
first person physics

Course Management

User Manual

first person physics

User Manual

Accessing First Person Physics	3
Login	3
Forgotten Password	3
Navigation Menu	4
Logout	4
Admin	5
Creating Classes and Students	5
Creating a Class	5
Creating Students	5
Importing Students	6
Selecting Students for a Class	7
Managing Students and Classes	8
Managing Students	8
Managing Classes	9
Distributing Student Access Information	10
Managing Licenses	11
Deleting Students and Classes	12
Deleting Students	12
Deleting Classes	12
Assignments	13
Managing Assignments	13
Assignment Generator: Creating, Editing, Sharing, and Printing	13
Importing an Assignment	17
Organizing the Class Assignments list	18
Setting Assigned and Due Date/Time	19
Sending an Assignment to the Student Application	20
Previewing an Assignment in the Student Application	20
Deleting/Resetting Assignments	21
Managing Grades	22
Viewing the Gradebook	22
Reviewing Problems That Require Manual Grading	23
Reviewing Student Responses and Changing Grades	24
Exporting Grades	25
Reports	26
Viewing Reports by Assignments	26
Viewing Reports by Standards	28
Settings	29
Changing Email	29
Changing Password	29
Support	30
Getting Started Videos	30
FAQs and Technical Support Pages	30

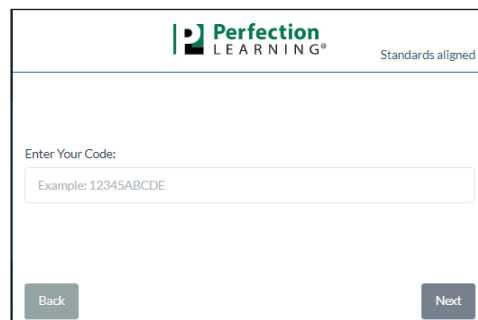
Accessing First Person Physics

Login

Enter <http://physics.perfectionlearning.com/> into your browser window.

*If you do not have an existing digital user account, click the **Use a code** button.*

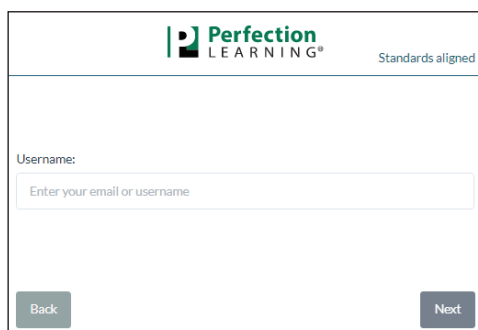
- Enter the registration code provided to you, and follow the on-screen instructions to create your account by entering your email and name and creating a password.



The screenshot shows the 'Perfection LEARNING' logo at the top left and 'Standards aligned' at the top right. Below the logo is a large text input field labeled 'Enter Your Code:' with the placeholder text 'Example: 12345ABCDE'. At the bottom of the form are two buttons: 'Back' on the left and 'Next' on the right.

*If you already have an existing digital user account, click the **Sign in** button.*

- Follow the on-screen instructions to enter your email and password.

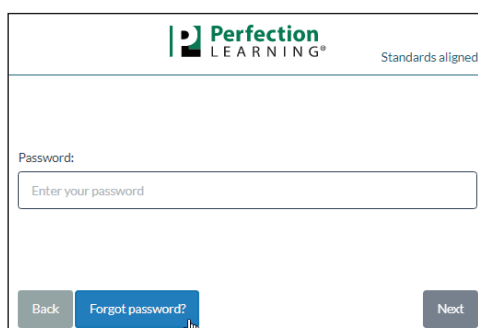


The screenshot shows the 'Perfection LEARNING' logo at the top left and 'Standards aligned' at the top right. Below the logo is a large text input field labeled 'Username:' with the placeholder text 'Enter your email or username'. At the bottom of the form are two buttons: 'Back' on the left and 'Next' on the right.

Forgotten Password

*If you have forgotten your user account password, click the **Sign in** button and then enter your username. Next, on the password entry screen, click the **Forgot Password?** button.*

- Follow the on-screen instructions to receive an email with a link to reset your password. Check your spam folder if you do not receive this email. Click the link in the email and create a new password. You will now be able to log in to your account.



The screenshot shows the 'Perfection LEARNING' logo at the top left and 'Standards aligned' at the top right. Below the logo is a large text input field labeled 'Password:' with the placeholder text 'Enter your password'. At the bottom of the form are three buttons: 'Back' on the left, 'Forgot password?' in the center (highlighted with a mouse cursor), and 'Next' on the right.

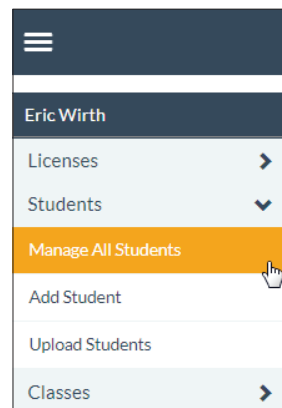
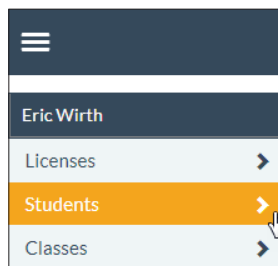
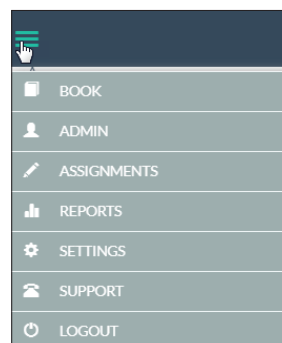
Navigation Menu

Click on the Navigation Menu  icon in the upper-left corner of the page to access a dropdown of the various modules within course management.

The available modules are Admin, Assignments, Reports, Settings, and Support. Click on one of the modules to navigate to its respective area.

Within each module, on the left-hand side, there is a collapsible menu with various page options. Click on one of the menu items to collapse or show the pages, then select the page you want to access.

For example: To access the Manage All Students page within the Admin module, click on the Students menu item, then select Manage All Students.




Logout

To manually exit First Person Physics, click on the Navigation Menu , then select **LOGOUT** from the dropdown menu.

If you have not interacted with the application for a period of one hour, you will be automatically logged out and returned to the login page. Ten seconds before auto-logout is due to occur, a warning message will appear in the browser window with a clickable button to allow you to remain logged in.

Admin

The Admin module allows you to create and manage your school's students and classes. To access this module, click on the Navigation Menu , then select **ADMIN** from the dropdown.

Creating Classes and Students

Creating a Class

1. To add a class to your school, select **Add Class** from the Classes menu on the left-hand side of the page.
2. Title the class by typing in the Class Name field.
3. From the License dropdown, select the desired First Person Physics Student License product.
4. Enter a unique ID in the Class ID field.
5. To set optional start and end dates for the class, click on the Calendar Icon to open the date picker, then select start and end dates.



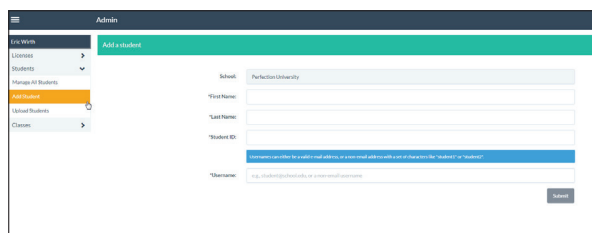
6. Click the **Submit** button to finish adding a class.

Creating Students

You can add students to your school in two ways—on a per student basis or in a batch upload with a .csv file containing information for multiple students.

NOTE: Providing students with their account credentials to access First Person Physics for a class is discussed in the subsequent section *Distributing Student Access Information*.

1. To add an individual student to your school, select **Add Student** from the Students menu on the left-hand side of the page.

A screenshot of the 'Add a Student' form. The form has a left sidebar with a navigation menu. The main area contains fields for 'School', 'First Name', 'Last Name', 'Student ID', and 'Username'. The 'Student ID' field has a blue border and a warning message below it. The 'Username' field has a link to 'Forgot your password or email address?'. A 'Submit' button is at the bottom right.

2. Fill in the required fields—First Name, Last Name, Student ID, and Username.
3. Click the **Submit** button to finish adding a student.

NOTE: *Student IDs must be unique within your school. Usernames must be unique globally. Students use these when logging into First Person Physics. If a username exists for a user anywhere else, it will be unavailable.*

Importing Students

1. To upload multiple students at once, select **Upload Students** from the Students menu on the left-hand side of the page.
2. All data must be in a .csv file with the following header names—First Name, Last Name, Student ID, and Username.
3. Click the **Download the student spreadsheet template** button to use the sample .csv file. You can open the .csv file in a spreadsheet editor program to add in the requisite student data.

