Using Moodle, 2nd Edition

Using Moodle is a complete, hands-on guide for instructors learning how to use Moodle, the popular course management system (CMS) that enables remote web-based learning and supplements traditional classroom learning. Updated for the latest version, this new edition explains exactly how Moodle works by offering plenty of examples, screenshots and best practices for its many features and plug-in modules. Moodle gives teachers and trainers a powerful set of web-based tools for a flexible array of activities, including assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. This book is not just a how-to manual. Every chapter includes suggestions and case studies for using Moodle effectively. By itself, Moodle won't make your course better. Only by applying effective educational practices can you truly leverage its power. With this book, you will:

- Get a complete overview CMS in general and Moodle in particular.
- Review Moodle's basic interface and learn to start a course.
- Learn to add Moodle tools to your course, and how different tools allow you to give quizzes and assignments, write journals, create pathed lessons, collaboratively develop documents, and record student grades.
- Discover some of the creative ways teachers have used Moodle. There are plenty of ideas for effectively using each tool.
- Effectively manage your Moodle course, such as adding and removing users, and creating user groups.
- Learn to use Moodle’s built-in survey functions for assessing your class.
- Find out how to administer an entire Moodle site. A system administrator usually handles these functions, but if you’re on your own, there’s a lot of power behind the curtain.

Using Moodle is both a guide and a reference manual for this incredibly powerful and flexible CMS. Authored by the Moodle community, this authoritative book also exposes little known but powerful hacks for more technically savvy users, and includes coverage of blogs, RSS, databases, and more. For anyone who is using, or thinking of using, this CMS, Using Moodle is required reading.
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Moodle 2.0 Course Conversion Create courses and therapies for children with special educational needs using Moodle for effective e-learning.

Moodle Gradebook - Second Edition With clear instructions and plenty of screenshots, this book provides all the support and guidance you will need as you begin to convert your teaching to Moodle. Step-by-step tutorials use real-world examples to show you how to convert to Moodle in the most efficient and effective ways possible.

Moodle Course Conversion carefully illustrates how Moodle can be used to teach content and ideas and clearly demonstrates the advantages of doing so. This book is for teachers, tutors, and lecturers who already have a large body of teaching material and want to use Moodle to enhance their course, rather than developing brand new ones. You won't need experience with Moodle, but will need teacher-access to a ready-installed Moodle site. Teachers with some experience of Moodle, who want to focus on incorporating existing course materials will also find this book very useful.

Moodle For Dummies Moodle is a virtual learning environment that is being used in more and more schools worldwide. It is ideal for teaching a younger age group as interactive lessons enable children to learn quicker and with greater ease. Moodle 2 for Teaching 4-9 Year Olds Beginner's Guide will help you to adapt your existing lesson plans to online Moodle courses and will give you ideas to create new activities, quizzes, and puzzles to make the learning process fun and interactive for young children. The interactivity of Moodle means that it is perfect for teaching younger children as they can learn by watching, listening, and doing. Learn how to create activities and quizzes that are specially adapted for younger children and are quick and easy for you to incorporate in Moodle. Other highlights include spot-the-difference exercises, games, and embedded puzzles. Teaching young children with Moodle is the future of education.
Children has just got easier with the help of Moodle to create fun, interactive, and informative learning activities.

Moodle 3 E-Learning Course Development Moodle 2.7 is the LTS version of the most popular open source learning management system supported by a large community at www.moodle.org. This book is a reference manual for the teachers to start teaching with Moodle.

Moodle Administration Collapsed Topics is a 'course format' for Moodle. A course format alters the way a course looks and can be interacted with. Collapsed Topics applies the concept of 'toggled sections' to provide a compact list of sections to the user which can be open and closed as required. This guide, written by its developer, covers every aspect of Collapsed Topics, including: installation, upgrade, uninstallation, course and global features, resetting, capabilities, language strings, overriding icons / styles in a theme and adding a new icon set for your installation of Moodle.

Are you an educator or site administrator using Moodle and want to get the most from the Collapsed Topics format? Then this guide is for you. It is aimed at novices with basic information technology skills, to intermediate programming ability and confidence in PHP and CSS when making changes. All information contained relates to Collapsed Topics for Moodle 2.7, 2.8, 2.9 and 3.0. At the time of writing it is envisaged that the functionality will stay the same for Moodle 3.0 and beyond.

