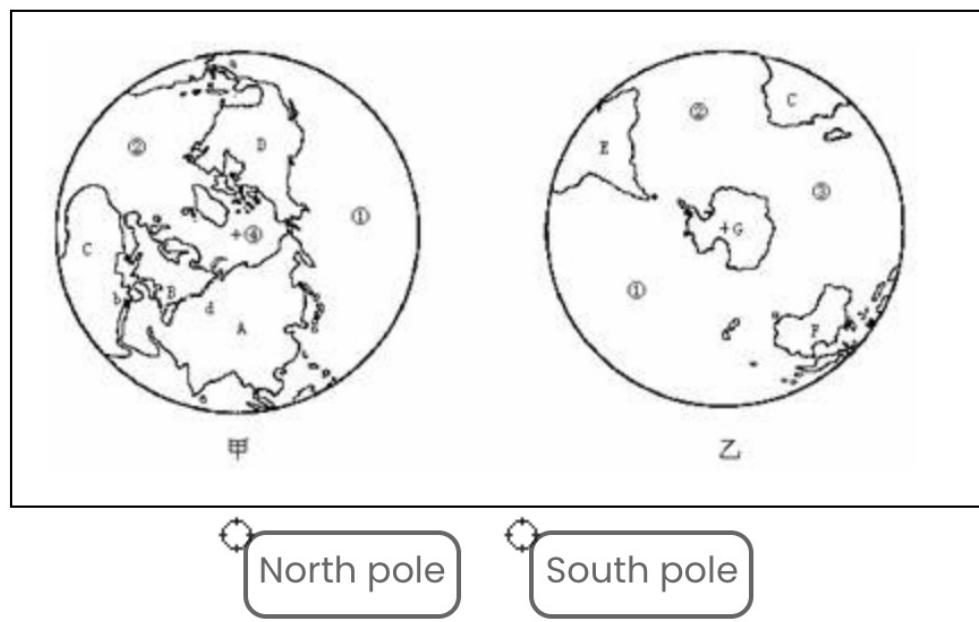


Drag and drop markers



An example of Drag and drop makers 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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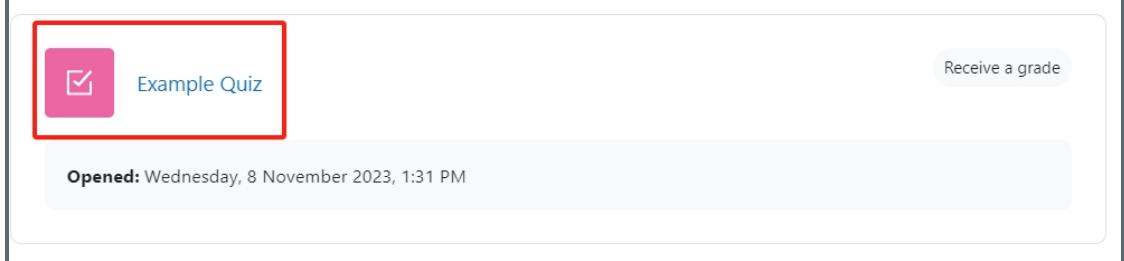
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Step 1: Access the Quiz activity where you want to create the question

