



## Configuring LTI Assignments in CompuScholar Courses

**Please carefully review this document when importing a CompuScholar course into a 3<sup>rd</sup> party LMS. You may need to take post-import configuration steps to ensure your assignments are correctly configured!**

All CompuScholar courses contain many hands-on activities that students will submit for a grade. There are three basic kinds of assignments.

### Quizzes and Tests (Exams)

All quiz and test questions are multiple-choice and fully embedded in the course cartridge. After import, they are native assessments in your LMS and not connected to CompuScholar's system in any way. Teachers will assign the quizzes to students naturally through the LMS and the resulting grade automatically appears in your gradebook.

Please ensure your LMS will **randomize the A/B/C/D order of answers** for each quiz or test. Some LMS systems (e.g. Canvas) may not enable randomization by default.

### External Work

In external assignments, the course material contains activity instructions that ask the students to **perform work outside of the CompuScholar system**. This work may include tasks like creating coded projects in locally installed IDEs or creating documents or similar digital artifacts. **The result of this external work is one or more files that should be submitted to the teacher for grading.**

In a course cartridge, these external work tasks are marked as "**assignments**". Each type of LMS (Canvas, Schoology, etc.) may treat these resources differently. Some will automatically **add the assignments to the gradebook** and provide a **file upload capability** for the students. Others may ignore the assignments altogether or import the resource as a simple link to a static web page.



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After import, please verify that each **external assignment is represented as a graded assignment in your gradebook**, with a way for students to upload file submissions. You may need to delete the default assignment links to static web pages and add native LMS assignments to your gradebook with file upload capability. Please contact us with questions about your LMS.

### Online Work

In online assignments, students click on an **LTI link** to reach an **online working area** supported by the CompuScholar system. Students will complete each assignment and submit work online through this system – there are **no local files** to manage. The submitted work will be graded by a teacher or auto-graded by our system (depending on the course).

In a course cartridge, these online assignments are marked as **LTI resources**. The **Canvas** LMS will recognize them as assignments in the gradebook, so no additional configuration steps are needed in Canvas. However, **other systems will likely need online assignments to be configured for grading after the import**.

Please verify that each of the online assignments is represented as a graded assignment in your gradebook after import. You may need to configure each LTI assignment link to accept graded results from our system. Please contact us with questions about your LMS.

When the student or teacher clicks on an LTI link to access publisher content, the LMS may choose to open that content **in a frame** within the current browser tab or **launch a new tab**. This decision and the default behavior rests entirely within the LMS, and any desired changes to the default LMS behavior must be configured within the LMS.

We recommend that all “Online Work” assignment links be configured to **launch content in a new tab** to give the student maximum screen space to complete the work. Other types of content (e.g. Lesson Text or Video) are less space-sensitive and can be configured at your discretion. Please contact us with questions about your LMS.



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## Types of Assignments, Per Course

This section describes the assignments that are either “**external**” or “**online**”, per course. Some courses contain only one kind of assignment, while some contain a mixture of types.

### Digital Savvy

The following assignments are “**external**” and should be configured as such:

Chapter	Resource Title
9	Professional Letter Activity
9	Formatting a Research Paper Activity
10	Checkbook Formatting Activity
10	Checkbook Calculations Activity
10	Checkbook Charts Activity
11	Starting Your Presentation Activity
11	Finishing Your Presentation Activity
12	Music Database Activity
12	Music Reports Activity
13	Project Planning Activity
14	Mid-Term Project Planning Activity
14	Mid-Term Project Implementation Activity
14	Mid-Term Project Delivery Activity
15	Image Editing Activity
16	Sending Messages Activity
17	Social Media Posts Activity
18	Create a Blog Activity
19	Beginning Web Page Activity
20	Formatted Web Page Activity
21	Final Website Activity
22	Scratch Effects Activity
23	Making Change Activity
24	Exploring Computing Careers Activity
25	Final Project Planning Activity
25	Final Project Implementation Activity
25	Final Project Delivery Activity
Supplemental Ch. 1	Evaluating Digital Artifacts Activity
Supplemental Ch. 1	Highlighting Tools Activity
Supplemental Ch. 1	Debating AI Activity



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Supplemental Ch. 1	Exploring Net Neutrality Activity
Supplemental Ch. 2	Street Smarts Activity
Supplemental Ch. 2	Secret Message Activity
Supplemental Ch. 2	Physics Lab Activity
Supplemental Ch. 3	Typing Whiz Activity
Supplemental Ch. 3	CTSO Exploration Activity
Supplemental Ch. 3	Map My Area Activity
Supplemental Ch. 3	Daily Schedule Activity

