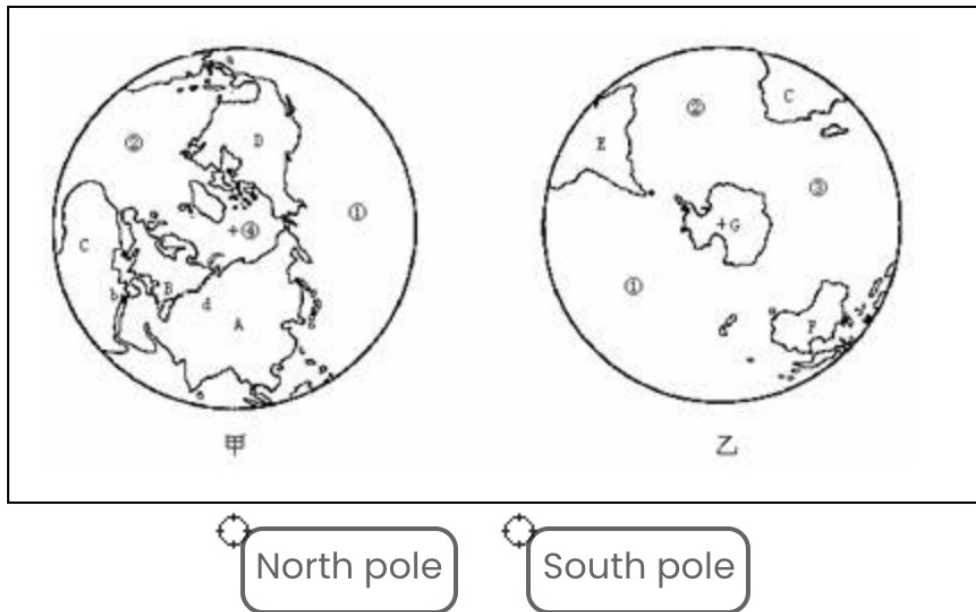


# Drag and drop markers



An example of Drag and drop markers question type

## Overview:

This guide will show you how to create a Drag and drop markers question type. It allows students to drop markers onto an area on a background image.

## What to know:

Drag and drop markers questions differ from Drag and drop onto image question type in that there are no predefined areas on the underlying image that are visible to the student.

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Step 1: Access the Quiz activity where you want to create the question

In your module area/course, click the link of the Quiz activity where you want to create a new Multiple Choice question.

## ▼ Topic 5



Example Quiz

Receive a grade

**Opened:** Wednesday, 8 November 2023, 1:31 PM

Note: If an appropriate Quiz activity doesn't exist in your module area/course, please see [Add a Quiz](#) for details of how to create one.

### Step 2: Click the 'Questions' tab.

1. Click the 'Questions' tab.

The screenshot shows the 'Example Quiz' interface. At the top left is a pink square icon with a white checkmark. To its right is the title 'Example Quiz'. Below the title is a navigation menu with tabs: 'Quiz', 'Settings', 'Questions', 'Results', 'Question bank', and 'More'. The 'Questions' tab is highlighted with a red rectangular box. Below the navigation menu is a light gray bar containing a 'Receive a grade' button. Underneath that is a light gray bar with the text 'Opened: Wednesday, 8 November 2023, 1:31 PM'. At the bottom left is a blue button labeled 'Preview quiz'. Below the button is the text 'Attempts allowed: 1'.

### Step 3: Add a new question

1. On the following page, click the 'Add' link.
2. Click the 'a new question' link in the drop-down menu.

# Example Quiz

Quiz Settings Questions Results Question bank More ▾

## Questions

Questions: 1 | This quiz is open

Maximum grade 100.00 Save

Repaginate Select multiple items Total of marks: 1.00

Page 1

1 The Loch Ness Monster is a type of? The Loch Ness Monster ... Always

Shuffle

**Add** ▾

- + a new question
- + from question bank
- + a random question

### Step 4: Choose a question type

1. Locate and select the Drag and drop marker question type from the pop-up window.
2. Click the 'Add' button.

## Choose a question type to add

Markers are dragged and dropped onto a background image.