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

▼ Topic 5

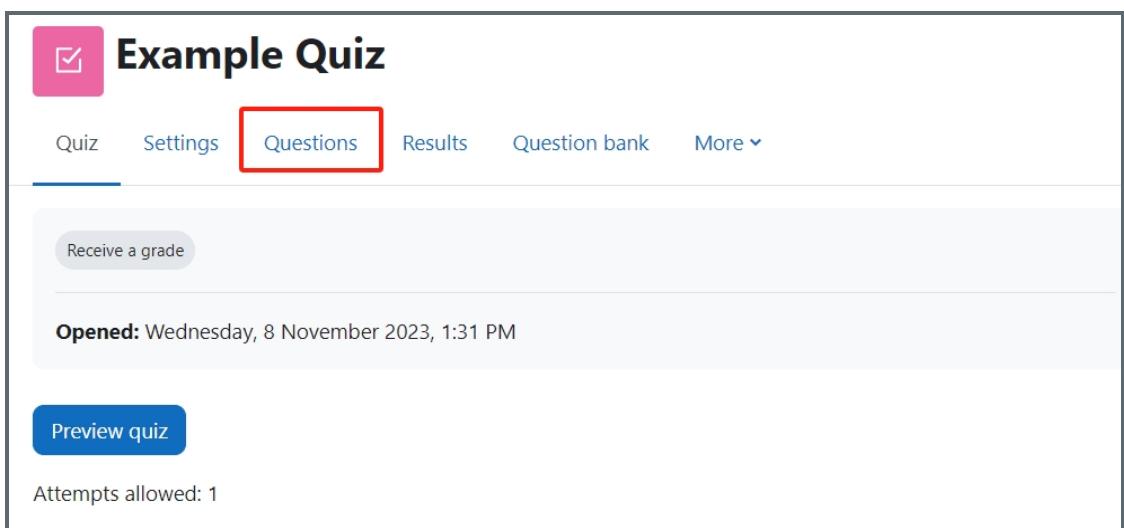


The screenshot shows a Moodle topic page for 'Topic 5'. On the left, there is a box for 'Example Quiz' with a pink checkmark icon and the text 'Example Quiz'. To the right of the box is a 'Receive a grade' button. Below the box, the text 'Opened: Wednesday, 8 November 2023, 1:31 PM' is displayed. The entire box is highlighted with a red border.

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' page. At the top, there is a pink checkmark icon and the text 'Example Quiz'. Below the icon are several tabs: 'Quiz' (underlined), 'Settings', 'Questions' (which is highlighted with a red box), 'Results', 'Question bank', and 'More ▾'. To the right of the tabs is a 'Receive a grade' button. Below the tabs, the text 'Opened: Wednesday, 8 November 2023, 1:31 PM' is displayed. At the bottom of the page is a blue 'Preview quiz' button and 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.



Questions

Questions: 1 | This quiz is open

Maximum grade

Save

Repaginate

Select multiple items

Total of marks: 1.00



Page 1

Shuffle ?

Add ▼

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

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

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

Markers are dragged and dropped onto a background image.

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

A red box highlights the 'Drag and drop markers' option. A red arrow points from this option to the 'Add' button at the bottom right of the dialog.

Step 5: General settings

Set the general information of the question by:

The screenshot shows the 'General' settings page. At the top, there is a 'Category' dropdown set to 'Default for Chenhui's Test Module (1)'. Below it is a 'Question name' field with a red exclamation mark, indicating it is required. The 'Question text' field is a large text area with a rich text editor toolbar above it, showing various formatting options like bold, italic, underline, and alignment. A 'Words:0' counter is at the bottom of this area. Below the text area are 'Question status' (set to 'Ready') and 'Default mark' (set to '1'). A question mark icon is in the bottom right corner.

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' settings page. It has a 'General feedback' field with a rich text editor toolbar above it. Below the toolbar is a large text area for the feedback message, with a 'Words:0' counter at the bottom. At the bottom of the page is an 'ID number' field with a question mark icon.

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	North pole	Number	1	▲ ▼
Marker 2	South pole	Number	1	▲ ▼
Marker 3		Number	Infinite	▲ ▼
Marker 4		Number	Infinite	▲ ▼
Marker 5		Number	Infinite	▲ ▼
Marker 6		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

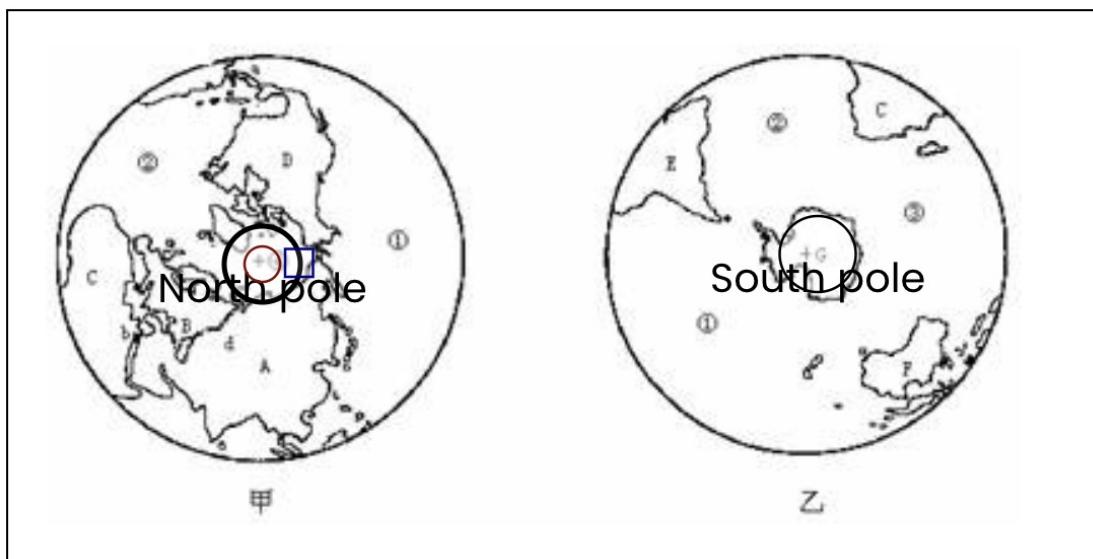
This is the place where you can upload the background image and preview the layout of the question when you are editing the drop zone.

