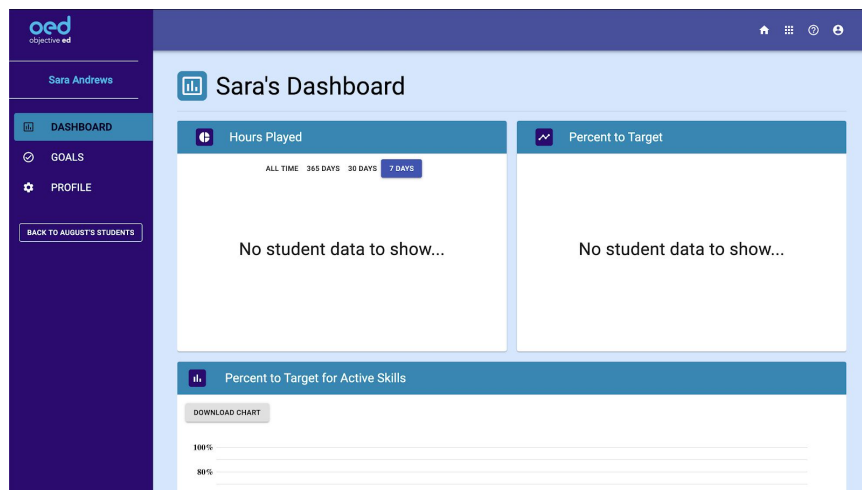


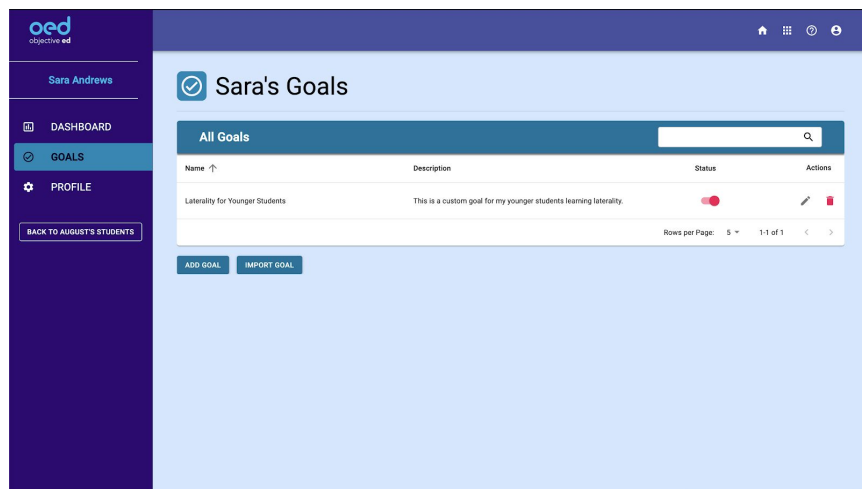
Importing Goals

Importing goals can be a great way to get a student started with some goals and skills to work on right away! This guide will cover how you can import goals on to a student's account to get them set up quickly.

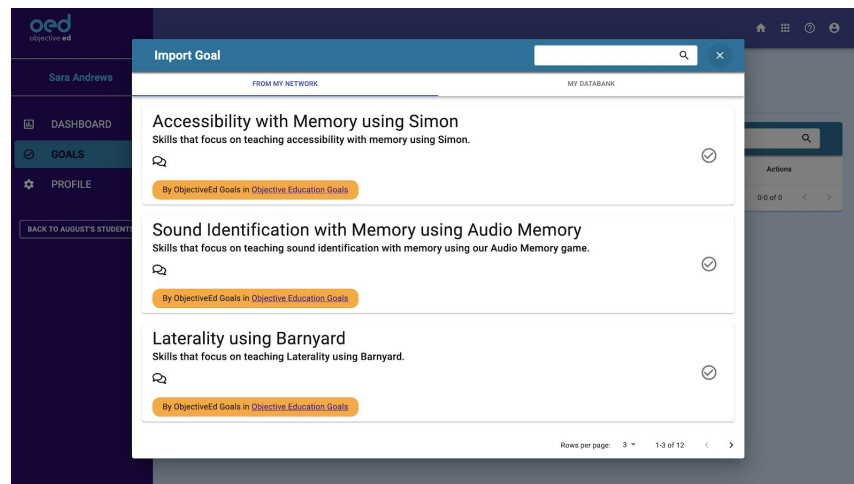
1). Navigate to a student's dashboard (See Teacher Dashboard (Overview) document for information on how to do this)



