





Creating more inclusive and supportive WBL environments

# INSTRUCTIONAL WEB APP MANUAL

Developed by Innoquality Systems Ltd. together with the B.COMP partnership.



# Index

<u>Introduction</u>	3
Using the App	4
Sign up / Register	4
<u>User profiles</u>	5
Main Functionalities	6
Student Profiles	6
Creating student profiles	6
<u>Groups</u>	8
Creating group profiles	8
Enabling students to use the app	10
Student panel	13
<u>Activities</u>	15
Activity creation	15
Activity forms and samples	15
Additional settings	22
Activity assignment	24
Activity tracking	25



# Introduction



The B.COMP Instructional Web App is an app that is targeted primarily at VET Teachers and In-Company Trainers to create more inclusive and supportive work-based learning environments for low-skilled learners by training work-readiness skills through Transformative Learning.

This app is web-based, which means that it can be used on any mobile device as well as on laptops or desktop computers through the web browser. This manual will show you images of the App when used through a laptop.

This manual is dedicated to educators wanting to use the app for their educational activities. It will briefly explain the main functionalities of the app. We have aimed to make its use as intuitive as possible.

We very much hope that the B.COMP Instructional Web App will help you foster more inclusive and supportive work-based learning environments for your learners.

Using the App



# Sign-up/register

First, you need to register and create a profile. The system will ask you to provide the following information:

- First name
- Last name
- Email
- Password (2x)
- Organisation (name, city and country)

After you have given this information, you will receive an email. Next, click on the confirmation link in the email.

Congratulations, you have successfully created a user profile!

Note: It is possible that the confirmation link might go into your SPAM folder. We recommend checking after registration.



# **User profiles**

The app is designed in a way that it has two types of user profiles:

- a) VET Teachers and In-company Trainers.
- b) Adult learners

The main user of the app is the VET Teacher or In-company Trainer. The app enables this group to create student profiles, user groups and to manage entries by students.

Learners do not have to register or sign up to the app. They can simply access the app and the activities through the access links (QR-code or URL-link) that are created by the VET Teachers/ In-Company Trainers. Please see instructions below.



# Main functionalities

The app has three main areas within the functionalities of creation and administration:

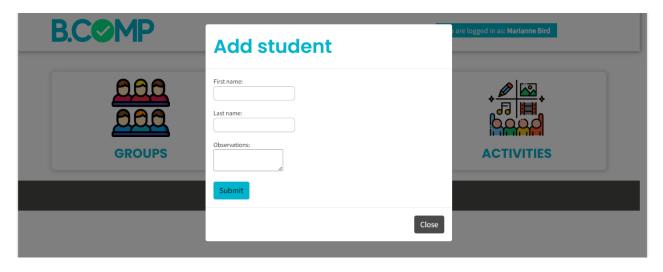
- Groups
- Students
- Activities

# **Student profiles**

Creating student profiles

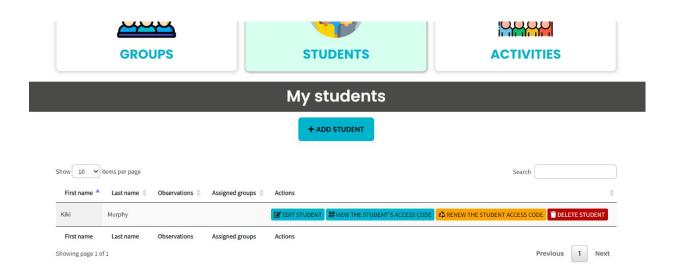


VET Teachers/ In-Company Trainers must create profiles for the participants they will be working with. Click on the "Add student" icon and a form will ask you to introduce their first and last name (see below). Additionally, there is the possibility to include an observation, which can be a note about the participant.





Confirm the creation by submitting the form and closing it.



