
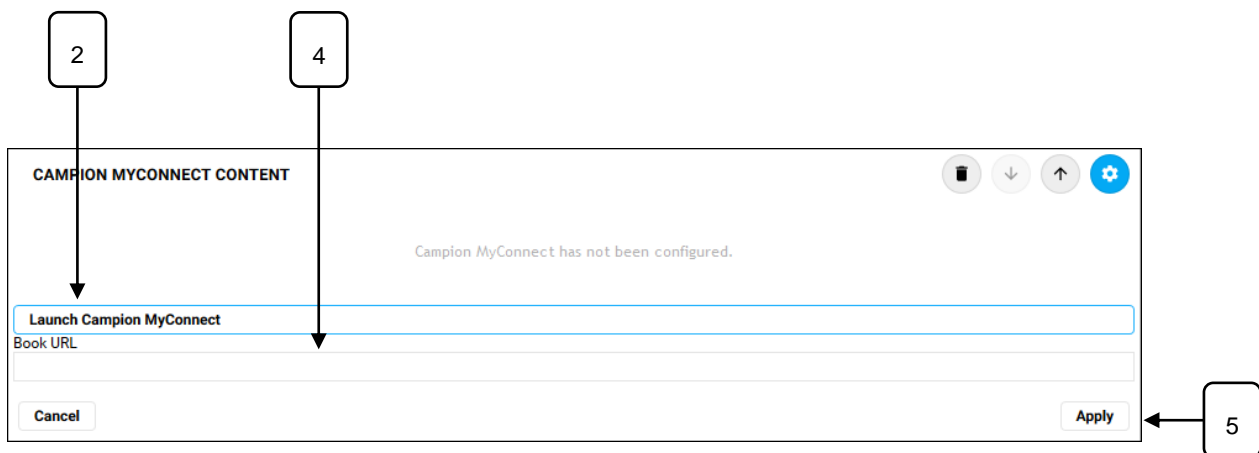


QCU101.22 - Creator modules: engagement category

	NOTE: Engagement modules excluding Polls provide tools for utilising content from third-party integrated products. Please note that schools must have subscriptions for these products in order to access the third-party content.
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Campion MyConnect content

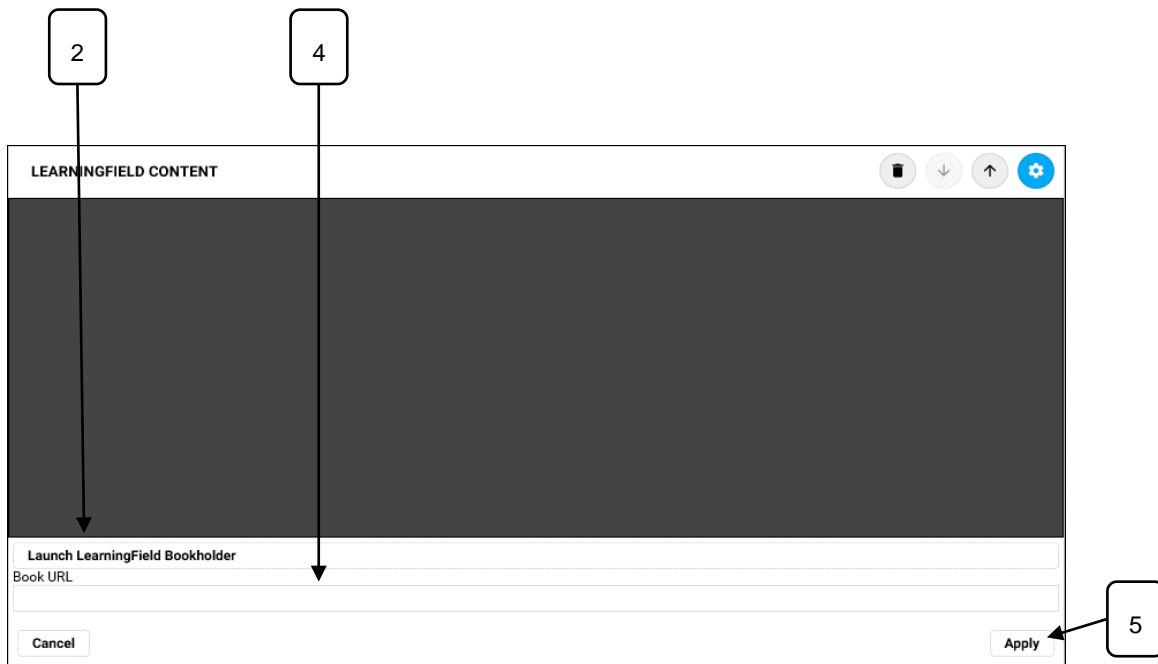
1. Drag the **Campion MyConnect content** module onto the canvas.
2. Click **Launch Campion MyConnect** to search for books or view adopted books.
3. Preview the books to find the URL for the entire book, or for a specific page.
4. Copy the URL and paste it into the **Book URL** field.