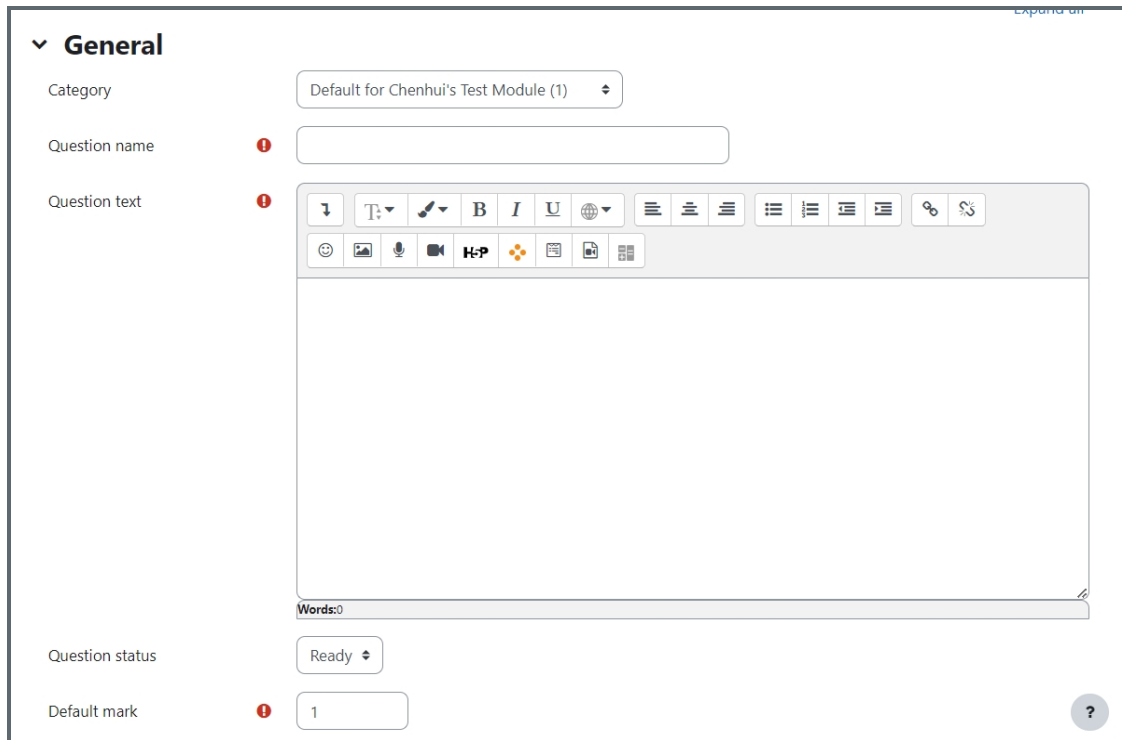
Note: This question type is not accessible to users who are visually impaired.

- Calculated
- Calculated multichoice
- Calculated simple
- CodeRunner
- Drag and drop into text
- Drag and drop markers
- Drag and drop onto image
- Drag-and-Drop Matching
- Embedded answers (Cloze)
- Essay (auto-grade)
- Gapfill

**Add** Cancel

## Step 5: General settings

Set the general information of the question by:



The screenshot shows the 'General' settings panel for a question. It includes the following fields and options:

- Category:** A dropdown menu set to 'Default for Chenhui's Test Module (1)'.
- Question name:** An empty text input field with a red information icon to its left.
- Question text:** A rich text editor with a toolbar containing icons for undo, redo, text color, background color, bold, italic, underline, link, unlink, list, and table. Below the toolbar is a large text area with a 'Words:0' counter at the bottom left.
- Question status:** A dropdown menu set to 'Ready'.
- Default mark:** A text input field containing the number '1' with a red information icon to its left.