First Name	Last Name	Student ID	Username
Julie	Smith	9876123	

2. Download the student spreadsheet template

3. Drag your student spreadsheet here, or select a CSV file to upload

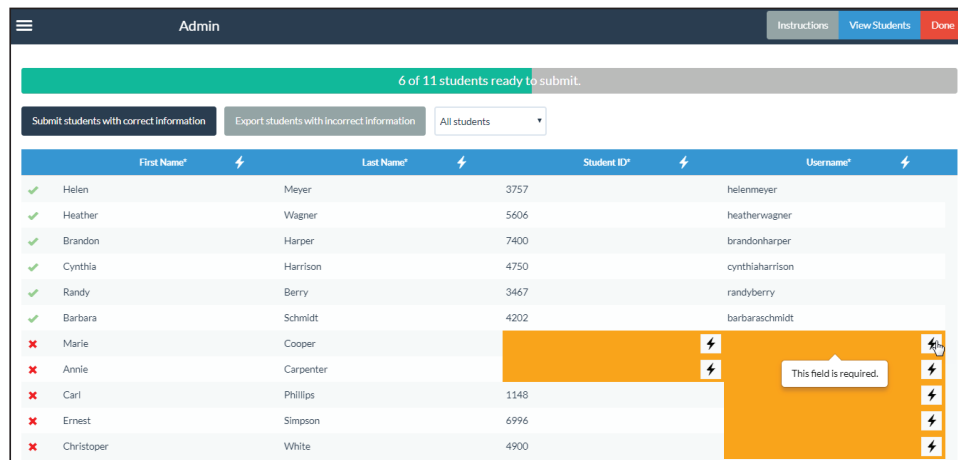
Select a file to upload

4. You can add all students from all classes into the student spreadsheet. Add first names into column A, last names into Column B, and student IDs into column C.

NOTE: *We recommend using your school's Student ID numbers. If your students do not have ID numbers, we recommend numbering the list starting from 1. Each student in your school must have a unique Student ID. If several teachers within your school are using the product, we recommend having one person add all students to your school.*

5. Column D can be left blank. If your school has student assigned emails, you may use those as the username in column D. If you don't have access to student email information, we recommend leaving the username column blank. We will suggest usernames for you. You will be able to preview the usernames before you finish this process.
6. When your .csv file is ready, you may drag the file into the specified region in the browser window, or you can click the **Select a file to upload** button and find your .csv from the pop-up dialog box.

7. The uploaded .csv data will display in a new page.



6 of 11 students ready to submit.

Submit students with correct information Export students with incorrect information All students

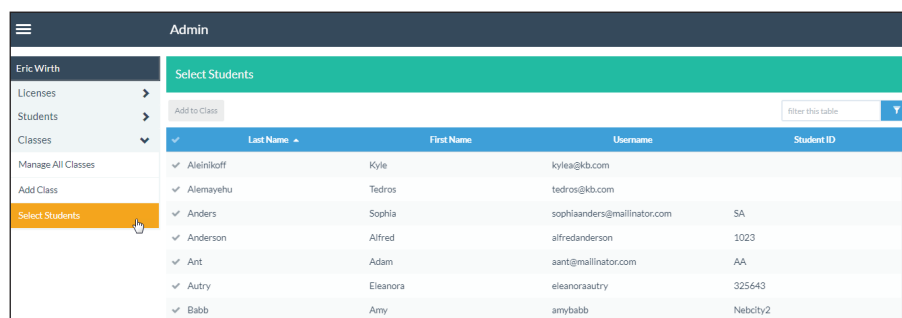
	First Name*	Last Name*	Student ID*	Username*
✓	Helen	Meyer	3757	helenmeyer
✓	Heather	Wagner	5606	heatherwagner
✓	Brandon	Harper	7400	brandonharper
✓	Cynthia	Harrison	4750	cynthiaharrison
✓	Randy	Berry	3467	randyberry
✓	Barbara	Schmidt	4202	barbaraschmidt
✗	Marie	Cooper		
✗	Annie	Carpenter		
✗	Carl	Phillips	1148	
✗	Ernest	Simpson	6996	
✗	Christopher	White	4900	

8. Invalid entries will be highlighted in orange. You can resolve issues within the spreadsheet by clicking the lightning bolt icon within each cell. If the lightning bolt icon cannot resolve the issue, you can edit the entry manually by double clicking on a cell and retyping the information directly in the table. The table will indicate valid student rows with a green checkmark and invalid student rows with a red X.

9. When you are ready to add the students to your school, click the **Submit students with correct information** button. All valid rows will be added to your school and removed from the table on the page. Invalid rows will remain. You can continue fixing the entries and resubmit, or you can download a .csv file with all of the invalid rows by clicking the **Export students with incorrect information** button.

Selecting Students for a Class

1. To assign students to a class, choose **Select Students** from the Classes menu on the left-hand side of the page.



Eric Wirth

Licenses

Students

Classes

Manage All Classes

Add Class

Select Students

Select Students

Add to Class

Filter this table

	Last Name	First Name	Username	Student ID
✓	Aleinikoff	Kyle	kylea@kb.com	
✓	Alemayehu	Tedros	tedros@kb.com	
✓	Anders	Sophia	sophiaanders@mailinator.com	SA
✓	Anderson	Alfred	alfredanderson	1023
✓	Ant	Adam	aant@mailinator.com	AA
✓	Autry	Eleanora	eleanoraautry	325643
✓	Babb	Amy	amybabb	Nebcity2

2. Highlight the individual students you want to add to a class by clicking the checkmark next to each student name. Clicking the checkmark in the header row will select all of the students within the school, even those on subsequent pages if there are any.

Select Students				
<button>Add to Class</button>				
✓	Last Name	First Name	Username	Student ID
✓	Aleinikoff	Kyle	kylea@kb.com	
✓	Alemayehu	Tedros	tedros@kb.com	
✓	Anders	Sophia	sophiaanders@mailinator.com	SA
✓	Anderson	Alfred	alfredanderson	1023

3. Click the **Add to Class** button.
4. In the pop-up, type the name of the class to which you want to add the students, then select the class from the dropdown and click **OK**.

Add Students to a Class

Add the selected students to the following class:

OKCancel

Managing Students and Classes

Managing Students

1. To view and edit the students in your school, select Manage All Students from the Students menu on the left-hand side of the page.

Admin

All StudentsStudent DetailsDone

Eric Wirth

Licenses

Students

Manage All Students

Add Student

Upload Students

Classes

Manage All Students

Delete

filter this table

✓	Last Name	First Name	Username	Student ID
✓	Aleinikoff	Kyle	kylea@kb.com	
✓	Alemayehu	Tedros	tedros@kb.com	
✓	Anders	Sophia	sophiaanders@mailinator.com	SA
✓	Anderson	Alfred	alfredanderson	1023
✓	Ant	Adam	aant@mailinator.com	AA
✓	Autry	Eleanora	eleanoraautry	325643

2. To edit an individual student's details, click directly on one of the rows to go to the Student Details page.

The screenshot shows the 'Update Student Alfred Anderson' form. It includes fields for School (Perfection University), First Name (Alfred), Last Name (Anderson), Student ID (1023), and Username (alfredanderson). Each field has a green checkmark indicating it is valid.

3. Click in any of the respective fields to change the First Name, Last Name, Student ID, or Username for the chosen student.
4. Click **Done** to return to the Manage All Students page.

Managing Classes

1. To view and edit the classes in your school, select **Manage All Classes** from the Classes menu on the left-hand side of the page.

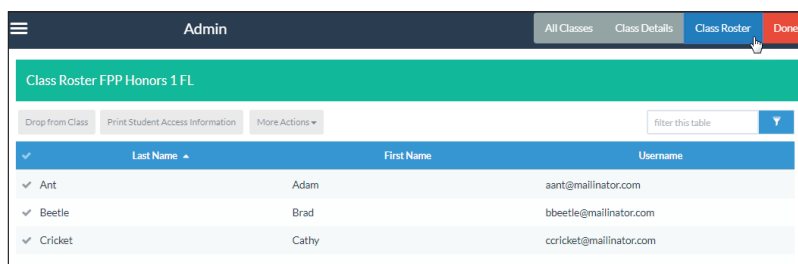
The screenshot shows the 'Manage All Classes' page. It features a table with columns: Class Name, Teacher, License, and Students. The table lists two classes: 'FPP Honors 1 FL' and 'Test Class', both taught by 'Eric Wirth'.

Class Name	Teacher	License	Students
✓ FPP Honors 1 FL	Eric Wirth	First Person Physics Honors I FL St...	5
✓ Test Class	Eric Wirth	First Person Physics Honors I FL St...	2

2. To edit an individual class's details, click directly on one of the rows to go to the Class Details page. You can retitle the Class Name, change the Class ID, or update the start and end dates.