The following assignments are “**online**” and should be configured as such:

Chapter	Resource Title
1	Using Peripherals Activity
2	Application Inventory Activity
3	OS Report Activity
4	Mystery Files Activity
5	Problem Solver Activity
6	Domain Name Research Activity
7	Search Report Activity
8	Security Sweep Activity

### Java Programming

The following assignments are “**external**” and should be configured as such:

Chapter	Resource Title
26	Designing Composite Class Activity
27	Requirements and Design Activity
27	Project Testing Activity
30	Phone Dialer Activity
31	Pizza Place Activity
32	Sky Art Activity
33	Comparison of Sorting Algorithms Activity
Supplemental Ch. 1	Secret Message Activity
Supplemental Ch. 1	Creating JavaDoc HTML Activity
Supplemental Ch. 1	UML Design Activity
Supplemental Ch. 2	Your SDLC Docs Activity
Supplemental Ch. 2	Career Exploration Activity



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Supplemental Ch. 2	CTSO Exploration Activity
Supplemental Ch. 2	Technical Writing Activity
Supplemental Ch. 3	Privacy Check-up Activity
Supplemental Ch. 3	Impact Analysis Activity
Supplemental Ch. 3	Self-Driving Cars Activity
Supplemental Ch. 3	Productivity Report Activity
Supplemental Ch. 4	Animal Palace Activity

The following assignments are **“online”** and should be configured as such:

Chapter	Resource Title
(top of course)	Custom Activities
2	Shopping List Activity
3	Treasure Map Activity
4	Magic Math Activity
5	Sketch Robot Activity
6	String Theory Activity
7	Math Factory Activity
8	Banking System Activity
9	Wild Card Activity
10	Calculator Madness Activity
11	Bug Hunt Activity
12	Fun Factorials
13	Meal Time
14	Dog House
15	Let's Go Racing
16	Art School
17	Creating the Schedule
17	Building a Television
17	Defining the Remote
18	Whack-A-Mole Activity
19	Train Yard Jumble Activity
20	Ducks in a Row Activity
21	Gold Rush Activity
22	Lab Rats Activity
23	Social Ladder Activity
24	File Explorer Activity



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25	Address CSV Activity
27	Project Implementation Activity
Supplemental Ch. 1	Stock Market Activity
Supplemental Ch. 1	Candy Factory Activity

In addition, all “**Chapter Homework**” assignments are “**online**” and should be configured as such.

### Python Programming

The following assignments are “**external**” and should be configured as such:

Chapter	Resource Title
13	Creative Project Requirements
13	Creative Project Design
13	Creative Project Testing

The following assignments are “**online**” and should be configured as such:

Chapter	Resource Title
(top of course)	Custom Activities
1	Class Schedule Activity
2	Cash Register Activity
3	Character Art
4	Blue Moon
5	Chat-Bot
6	Burger Castle
7	Vacation Planner
8	Pig Latin Translator
9	Verification Function
10	ATM
11	Mars Rover
12	Food and Defense Items
12	The Chef Class
12	Main Game Code
13	Creative Project Coding



## Unity Game Programming

All assignments are “**external**” and should be configured as such:

Chapter	Resource Title
2	Flock of Birds Activity
3	Reporting for Duty Activity
4	Alien Dance Squad Activity
5	Physics Pinball Activity
6	Pinball Scoring Activity
7	Thunder Road Activity
8	Mower Dodgeball Activity
9	Deep Space Activity
10	Deep Space 2 Activity
11	Bug Hunt Activity
12	Banana Breakout Activity
13	Planning Documents Activity
14	Mid-Term Requirements Activity
14	Mid-Term Design Activity
14	Mid-Term Coding & Testing Activity
15	Treasure Hunt Activity
16	RoboDash Activity
17	RoboDash Animation Activity
18	RoboDash Sounds Activity
19	Mini-Golf Activity
20	Mini-Golf Levels Activity
21	Space Creeps Activity
22	Space Creeps Settings Activity
23	Image Replacement Activity
24	Your Game Publication Activity
25	Project Planning Activity
26	Final Project Requirements Activity
26	Final Project Design Activity
26	Final Project Coding & Testing Activity
Supplemental Ch. 3	Productivity Report Assignment
Supplemental Ch. 3	Science Project Activity
Supplemental Ch. 3	Exploring Software Careers Activity
Supplemental Ch. 3	CTSO Exploration Activity



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## Web Design

All assignments are “**external**” and should be configured as such:

