

## D2L Module Builder

The D2L Module Builder is a tool that allows instructors to set the structure for a module, where they can then place content in a considered way, or add place-holders in advance of new content being available. Using the *Module Builder* is the best way to get a new module structured, and is a very useful tool for instructors reviewing their course structure.

Instructors can create a coherent module layout through which the students can best experience the course online. Giving a little thought to how to structure your module is very important -- how to place content within it (i.e. into *Units*, *Weeks* or *Sessions*) will support you in better *aligning your content* and assessment strategy to *course learning outcomes*. In the example below we are basing this on a module outline which has 3 Learning Outcomes which will relate to 3 Units in the module (containing content and assessment items).

### How to Find the Module Builder

The *Module Builder* tool is accessed via the *Module Tools (1)* -- *Module Admin (2)* menu page within modules (Figure 1).

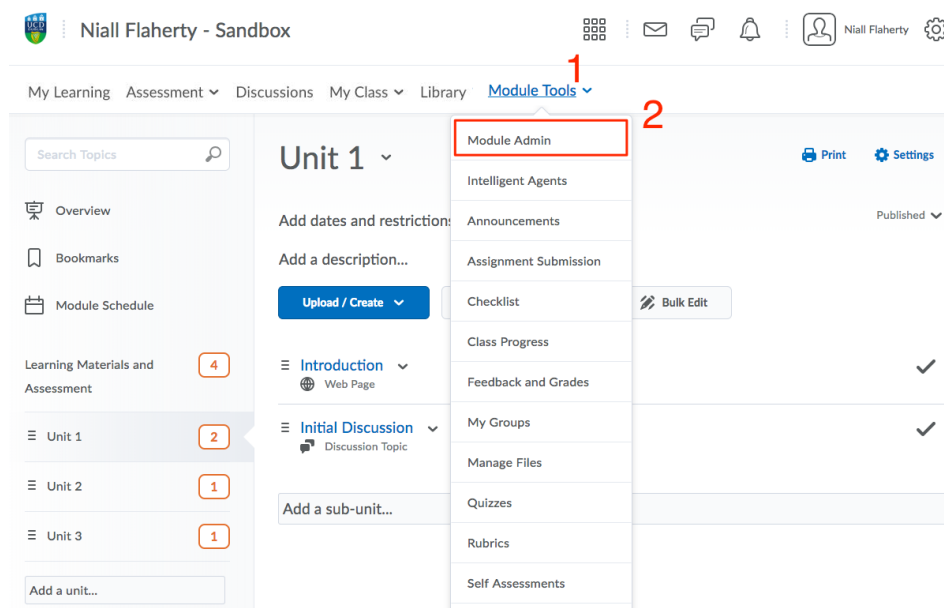
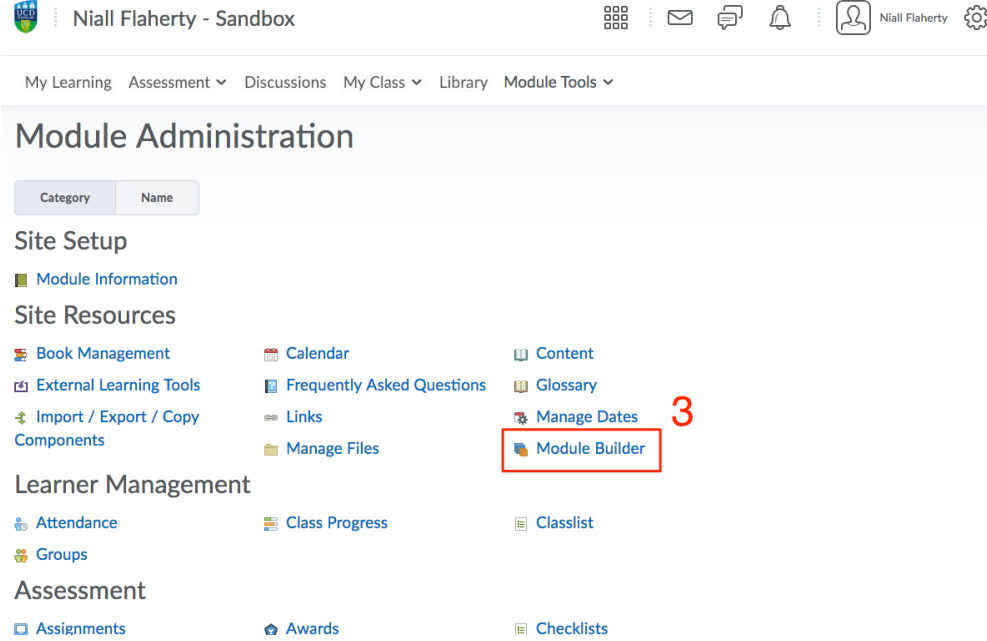


Figure 1. How to Find the Module Builder- 1

Click on *Module Builder* (3) on this page under *Site Resources* (Figure 2).