The screenshot shows a configuration window for the 'Campion MyConnect Content' module. At the top left, the title is 'CAMPION MYCONNECT CONTENT'. In the center, a message states 'Campion MyConnect has not been configured.' Below this message is a 'Launch Campion MyConnect' button. Underneath the button is a text input field labeled 'Book URL'. At the bottom left is a 'Cancel' button, and at the bottom right is an 'Apply' button. Three numbered callouts are present: '2' points to the 'Launch Campion MyConnect' button, '4' points to the 'Book URL' field, and '5' points to the 'Apply' button.

5. Click **Apply**.

1. Drag the **LearningField content** module onto the canvas.
2. Click **Launch LearningField Bookholder** to search for books or view adopted books.
3. Preview the books to find the URL for the entire book, or for a specific page.
4. Copy the URL and paste it into the **Book URL** field.



5. Click **Apply**.

Moodle content

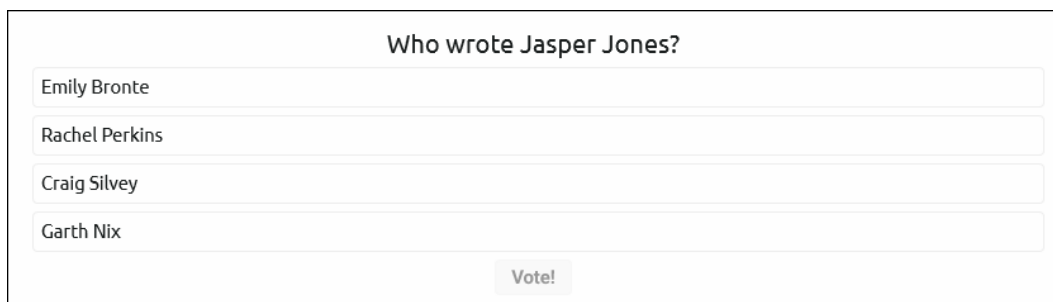
1. Drag the **Moodle content** module onto the canvas.
2. Open Moodle, locate the URL and shared secret for the content that is to be embedded.
3. Enter the **URL** and **Shared secret** into the fields.



