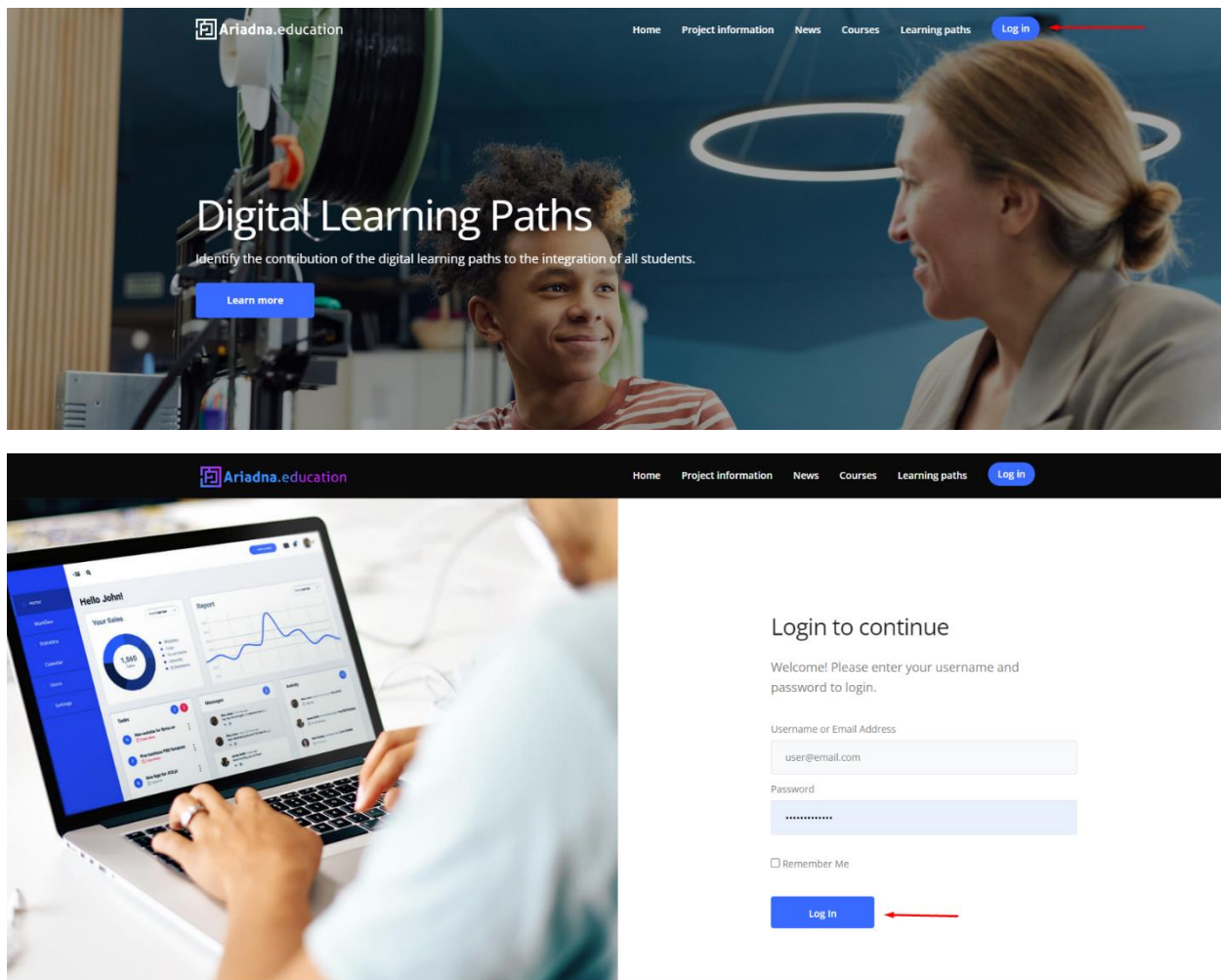


Ariadna.education

Short user guide - version 1.0

1. Login to Ariadna.education

To login to the Digital Learning Paths platform the user clicks the „Log in” button.