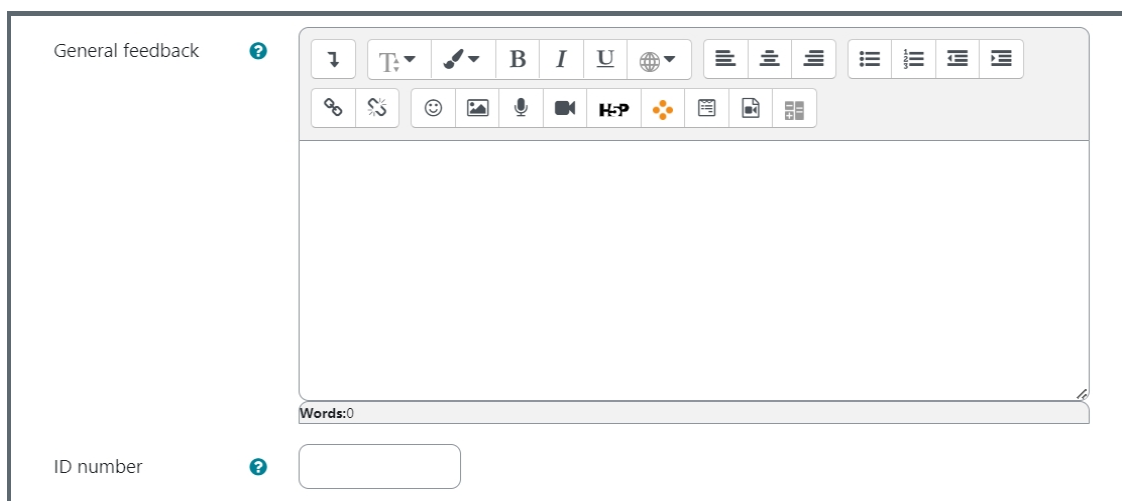
A question mark icon is located in the bottom right corner of the panel.

**Category:** Where you want the question to be saved.

**Question name:** It will be shown when you are searching the questions in question bank, but students can't see the question name.

**Question text:** Put the question description here to let students know what to do.

**Default mark:** Please set the default mark as 1. We can change the marks later when you are editing the whole quiz.



The screenshot shows the 'General feedback' and 'ID number' settings. It includes the following fields and options:

- General feedback:** A rich text editor with a toolbar containing icons for undo, redo, text color, background color, bold, italic, underline, link, unlink, list, and table. Below the toolbar is a large text area with a 'Words:0' counter at the bottom left.
- ID number:** An empty text input field with a blue question mark icon to its left.

**General feedback:** General feedback is shown to the student after they have completed the question. Unlike specific feedback, which depends on the question type and what response the student gave, the same general feedback text is shown to all students. You can use the general feedback to give students a fully worked answer and perhaps a link to more information they can use if they did not understand the questions.

**ID number:** If used, the ID number must be unique within each question category. It provides another way of identifying a question which is sometimes useful, but can usually be left blank.

## Step 6: Preview

This is the place where you can upload the background image and preview the layout of the question when you are editing the drop zone:

### ▼ Preview

Select a background image file, enter text labels for markers and define the drop zones on the background image to which they must be dragged.

Refresh preview

Background image

Choose a file...

You can drag and drop files here to add them.

Accepted file types:

- Image (GIF) .gif
- Image (JPEG) .jpe .jpeg .jpg
- Image (PNG) .png
- Image (SVG+XML) .svg .svgz

Upload the background image: Click the button "Choose a file" or drag the image to the blue dotted area to upload the image.

## Step 7: Markers

1. Set the markers:

### ▼ Markers

Shuffle drag items each time question is attempted

Marker 1	<input type="text" value="North pole"/>	Number	1	▾
Marker 2	<input type="text" value="South pole"/>	Number	1	▾
Marker 3	<input type="text"/>	Number	Infinite	▾
Marker 4	<input type="text"/>	Number	Infinite	▾
Marker 5	<input type="text"/>	Number	Infinite	▾
Marker 6	<input type="text"/>	Number	Infinite	▾

Blanks for 3 more markers

Shuffle drag items each time question is attempted: You can enable/disable the function of shuffle.

Marker: Type in the answer text into each marker option.

Number: It determines how many same markers can be chosen by students.