4. Click **Apply**.

Poll content

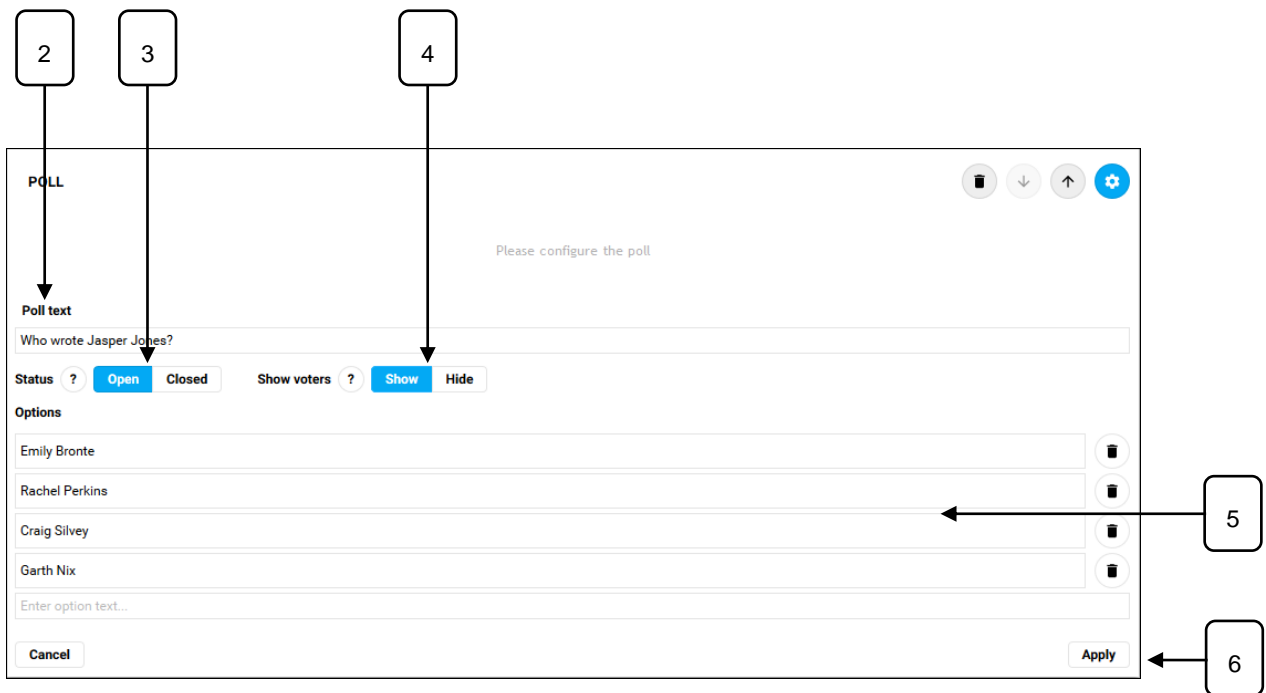
Polls can be used on a programme Cover page or in online lessons. They are a useful method of asking questions about lesson content or gathering feedback from students. Polls can be public or anonymous. Within a programme, only students can respond to a poll. Individual respondents can see their choice on the poll module in *SEQTA Learn*. Parents will not see the results of the poll until it is closed.



Polls can also be used on portal pages and can be made available to staff, students or guardians and used as a mechanism to gather information. Within portal pages, anyone who can view the portal page is able to vote.

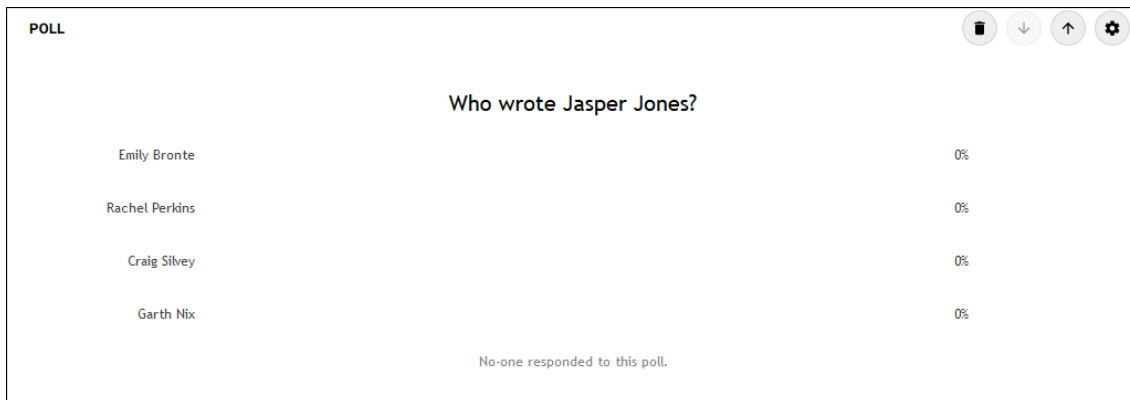
When you drag a poll onto the *SEQTA Creator* canvas from the palette, you will have the option of setting its text (that is, its proposition), status and options. You may have up to eight options. By default, polls will be closed, meaning that responses are not accepted. Polls can be opened or closed at any stage.

1. Drag the **Poll** module onto the canvas.
2. In the **Poll text** field, enter the poll question.
3. Set the **Status**, click **Open** or **Closed**, a poll must be set to **Open** for users to vote.
4. Select whether to show or hide voters.