2). Go to the student's "Goals" page



3). Select “Import Goal”



There are two tabs in the Import Goal button. One tab says “From my Network” and the other says “My Databank”

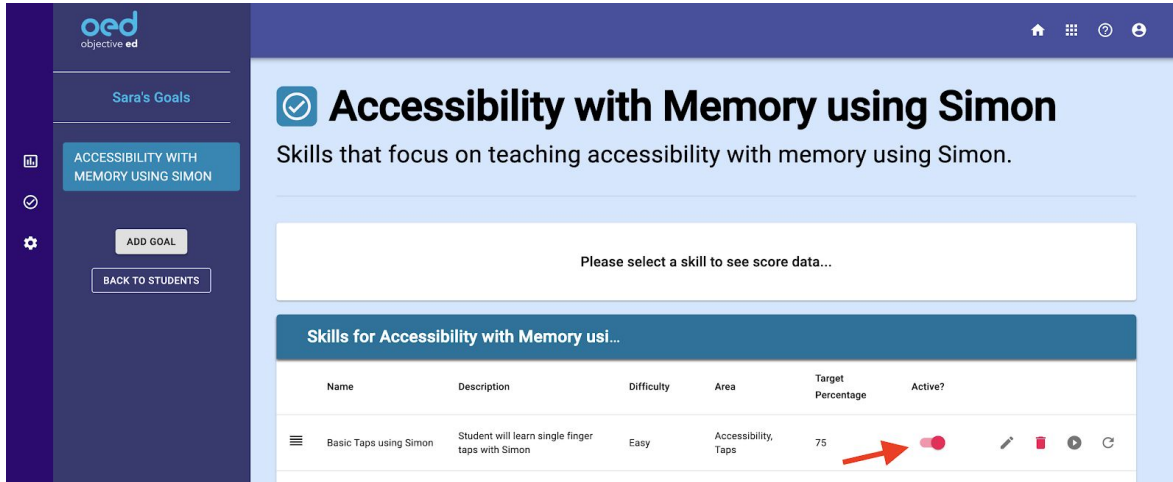
From my Network: This shows you all of the goals that have been shared to groups that you are a member of on the Professional Network. For everyone this will include your District’s private group and the ObjectiveEd Goals Group. When you are starting out you will just see ObjectiveEd’s goals here. As your colleagues start sharing the custom goals they have made, or if you join any public groups on the Professional Network, those goals will appear in this tab as well.

My Databank: When selected this tab will show you any goals you have on your “Databanks” page on your teacher dashboard. So if you have made any custom goals on your “Databanks” page you can import them onto the student’s account using the “My Databank” tab of the “Import Goal” button.

4). Find the goal you want to import and press the check mark next to it

Continues on the next page...

5). After that you are all set. We recommend that you click on the goal that you have imported and make sure that the skills you want the student to practice are set to “Active” (Slider is Red)



The screenshot shows the Objective Ed interface. On the left is a dark blue sidebar with the 'oed objective ed' logo, 'Sara's Goals', and a list of goals including 'ACCESSIBILITY WITH MEMORY USING SIMON'. Below the list are 'ADD GOAL' and 'BACK TO STUDENTS' buttons. The main content area has a header with a checkmark icon and the title 'Accessibility with Memory using Simon', followed by the subtitle 'Skills that focus on teaching accessibility with memory using Simon.' Below this is a white box with the text 'Please select a skill to see score data...'. A table titled 'Skills for Accessibility with Memory usi...' contains one row for 'Basic Taps using Simon'. The table has columns for Name, Description, Difficulty, Area, Target Percentage, and Active?. The 'Active?' column for the first row features a red slider, which is highlighted by a red arrow.

Name	Description	Difficulty	Area	Target Percentage	Active?
Basic Taps using Simon	Student will learn single finger taps with Simon	Easy	Accessibility, Taps	75	<input checked="" type="checkbox"/>