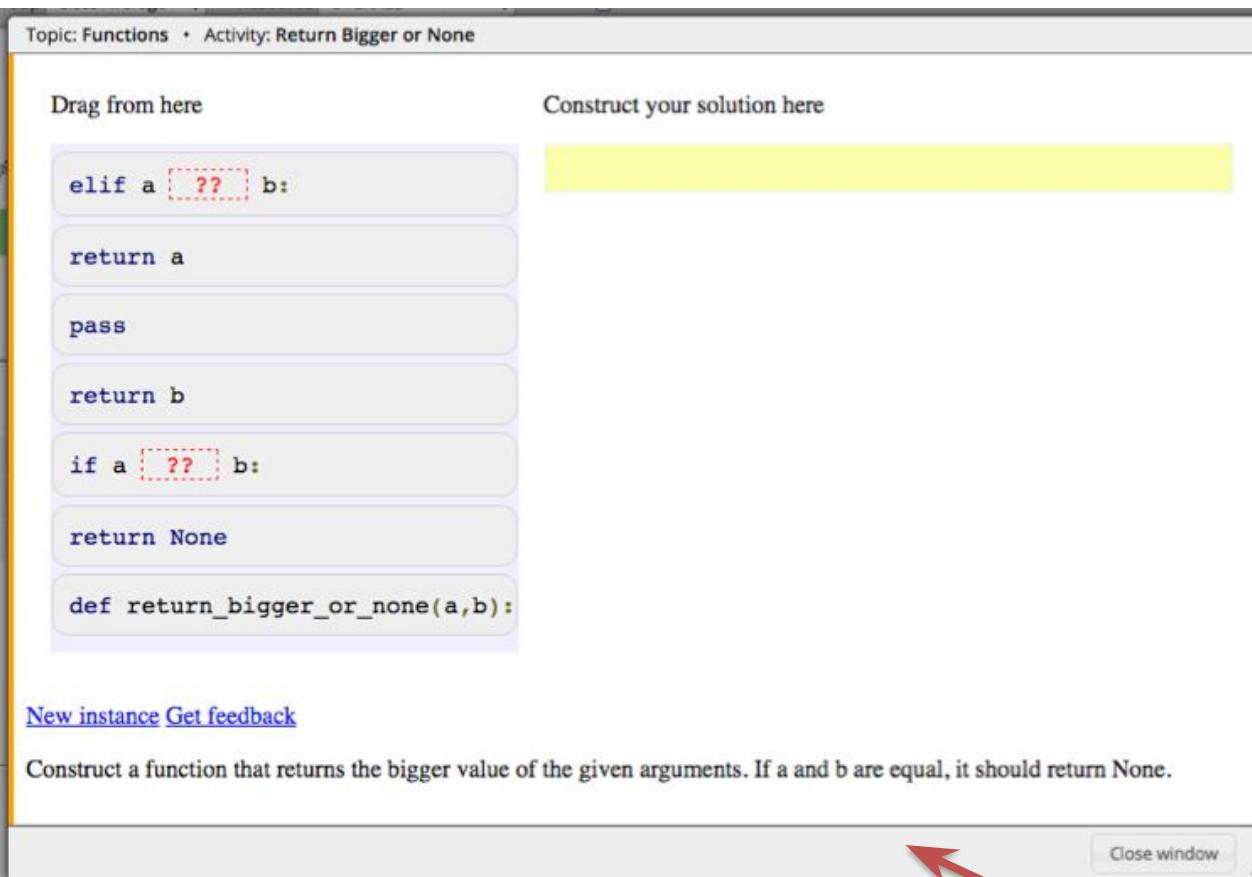
When you mouseover an activity

Mousing over this activity



Concepts in the selected activity are highlighted

When you click on an activity



The screenshot shows an overlay window titled "Topic: Functions • Activity: Return Bigger or None". The window is divided into two main sections: "Drag from here" on the left and "Construct your solution here" on the right. The "Drag from here" section contains several code blocks that can be dragged into the solution area. These blocks include: an `elif` statement with a red dashed box containing "??", a `return a` statement, a `pass` statement, a `return b` statement, an `if` statement with a red dashed box containing "??", a `return None` statement, and a function definition `def return_bigger_or_none(a,b):`. The "Construct your solution here" section is currently empty, with a yellow highlight at the top. At the bottom of the window, there are two links: "New instance" and "Get feedback". Below these links is a description: "Construct a function that returns the bigger value of the given arguments. If a and b are equal, it should return None." A red arrow points from the bottom right corner of the window to a text box.

Topic: Functions • Activity: Return Bigger or None

Drag from here

Construct your solution here

`elif a ?? b:`

`return a`

`pass`

`return b`

`if a ?? b:`

`return None`

`def return_bigger_or_none(a,b):`

[New instance](#) [Get feedback](#)

Construct a function that returns the bigger value of the given arguments. If a and b are equal, it should return None.

Close window

The activity "opens" in an overlay window.