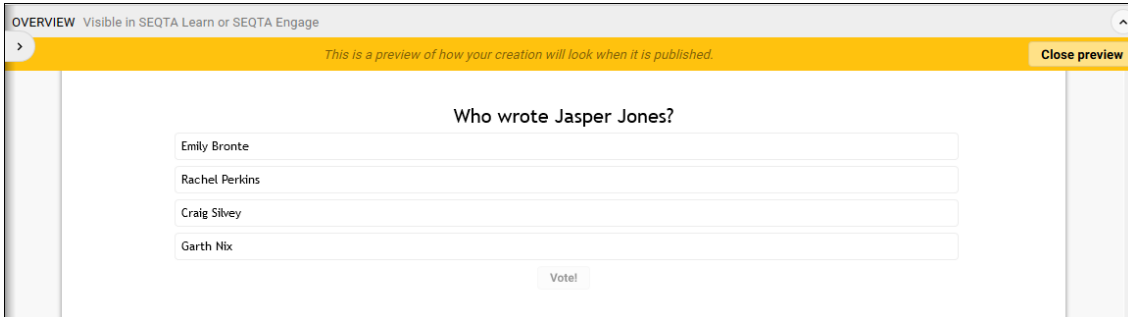
5. Under **Options** type the options available for voting. A maximum of eight options can be created using up to 256 characters for each option.

6. Click **Apply**.



7. The poll will be available to all students that have access to the programme where the status is set to **Open**.

8. Click **Preview** from *SEQTA Creator* palette or click the **Students/guardian preview** sub-page to see the audience view.



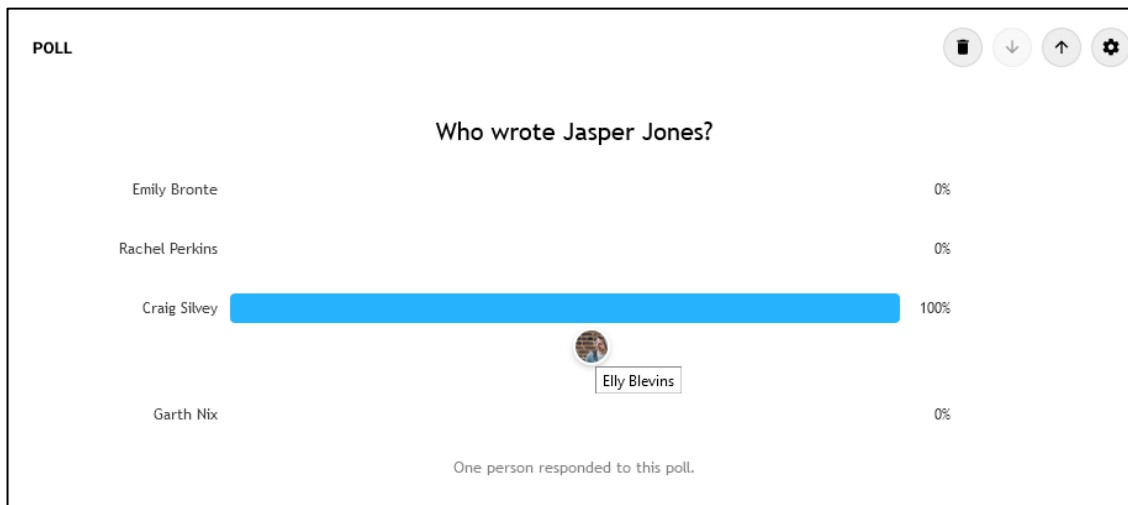
9. Click **Close preview** to return to the editing screen.

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NOTE: Once a poll has one or more responses, any changes made to the text or options will invalidate the poll and delete all votes collected so far. To make such changes, you will first need to unlock the poll module by clicking the “Unlock” button in the yellow panel.

Poll response visibility

1. If voter status has been set to **Show**, teachers will be able to view voter responses.



Related Quick guides

- QCU101.19 – Creator modules: general category
- QCU101.20 – Creator modules: structure category
- QCU101.21 – Creator modules: media category
- QCU101.23 – Creator modules: programme category