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Fig.1 – Login to Learning Path

2. The Learning Paths - page overview

The „Learning Paths” page is the page where all the Digital Learning paths are listed. This page is public, but the „**New learning path**” will be available only if the user is logged in.

The structure of the page:

- Navigation bar
- New learning path** button for logged in users
- Login in** button for logged out users.
- Search and filter bar** – all type of users are able to search and filter the Digital Learning Paths.
- The **Digital Learning Paths** cards

The screenshot shows the Ariadna.education website's Learning Paths page. At the top is a navigation bar with links for Home, Project information, News, Courses, Learning paths, and a highlighted 'New learning path' button. Below the navigation bar is the page title 'Learning paths'. A search and filter bar is located below the title, containing a search input field, dropdown menus for Subject, Level, and Language, and an 'Estimated time to complete' dropdown with a 'Reset' button. Below the search bar, there are 10 digital learning path cards arranged in two rows of five. Each card displays a title, a brief description, and the associated subject area. The subjects include Marine Technics, Construction, Automation and robotics, and Central heating. A red arrow points to the 'New learning path' button, and another red arrow points to the grid of digital learning path cards.

Card Title	Subject
Alarms and alarm systems on ship	Marine Technics
Chosing of window and door openings by means of roller layers and straight extension.	Construction
DC distribution system	Marine Technics
Techniques of dividing starting and auxiliary battery systems	Marine Technics
Starting and auxiliary battery systems	Marine Technics
Arch constructions in masonry, semicircular arch	Construction
[S] PLC – inputs-outputs modules V2	Automation and robotics
[S] What is Automation	Automation and robotics
circulation pump	Central heating
[S] Advantages of using PLC devices	Automation and robotics

Fig. 2 – DLP page overview

3. Add a new learning path

Firstly, click on the button “New learning path”.

A new Digital Learning Path will be added through a form that has required fields marked with „*”. In this form, the users will be able to enter data or select from a predefined list (ex: Level, subject, etc.)

The form has 2 parts:

- a. **Description of the Digital Learning Path** – it contains details about the DLP and the filterable items (ex: level*, subject, language).
*Level means the EQF - level (see: <https://europa.eu/europass/en/description-eight-eqf-levels>)
- b. **The Activity** – the form has 10 activities automatically generated that can be completed. Choose the number of activities necessary to realise your learning path. For this you can voluntarily choose from different phases of a didactic pattern. But at least 1 motivation phase, 1 information phase and 1 memorization phase are needed.

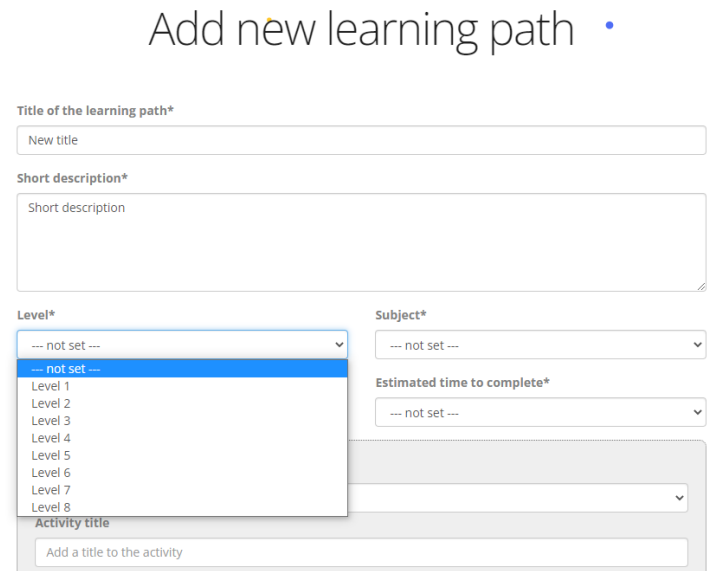


Fig. 3 – Add a new Digital Learning Path - overview

The activity

The activity needs to have the following items completed to be displayed in the Digital Learning Path:

- a. **Select a phase of the didactic pattern** (Field: “Select the phase of the didactic pattern”)
- b. **Activity title** (Field: “Activity title”)
- c. **Activity description** (Field: “Activity description”)
- d. **The type of activity** (Field: “Learners should”).