The screenshot shows the 'Module Administration' page for 'Niall Flaherty - Sandbox'. The page is organized into several sections: 'Site Setup', 'Site Resources', 'Learner Management', and 'Assessment'. Under 'Site Resources', there are nine items: Book Management, External Learning Tools, Import / Export / Copy Components, Calendar, Frequently Asked Questions, Links, Manage Files, Content, Glossary, and Manage Dates. The 'Module Builder' item is highlighted with a red box and a red number '3' next to it. The top navigation bar includes 'My Learning', 'Assessment', 'Discussions', 'My Class', 'Library', and 'Module Tools'. The user's name 'Niall Flaherty' and a settings gear icon are visible in the top right corner.

Figure 2. *How to Find the Module Builder - 2*

## Drag and Drop to Build

The Module Builder is divided into a left-hand side section that includes: *Build Outline*, *Add Content* and *Browse Tools* areas. A central section where module building blocks can be dragged from the left-hand side, and placed to form your module. And a right-hand side section that gives contextual info about the last selected item in the module builder. Drag out an initial unit, item or click on a tool from the left-hand menu to begin (*Figure 3*).

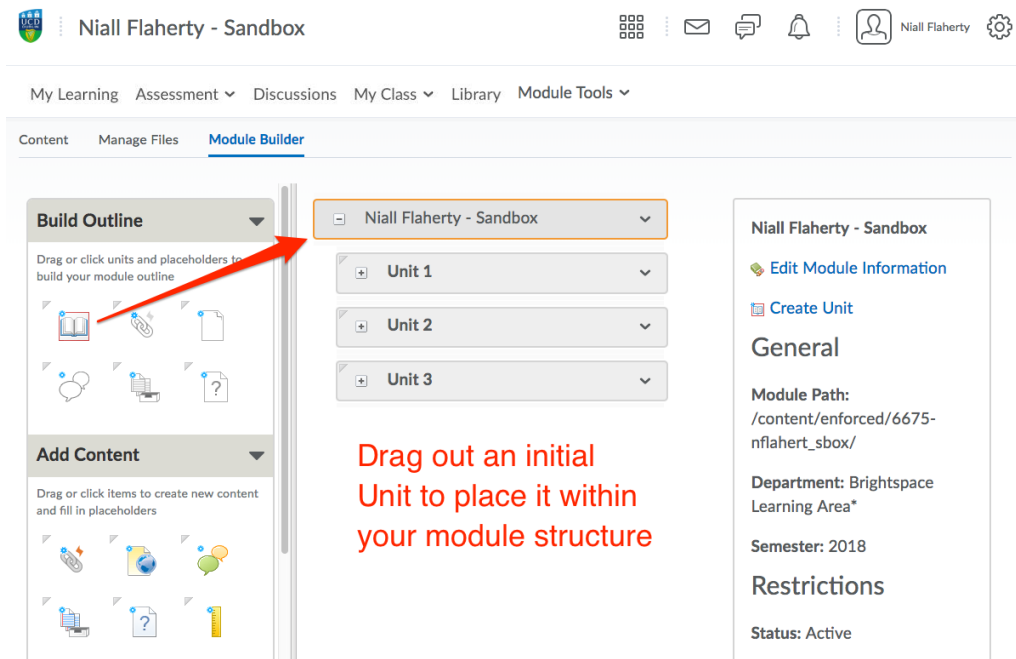


Figure 3. Drag and Drop to Build

## Adding Content and Place-holders

Each additional piece of content can be placed after the first or nested within it. Drag and Drop can be used to re-position your content (Figure 4) in the hierarchy. New or pre-existing content can be dragged from the menu on the left to form a module structure. Placeholders for content, existing content and available tools can be dragged out and placed within the module structure. In this way the Module Builder can be used to create a new module structure.

