

## What are Assignments?

Assignments engage students with pre-authored questions that they work through at their own pace. Instructors can use assignments to gather feedback, promote participation, and provide lightweight student assessment. Assignments extend iClicker's flexibility so instructors can use it in a variety of ways — while delivering courses online, in-person, at a scheduled class time or even asynchronously. Best of all, students can still feel like they are an active participant in their courses from various locales and on their own time.

## How can I incorporate Assignments into my course?

**Pre-class:** Use Assignments before class to gauge your students' understanding of reading and homework and as an opportunity for students to pose questions to be covered in class.

**Synchronous class:** Instructors can use Assignments for face-to-face or remote synchronous classroom lessons where students work problems at their own pace. Assignments are useful for team breakouts, lab work, or any multi-question activity where students are allowed to control advancing through the question list independently.

**Asynchronous class:** For courses utilizing an asynchronous model, use Assignments in place of in-class polling or for any “at your own pace” activity, allowing students to actively engage with your materials or provide feedback for discussion. Keep engagement with pre-recorded lecture videos and other learning content high by assigning questions for students to answer.

**Post-class:** Use Assignments as a lightweight assessment tool for content and/or participation. Reinforce and evaluate understanding of class material with additional questions that students answer after class. You can use iClicker to understand how confident students are in the topics that were covered, or even to check on how prepared they are for the next topics at hand.

The image displays two overlapping screenshots of the iClicker mobile application interface. The left screenshot shows a screen titled "Assignment 3" with a back arrow and a forward arrow. It displays "Question 2 of 5" and a numeric question: "In the DNA of certain bacterial cells, 16% of the nucleotides are adenine. What is the percentage of guanine in the bacterial DNA?". Below the question is a ball-and-stick model of a DNA double helix. The answer field contains the number "34". A blue "Next Question" button is at the bottom, and a "Previous Question" link is at the very bottom. The right screenshot shows the same "Assignment 3" screen but with a progress bar at the top indicating "Total Questions: 5" and "Score: 10 of 10". It displays three questions: "Question 1" (Multiple Choice, correct answer +1), "Question 2" (Numeric, correct answer +1), and "Question 3" (partially visible, correct answer +1). Question 1 asks "Why aren't nucleosides incorporated into DNA?" with four options. To the right of the options is a chemical structure of a nucleotide with a "Base" label. Question 2 is identical to the one in the left screenshot.