D2L Course Builder:

Use the Course Builder to build content in D2L
Contents

Objectives ........................................................................................................................... 1
About Course Builder........................................................................................................ 1
Accessing D2L Course Builder and Layout................................................................. 1
The Toolbox ................................................................................................................... 2
The Canvas .................................................................................................................... 2
The Edit Nodes Panel..................................................................................................... 2
  Course Builder Definitions ....................................................................................... 2
Using the Course Builder.............................................................................................. 3
  Create Objects ......................................................................................................... 6
Edit Nodes Panel ......................................................................................................... 9
Objectives

- Learn what the D2L Course Builder is
- How to create nodes and modules
- How to organize your course using the Course Builder
- How to build and manage objects

About Course Builder

The Course Builder enables you to build and manage your course in an interactive and engaging way. The Course Builder gives you one consolidated user interface for building your course. This allows you to visualize and build your entire course from one screen. The Course Builder is a great tool whether you are building a course from scratch or working on an existing course.

The Course Builder works with the following tools in D2L: Content, Manage Files, Discussions, Dropbox, Assessments, and Grades.

Accessing D2L Course Builder and Layout

To Access the D2L Course Builder go to "Edit Course" and you will see the Design Tools section at the top. Click the button for "Course Builder" to access the tool.

The Course Builder Tool is laid out into three different areas. The Toolbox, the Canvas, and the Edit Nodes Panel. The Toolbox is used to move/build modules, placeholders, and objects onto the Canvas to create your course structure. The Canvas allows you to visualize your course structure and rearrange modules, placeholders, and objects. The Edit Nodes Panel allows you to set the options for individual items you build on the Canvas.
The Toolbox
The Toolbox allows you to add modules, placeholders, and objects to your course on the canvas. The Toolbox is broken down into three sub categories which include, Build Structure, Create Objects, and Browse Objects.

Build Structure allows you to add modules and placeholders to your canvas. This allows you to create a course outline, think of this as the skeleton of your course.

Create Objects allows you to add actual content to the structure that you build using the Build Structure tools. These can include links, HTML files, discussion topics, dropboxes, assessments, and grade items. The Create Objects tool allows you to just drag and drop these objects onto the canvas structure modules and placeholders you built using the Build Structure tool.

The Browse Objects tool displays all the current content that you have in your course. From Browse Objects you can locate an existing object and drag and drop it into the modules and placeholders you have setup.

The Canvas
The Canvas area of the Content Builder is a visual representation of your course. Here you can see the overall look of your course. It displays your course content in a series of items called "nodes". These nodes are your individual content modules and items that can then be manipulated on the canvas and individually using the Edit Nodes Panel.

The Edit Nodes Panel
When you choose a node on the Canvas screen you will be able to modify the item using the Edit Nodes Panel. This panel will allow you to do the following items on the selected node. You can view general properties, edit placeholder information, edit object properties, launch system tools, and perform node related actions.

Course Builder Definitions

**Nodes**
Nodes are used as a structural element on your Course Builder Canvas. These can represent all the following items; Modules, Placeholders, and Objects.

**Modules**
A module is a way of organizing your content for your course into sections. These sections can also be thought of as Chapters or Units. It is a way to structure your content in a logical way so your students can access it.

**Placeholders**
A placeholder is just a container for an object. These are not visible to students and it is simply a way for you to build the structure of your course without you needing to add content first. There are 5 different kinds of placeholders that you can use in the Course Builder; links, file, discussion, dropbox, and assessments.

**Objects**
Objects make up the actual content of your course. Objects include the following items; links, HTML files, discussions, dropboxes, assessments, and grade items. These can be added onto the Placeholders that you
create in the Course Builder. Once added to a Placeholder the actual item will be built in its corresponding tool.

Using the Course Builder
The first step when using the Course Builder will be to build the structure of the Modules that you want to use in the course. Start out by going to the "Build Structure" area of the Toolbox. From there use the "Create a Module" button to drag out the Modules you want to create. Please follow these steps:

1. Go to the Toolbox
2. Under the Build Structures section choose the "Create a Module" button

3. Drag the icon onto the Canvas of your course where you would like a Module to be created
4. Enter the Modules information and click "Create"

Once the Modules for the course have been built you will now need to start inserting Placeholders for the items you would like to makeup the content of your course. To insert Placeholders into the Canvas please follow these steps:

1. Go to the Toolbox
2. Under the Build Structure section choose the Placeholder type you would like to build
3. Drag the icon of the chosen Placeholder onto the Canvas in the area you would like it

4. Enter the Placeholders name and click "Create"

Once the Modules and Placeholders for your content have been built you are ready to start adding content. You can either attach existing object types that you have already created in the course or build new ones.

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In order to add objects to the course the Toolbox is broken down into two sections, Create Objects and Browse Objects. Create Objects will allow you to create brand new Objects in the Modules and Placeholders you have built. The Browse Objects section will allow you to find objects you have built previously that you can now add to the Modules and Placeholders you have built.

**Create Objects**

In order to build new content in the course you need to use the Create Objects section of the Toolbox. Here you can drag your selected content to the Placeholders and Modules you have built previously. In order to build new objects follow these steps:

1. Go to the Toolbox
2. Find the Create Objects section of the Toolbox
3. Choose the Object you want to create and drag its icon onto the Canvas
4. Drag it onto the Placeholder or Module you want to add the Object to
5. Setup the Objects Settings

6. Once finished click "Save"

Browse Objects
In order to add existing content you need to use the Browse Objects section of the Toolbox. This section will allow you to choose files, discussions, dropboxes, assessments, and grade items you have built before in the Content Builder. You will be able to drag and drop these items onto the Placeholders and Modules you have built in previous steps. In order to use the Browse Objects section of the Toolbox please follow these steps:

1. Go to the Toolbox
2. Find the Browse Objects section of the Toolbox
3. Find the category of Objects that you would like to add.
4. Once found, click the green arrow of the Category to see your Objects.

5. Drag the Object you want to use onto its corresponding Placeholder or under a Module.
Edit Nodes Panel

Now that you have built Modules, Placeholders, and Objects you may need to change some of the settings for some of your existing content or maybe something you have created in the Course Builder. In order to do this you will use the "Edit Nodes Panel". The settings that appear in the "Edit Nodes Panel" will depend on whether you are modifying a Module, Placeholder, or Object. In order to use the Edit Nodes Panel you just need to select an item and you will be able to modify its settings. Please follow these directions to use the tool:

1. Choose a Module, Placeholder, or Object
2. Edit Settings