

Creating Assignments

The Assignment Manager allows you to set work and activities for students that they can complete online and submit for marking through the Frog platform.

You can create an assignment in Frog by:

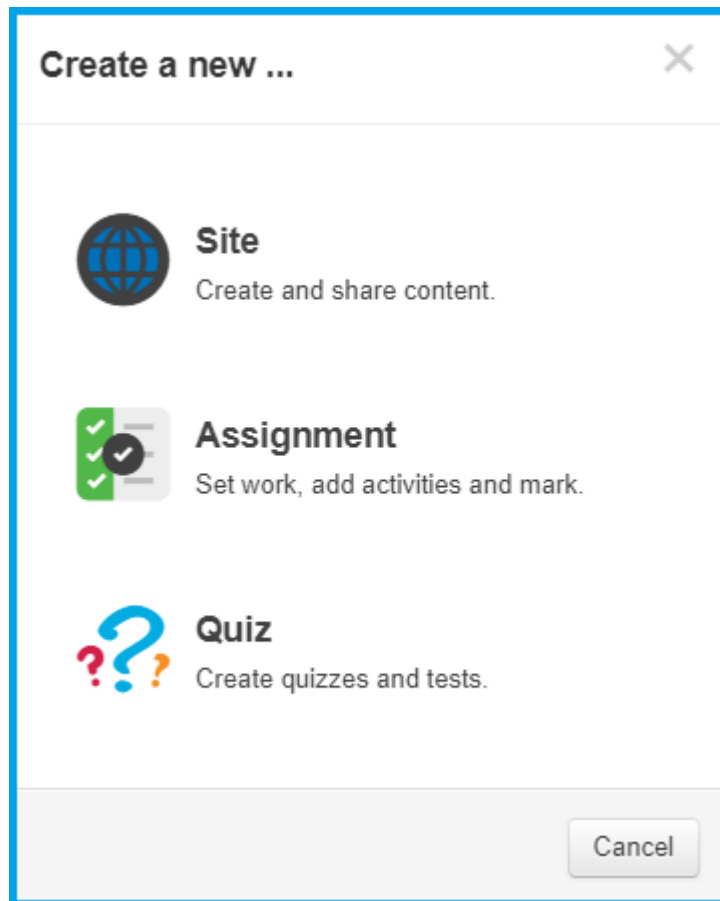
- Clicking the blue 'Create a New' button found on the FrogBar and selecting Assignment.
- Pressing the 'New Assignment' button from within the Assignment Manager app.
- Creating a site and choosing to share it as an assignment.
- Assigning items from a timeline. (Quick Assign functionality)
- Assigning items such as images, polls quizzes or files from within FrogDrive. (Quick Assign Functionality)

Sharing a site as an assignment creates a copy of the site at the time it was assigned for each student carrying out the work. Any amendments made to the site after the assignment will not be reflected in the version that students received.

Assignments can also be made using the Quick Assign functionality. This method of creating an assignment does not require a site or any resources, although resources activities can be added to the assignment if required.

The quickest way to create a new assignment is to select the 'Create a New button' and then the Assignment option.





The assignment builder tool will now open and you can start to input your details.

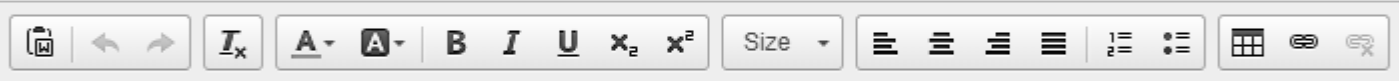
New Assignment ✕

1 Details 2 Activities 3 Resources 4 Evaluation



Assignment Name *

Subject

Assignment Instructions



Availability

Available from  Due on *  Auto close ON OFF

You can choose to have the auto-close option switched on or off. Setting a date for auto-close will close the assignment automatically for you and release the marks to students.

