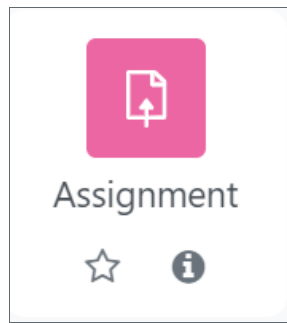


Create an assignment (quick start)



An example of Assignment activity

Overview:

This guide shows you how to quickly create an Assignment activity on the Learning Mall Core.

The Assignment activity this guide creates includes the very commonly used features. If you want to know about the assignment settings or some advanced features in Assignment activity, please view other Assignment related guides.

What to know:

The Assignment activity module enables a teacher to communicate tasks, collect student submission and provide grades and feedback.


 Please be noted that by default, your grades and feedback in the assignment will be released to your students immediately after you save the information. If you don't want to release the grades and feedback immediately, please check the user guide about [How to hide grades](#) , [How to use the marking workflow](#) or [How to hide grader identity](#) .

Table of Contents

[Step 1: Turn on editing mode in your module area/course](#)

[Step 2: Click 'Add an activity or resource ' link](#)

[Step 3: Choose the Assignment activity](#)

[Step 4: Provide a name for your activity](#)

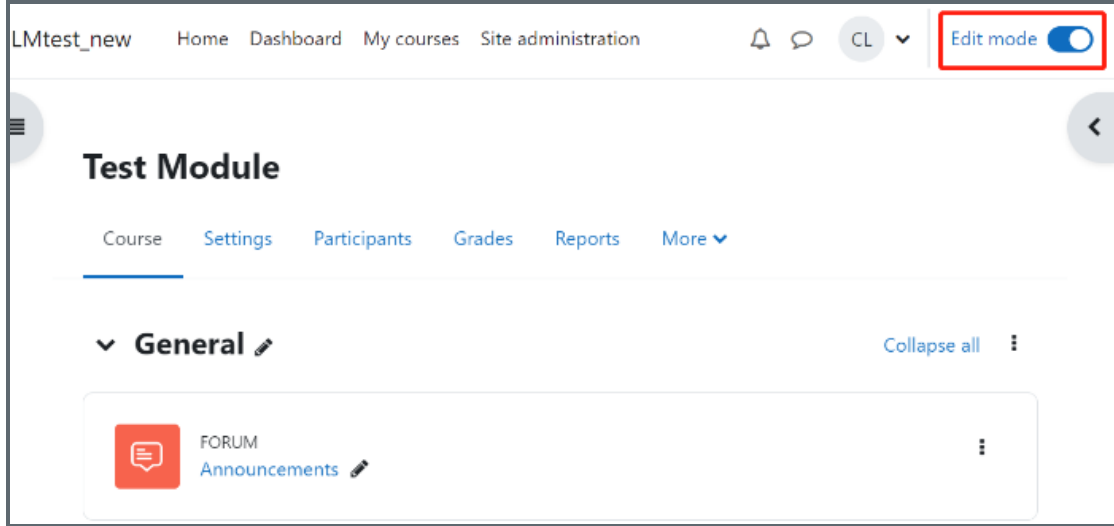
[Step 5: Set up time of Assignment](#)

[Step 6: Enable Turnitin \(optional\)](#)

[Step 7: Save settings](#)

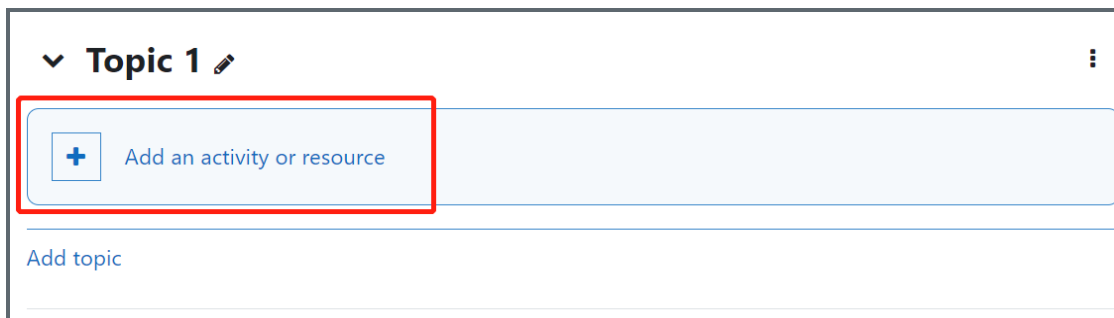
Step 1: Turn on editing mode in your module area/course

Click the 'Turn editing on' button displayed near the upper right of the module area/course.