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Moodle Course Design Best Practices An administrator's guide to configuring, securing, customizing, and extending Moodle.

History Teaching with Moodle 2 Customize the appearance of your Moodle Theme using its powerful theming engine.

Moodle 3 Administration Effortlessly ensure your application's code quality from day 1.

About This Book Customize your Moodle 3.x app. Leverage the new features of Moodle 3.x by diving deep into the Moodle development eco-system. Cater to heavy user traffic, customize learning requirements and create custom third party plugins. Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed. You must have medium-level PHP programming knowledge. You should be familiar with HTML and XML protocols. You do not need to have prior knowledge of Moodle-specific terminology.

What You Will Learn Work with the different types of custom modules that can be written for Moodle 3.x Understand how to author custom modules so they conform to the agreed Moodle 3.x development guidelines Get familiar with the Moodle 3.x architecture—its internal and external APIs Customize Moodle 3.x so it can integrate seamlessly with third-party applications of any kind Build a new course format to specify the layout of a course Implement third-party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time.

In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e-learning apps that cater to different user's segments and are visually appealing as well. This book explains how the Moodle 3.x platform provides a framework that allows developers to create a customized e-learning solution. It begins with an exploration of the different types of plugin. We then continue with an investigation of creating new courses. You will create a custom plugin that pulls in resources from a third-party repository. Then you'll learn how users can be assigned to courses and granted the necessary permissions. Furthermore, you will develop a custom user home. At the end of the book, you will have a solid understanding of the Moodle 3.x platform and how to extend it to meet your specific needs.
Book, we'll discuss the Web Services API to fully automate Moodle 3.x in real time. Style and approach This book takes a step-by-step practical approach with every step explained in great detail using practical examples. You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented.

Key Features
- Get the best out of the latest Moodle 3 framework to ensure successful learning
- Create 3rd party plugins and widgets and secure your course efficiently
- Create your first Moodle VR app using the Moodle VR toolset

Book Description
Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle.

You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course.

What you will learn
- Know what Moodle does and how it supports your teaching strategies
- Install Moodle on your computer and navigate your way around it
- Understand all of Moodle's learning features
- Monitor how learners interact with your site using site statistics
- Add multimedia content to your site
- Allow students to enroll themselves or invite other students to join a course

Who this book is for
This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

Moodle 2+: The Quiz Engine Workplace is Moodle’s latest offering for organizations. This book is a comprehensive introduction to Moodle’s new LMS. Complete with detailed descriptions, various diagrams, and real-work examples, this easy-to-follow guide will teach you everything you need to know when being responsible for a Moodle Workplace system.

Understanding Complex Information Technology Solutions
Moodle is the leading open source e-learning management system. Using Moodle, teachers and professors can easily construct richly-textured web-based courses. A course can consist of a number of lessons, with each lesson including reading materials; activities such as quizzes, tests, surveys, and projects; and social elements that encourage interaction and group work between students. Packed with clear step-by-step instructions, plenty of screenshots, and thorough explanations, this book guides you through the many features and options that you have to choose from when using Moodle 2.8. Throughout this book, you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought processes that go into developing a successful course.
processes that goes into developing a successful course. This book will show you how to use every feature of Moodle to meet your course goals. Moodle is relatively easy to install and use, but the real challenge is to develop a learning process that leverages its power and maps effectively onto the content-established learning situation. This book guides you through meeting that challenge.

The Complete Guide to Collapsed Topics A complete guide to successful learning using Moodle.

Using Moodle Use game elements in Moodle courses to build learner resilience and motivation

About This Book Formulate a Moodle course that acts as a flexible framework ready for your own content Keep learners engrossed and create opportunities for motivation through the concepts of status, access, and power A resourceful guide to innovative learning using automatic reports, assessments, and conditional release of activities

Who This Book Is For This book has been designed for teachers who to use technology to create more engaging learning experiences for both online learning and in face-to-face sessions. This book will especially appeal to people who are interested in the underlying mechanics of play and games and want to know more about applying these concepts in an educational context. It is assumed that you are a teacher and expert in your field, have basic computer skills, and have access to the Internet.