The screenshot shows the 'Update Class FPP Honors 1 FL' form. It includes fields for School (Perfection University), Teacher (Eric Wirth), Class Name (FPP Honors 1 FL), License (First Person Physics Honors I FL Student), and Class ID (FPP-H1FL-14jun). There are also fields for Start Date and End Date, each with a calendar icon.

3. From the Class Details page, click the **Class Roster** button in the top right to manage the list of students in the class.



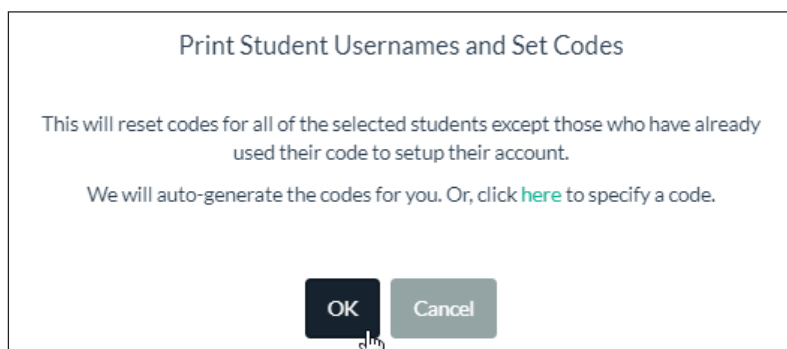
✓	Last Name	First Name	Username
✓	Ant	Adam	aant@mailinator.com
✓	Beetle	Brad	bbeetle@mailinator.com
✓	Cricket	Cathy	ccricket@mailinator.com

- To drop students from a class, highlight the desired student(s) by clicking the checkmark next to each student name. Clicking the checkmark in the header row will select all of the students within the school, even those on subsequent pages if there are any. Click the **Drop from Class** button and confirm by clicking **OK** in the pop-up.

Distributing Student Access Information

When students log in to First Person Physics for the first time, they will do so with a temporary access code. They are then prompted to create a password and backup security questions. The following instructions describe how to print out the usernames and codes for the students in your class. Codes will not be generated for students who have already set up their accounts.

- To print access codes that you can distribute to students with each individual's username and code, navigate to the Class Roster page as described in the previous section.
 - › Highlight the desired student(s) by clicking the checkmark next to each student name.
 - › Click the **Print Student Access Information** button.
 - › A pop-up will appear giving you the option of letting codes be automatically generated, or you can decide to type in a code of your choice. If you create your own code, it will be the same for each student you selected.



Print Student Usernames and Set Codes

This will reset codes for all of the selected students except those who have already used their code to setup their account.

We will auto-generate the codes for you. Or, click [here](#) to specify a code.

OK **Cancel**

- › Click the **OK** button to be shown a preview of all the student access information. Click the **Print** button in the upper-left corner to open the prompt to print.

Print Preview	
Adam Ant Go to mathx.perfectionlearning.com and click on "Use a code." Username: aant@mailinator.com Code: wGa0isja	Brad Beetle Go to mathx.perfectionlearning.com and click on "Use a code." Username: bbeetle@mailinator.com Code: qSD0koh
Cathy Cricket Go to mathx.perfectionlearning.com and click on "Use a code." Username: ccricket@mailinator.com Code: H4ydzYSE	Daphne Dragonfly Go to mathx.perfectionlearning.com and click on "Use a code." Username: ddragonfly@mailinator.com Code: o2W2NnOW
Ed Earwig Go to mathx.perfectionlearning.com and click on "Use a code." Username: eearwig@mailinator.com Code: WFLH0215	

- › Click **Done** to return to the Manage All Classes page.
- › Distribute the codes to your students and instruct them to set up their accounts by clicking the **Use a code** button at <http://physics.perfectionlearning.com/>.

You may receive an email with a new code to distribute to a student who has used the **Forgot Password?** button during login. If a student who has already set up an account has trouble logging in and comes to you seeking help, you can directly reset the student's code with the following instructions.

- To directly reset a code for a student who has already set up an account, navigate to the Class Roster page.
 - › Highlight the desired student by clicking the checkmark next to the student name.
 - › Click the **More Actions** button, then select **Reset Code**.
 - › A pop-up will appear giving you the option of letting codes be automatically generated, or you can decide to type in a code of your choice. Then click **OK**.
 - › Provide the code to the student and instruct them to use the code to re-setup their account information as before.

Managing Licenses

To view available product licenses for your school, select **Manage All Licenses** from the Licenses menu on the left-hand side of the page. When students are added or dropped from classes, the number of licenses used will be reflected here.

Admin

Done

Eric Wirth

Licenses

Manage All Licenses

Students

Classes

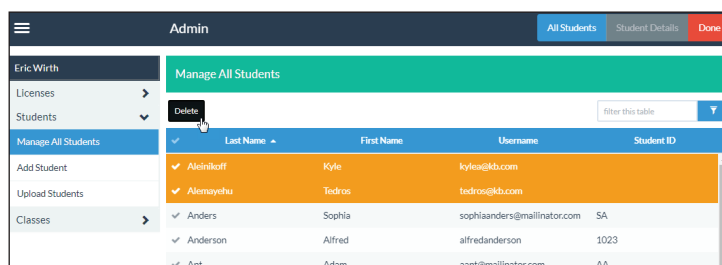
Manage All Licenses

	Name	School	Available	Used	Start	End
✓	First Person Physics Honors I FL St...		67	33	2017-06-1...	
✓	Math X Algebra I Student License		4942	58	2014-12-0...	
✓	Math X Algebra II Student License		495	5	2015-09-2...	
✓	Math X Geometry Student License		495	5	2015-09-2...	
✓	TEKS Math X Algebra I Student Lice...		95	5	2017-03-1...	

Deleting Students and Classes

Deleting Students

1. To delete students from your school, select **Manage All Students** from the Students menu on the left-hand side of the page.
2. Highlight the individual students you want to delete by clicking the checkmark next to each student name. Clicking the checkmark in the header row will select *all* of the students within the school, even those on subsequent pages if there are any.



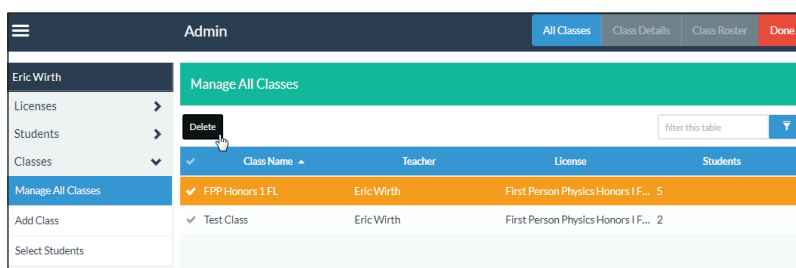
	Last Name	First Name	Username	Student ID
<input checked="" type="checkbox"/>	Aleixakoff	Kyle	kylea@kb.com	
<input checked="" type="checkbox"/>	Alemayehu	Tedros	tedros@kb.com	
<input checked="" type="checkbox"/>	Anders	Sophia	sophiaanders@mailinator.com	SA
<input checked="" type="checkbox"/>	Anderson	Alfred	alfredanderson	1023
<input checked="" type="checkbox"/>	Ant	Adam	aant@mailinator.com	AA

3. Click the **Delete** button and confirm the deletion by clicking **OK** in the pop-up.

NOTE: Students cannot be deleted unless they have been dropped from the roster for all their courses. Dropping students from a class is described in the previous section, *Managing Classes*.

Deleting Classes

1. To delete a class from your school, select **Manage All Classes** from the Classes menu on the left-hand side of the page.
2. Highlight the individual class you want to delete by clicking the checkmark next to the class name. You can only select one class at a time.




	Class Name	Teacher	License	Students
<input checked="" type="checkbox"/>	FPP Honors 1 FL	Eric Wirth	First Person Physics Honors I F...	5
<input checked="" type="checkbox"/>	Test Class	Eric Wirth	First Person Physics Honors I F...	2

3. Click the **Delete** button and confirm the deletion by clicking **OK** in the pop-up.

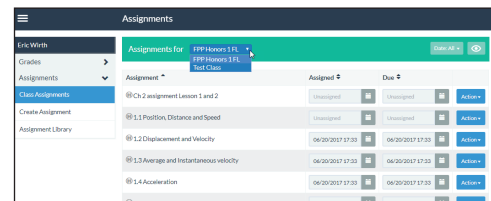
NOTE: A class cannot be deleted unless all students have been dropped from the roster for that class. Dropping students from a class is described in the previous section, *Managing Classes*.

Assignments

The Assignments module allows you to create, edit, print, set due dates, and manage your students' online assignments. The Assignments module is also where you view your gradebook, change grades, or export a file with grade data.

To access this module, click on the Navigation Menu , then select **ASSIGNMENTS** from the dropdown. You will be taken to the Class Assignments list page by default.