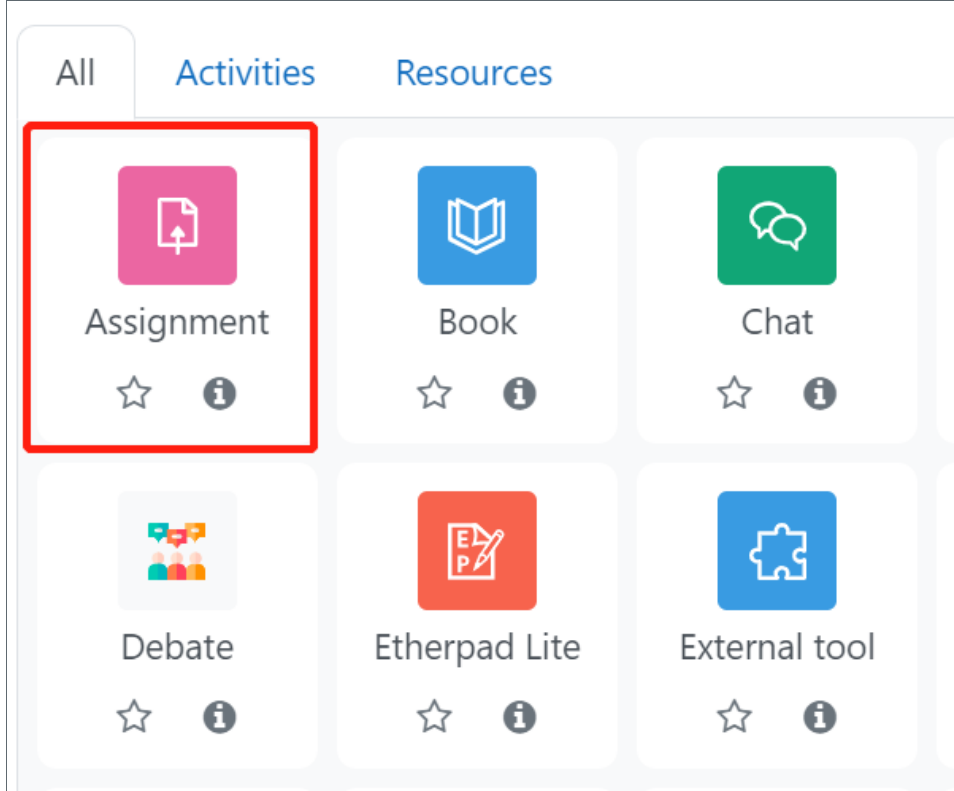
Step 2: Click 'Add an activity or resource' link

1. When editing mode is turned on, navigate to the section where you want to add the assignment activity.
2. Next, click the 'Add an activity or resource' button displayed at the bottom of the section.



Step 3: Choose the Assignment activity

From the pop-up activity chooser window, locate and select The Assignment activity.



Step 4: Provide a name for your activity

Now you come to the assignment creation page. Please complete 'assignment name'.

▼ General

Assignment name



Step 5: Set up time of Assignment

In the 'Availability' section, please set up the time of the Assignment activity.

'Allow submissions from': the time that students can start to submit work.

'Due date': the deadline of the assignment.

'Cut-off date': after which students cannot submit work anymore. (Students can still submit work after 'due date' and the submission will be regarded as late submission.)

'Remind me to the grade by': System will remind teacher to grade the Assignment.

▼ Availability

Allow submissions from		31	May	2023	00	00		<input checked="" type="checkbox"/> Enable
Due date		7	June	2023	00	00		<input checked="" type="checkbox"/> Enable
Cut-off date		31	May	2023	11	24		<input checked="" type="checkbox"/> Enable
Remind me to grade by		14	June	2023	00	00		<input checked="" type="checkbox"/> Enable

Always show description

Step 6: Enable Turnitin (optional)

In the 'Turnitin plagiarism plugin settings' section, choose whether enable Turnitin or not.

Turnitin is a plagiarism checking function. For more information about Turnitin, please check the information about Turnitin in the system.

Turnitin plagiarism plugin settings

[QM](#) Launch Quickmark Manager

Enable Turnitin

Display Similarity Reports to Students

When should the file be submitted to Turnitin?

This setting is locked at the site level

Allow submission of any file type?

Store Student Papers

Note: If you do not select "Yes" for at least one of the "Check against..." options below then a Similarity report will NOT be generated.

Check against stored student papers

Step 7: Save settings

Scroll down to the bottom of the page and click 'save and return to course' or 'save changes' button to save the settings.

Tips:

If you want to use Turnitin in assignments, please see 'Use Turnitin in Assignment'. Turnitin is an academic plagiarism checker. It checks submission plagiarism with online resources and other student submissions. It is integrated in new ICE, which means when assignments are submitted, Turnitin checks submissions automatically. The only thing you need to do is to turn it on.