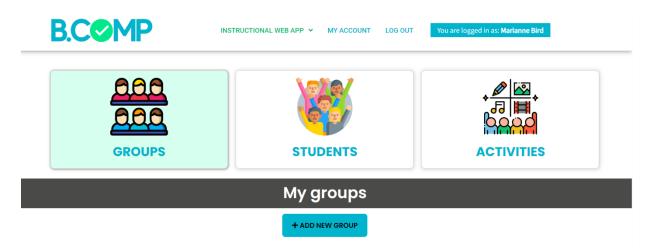
After adding a student, their details will be listed as in the picture above. All student profiles can be edited by clicking on the icon on the left of the student's name and choosing "edit student".

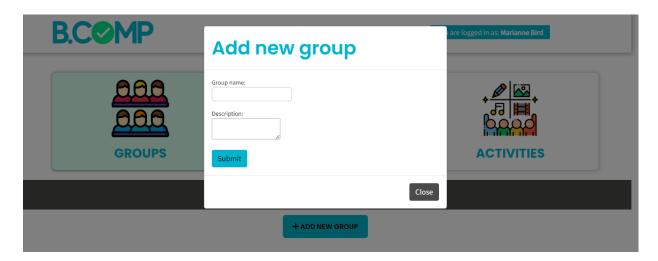


# Groups

# Creating groups profiles

Creating groups works identically to creating student profiles. Name the group however you like and add a description that helps you to distinguish the different groups.



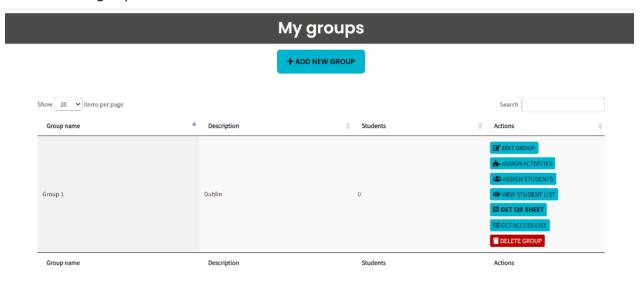


After clicking 'submit,' the group will appear and you will be provided with the following options:

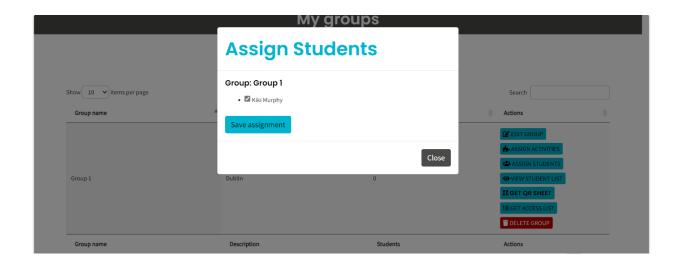
- Edit group: to change group settings
- Assign activities: allocate tasks to groups
   Note: activities can only be assigned to groups and not to individuals
- Assign students: adding students to a certain group
- View student list



- Get QR sheet (explained below)
- Get access list (explained below)
- **Review** group activity
- Delete group



To assign a student to a group, click on the third tab down on the right, 'assign students,' and click on the box next to the student's name.



If you click on Students, you will see in the list of students that this student has been added to the group.

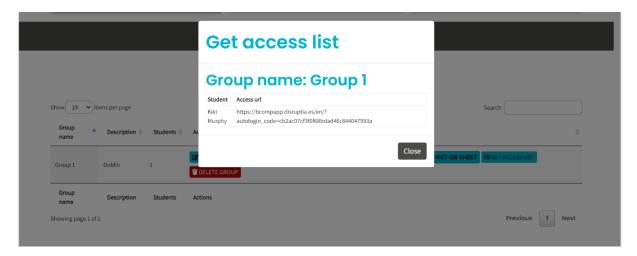


# Enabling students to use the app

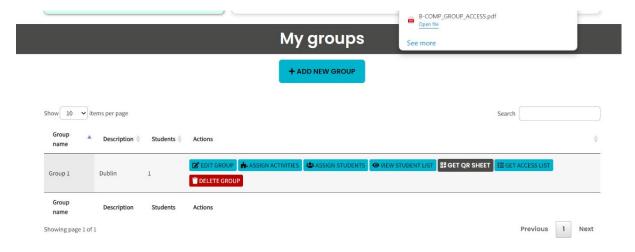
The app is programmed in a way that adult educators create the students' profiles and then share the access information. There are two ways in which students can access their profile:

**Option A:** By clicking on "**Get access list**", the system creates a list with the access-links for each user who is part of that particular group.

