

LAMS Tutorials

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LEARNING ENVIRONMENT

Learners are the Main users of LAMS, participating in sequences that are created by Authors.

Using LAMS as a Learner

Learners may also want to check out the Activity Tutorials below for more specific information.

LAMS ACTIVITIES

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These winks relate to Specific Activities in LAMS. Each tutorial demonstrates creating the activity in the **Authoring Environment**, shows the **Learner experience**, and where applicable, demonstrates any **special Monitoring features** for the activity.

Informative Tools

- **Noticeboard Tutorial**
Provide content-rich information for Learners.
- **Create a Resource Sharing Activity**
Deliver online content in a controlled environment.
- **★ NEW Create a Task List**
Create a series of tasks that Learners can complete.

Evaluative Tools

- **Multiple Choice Quiz**
Create simple MCQ assessments for Learners.
- **Author a Submit Files Activity**
Create a place for students to upload work to the LAMS server for assessment.

Collaborative Tools

- **Chat and Scribe Tutorial**
Learners chat in groups and one learner generates a report.
- **Forum Tutorial**
Asynchronous discussion of topics.
- **Dimdim Conference Tutorial**
Create an online web conference from within a Lams Sequence.
- **★ NEW Pixlr Image Suite Tutorial**
Learners edit and upload images in an online flash image suite.
Learners can comment on and rate each others images.

Reflective Tools

- **Question and Answer**
Assess learners with short answer responses.
- **Survey Tutorial**
Collect and analyse Learner opinions on a topic.
- **Voting Tutorial**
Determine an outcome from Learner choices.

MONITORING ENVIRONMENT

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The Monitoring Environment is where LAMS instructors can view their Learner's progress through a sequence.

- **Starting a Lesson**
When a sequence has been Authored, it has to be "run" through the Monitoring Environment.
- **Changing the *Status* of a Sequence**
The *Status* of a particular sequence determines how it appears to Learners. This animation shows how to change statuses, and what each status means.
- **Rearrange Sequence on the Course Page**
Course Owners can move running lessons's up and down the Course page in LAMS; This animation shows you how.
- **Using Live Edit**
Live Edit is a feature available in *LAMS 2.0.3* that allows Monitors to modify sequences that have already been started.
- **Live Edit Update in LAMS 2.1**
In LAMS 2.1 there are some slight changes to Live Edit what monitors can change using Live Edit. This Animation explains the changes and where they might be useful.
- **Opening Schedule Gates before Assigned Time**
Sometimes a Schedule (Timed) Gate needs to be opened *before* the time specified by the Author. In LAMS 2.1, Monitors can now open Scheduled gates prematurely.

AN INTRODUCTION TO LAMSV2

What is LAMS?

Start here if you've never used LAMS before, and want to know more.

AUTHORING ENVIRONMENT

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The Authoring environment is where LAMS sequences are created and modified. These tutorials will introduce you to the authoring environment, and there are a few neat tricks in here as well.

- **An Introduction to Authoring**
This animation demonstrates all the features of the LAMS2.1 Authoring Environment.

- **Using Optional Activities**
Optional Activities allow Learners to choose an activity from a list. This animation shows you how to create them.
- **Insert an Existing Sequence**
Authors can now insert entire sequences onto the canvas to use as part of another sequence.
- **Importing and Exporting Sequences**

Importing and Exporting sequences allow you to share sequences with colleagues. Here's how to do it.
- **Incorporate Google Gadgets**
Google Gadgets are small snippets of HTML code that add functionality to web pages. This animation demonstrates how to include these Gadgets as part of a LAMS sequence.
- **Using the LAMS Community**
The LAMS Community is the central hub for sharing sequences and collaborating with other people using LAMS.
- **Using Grouping Objects**
Grouping Objects divide an entire LAMS class into smaller groups for certain activities.
- **[Creating Offline Activities]**
LAMS can also be used to describe the structure of a 'real-world' lesson. This animation also shows you how to add instructions and support documents to your LAMS sequences.
- **[*Using the NEW CKEditor Media Plugin*]**
The upgrade to the CKEditor means that it's now easier to add Video and Audio to LAMS sequences. This animation shows you how.
- **Including Zipped Web Pages in a Share Resources Activity**
LAMS can display entire Web Sites as Shared Resources. This animation demonstrates how.'

Branching Activities...

These activities create multiple 'paths' through a sequence. There are several ways to create Branches:

- **...by Teacher Selection**
The simplest form of Branching, allowing the teacher (monitor) to manually assign branches to specific students (learners).
- **...based on Groups**
Linking a Grouping Object with a Branching Object filters the members of each group to a specific branch.
- **...based on Tool Outputs**
Finally, the results from previous activities can determine which branch a learner is filtered to.

★ LATEST ANIMATIONS ★

- [Pixlr Activity Tutorial](#)
- [Tasklist Tutorial](#)
- [Using the Q&A Cognitive Skills Wizard](#)
- [Wookie Widgets](#)
- [Working with the Moodle Integration](#)

LAMS INTEGRATIONS

LAMS works well as a stand-alone e-learning system. It can also be integrated with other educational software such as a Learning Management System (LMS) / Virtual Learning Environment (VLE). A LAMS integration is module built for a specific LMS/ VLE that it handles the communication between the two systems. This module acts as a bridge between them making them behave as one unified system.

[Click here for current integration status.](#)

On each Integrations page, there are tutorials relevant to that LMS.

FEDERATED LAMS



Using a **Shibboleth Joint Trust Federation**, separate LAMS servers can be set up to share Lessons, Students and Roles.

[Click Here for a Demonstration.](#)

Translate-a-Wink!



Learning Activity Management System

Each animation should have a 7zipped .wnk file as one of its attachments.

Translating a Wink is very easy. Download the [wink program](#) and the .wnk file from the LAMS Wiki under the attachemnts tab for the wink. Open the file in Wink and then use the **export text** command under the **project** menu. This will create a .txt file that you can translate and then import back into the wink. You can then upload the wink into your translation space.

You will also need the LAMS logos and images to create the preloader screen. These are available [from here \(LAMS Community Login required\)](#).

For information on creating Wink pages in Confluence, [click here](#)..

To see the latest winks that have been added to the site, check the box at the top of this column (Latest Winks), or run [this search query](#).

- Over on the **Greek space**, [all of the winks have been translated](#). Thanks to [Spyros](#) and his team for this.

Copyright and Other Information

- The LAMS Tutorials are created using [DebugMode Wink](#) presentation authoring software.
- To view the winks, you'll need a Flash Player installed. You can download one for free from the [Adobe Website](#)



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