2. Click the button below to add more items:

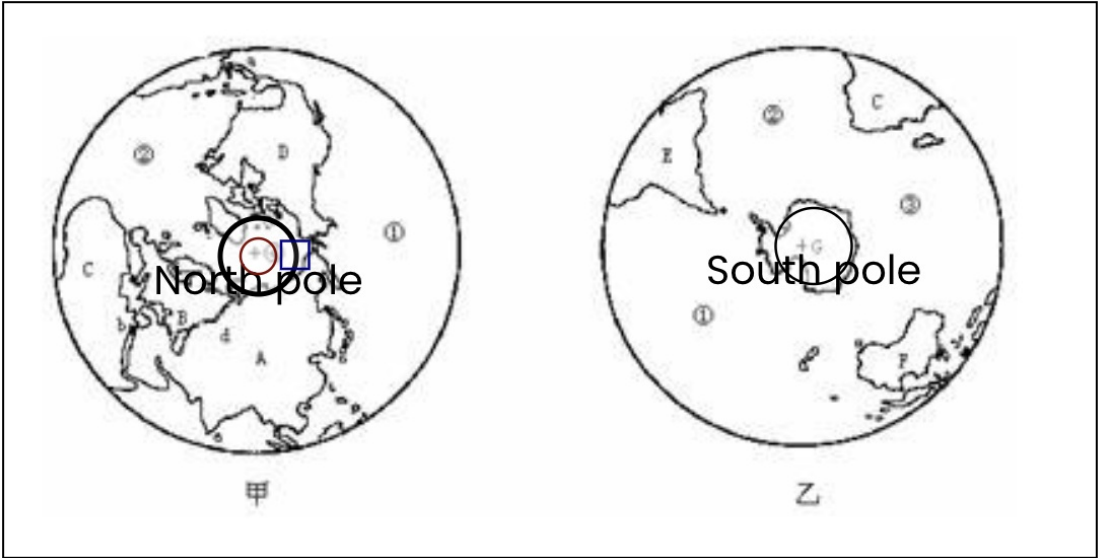
### Step 8: Drop zones

This is the place where you can upload the background image and preview the layout of the question when you are editing the drop zone.

1. Select the Shape and Draggable marker for each Drop zone:

▼ Drop zones			
Drop zone 1	Shape	Circle	Coordinates 38,24;15
Drop zone 2	Shape	Circle	Coordinates 320,95;15

2. Go up to the background image, move the markers to the correct area (The coordinates of drop zone will be auto updated based your move in this step):



### Step 9: Combined feedback (Optional)

Set the combined feedback for the question which will be show as the feedback according to students' grade of this question by:

▼ Combined feedback	
For any correct response	<p>Your answer is correct.</p> <p>Words:4</p>
For any partially correct response	<p>Your answer is partially correct.</p> <p>Words:5</p>
Options	<input checked="" type="checkbox"/> Show the number of correct responses once the question has finished
For any incorrect response	<p>Your answer is incorrect.</p> <p>Words:4</p>

## Step 10: Multiple tries

When questions are run using the 'Interactive with multiple tries' or 'Adaptive mode' behaviour, so that the student will have several tries to get the question right, then this option will be useful to control how much they are penalised and what hint you will receive for each incorrect try :

**Multiple tries**

Penalty for each incorrect try

Hint 1

Options

- Show the number of correct responses
- State which markers are incorrectly placed
- Move incorrectly placed markers back to default start position below image

Penalty for each incorrect try:

The penalty is a proportion of the total question grade, so if the question is worth three marks, and the penalty is 0.3333333, then the student will score 3 if they get the question right first time, 2 if they get it right second try, and 1 of they get it right on the third try.

For some multi-part questions this scoring logic is applied separately to each part of the question. The details depend on the question type and can be complicated, but the principle is to give students credit for the knowledge they have demonstrated as fairly as possible.

Hint: It is the message you want the students to see when they are wrong, it will help them to select the right answer in the next attempt. You can create more than one hints according to the attempts the quiz allowed.

Options: There are some options of automatic response, such as show the number of correct answers, state which markers are incorrectly placed and move incorrectly placed markers back to default start position below image.

## Step 11: Tags (Optional)

If you are using tags, you can easily search for the question by the tag in the question bank.

**Tags**

Tags






Any tags

Search

## Step 12: Save changes

Please click the "Save changes and continue editing" or "Save changes" to save your changes.

Tips: You can also preview the questions by clicking:

 10  **Drag and drop markers** Drag and drop markers to the right places Always latest   1.00 

Online URL: <https://knowledgebase.xjtlu.edu.cn/article/drag-and-drop-markers-29.html>