Objectives

Auto-generated captions, merged into complete sentences with timestamps

0:00:00–0:00:01	Welcome to the video about objectives.
0:00:02–0:00:16	In a Smart Chat activity, objectives, often referred to as learning objectives, learning outcomes, or LOs, are measurable categories of a skill or knowledge in which learners earn points to assess their abilities in that LO.
0:00:17–0:00:25	To assess learning objectives, first set up objectives in the Objectives tab, then add points to questions in the workspace or navigator.
0:00:25–0:00:40	The PA creates objectives in step three, but if you want to create them manually, click on the Objectives tab and then click on the Add New Objective button. First, enter a name and description for this objective. The name will appear in all scoring and feedback.
0:00:41–0:00:48	The PA creates descriptions for the LOs, so if you're using the PA, check the description carefully to make sure it aligns with your goals.
0:00:48–0:00:55	If you are not using the PA or open response questions, descriptions are not necessary, but you might find them helpful.
0:00:55–0:01:01	You will also see an option to select a different type of objective, which includes percent or aggregate.
0:01:02–0:01:11	Percent objectives are the default and most common objective and measure the percent of the maximum points that a learner earned by answering questions as covered in our video on scoring.
0:01:12–0:01:59	Aggregate objectives are used rarely in special cases where you want to combine the values of variables to come up with a value to influence the result. There is some expertise required and some ground rules, so we recommend reaching out to the Muzzy Lane team if you believe you need to use this feature. As soon as you create your first objective, a combined/roll-up score node will appear at the top of your objectives list. This score is the learner's overall score for an activity, and if enabled on your LMS, it is sent to the gradebook on completion. The combined/roll-up score, also referred to as the overall score, can be weighted to value some objectives more than others or very rarely can be calculated using an aggregate expression. By default, the overall score weighs all objectives equally.
0:01:59–0:02:06	To adjust whether an objective score is included in the calculation of the overall score, check or uncheck the Included box to the right of the objective.

0:02:07–0:02:25	If you want some objectives to have more or less impact on the learner's overall score, you can adjust the weight of each objective by entering a percentage score in the percentage fields or dragging the slider bars. Pressing the Redistribute Evenly button distributes the percentage of each included objective evenly in the calculation of the overall score.
0:02:26–0:02:31	Note: each time you add a new objective, it is not automatically included in the score.
0:02:32–0:02:50	Also, you will receive an error if you try to publish an activity without 100% total weight. You can also set the objective sliders to behave in different modes: individual, promote, and relative. Individual gives you control over each objective category but expects your total to equal 100%.
0:02:51–0:02:56	Promote is useful when you want to take weight from the strongest or weakest value and promote the selected objective.
0:02:57–0:03:06	Relative is useful when you have already distributed weighted scores and you want to have a new score or are removing a score and you want to keep the existing ratios as much as possible.
0:03:08–0:03:15	Use the competency threshold if you want to send an unsuccessful attempt score for a learner who didn't meet a specific threshold in any one objective.
0:03:16–0:03:23	If the student does not meet the minimum threshold in each LO, the overall score reported is the value that you put in the max overall score.
0:03:24–0:03:50	If the student does meet the minimum threshold in every LO, the activity is scored normally. So suppose the minimum threshold for every objective is 75% and the max overall score is 70%. The learner will not pass if any of the objective scores are below 75%, even if the overall average is above it. In this case, the maximum overall score they can receive is a 70%.
0:03:51–0:04:01	As you can see here, the actual average of the scores is above 70%, but the learner cannot score higher than that because the score in this LO is less than 75%.
0:04:02–0:04:10	In this example, you can see that all the objective scores are above 75%, so the overall score is reported as the average.
0:04:11–0:04:18	By default, objective scores display when a learner clicks the score button on the top right of an activity as seen below.
0:04:18–0:04:23	This button reveals the learner's ongoing percentage in each LO and overall.

0:04:24–0:04:41	If you do not want the learner to see the scores until the final feedback at the end of the activity, toggle the Show/Hide button on each objective you want to hide, which is represented by an eye with a line through it. As you can see here, I hid only the overall score, so all other LOs are still visible.
0:04:41–0:04:45	If you don't want the learner to be able to see any scores, make sure you hide every LO.
0:04:46–0:04:57	If you want to promote an LO so that it is shown in the learner's toolbar throughout the activity, promote it by toggling the Promote/Demote button on the objective so that the star is filled in.
0:04:57–0:05:00	In this case, I promoted the overall score as shown here.
0:05:02–0:05:19	Learners receive feedback in several different ways throughout the activity. For example, after responding to a multiple-choice question, a point scored of points available for the LO pops up briefly, and in-character feedback in the conversation tells the learner whether the response was correct or incorrect and why.
0:05:20–0:05:24	There is also feedback learners receive at the end of the activity.
0:05:24–0:05:37	The end-of-activity feedback for each LO and the overall score will be set up automatically, which you can then customize in the feedback editor. At the end of the activity, the scores for each question are added to the chat log.
0:05:37–0:05:40	This feedback is discussed more in a separate video.
0:05:41–0:05:43	Learners can view the rubric in two places.
0:05:44–0:05:51	During the activity, learners can click on the question mark help icon and then select Score Weights to see the rubric.
0:05:52–0:05:59	When viewing their end-of-activity feedback, learners can click See Point Totals in the top right corner to see their scores and the rubric.
0:06:01–0:06:04	That concludes the objectives video. Thanks for watching.