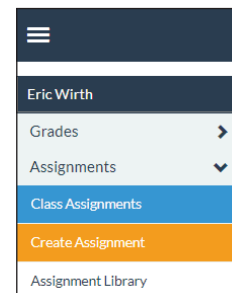
Classes for which you are the instructor appear in the dropdown on the left-hand side below your user. Click on the class name shown, then choose the class that you want to focus on. You can switch back and forth between classes here.



Managing Assignments

Assignment Generator: Creating, Editing, Sharing, and Printing

To begin creating an assignment, select **Create Assignment** from the Assignments menu on the left-hand side of the page. The Assignment Generator will open to the Assignment Details page.



The Assignment Generator has four sections.

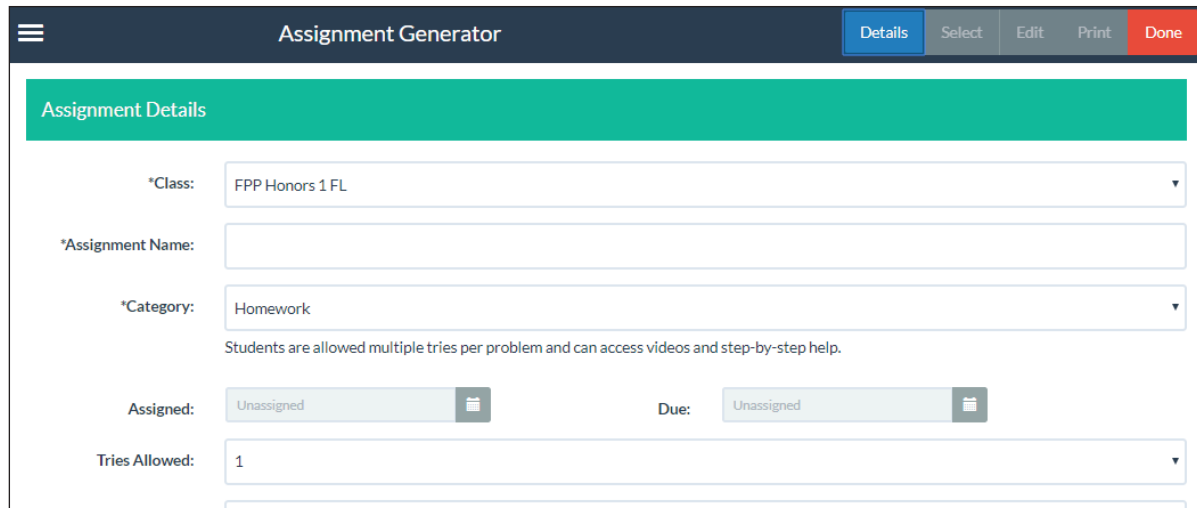
- **Details** to establish settings for an assignment
- **Select** to add or remove problems
- **Edit** to order the problems and set their quantity and point value
- **Print** to preview and print the assignment

Navigate back and forth between pages in the Assignment Generator by clicking the various buttons in the upper-right corner of the page. Some pages are not available until you have entered required details and selected problems for the assignment. Changes you make in the Assignment Generator are automatically saved while you work.



Details

The Assignment Details page is where you control the settings for an assignment. You must first enter a name and choose the category type before you can move on to selecting problems, editing, or printing the assignment.



The screenshot shows the 'Assignment Generator' interface. At the top, there's a navigation bar with a menu icon, the title 'Assignment Generator', and buttons for 'Details' (active), 'Select', 'Edit', 'Print', and 'Done'. Below this is a green header for 'Assignment Details'. The form contains several fields: '*Class:' with a dropdown menu showing 'FPP Honors 1 FL'; '*Assignment Name:' with an empty text input; '*Category:' with a dropdown menu showing 'Homework'; 'Assigned:' and 'Due:' each with a button labeled 'Unassigned' and a calendar icon; and 'Tries Allowed:' with a dropdown menu showing '1'. A note below the category dropdown states: 'Students are allowed multiple tries per problem and can access videos and step-by-step help.'

1. Type a name in the Assignment Name field.
2. Choose a category from the dropdown for the type of assignment you are creating. The options are Homework, Quiz, Test, or i-Practice.
 - **For Homework:** students are allowed multiple tries per problem and can access videos and step-by-step help.
 - **For Quizzes:** students are allowed multiple tries per problem, but cannot access videos or step-by-step help.
 - **For Tests:** students are allowed one try per problem and cannot access videos or step-by-step help.
 - **For i-Practice:** students are allowed to keep trying until they've mastered the problem with access to videos and step-by-step help.
3. To set Assigned and Due dates/times, click on the Calendar Icon to open the date/time picker. The date/time picker functionality is described in the subsequent section, Setting Assigned and Due Date/Time.

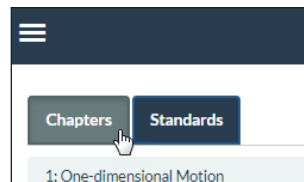


4. If applicable to the assignment type, select a number of Tries Allowed from the dropdown. This will be the number of incorrect answers students can submit for each problem before they receive no credit.

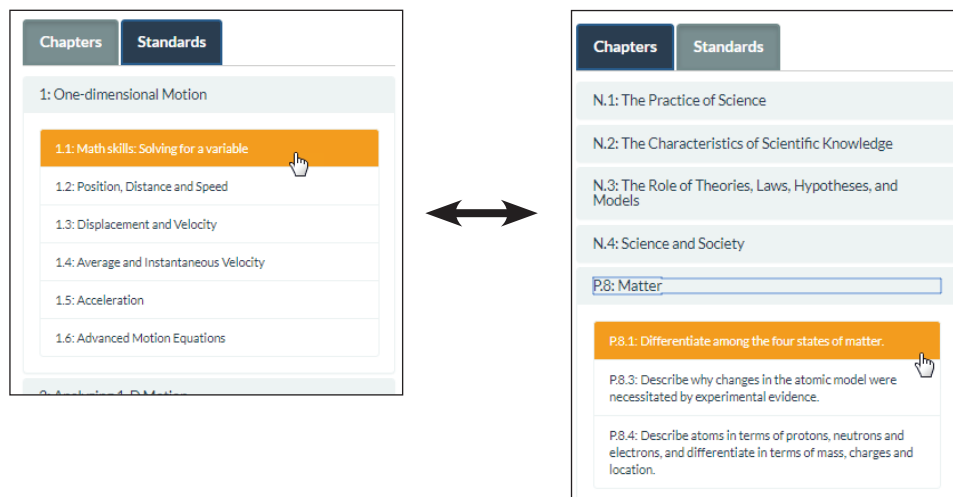
5. You may also add your own personal notes about the assignment and write notes that will show up for students in the student application.
6. If you want other teachers to have access to the assignment you create, change the default to “Share this assignment with other teachers in my school”.
7. After you add problems to the assignment, a list of standards correlated to the assignment will appear at the bottom of the Assignment Details page.

Select Problems

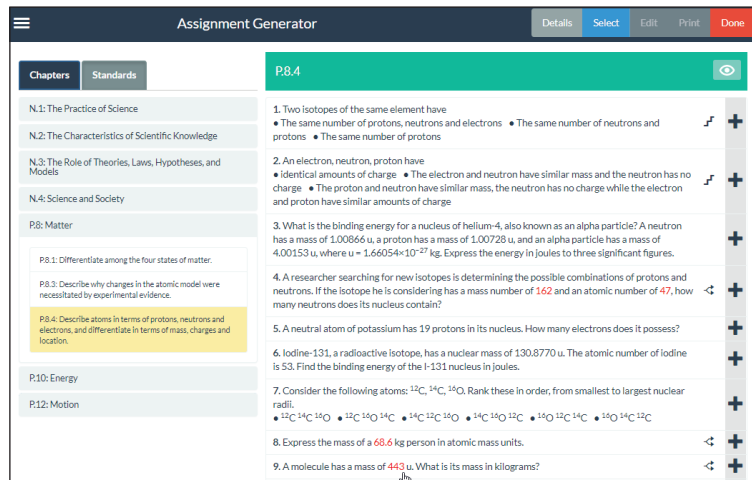
1. In the Assignment Generator, click the **Select** button in the upper-right corner.
2. On the left-hand side of the page is a collapsible menu from which you can find problems to add to your assignment. You can add problems by Chapter or by Standard. Begin by clicking on either the **Chapters** or **Standards** button.




3. Click on a chapter or standards domain from the collapsible menu, and then click the respective lesson or standard from which you want to pull questions.

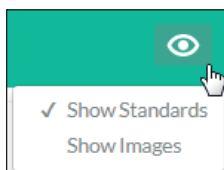


4. A list of questions related to the lesson or standard will appear. Click on the problems you want to add to the assignment. The questions will be highlighted in yellow. Questions can be removed from the assignment by clicking them again. You can choose problems from different lessons, chapters, and standards to add to the same assignment. The program will automatically save your progress.