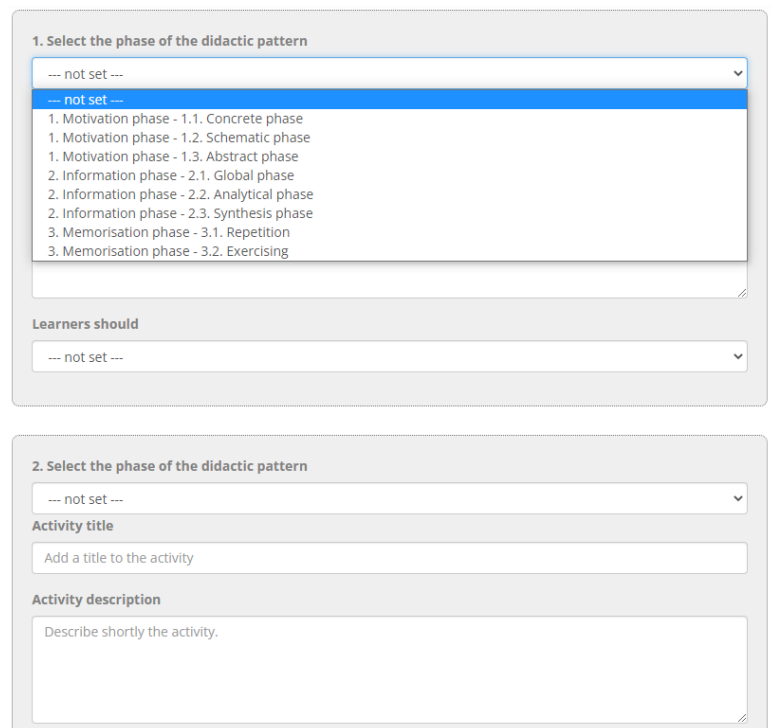


Fig. 4 – Add a new Digital Learning Path – Activity

The type of the activity has 4 possibilities that allows the user to add different types of resources into the DLP.

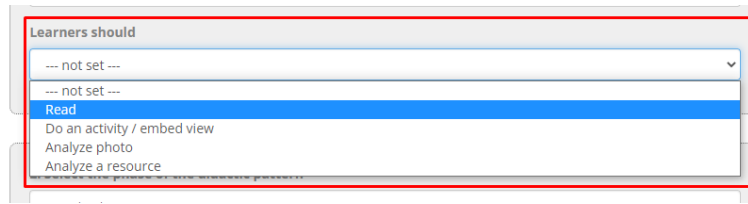


Fig. 5 – Types of activities

Activity type: Read – The user will be able to add and edit text. In the text editor photos can be pasted from other sites with copy of the photo source link (view fig. 7). For a better view of the text editor, the user can expand it by dragging the corner indicated in the fig 6.

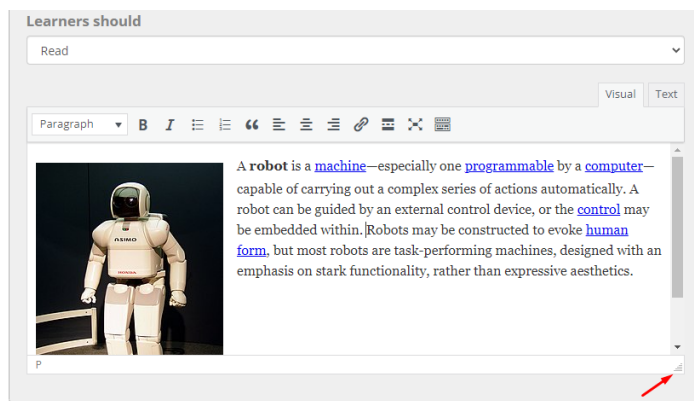


Fig. 6 – Read activity.