Chapter	Resource Title
1	Message Hunt Activity
2	Body Experiment Activity
3	Silent Owl Activity
4	Unordered List Activity
5	Linking Your Home Page Activity
6	External Raptors CSS Activity
7	Margins and Padding Activity
8	Borders and Backgrounds Activity
9	Positioning Containers Activity
10	Brand Research Activity
10	Branding Raptors Activity
11	Cropping and Resizing Activity
11	Creating Sub-Pages Activity
12	Raptor Table Activity
13	Storyboard and Site Map Activity
14	Planning and Research Activity
14	Build Website Activity
14	Evaluation and Feedback Activity
15	Investigate Environment Activity
16	Aquamaniacs Home Page Activity
17	Analyze Websites Activity
17	Styling Articles Activity
18	Leaping Dolphins Activity
19	Sound Bites Activity
20	Branding Aquamaniacs Activity
21	Grooving and Shaking Activity
22	Penguins Activity
23	Lobsters Activity
24	Lionfish Activity
25	Cuttlefish Activity
26	Otters Activity
27	Octopus Activity
28	Final Project Activity





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Supplemental Ch. 1	Your Own Web Search Activity
Supplemental Ch. 1	Your Client Docs Activity
Supplemental Ch. 1	Create and Edit a Movie Activity
Supplemental Ch. 1	Technical Writing Activity
Supplemental Ch. 1	Web Design Careers Activity
Supplemental Ch. 1	Validate Your Code Activity
Supplemental Ch. 1	Your Image Map Activity
Supplemental Ch. 1	Your HTML Form Activity
Supplemental Ch. 1	Frame-Up Activity
Supplemental Ch. 1	CTSO Exploration Activity

## C# Programming

The following assignments are “**external**” and should be configured as such:

Chapter	Resource Title
24	Project Requirements and Design Activity
24	Project Testing Activity
26	Tall Tales Activity
Supplemental Ch. 1	Secret Message Activity
Supplemental Ch. 1	Song Database Activity
Supplemental Ch. 1	Stock Market Activity
Supplemental Ch. 1	Candy Factory Activity
Supplemental Ch. 1	Exploring UML
Supplemental Ch. 2	Your SDLC Docs Activity
Supplemental Ch. 2	Career Exploration Activity
Supplemental Ch. 2	CTSO Exploration Activity
Supplemental Ch. 2	Technical Writing Activity
Supplemental Ch. 3	Privacy Check-up Activity
Supplemental Ch. 3	Impact Analysis Activity
Supplemental Ch. 3	Self-Driving Cars Activity
Supplemental Ch. 3	Productivity Report Activity
Supplemental Ch. 4	Animal Palace



The following assignments are “**online**” and should be configured as such:

Chapter	Resource Title
(top of course)	Custom Activities
2	School Supplies Activity
3	Pizza Bot Activity
4	Math Professor Activity
5	Language Jumbler Activity
6	Math Machine Activity
7	Coffee Shop Activity
8	Dog Trainer Activity
9	String Slicer Activity
10	Menu Madness Activity
11	Population Growth Activity
12	Delivery Driver Activity
13	Duck Trainer Activity
14	Video Player Activity
15	Gas Station Activity
16	Guess Number Game Activity
16	Word Challenge Game Activity
16	Game Machine Activity
17	1D Bingo Activity
18	Card Dealer Activity
19	Weird Echo
20	Super Tic-Tac-Toe
21	Modern Art
22	Chess Challenge
23	Fibonacci Numbers
24	Project Implementation Activity

### Computer Science Foundations

The following assignments are “**external**” and should be configured as such:

Chapter	Resource Title
14	Requirements and Design Activity
14	Project Testing Activity
23	Beginning Web Page Activity



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24	Formatted Web Page Activity
25	Final Website Activity
29	Exploring Careers Activity

The following assignments are “**online**” and should be configured as such:

Chapter	Resource Title
(top of course)	Custom Activities
1	Using Peripherals Activity
2	Network Analysis Activity
3	Class Schedule Activity
4	Cash Register Activity
5	Character Art Activity
6	Blue Moon Activity
7	Chat-Bot Activity
8	Vowel Eraser Activity
9	Burger Castle Activity
10	Math Contest Activity
11	Pig Latin Translator Activity
12	Verification Function Activity
13	GOPS Part 1 Activity
13	GOPS Part 2 Activity
13	GOPS Part 3 Activity
14	Project Implementation Activity
15	Cat and Mouse Activity
16	Knapsack Problem Activity
17	Census Analysis Activity
18	Impact Study Activity
19	Ethics Illustration Activity
22	Performance Task Development Activity
26	OS Report Activity
27	Mystery Files Activity
28	Search Report Activity