It is recommended that educators send the weblink to students by email, message, etc. Students can then use this link to access their profile from their phone or laptop, etc.



**Option B:** Educators can click on "**Get QR sheet**". A PDF-file with a QR-code (and weblink) for each user profile of this group is created. This document can be printed out and handed to the students.

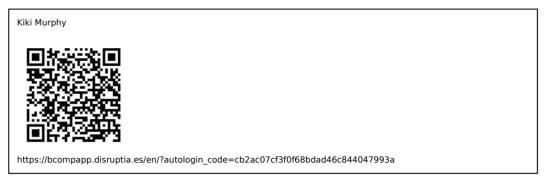




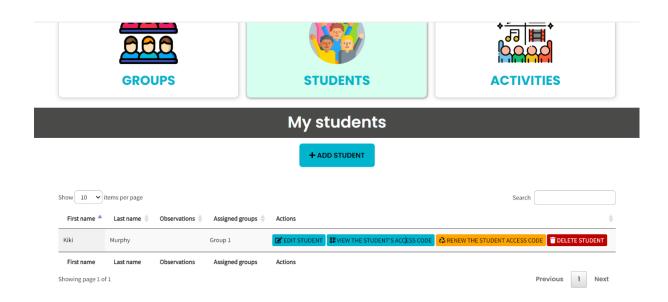


Group: Group 1

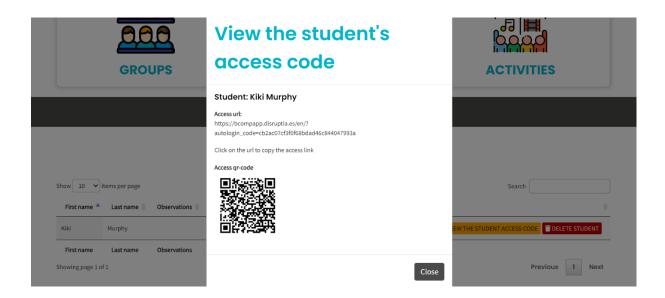
**Teacher: Marianne Bird** 



Access codes can also be created / looked up individually for each student. Click on "**students**" and on the icon to the left of the student there is the option to view or even renew the student access code.







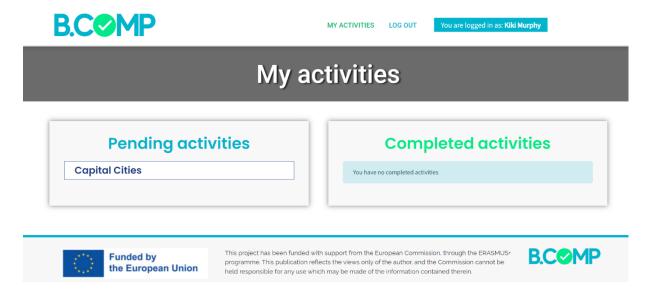


# Student panel

The student panel is how learners engage with the app (see student's view below). Students will access the app through the QR-Code or weblink provided by the educator. They will be sent directly to their individual profile through their mobile web browser.

Students can see their pending, as well as their completed activities, and can perform the tasks allocated to them.

Step 1: The learner enters the QR-code or weblink. It will lead to this page:



Step 2: The learner clicks on the pending activity, and the activity appears on the screen:



Step 3: The learner does the activity and receives immediate feedback:





MY ACTIVITIES

LOG OUT

You are logged in as: Kiki Murphy



Step 4: The learner's profile shows that the activity is completed:

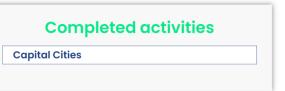


MY ACTIVITIES LOG OUT

You are logged in as: Kiki Murphy

# My activities







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# **Activities**

# Activity creation and assignment

As an educator you can create activities and assign them to student groups. We will begin by looking at how to create activities.