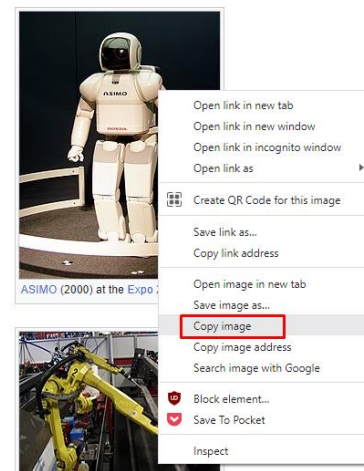


Fig. 7 – Copy image from another site

Activity type: Do an activity / embedded view – The user will be able to insert embed content like videos, apps, simulations etc. For inserting the content, the user will need to paste the embedded code copied from the original source.

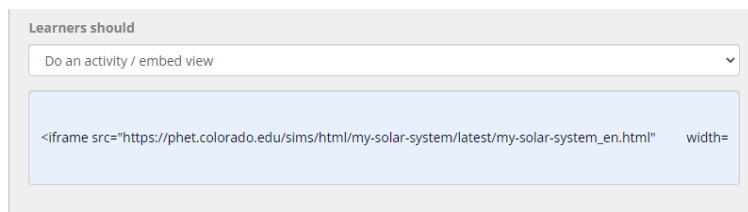
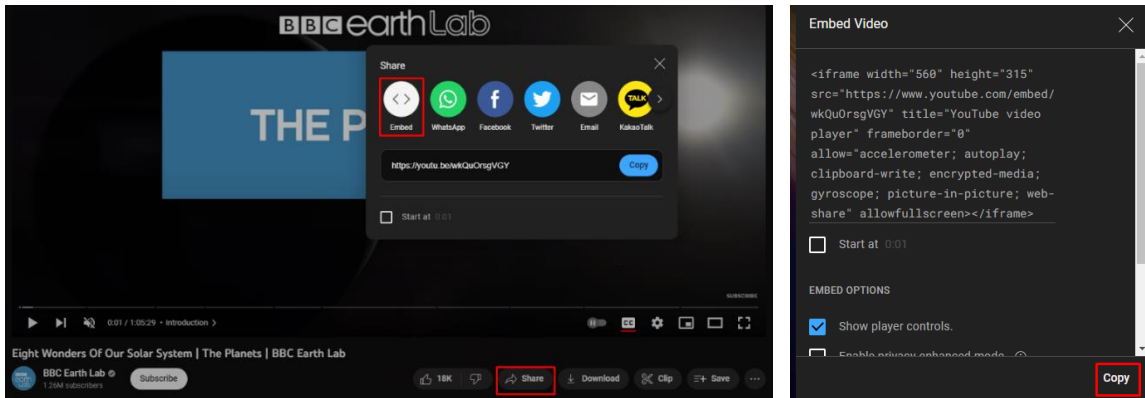