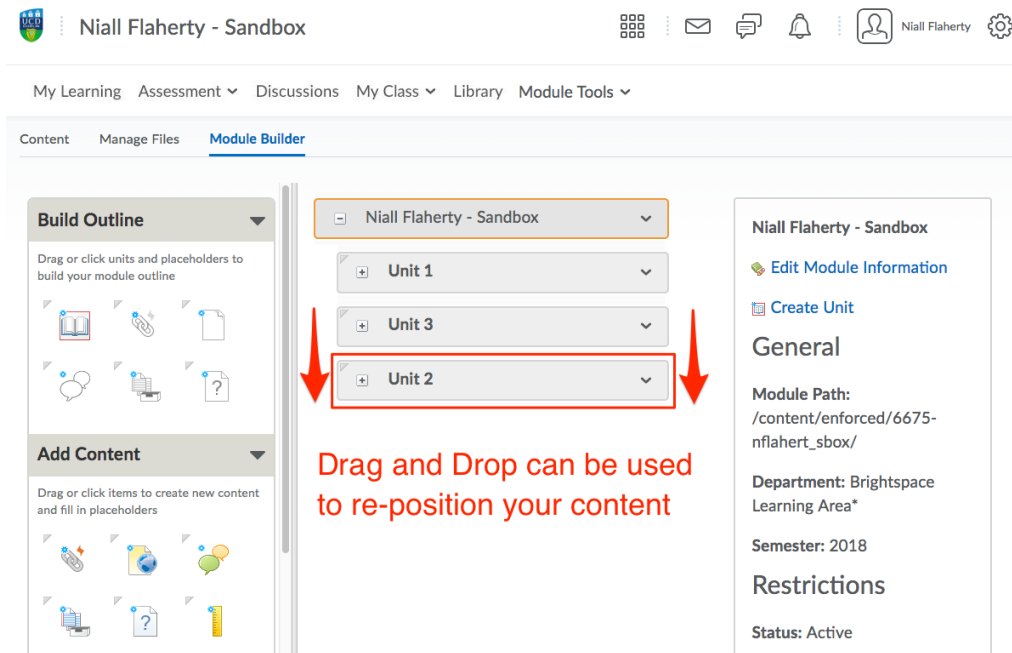


Figure 4: Add content or place-holders to units by drag and drop.

## All Course Content

Unit slides, discussion forums, assignments and tests can all be added from the Module Builder. The course builder allows you to find an appropriate home in your module structure for each piece of content. Placing units, items and assignments exactly where they are needed and being able to see that structure, or re-edit that structure very easily (*Figure 5*).

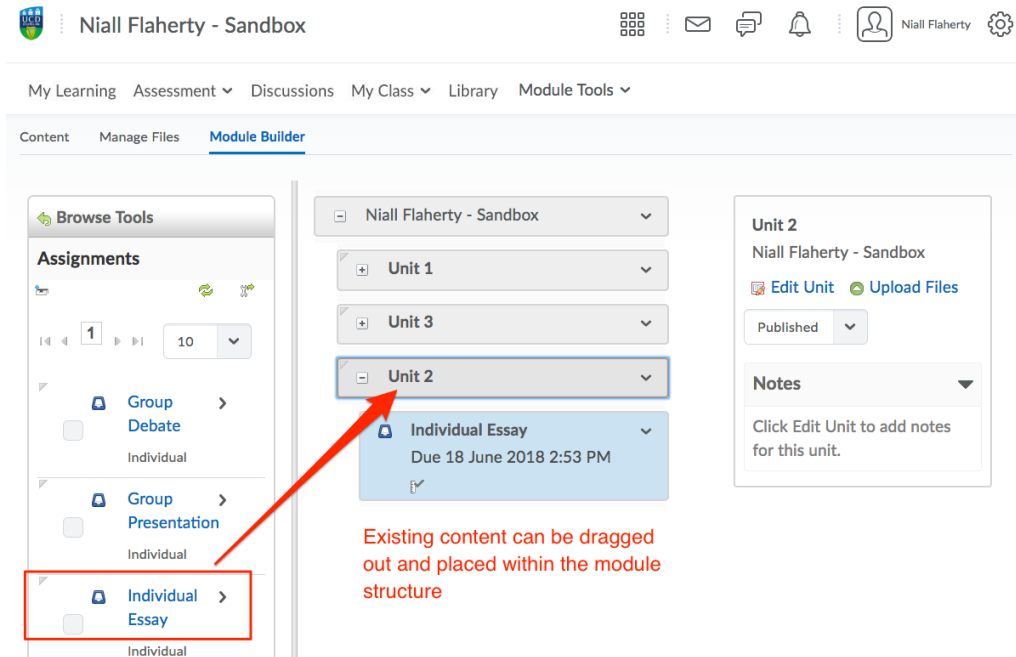


Figure 5: Content can be dragged out and placed within the module.