# **Activity creation**

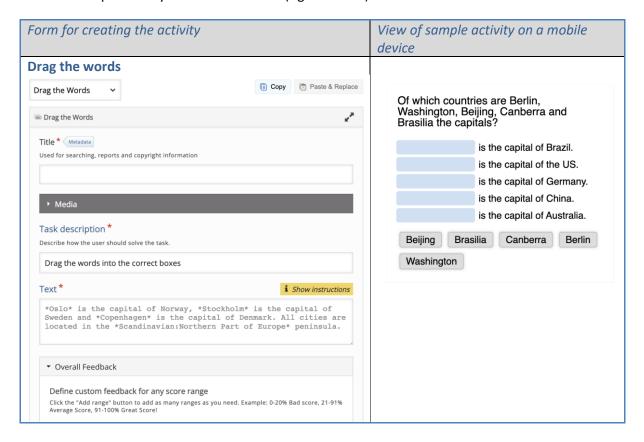
These are the types of activities that can be created:

- **Drag text** Create text-based drag and drop activities.
- Mark the words Create activities where beneficiaries highlight words.
- **Drag and drop** Create drag and drop activities with images.
- Image pairing Drag and drop image matching game.
- True/False questions Create True/False questions.
- Single Choice Set Create questions with one correct answer.
- Multiple choice Create flexible multiple-choice questions.
- **Summary** Create activities with a list of statements.
- Question set (Quiz) Create a list of questions freely combining previous types (true/false, single choice, multiple choice)