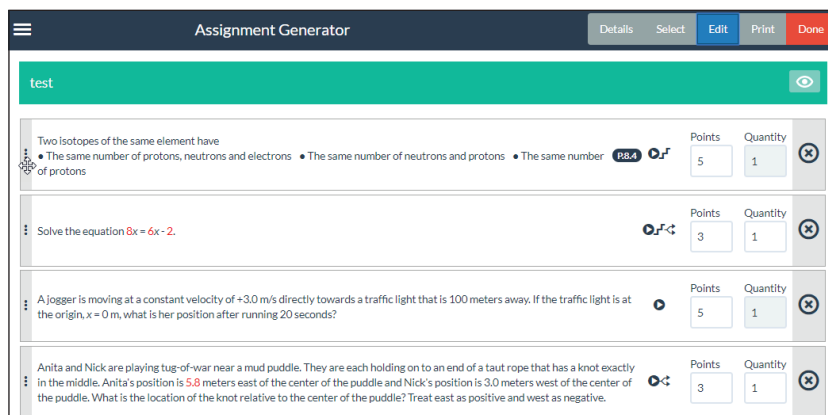
NOTE: Questions with red text indicate problems with numbers that vary, allowing you to add multiple instances of such problems.



5. The Eye button  lets you select the options of showing or hiding standards or images for the problems. Click the button, then check or uncheck the desired options.

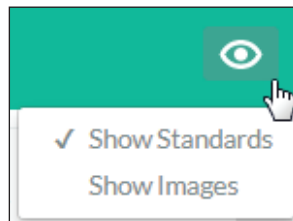


Edit Problems

1. In the Assignment Generator, click the **Edit** button in the upper-right corner.
2. Problems that have been selected for the assignment appear on this page. Change the order of the questions by clicking and dragging on the three dots to the left of the question.

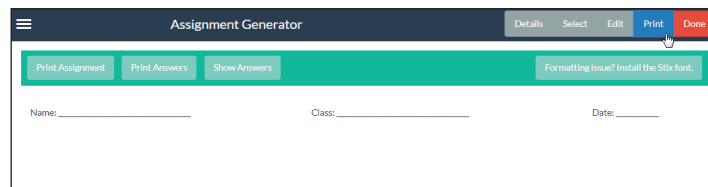


3. Change how many points a problem is worth by clicking in the Points field to the right of the problem and typing a value.
4. Questions with red text have numbers that can vary. Determine the number of instances you want for the problem by clicking in the Quantity field and typing a value.
5. You can remove a problem from the assignment by clicking on the  icon to the right of the question.
6. The Eye button  lets you select the options of showing or hiding standards or images for the problems. Click the button, then check or uncheck the desired options.



Print Preview

1. In the Assignment Generator, click the **Print** button in the upper-right corner.



2. On the print page you can view what your assignment will look like when it is printed. You can also view the solutions to the problems by clicking on the **Show Answers** button at the top of the assignment.
3. Click either the Print Assignment or Print Answers button at the top of the assignment to open a print preview page and a prompt to print your desired pages.

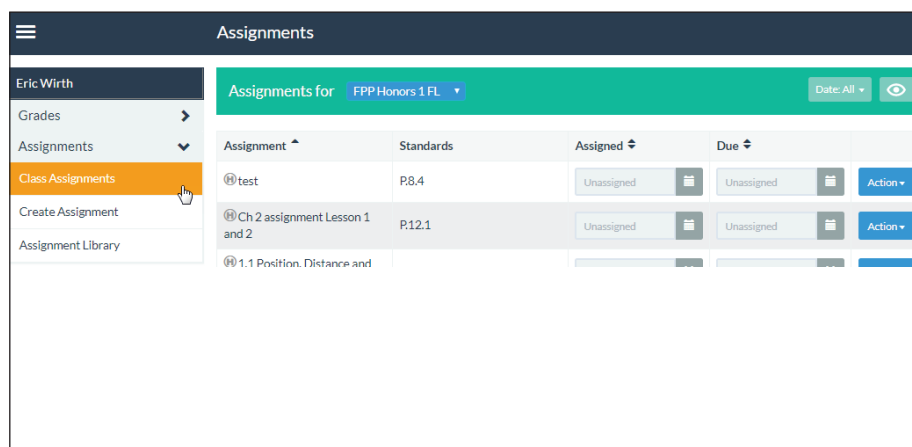
When you are finished working in the Assignment Generator, click **Done** to return to the Class Assignments list.

Import an Assignment

Select **Assignment Library** from the Assignments menu on the left-hand side of the page. Select the First Person Physics License type. To preview an assignment, click on the assignment title. Click **Done** to return to the Assignment Library. Select the assignment(s) that you wish to import by clicking the checkmark(s) to the left of the assignment titles and then click **Assign to class**. Click in the box and a dropdown menu will appear. Select the class or classes that you want to import the assignment(s) to. When you have finished selecting classes, click **Continue**.

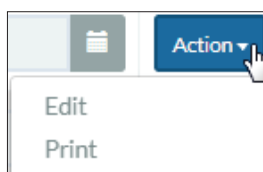
Organizing the Class Assignments List

1. To access the Class Assignments list, select **Class Assignments** from the Assignments menu on the left-hand side of the page.



Each First Person Physics course comes pre-populated with template assignments. Assignments that you create will also show up in the Class Assignments list. You can change or edit the template assignments just as you do for the ones that you have created.

- Click on a row in the list to go to the Assignment Generator **Edit** page for that assignment as described in the previous section, Assignment Generator: Creating, Editing, and Printing. You can then change **Details** for the assignment, **Select** problems, and **Print** by clicking on the respective buttons in the upper-right corner of the page.
- Alternatively, click the **Action** button to the right of the assignment, then select **Edit** or **Print** to go to those respective pages.



2. The icons to the left of the name in the Class Assignments list indicate the currently designated type of assignment. Hover your mouse over each icon to see its type.

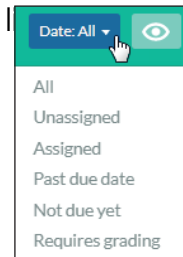
 Homework


 Quiz

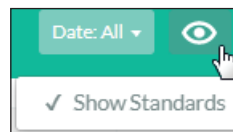
 Test

 i-Practice

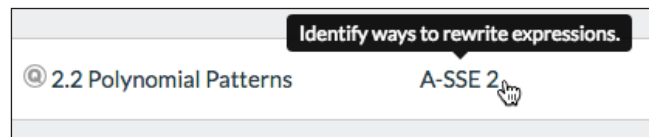
3. The filter button at the upper-right of the Class Assignments lets you narrow the scope of the list. Click the button, then choose among the following categories of assignments: All, Unassigned, Assigned, Past Due Date, Not Due Yet, or Requires Grading.



4. The Eye button  lets you select the option of showing or hiding standards associated with problems in the assignment. Click the button, then check or uncheck the option to show standards.



- Standards will appear in each row next to the assignment name. Hover your mouse over individual standards to see a short description.



5. You can sort the Class Assignments list by the assignment name or by date. Click on **Assignment**, **Assigned**, or **Due** in the column header to sort the list.

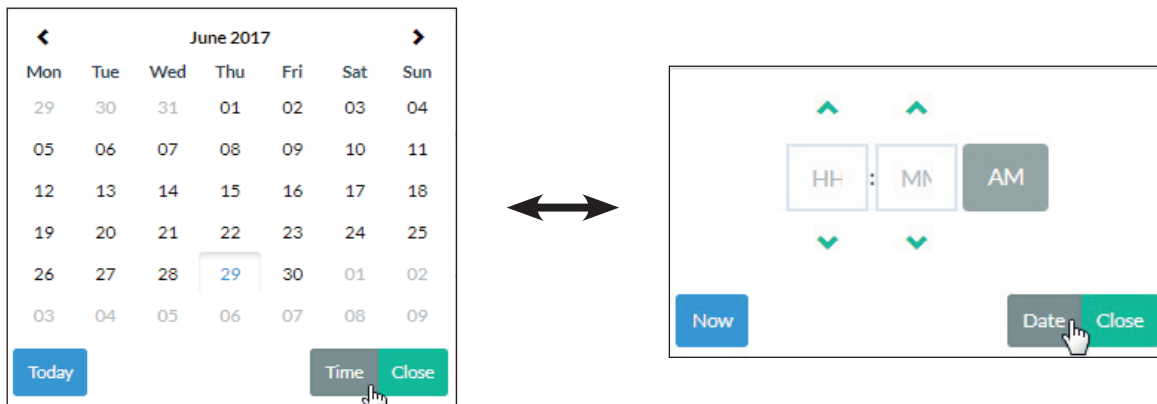


Setting Assigned and Due Date/Time

- Assigned and Due Dates/Times are set on the Assignment Details page of the Assignment Generator as described in the previous section Assignment Generator: Creating, Editing, and Printing, or they are set from the Class Assignments list page.
- For each row in the Class Assignments list, there are two date/time fields. The first field sets the Assigned Date, the second field sets the Due Date. Click on the Calendar Icon to open the date/time picker.



