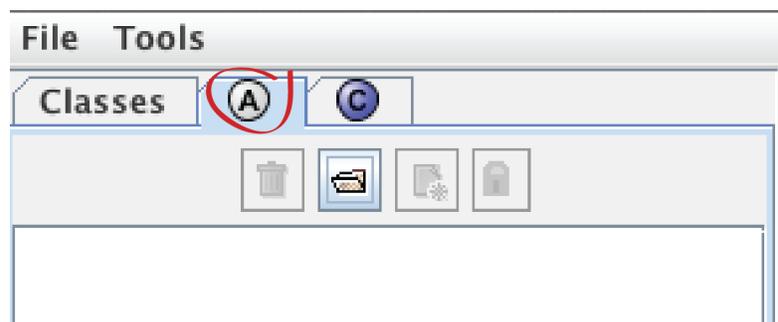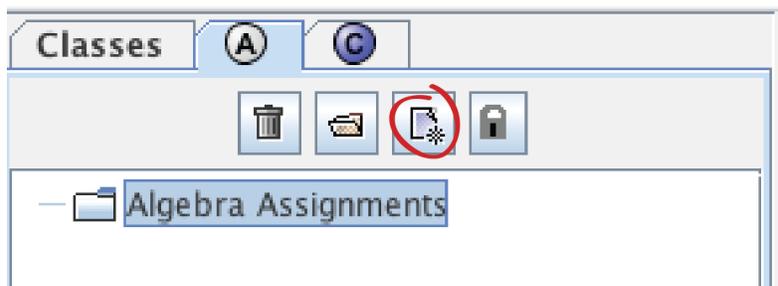# How to Create Assignment

1. Click the **Assignments** tab on the left panel.

2. Click the **Folder** icon to create and name a folder for your assignments.

3. Click the **Create Assignment** icon and name your new assignment.

4. Click beside the folders in the **Problem Bank** to access dropdown menus for options. Select a skill option and click on the **Left** arrow.

Teaching Tip: You only need to add one of each type of problem. We recommend usually limiting yourself to two or three types of problems per assignment. **The biggest mistake that new users make is to add too many types of problems to assignments.** Students then do not get enough practice of each type to attain mastery.
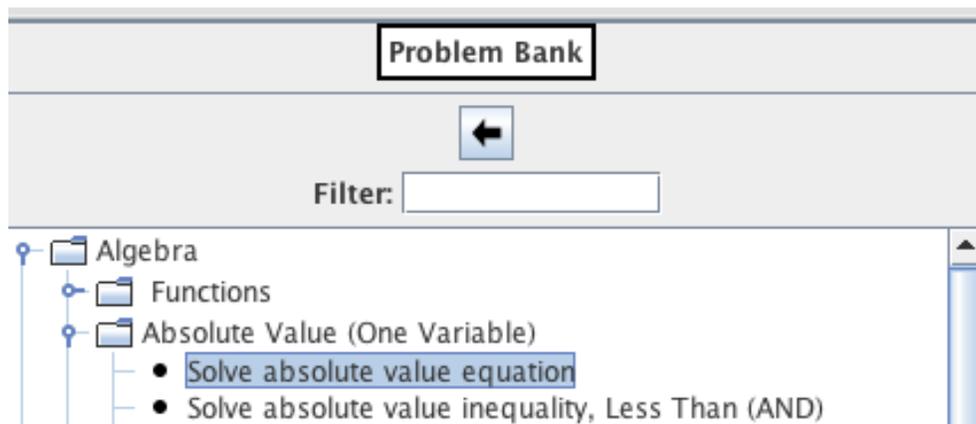
5. View your selected problem types and sample problems with answers in the center panels.

Good stuff

| 10 | Points to finish |
| 10 | Points to earn game |

☐ One at a time

1. C basic integer adding skills, condensed
2. condensed add integers, 1-8
3. pos + pos 3-100

Save   Revert   ⬆ ⬇ 🖨 🗑

PClass ▼   Assign   Use as test

14 + 82

Submit

6. In the upper center panel, edit the assignment parameters.

a. Students earn 1 point by correctly answering a problem on the first try. **Points to finish** controls how many points are required to finish an assignment.

b. **Points to earn game** adjusts how many points students must earn for game money.

c. Check **One at a time** if you want the students to complete problems in sequence.

7. Hit **Save** to create your assignment.

END