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

▼ Drop zones

Drop zone 1	Shape	Circle	Marker	North pole	Coordinates	38,24;15
Drop zone 2	Shape	Circle	Marker	South pole	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 on your move in this step):



Step 9: Combined feedback (Optional)

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

▼ Combined feedback

For any correct response

Your answer is correct.

Words:4

For any partially correct response

Your answer is partially correct.

Words:5

Options

Show the number of correct responses once the question has finished

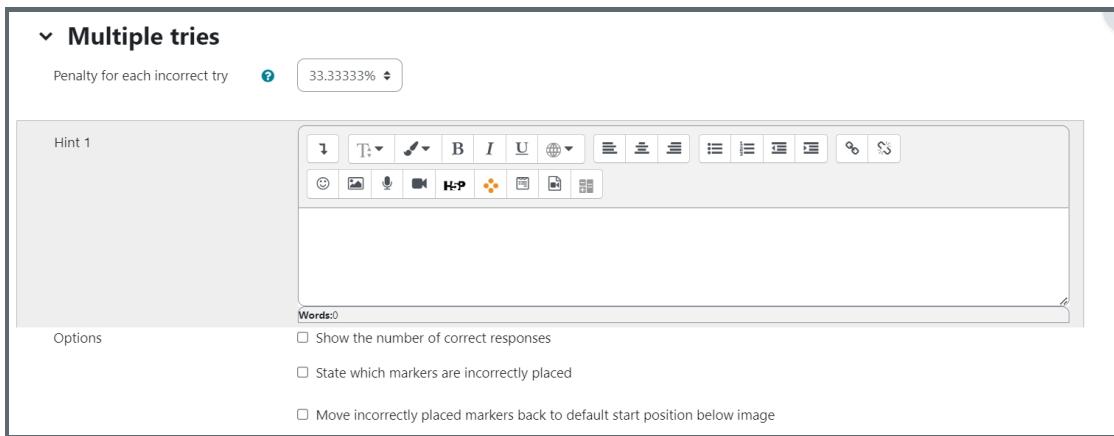
For any incorrect response

Your answer is incorrect.

Words:4

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 :



Penalty for each incorrect try: 33.33333%

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 if they get it right on the third try.

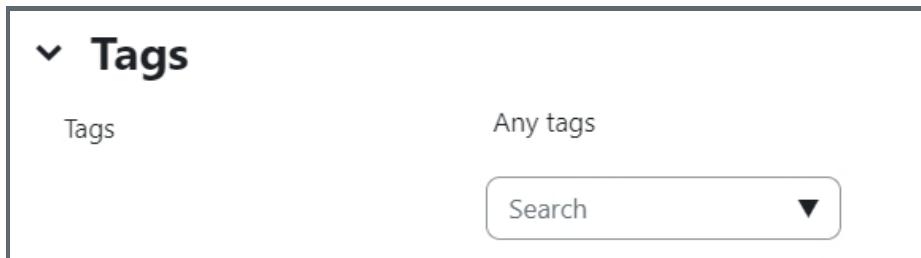
For some multi-part questions this scoring logic is applied separately to each part of the question. The details depend on the question type and can be complicated, but the principle is to give students credit for the knowledge they have demonstrated as fairly as possible.

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.



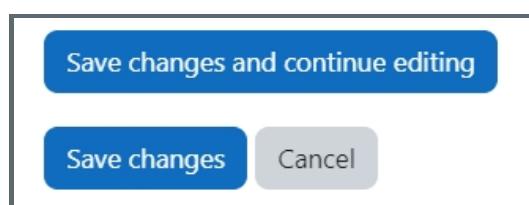
Tags

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:



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