3. Toggle between **Date** and **Time** by clicking on the respective buttons.



- To select a date, click on the desired day. Move between months using the left and right arrow buttons < >.
- To select a time, type hour and minute values into the fields or use the up and down arrow buttons. Switch between a.m. and p.m. by clicking the button.
- Close the date/time picker by clicking the **Close** button.

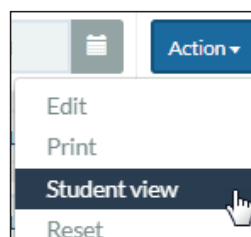
NOTE: If you select the Due Date first, the Assigned Date will be automatically set either to seven days prior or to the current date, whichever is later.

Sending an Assignment to the Student Application

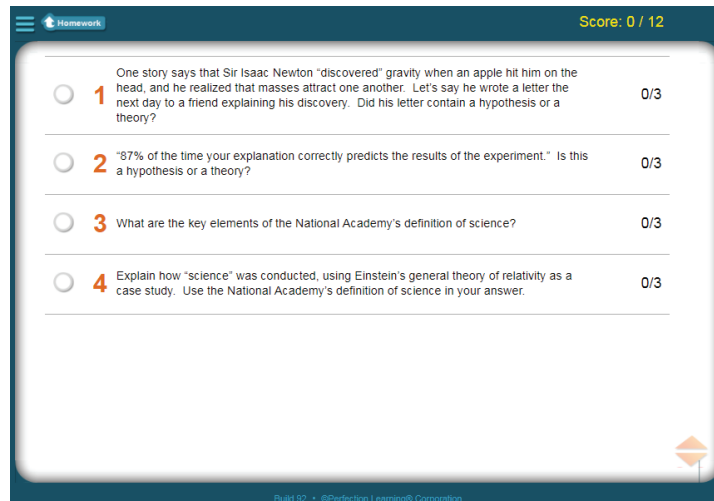
1. Assignments will automatically appear in the student application at the designated assigned date/time. Students may work on the assignment until the designated due date/time, at which point the assignment will remain visible to students but answer submissions will no longer be accepted.
2. Students will use their individual Username and Password to log into the student application at <http://physics.perfectionlearning.com/> to work on assignments.

Previewing an Assignment in the Student Application

1. To see how an assignment will look from a student's point of view, click the **Action** button to the right of the assignment, then select **Student View** from the dropdown menu.



2. A preview page for the assignment will open in the student application and allow you to click through the selected problems.



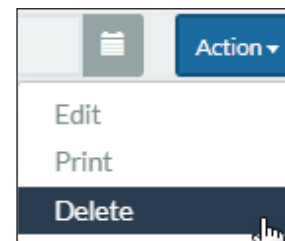
3. Return to the Class Assignments list using the back arrow button of your browser, or by clicking the Homework button in the upper-left.



Deleting/Resetting Assignments

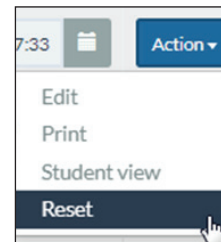
1. For user-created assignments, you have the option to delete the assignment.

- Click the **Action** button to the right of the assignment, then select **Delete** from the dropdown menu.



2. For template assignments, you have the option to reset the assignment to its original, pre-built state.

- Click the **Action** button to the right of the assignment, then select **Reset** from the dropdown menu.

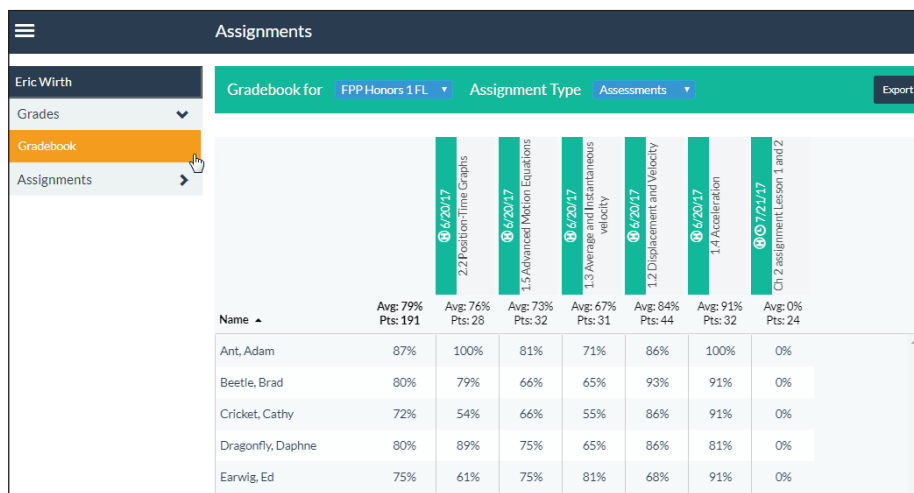


NOTE: Deleting or resetting an assignment will erase any and all student grades that have been associated with that particular assignment.

Managing Grades

Viewing the Gradebook

1. Select the **Gradebook** option from the Grades menu on the left-hand side of the page.



The screenshot shows the 'Assignments' page in a learning management system. On the left, a sidebar menu has 'Gradebook' highlighted. The main area displays a gradebook for 'FPP Honors 1 FL'. The table lists student names and their scores for seven assignments, ordered from most recent to oldest. Each assignment header includes an average grade and total points. The data rows show individual student percentages.

Name	Avg: 79% Pts: 191	Avg: 76% Pts: 28	Avg: 73% Pts: 32	Avg: 67% Pts: 31	Avg: 84% Pts: 44	Avg: 91% Pts: 32	Avg: 0% Pts: 24
Ant, Adam	87%	100%	81%	71%	86%	100%	0%
Beetle, Brad	80%	79%	66%	65%	93%	91%	0%
Cricket, Cathy	72%	54%	66%	55%	86%	91%	0%
Dragonfly, Daphne	80%	89%	75%	65%	86%	81%	0%
Earwig, Ed	75%	61%	75%	81%	68%	91%	0%

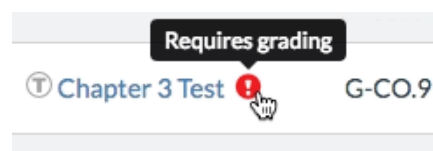
2. The Gradebook shows in-progress and past-due assignments in reverse chronological order, scrolling from left to right. In-progress assignments show "--" until after the assignment is due and the problems have been graded.
 - Each cell shows the percentage of correct points that a student received out of the possible points for the assignment.
 - The grade column next to the student's name represents the cumulative grade and is calculated from past-due assignments as all points received out of the total possible points.
 - Below each assignment header is the average for the grades in each respective column and the possible points for each assignment. In the cumulative grade column, the average is of all students' cumulative grades, and the total points represents the sum of possible points for all past-due assignments.
 - Sort the grid according to student last names or student grades by clicking on Name or the cumulative average respectively in the column header.
3. An exclamation mark indicates problems that require grading by the instructor. The following section, Reviewing Problems That Require Manual Grading, describes how to review those problems.

Reviewing Problems That Require Manual Grading

1. If an exclamation mark appears in the Gradebook, this is an indication that there are problems that require manual grading by the instructor.
2. Clicking on the “!” in a cell will take you to the Grade Change page where you review an individual student’s problems that require grading for an assignment.
3. Clicking on the exclamation mark icon in the column header will take you to the Grade Change page where you review all students’ problems that require grading for that assignment.

<div> <div>5/26/16</div> <div>Chapter 3 Test</div> </div>		
	Avg: 55% Pts: 245	Avg: 0% Pts: 70
Name ▲		
Harper, Casey	65%	!
Lashibi, Dakota	55%	!
Meyer, Alex	44%	!

NOTE: Assignments with problems that require grading will also display the icon in the Assignment List. Clicking on the icon in the row will take you to the Grade Change page to review the necessary problems.



4. To manually grade the problems, compare the student’s submitted answer to the correct answer, then type in the appropriate grade in the field, up to the allowed number of points.

Assignments and Grades

Done

Chapter 3 Test

Grading required

Casey Harper, Question 22

Determine whether the two statements are equivalent. Justify your answer.
1) People go to the beach if it is sunny.
2) It is sunny if people go to the beach.

Points: / 3

Student Answer

Correct Answer

Submissions: 1 / 1

The two statements are not equivalent. The first statement says people going to the beach is dependent on the weather, while the second statement says that the weather is dependent on people going to the beach.