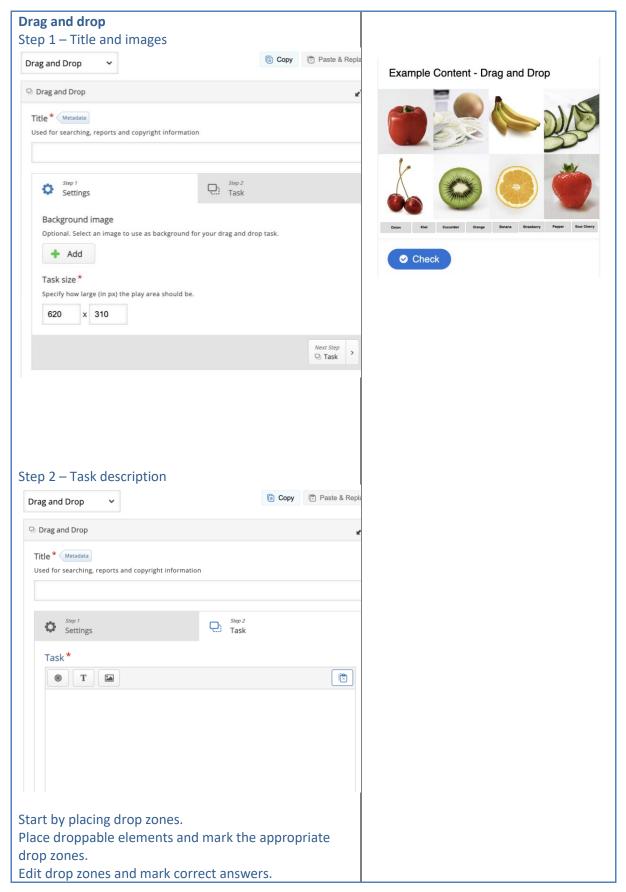


# Activity forms and samples

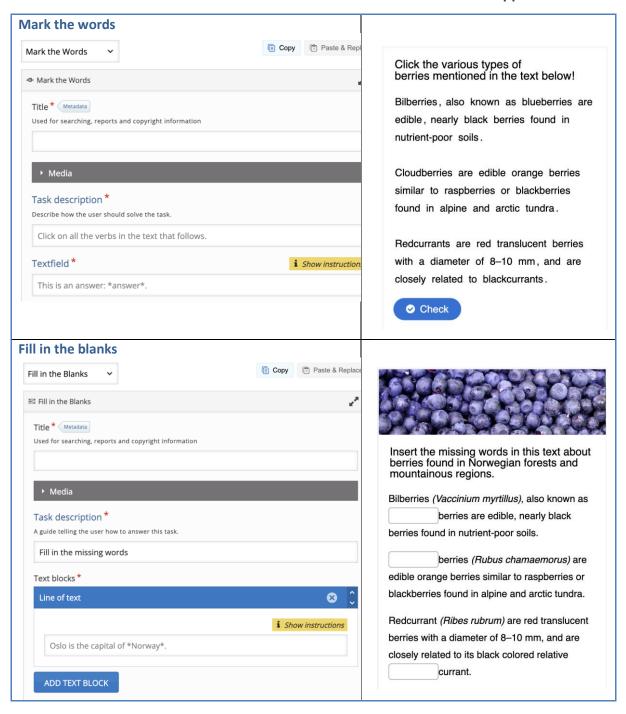
The following table provides a screenshot of the forms to create these activities (left column) and the view of a sample activity on a mobile device (right column).