New Assignment



1 Details

2 Activities

3 Resources

4 Evaluation

Availability

Available from

Due on *

Auto close ON

Close on *



Release marks

Message

Add a Message (optional)

Recipients

Add People *

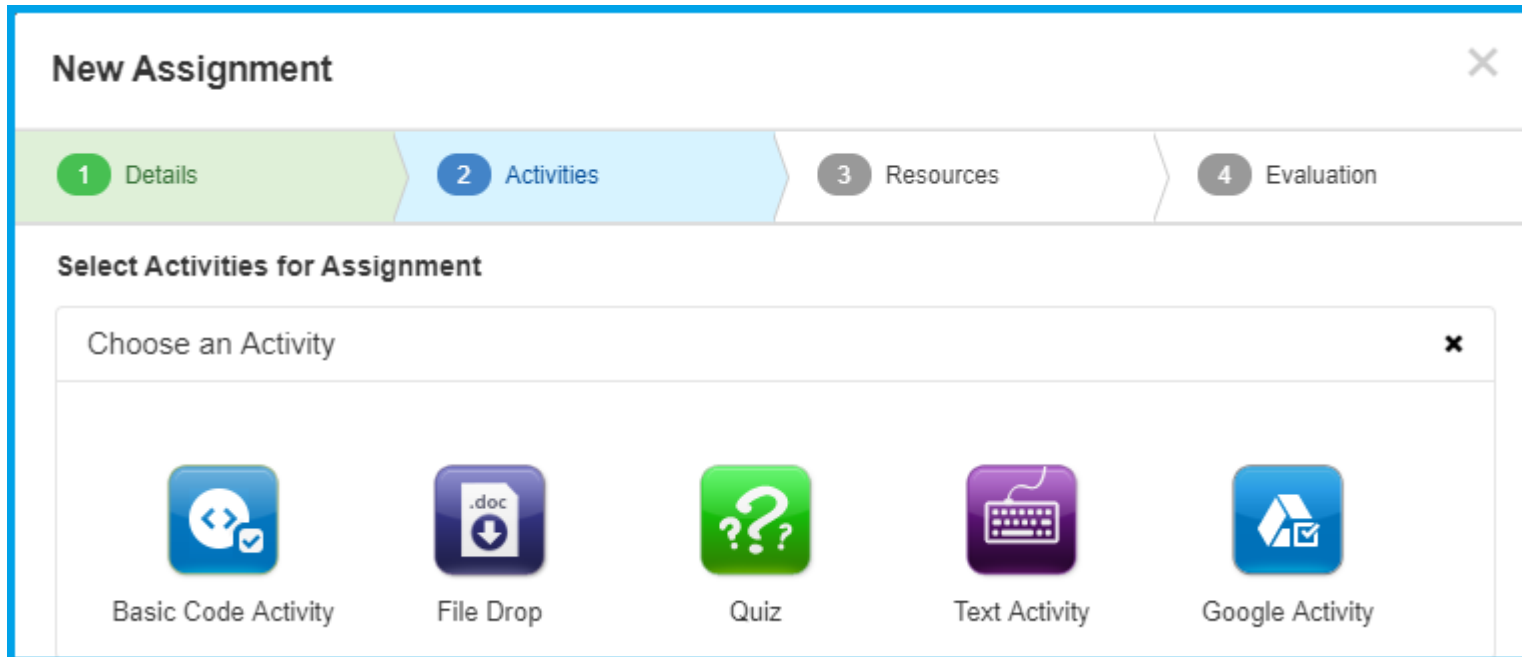
No Recipients Added

Back

Next

Assign

Once all the details of the assignment have been entered, you can add an activity.



The screenshot shows a 'New Assignment' window with a progress bar at the top. The progress bar has four steps: 1 Details (green), 2 Activities (blue), 3 Resources (grey), and 4 Evaluation (grey). The 'Activities' step is currently selected. Below the progress bar, the title 'Select Activities for Assignment' is displayed. Underneath is a search bar with the placeholder text 'Choose an Activity' and a close button (x). Below the search bar, there are five activity options, each with an icon and a label: 'Basic Code Activity' (blue icon with code symbols), 'File Drop' (blue icon with a document and download arrow), 'Quiz' (green icon with question marks), 'Text Activity' (purple icon with a keyboard), and 'Google Activity' (blue icon with a document and checkmark).

The next page allows you add resources to your assignment. You can upload resources from your machine or from FrogDrive.

New Assignment ✕

1 Details 2 Activities 3 Resources 4 Evaluation

Add Resources to the Assignment Upload FrogDrive

Title	Owner	Type	Date Created	
No resources have been selected				

The last page allows you to set how the assignment is evaluated and whether a mark is required.

New Assignment ✕

- 1 Details
- 2 Activities
- 3 Resources
- 4 Evaluation

Mark Required ON ☰

Percentage i

Mark out of:

Custom Markscheme:

Evaluation Self Evaluation
(This will allow the recipient to evaluate their understanding of the assignment and to make a comment)

Hitting the assign button will send the assignment out to all recipients and you will be able to view it in your Assignment Manager.

Assign