Not equivalent. Justifications will vary.

→

Assignments and Grades

Done

Chapter 3 Test

Grading required

Casey Harper, Question 22

Determine whether the two statements are equivalent. Justify your answer.
1) People go to the beach if it is sunny.
2) It is sunny if people go to the beach.

Points: 3 / 3

Student Answer

Correct Answer

Submissions: 1 / 1

The two statements are not equivalent. The first statement says people going to the beach is dependent on the weather, while the second statement says that the weather is dependent on people going to the beach.

Not equivalent. Justifications will vary.

Assignments and Grades

Done

Chapter 3 Test

Grading required

Dakota Lashibi, Question 22

Determine whether the two statements are equivalent. Justify your answer.
1) People go to the beach if it is sunny.
2) It is sunny if people go to the beach.

Points: / 3

Student Answer

Correct Answer

Submissions: 1 / 1

The two statements are equivalent. People go to the beach when it's sunny.

Not equivalent. Justifications will vary.

Assignments and Grades

Done

Chapter 3 Test

Grading required

Dakota Lashibi, Question 22

Determine whether the two statements are equivalent. Justify your answer.
1) People go to the beach if it is sunny.
2) It is sunny if people go to the beach.

Points: 0 / 3

Student Answer

Correct Answer

Submissions: 1 / 1

The two statements are equivalent. People go to the beach when it's sunny.

Not equivalent. Justifications will vary.

5. When you have finished reviewing all the problems, click **Done** to return to the Gradebook.

Reviewing Student Responses and Changing Grades

1. To review each individual student's responses to an assignment and change grades if necessary, click on a student's percentage under an assignment in the Gradebook. The Grade Change page will load.

The diagram illustrates the process of reviewing student responses. On the left, a gradebook table shows three assignments for a student named Cathy Gridet. An arrow points from the 55% grade in the '1.3 Average and Instantaneous velocity' column to a detailed view of that assignment on the right.

6/20/17	6/20/17	6/20/17
1.5 Advanced Motion Equations	1.3 Average and Instantaneous velocity	1.2 Displacement and Velocity
Avg: 73% Pts: 32	Avg: 67% Pts: 31	Avg: 84% Pts: 44
81%	71%	86%
66%	65%	93%
66%	55%	86%
75%	65%	86%

Assignments and Grades Done

1.3 Average and Instantaneous velocity Score: 17 / 31 All

Cathy Gridet, Question 1

Elaine wants to return a movie she rented at the store, which is 5.0 kilometers away in the positive direction. It takes her 10 minutes to drive to the store, 1.0 minute to deposit the movie, and 9.0 more minutes to drive home. What is her average velocity for the entire trip?

Points: 0 / 3

Submissions: 1 / 2

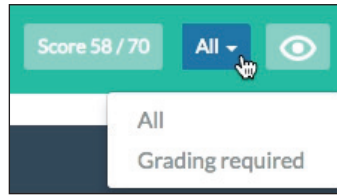
Student Answer: 2


Correct Answer: 0.0

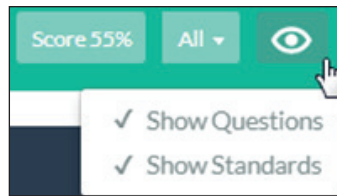
2. The Grade Change page shows a list of all problems in an assignment accompanied by a comparison of the student's submitted answer with the correct answer.
 - Each problem shows the number of points that the student has received out of the number of possible points. Problems that have received any credit are indicated with the icon. Problems that have received zero points are marked with the icon.
 - Below the points you will see the number of submissions (depending on the type of assignment) that the student used to submit the final answer.
3. If you wish to change the grade received by a student, click in the points field, delete the displayed value, and type in a new value. Point values that exceed the possible points allowed will not be saved and will revert back to the most recent valid entry.
4. At the upper-right of the assignment is a **Score** button showing the student's grade for the entire assignment. Click the button to toggle between a fraction and percent display.



5. The filter button at the upper-right allows you to narrow the scope of the problems shown. If there are any problems that require grading you can choose to see only those problems.



6. The Eye button  lets you select the options of showing or hiding question text and standards for the problems. Click the button, then check or uncheck the desired options.




7. Click **Done** to return to the Gradebook.

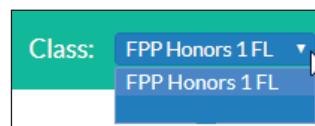
Exporting Grades

1. To export a file of all of the grades for a class, click on the **Export** button in the lower-right corner of the gradebook. A .csv file will be downloaded.
2. You can then import your Gradebook .csv as is into another Gradebook or you can edit it and then import.

Reports

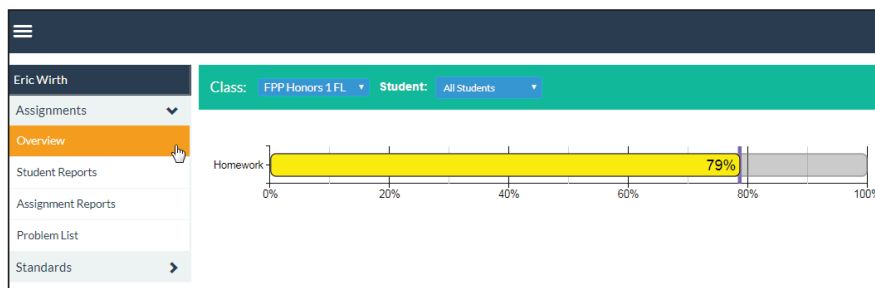
The Reports module allows you to analyze student progress and adjust instruction based upon performance statistics for your students' completed assignments. You can view results for all students or for individual students organized by assignments or by standards. To access this module, click on the Navigation Menu , then select **REPORTS** from the dropdown menu.

Classes for which you are the instructor appear in the dropdown menu on the left-hand side below your user. Click on the class name shown, then choose the class that you want to focus on. You can switch back and forth between classes here.



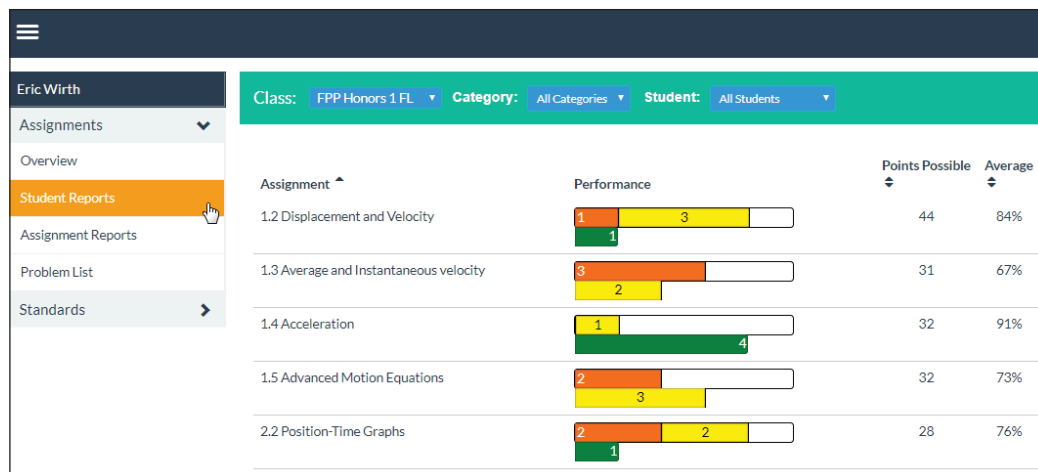
Viewing Reports by Assignments

1. To view overall performance on homework, tests, quizzes, and i-Practice, select the **Overview** option from the Assignments menu on the left-hand side of the page.



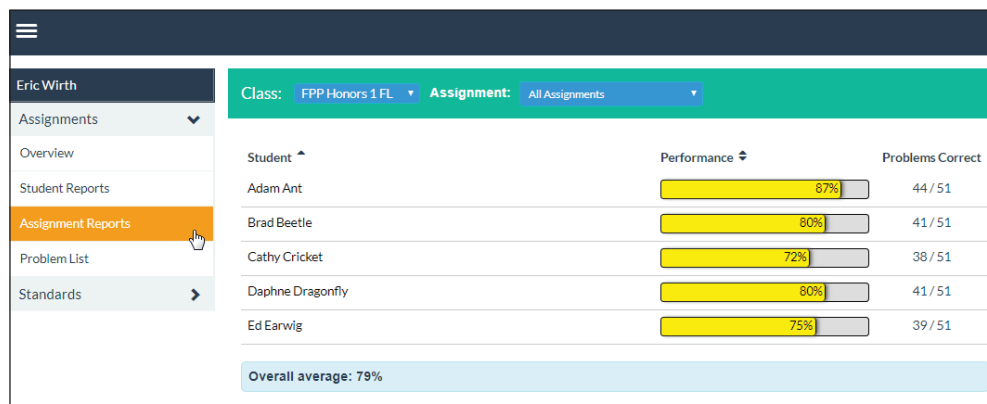
- The Student filter allows you to view the report by student. Choose *All Students* or select an individual student from the dropdown menu.
- If you click on one of the assignment types in the data graph, you will narrow the focus of the report to that chosen category.