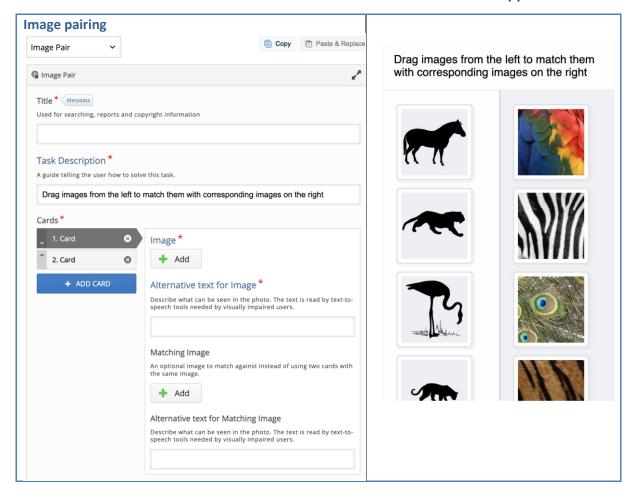




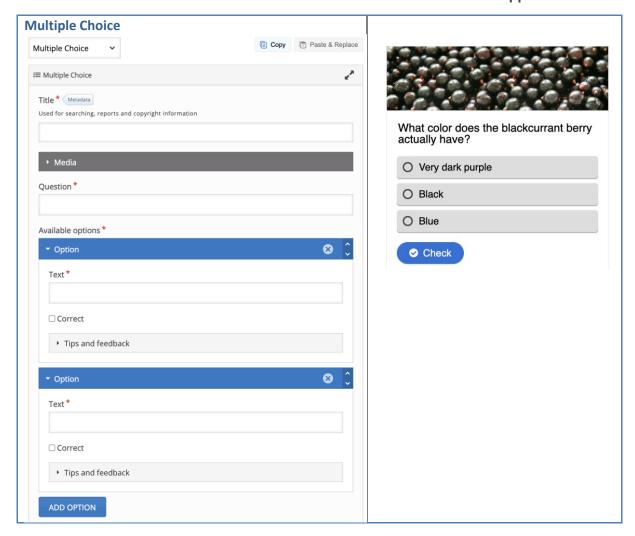




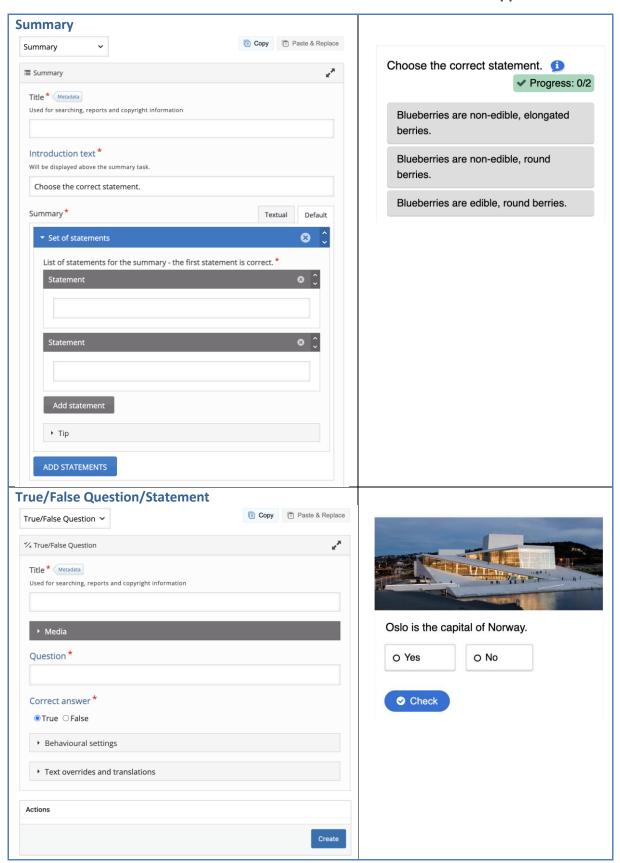




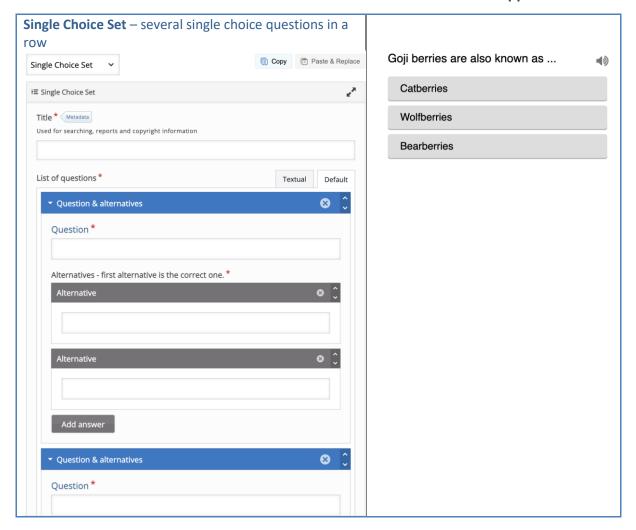




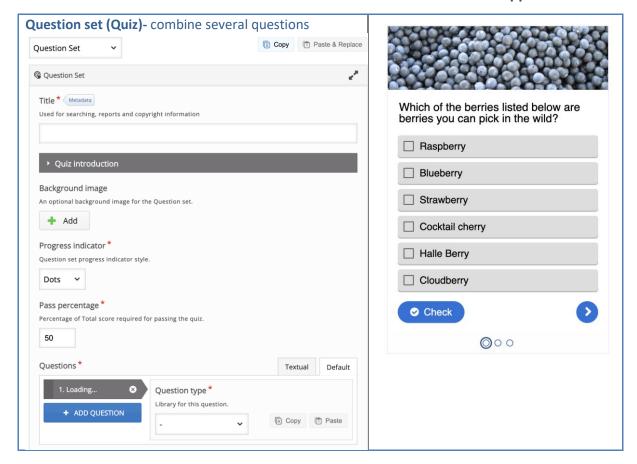












# Additional settings

The forms displayed in the section above show the most important information required to create an activity. There are two main additional settings for each activity:

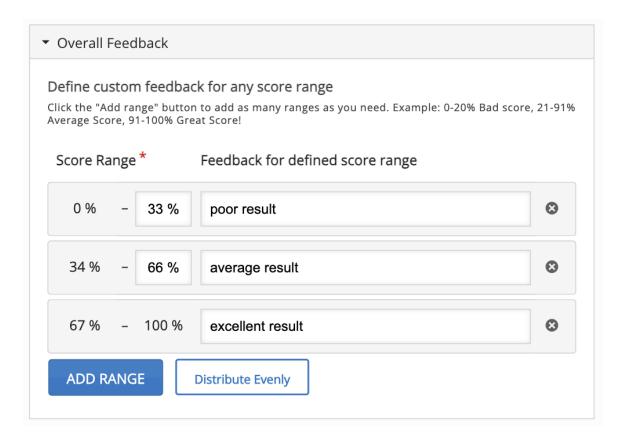
- a) Feedback the users get when applying the activities and
- b) the behavioral settings

Some activities contain further settings which can be adjusted. They are explained in the activity settings in the app.