What You Will Learn Set up a scoring system using Moodle Gradebook Enable communication and collaboration in your class as a Learning Community using forums Assess your learners' abilities by setting up challenges and quests Configure gateways to check and ensure progress before new content or activities are released Create Moodle assignments to provide effective feedback through a comment bank and custom scale Issue Open Badges to recognize achievements and set up an online backpack to share digital badges Reduce anxiety for learners by using the game-like concept of "Levelling Up"

In Detail This book describes how teachers can use Gamification design within the Moodle Learning Management System. Game elements can be included in course design by using badges, rubrics, custom grading scales, forums, and conditional activities. Moodle courses do not have to be solo-learning experiences that replicate Distance Education models. The Gamification design process starts by profiling players and creating levels of achievement towards meeting learning outcomes. Each task is defined, valued, and sequenced. Motivation loops are devised to keep the momentum going. In a gaming studio, this approach would require a team of specialists with a large budget and time frames. Preparing for a class rarely has these optimal conditions. The approach used in this book is to introduce game elements into the course design gradually. First, apply gamification to just one lesson and then build up to gamifying a series of lessons over a term. Each example will indicate the difficulty level and time investment. Try it out to see what is most effective with your learners and choose wisely in your use of technology. By the end of this book, you will be able to create Moodle courses that incorporate choice, communication, challenge, and creativity.

Style and approach An easy-to-follow guide full of screenshots and step-by-step instructions with estimated time frames required to accomplish numerous tasks. Tips are offered for new Moodlers and plugin extensions are suggested for advanced Moodlers. The focus of the book is on why you would want to use each activity rather than detailed technical descriptions.
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how to use Moodle, the popular course management system (CMS) that enables remote web-based learning and supplements traditional classroom learning. Updated for the latest version, this new edition explains exactly how Moodle works by offering plenty of examples, screenshots and best practices for its many features and plug-in modules. Moodle gives teachers and trainers a powerful set of web-based tools for a flexible array of activities, including assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. This book is not just a how-to manual. Every chapter includes suggestions and case studies for using Moodle effectively. By itself, Moodle won't make your course better. Only by applying effective educational practices can you truly leverage its power. With this book, you will:

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Moodle 3.x Developer's Guide

Developed by an extremely active open source community, Moodle is a sophisticated course management system that's ideal for creating dynamic online learning communities and for supplementing face-to-face learning. Used in more than 115 countries and supporting over 60 languages, Moodle can scale from a single-teacher site to a 40,000-student university. Teachers who use Moodle have access to an array of powerful tools such as assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. Using Moodle is a comprehensive, hands-on guide that explains how the system works, with plenty of examples and best practices for its many features and plug-in modules. Authored by a member of the Moodle community, this authoritative book also exposes little-known but powerful hacks for more technically savvy users. For anyone who is using—or thinking of using—this CMS, Using Moodle is required reading.

Using Moodle

Use Moodle to manage and organize your administrative duties, monitor attendance records, manage student enrolment, record exam results, and much more.

Moodle 2 for Teaching 7-14 Year Olds Beginner's Guide

Based on Stanford University psychologist Kelly McGonigal's wildly popular course "The Science of Willpower," The Willpower Instinct is the first book to explain the science of self-control and how it can be harnessed to improve our health, happiness, and productivity. Informed by the latest research and combining cutting-edge insights from psychology, economics, neuroscience, and medicine, The Willpower Instinct explains exactly what willpower is, how it works, and why it matters. For example, readers will learn:

- Willpower is a mind-body response, not a virtue. It is a biological function that can be improved through mindfulness, exercise, nutrition, and sleep.
- Willpower is not an unlimited resource. Too much self-control can actually be bad for your health.
- Temptation and stress hijack the brain's systems of self-control, but the brain can be trained for greater willpower.
- Guilt and shame over your actions can actually make it harder to change.
• Giving up control is sometimes the only way to gain self-control. • Willpower failures are contagious—you can catch the desire to overspend or overeat from your friends—but you can also catch self-control from the right role models. In the groundbreaking tradition of Getting Things Done, The Willpower Instinct combines life-changing prescriptive advice and complementary exercises to help readers with goals ranging from losing weight to more patient parenting, less procrastination, better health, and greater productivity at work.

