



# ASSIGNMENT BUILDER

## Assignment Builder

The Assignment Builder is a versatile resource that helps you build online activities and web-based projects that are stored on the Discovery Education *streaming* servers. You can use this tool to create student assignments that integrate a variety of digital media types.

### Creating a New Assignment

Access the Assignment Builder from anywhere on the site by clicking on My Builder Tools in the navigation bar at the top of the screen. To get started, click on "Create New" from the Assignment Builder home page and follow these easy steps:

Step 1 of 5



#### Step 1: General Information

Start by providing information about your assignment in the form provided. The assignment name, author, school, subject area, and grade level are required fields. You can also create assignment instructions, learning objectives and teacher notes.

You can save your assignment by clicking on the "Save/Continue" button at the bottom of the screen.

#### Step 2: Add Materials

You can add media to your assignment, such as video segments, animations or audio files. You can also add an activity such as a Quiz or Writing Prompt or add links to websites.

#### Step 3: Material Instructions

Once you have selected media, activities and websites for your assignment, you can write step-by-step instructions that your students will see as they work with each material type.



Welcome to the Assignment Builder - a tool to help you create Assignments for your students. Your Assignments will be saved in your personalized My Content area. To get started, create a new Assignment or browse the sample Assignments.

The screenshot shows the Assignment Builder interface. At the top, there is a 'Create an Assignment' section with a 'Create New' button. Below it is a 'Search Assignment Library' section with fields for 'Keyword', 'Subject', and 'Grade', and radio buttons for 'Display' options: 'My Assignments', 'School Assignments', 'District Assignments', and 'DE Assignments'. A 'Search' button is at the bottom right of the search section. On the right side, there are two sidebars: 'My Assignments' with a 'View' button and 'User's Guide' with a 'View' button.

#### Step 4: Preview

The Preview feature allows you to see what your assignment looks like in its final form. If you wish to make changes simply click on any of the steps in the process chain.

#### Step 5: Assign

Once the assignment builder is complete, you can assign by class or student or multiple classes and students. Select a start date and end date for the writing prompt and check the box to select an already existing class or create a new one. Then click Assign. Students will access the writing prompt through the Student Center:

<http://students09.discoveryeducation.com/>.

Another other option is to Assign by code or URL. You can provide students with the Assignment code for them to input on the assignment page, or give students the URL with the assignment code in the address so they can enter the page directly.