#### a) Feedback

The system allows you to adjust the grading of the results for each answer. This may be especially useful if you use a question set (quiz) with several questions.

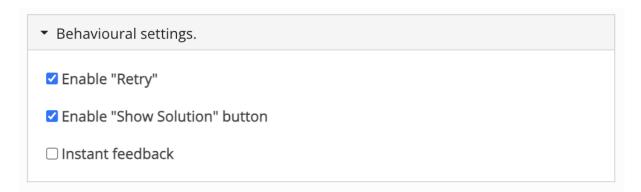




#### b) Behavioural settings

It is possible to

- a) enable or disable the option of retrying and activity or
- b) show/don't show the solution or
- c) provide instant feedback.

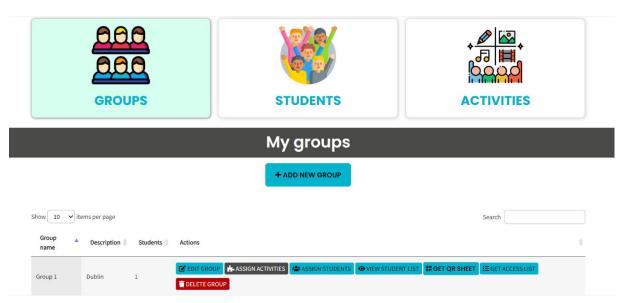


Note: Please ignore the "Text overrides and translations" section.

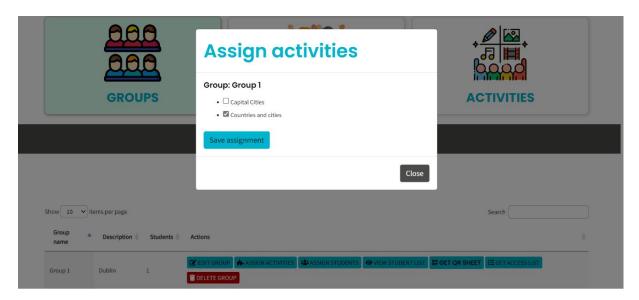


# **Activity Assignment**

Educators can assign activities to groups by clicking on "Groups" and then, "assign activities."



Next, click the box next to the activity to be assigned and press 'Save assignment."

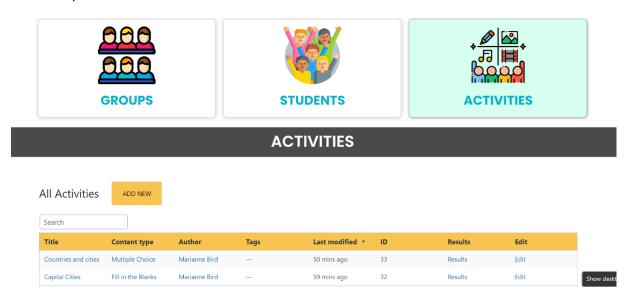


Students can then access the activity or activities assigned through the QR-code or weblink, as described previously.

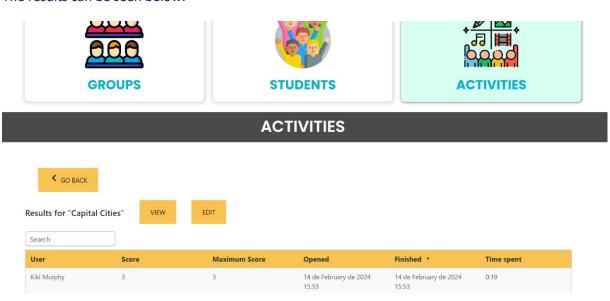


# Activity tracking

The activity results can be seen by the educator in the activities section by clicking on "Results" of the activity of choice.



#### The results can be seen below:



Please note: For the purpose of this Manual only one student profile was created, and 2 activities designed, so the screenshots show how the app will look with this number of student profiles and activities.