Moodle as a Curriculum and Information Management System Using Moodle is a complete, hands-on guide for instructors learning how to use Moodle, the popular course management system (CMS) that enables remote web-based learning and supplements traditional classroom learning. Updated for the latest version, this new edition explains exactly how Moodle works by offering plenty of examples, screenshots and best practices for its many features and plug-in modules. Moodle gives teachers and trainers a powerful set of web-based tools for a flexible array of activities, including assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. This book is not just a how-to manual. Every chapter includes suggestions and case studies for using Moodle effectively. By itself, Moodle won't make your course better. Only by applying effective educational practices can you truly leverage its power. With this book, you will: Get a complete overview CMS in general and Moodle in particular. Review Moodle's basic interface and learn to start a course. Learn to add Moodle tools to your course, and how different tools allow you to give quizzes and assignments, write journals, create pathed lessons, collaboratively develop documents, and record student grades. Discover some of the creative ways teachers have used Moodle. There are plenty of ideas for effectively using each tool. Effectively manage your Moodle course, such as adding and removing users, and creating user groups. Learn to use Moodle's built-in survey functions for assessing your class. Find out how to administer an entire Moodle site. A system administrator usually handles these functions, but if you're on your own, there's a lot of power behind the curtain. Using Moodle is both a guide and a reference manual for this incredibly powerful and flexible CMS. Authored by the Moodle community, this authoritative book also exposes little known but powerful hacks for more technically savvy users, and includes coverage of blogs, RSS, databases, and more. For anyone who is using, or thinking of using, this CMS, Using Moodle is required reading.

Moodle Theme Development A guide with practical examples that gives you hands-on knowledge in creating learning environments for Mobile devices using Moodle, while also empowering you to create your own effective mlearning course designs. "Moodle for Mobile Learning" is primarily aimed at Moodle course practitioners – teachers, tutors, instructors, and learning and development professionals. It does not require you to have an in-depth knowledge about any mobile technologies. It is for anyone who has the desire to deliver great courses that allow their learners to interact using the devices in their pockets.

Moodle 2 Administration
Moodle 2.0 First Look This book attempts the challenging task of unravelling the complexities of today's web-based information technology solutions. To achieve this goal, the book provides a guided tour of one specific system, the Moodle learning management system. Using Moodle as the case study, key concepts of computer programming, data storage and databases, web technologies and networking are introduced, emphasising how these technologies work together to achieve the overall solution. The book also introduces the people and organisational contexts around a system like Moodle. It showcases the
interrelationships between technologies and people in their varied roles as users, decision
makers, developers or system maintainers. The book is directed at readers who are confident
in using information technologies (such as browsing the Web) yet have limited
understanding of how computers and information technology systems work. It uses informal
language to explain complex contexts, supported by sketches and analogies. The book is not
a Moodle book in the typical sense. It does not provide a user guide to Moodle, nor does it
explain how to teach using Moodle. The book is aimed at readers with interest in
understanding information technology solutions. Those readers will gain understanding of
key technologies and concepts, transferable to many other systems. Readers with a strong
interest in Moodle will gain a solid understanding of how Moodle works, preparing them for
tasks that bridge the interface between users, organisations and developers. The author, Eva
Heinrich, holds a masters degree in computer science, a PhD in information systems and a
doctorate in education. She teaches computer science and information technology at
Massey University, New Zealand, and conducts research into learning technologies and
higher education.

How to use Moodle 2.7

The need for qualified specialists to work with and apply sophisticated technology in
contemporary medicine is rapidly growing. Professional bodies predict that meeting the
needs of healthcare globally will require almost tripling the number of Medical Physicists
by 2035. Similar challenges exist in the constantly growing profession of Medical
Engineering. They can be solved most efficiently and effectively with the tools of
e-Learning, and a free and open-source Virtual Learning Environment (VLE) platform such as
Moodle is a welcome solution. The Moodle VLE platform is a free, open source learning
management system that is the most popular choice for higher educational institutions
worldwide. However, the best practices of the Moodle system are still unknown to many.
This practical guide provides educators, programme administrators, and programme
directors with a condensed guide to Moodle and step-by-step instructions on how to create
a single course or an entire educational programme. It also discusses cost-effective ways to
apply e-Learning in an educational institution. This guide is accessible to all professionals,
even those without specialist IT skills, and will be helpful to educators of all levels in Medical
Physics and Engineering, as well as in other medical and medical-related specialties or
disciplines with a strong imaging component. Features: Provides step-by-step instructions of
how to build a course/module for Higher Education on Moodle Gives practical solutions to
implementing e-Learning in Medical Physics and Engineering Explores useful tips and tricks
for best practice

Developing Programming Courses with Moodle and VPL

Written in a clear, straightforward way with lots of screenshots and direct instructions, this book will equip you with all the
tools you need to set up, optimize, extend, and maintain a Moodle system. A problem-
solution approach has been taken when possible to bring the content more in line with your
day-to-day operations. This book is written for technicians and systems administrators, as
well as academic staff. Essentially anyone who has to administer a Moodle system. Whether
you are dealing with a small-scale local Moodle system or a large-scale multi-site Virtual
Learning Environment, this book will assist you with any administrative tasks. Some basic
Moodle knowledge is helpful, but not essential.

