

SCORM package

SCORM (Sharable Content Object Reference Model) package activity allows you to upload a zipped SCORM package to be added to a course. A SCORM package is a collection of files packaged with standards that allow accessibility, interoperability and reusability of web-based learning content.

Create a SCORM package activity

- 1) In course main page, press **[Turn editing on]** at top right corner
- 2) Press **[+ Add an activity or resource]** under a course section
- 3) Press the **“SCORM package”** box
- 4) Enter the SCORM package name
- 5) Select, drag and drop to upload the zipped SCORM package file from your computer’s File Explorer to **“Package file”** field
- 6) Press the **“Appearance”** and **“Availability”** categories, then select the appropriate options:
 - **Display package** - whether to show SCORM package in the current or a new pop-up window
 - **Display course structure on entry page** - whether to show table of contents in SCORM package entry page (accessible by pressing its name in course main page)
 - **Display attempt status** - whether to show a summary of the student’s attempts on SCORM package entry page and/or Dashboard
 - **Available from & to** - if enabled, you can select the date and time when the students can access the SCORM package activity
- 7) Press the **“Grade”** and **“Attempts management”** categories, then select the appropriate options:
 - **Grading method** - select how to determine the grade for an attempt of SCORM package activity by a student
 - *Learning objects* - the number of completed/passed learning objects
 - *Highest grade* - the highest score obtained in all passed learning objects
 - *Average grade* - mean of the scores obtained in all learning objects
 - *Sum grade* - sum of the scores obtained in all learning objects
 - **Maximum grade** ranging from 0 to 100
 - **Number of attempts** - number of attempts of SCORM package activity permitted to students
 - **Force new attempt** - if enabled, every time the student accesses the SCORM package activity will count as a new attempt
 - **Lock after final attempt** - if enabled, student cannot access the SCORM package activity after using up all the attempts

- 8) Press the **“Compatibility”** category, then select the appropriate options:
 - **Force completed** - if enabled, the current attempt status of a student is forced to be completed
 - **Auto-continue** - if enabled, subsequent learning objects are automatically launched
- 9) If necessary, modify its Common module, Restrict access and Activity completion settings
- 10) Press **[Save and return to course]**

Note:

- 1) “Maximum grade” option (in step 7) is not applicable if “Learning objects” is the selected Grading method of SCORM package activity.
- 2) “Number of attempts” option (in step 7) is only applicable for SCORM 1.2 and AICC packages.