2. To view performance by assignments, select the **Student Reports** option from the Assignments menu on the left-hand side of the page.



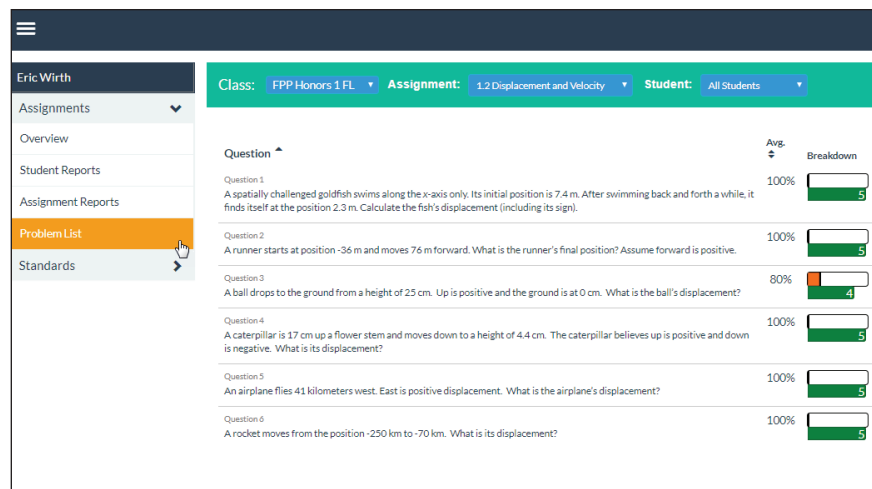
- The Category filter allows you to view the report by each assignment. Choose *All Categories* or select an individual assignment type.
- The Student filter allows you to view the report by student. Choose *All Students* or select an individual student from the dropdown menu.
- If you click on an assignment row, you will narrow the focus of the report to that assignment based upon the chosen filters.

3. To view performance by each assignment, select the **Assignment Reports** option from the Assignments menu on the left-hand side of the page.



- The Assignment filter allows you to view the report by assignments. Choose *All Assignments* or assignment categories, or select an individual assignment from the dropdown menu.
- If you click on a student's row, you will narrow the focus of the report to see problems based upon the selected assignments.

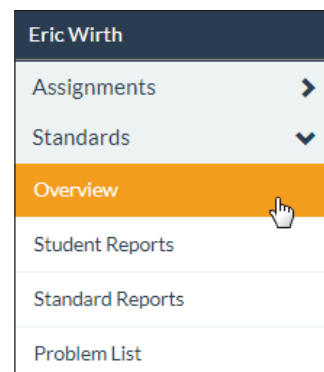
4. To view performance by problems for individual assignments, select the **Problem List** option from the Assignments menu on the left-hand side of the page.



- The Assignment filter allows you to review the report by each assignment. Select an individual assignment from the dropdown.
- The Student filter allows you to view the report by student. Choose *All Students* or select an individual student from the dropdown.
- If you click on an individual problem when the *All Students* filter is chosen, you will see a popup detailing how each student performed on the problem.

Viewing Reports by Standards

The standards reports work in a similar way to the assignments reports, except that the problems are grouped by academic standard rather than by assignment. To view performances based upon standards, select the **Overview**, **Student Reports**, **Standard Reports**, or **Problem List** option from the Standards menu on the left-hand side of the page.



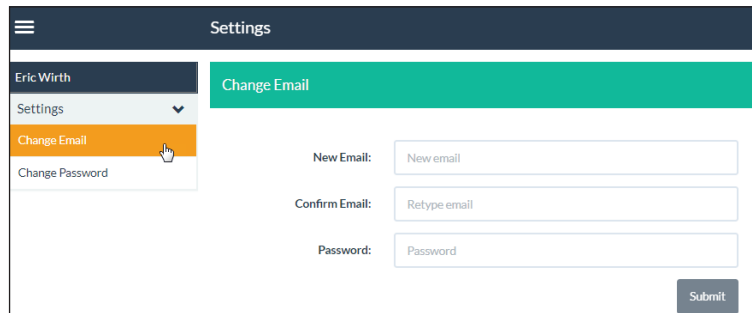
Each standards report has similar filters to the assignments reports, and you can likewise drill down and narrow focus by clicking the various elements in the each report.

Settings

The Settings module allows you to update details about your account. To access this module, click on the Navigation Menu , then select **SETTINGS** from the dropdown.

Changing Email

1. To change the email associated with your user account, select **Change Email** from the Settings menu on the left-hand side of the page.

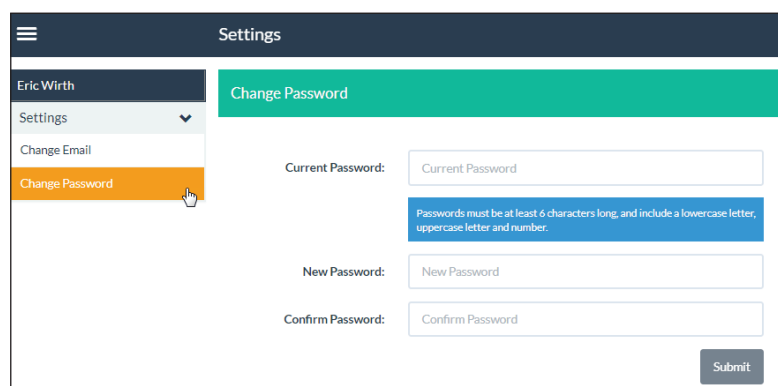


The screenshot shows the 'Settings' page with a sidebar on the left containing 'Eric Wirth', 'Settings', 'Change Email', and 'Change Password'. The 'Change Email' option is highlighted. The main content area is titled 'Change Email' and contains three input fields: 'New Email:' with a placeholder 'New email', 'Confirm Email:' with a placeholder 'Retype email', and 'Password:' with a placeholder 'Password'. A 'Submit' button is located at the bottom right.

2. Enter your desired new email address.
3. Confirm by re-entering the desired email.
4. Enter your current password.
5. Click the **Submit** button.

Changing Password


1. To change the password associated with your user account, select **Change Password** from the Settings menu on the left-hand side of the page.



The screenshot shows the 'Settings' page with a sidebar on the left containing 'Eric Wirth', 'Settings', 'Change Email', and 'Change Password'. The 'Change Password' option is highlighted. The main content area is titled 'Change Password' and contains three input fields: 'Current Password:' with a placeholder 'Current Password', 'New Password:' with a placeholder 'New Password', and 'Confirm Password:' with a placeholder 'Confirm Password'. A blue informational box states: 'Passwords must be at least 6 characters long, and include a lowercase letter, uppercase letter and number.' A 'Submit' button is located at the bottom right.

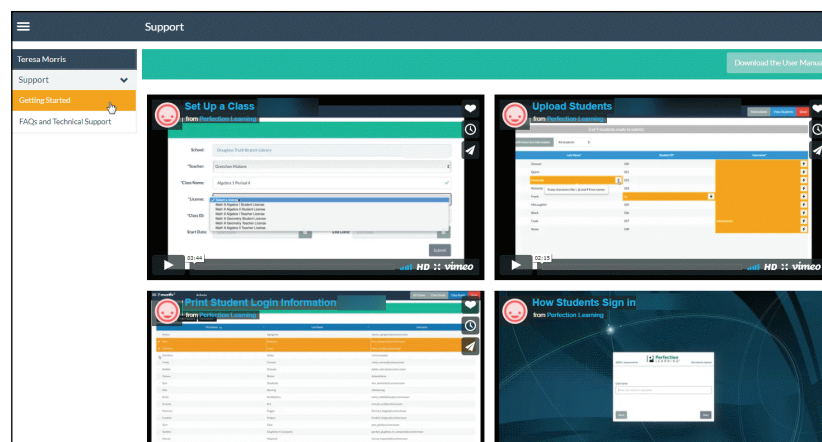
2. Enter your current password.
3. Enter your desired new password.
4. Confirm by re-entering the desired password.
5. Click the **Submit** button.

Support

The Support module allows you to access additional information for help using course management. To access this module, click on the Navigation Menu  , then select **SUPPORT** from the dropdown menu.

Getting Started Videos

To watch videos to help you get started using course management, select the **Getting Started** option from the Support menu on the left-hand side of the page.



FAQs and Technical Support Pages

To access a web page with frequently asked questions, downloadable user guides, additional technical support, and contact information, select the **FAQs and Technical Support** option from the Support menu on the left-hand side of the page.