Using Moodle

Build customized themes to make your Moodle courses engaging and interactive

About This Book
Leverage the power of Moodle 3 to create interactive and engaging themes for your courses
Experience and integrate the power of Bootstrap and CSS into your Moodle app
Implement your plans with illustrative examples to become a top
If you are a Moodle administrator, developer, or designer and wish to enhance your Moodle site to make it visually attractive, then this book is for you. You should be familiar with web design techniques such as HTML and further experience with CSS would be helpful.

What You Will Learn
- Plan a personalized Moodle theme from start to finish
- Install a Moodle theme in different operating systems and change Moodle's theme settings
- Add your own customized logo and test your changes in several web browsers
- Customize the Moodle site to fit in with other elements such as websites and social networks, among others
- Create a design mock-up using graphics software
- Design themes that are capable of working with a huge number of different resolutions, screen sizes, screen orientations, and pixel densities
- Work with code to adjust the theme to users requirements
- Create new custom icons for your theme

In Detail

Theming is one of the main features of Moodle, and it can be used to customize your online courses and make them look exactly how you want them to, according to your target audience. If you have been looking for a book that will help you develop Moodle themes that you are proud of, and that your students will enjoy, then this is the book for you. We start off by introducing Moodle 3 and explaining what it is, how it works, and what tools you might need to create a stunning Moodle theme. We then show you how to choose and change the pre-installed Moodle themes in detailed steps, and explain what Moodle themes are and how they work.

Next, we show you how to change an existing theme and test the changes that you have made. You can not only plan the customization of theme, but also tailor it using advanced Moodle theming processes; this book is your one-stop guide to creating your own personalized Moodle 3 theme.

Style and approach

This book acts as a comprehensive guide which helps you to create visually stunning and responsive themes to add that extra edge to your Moodle apps.

Moodle 1.9 Theme Design

Add-ons for Moodle provide powerful functionality, but with hundreds available do you know which add-ons to choose? Have you considered all the costs and risks involved in installing add-ons? This book provides a guide to setting up your own Moodle test server so you can try add-ons without risk. It includes authoritative reviews of the best add-ons for Moodle. Follow step-by-step installation and setup instructions for each reviewed add-on and examples of how to use them.

Follow years of experience to fully evaluate add-ons, so you can use them with confidence in your institution.

Gamification with Moodle

Moodle 1.9 for Teaching 7-14 Year Olds

This book is an easy-to-follow guide with a hands-on approach that will help you learn the best practices for designing attractive and highly interactive courses with the help of Moodle. This book can be used by training managers, teachers, instructors, Moodle network specialists, instructional designers, and elearning entrepreneurs. If you are involved in online, cloud-based education, training, or professional development, this is the book for you. No prior experience with Moodle is required, though it would be helpful to understand the basics of using HTML and also working with different multimedia file formats and social media. If you would like to find a very easy and convenient way to organize learning activities along with group projects and activities, then this is the book for you.

Moodle 1.9 E-Learning Course Development

This book is part of Packt's Beginner's Guide series. Written in a friendly tone, the book starts at the very beginning with a blank Moodle page and you are taken step by step through the most useful features of Moodle, helped with many illustrative screenshots. This book is for regular, non-technical teachers of pre-
We strongly recommend a formal assessment of student prior knowledge, skills, and expectations before planning the course. Class sizes should be kept small to ensure effective instruction and interaction. Teachers will need to be guided by their subject matter expertise, the students' learning styles, and the learning outcomes of the course.

Related Projects
- Moodle Gradebook
- Enhancement Pack
- Global Grade Filters
- Grade Report

Grading Standards
- Asian
- European
- Australian

Assessment Tools
- Rubrics
- Tests
- Quizzes

Final Review
- Comprehensive summary
- Recap of key points
- Q&A session

Conclusion
- Recap of the course
- Feedback collection
- Future plans

Appendices
- Glossary
- Resources
- References

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