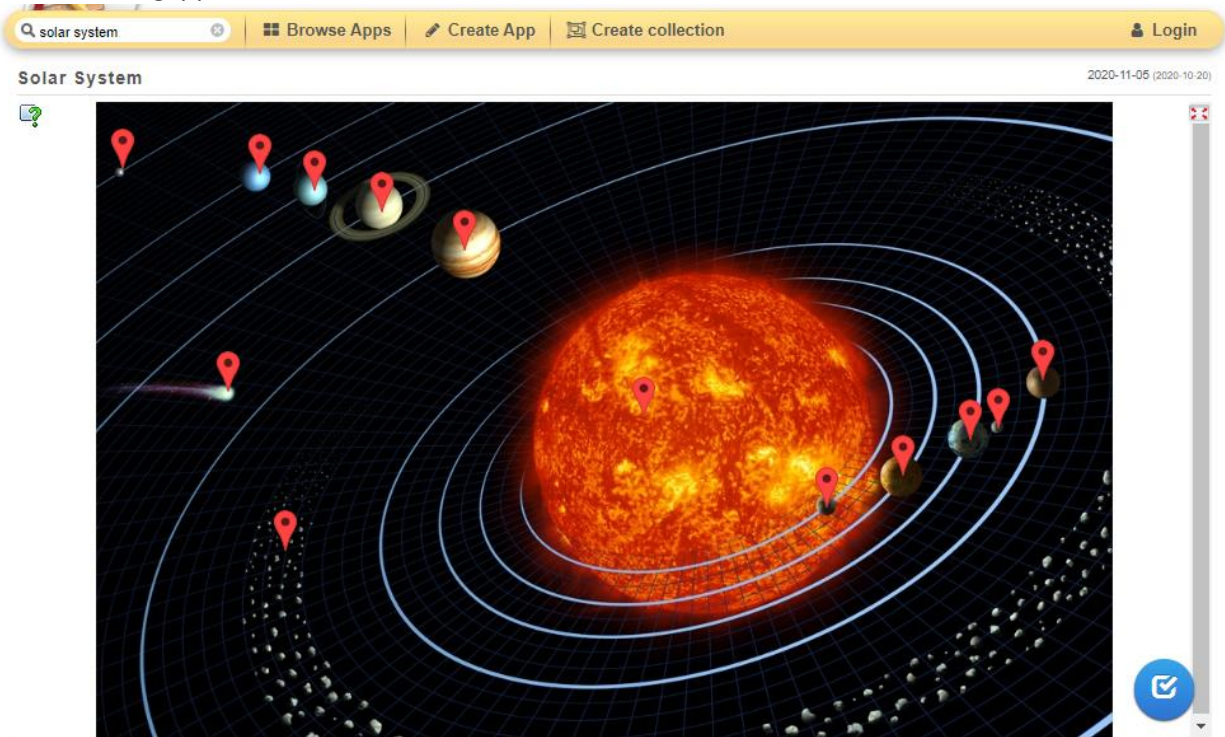
Fig. 8 – Embedded activities

Examples of apps with embedded codes

1. For **Youtube** – First press the share- button (below) and then the embed-button (above). This will generate an embedding-code. Copy the embedding - code and paste it afterwards in the activity activity - window in Ariadna.



2. For Learningapps.com



Create similar App

Bookmark in "My Apps"

About this App

Rate this App: ☆☆☆☆☆ (0)
Created by: jorge benayas
Based on an idea of: Lutsiya Khalilova
Category: Astronomy

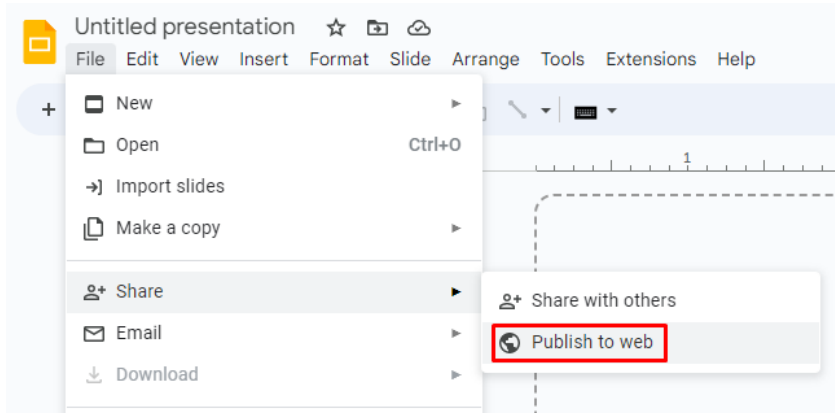
Use App

Link: <https://learningapps.org/view14526388>
Embed: <https://learningapps.org/watch?app=14526388>
Share: <https://learningapps.org/14526388>

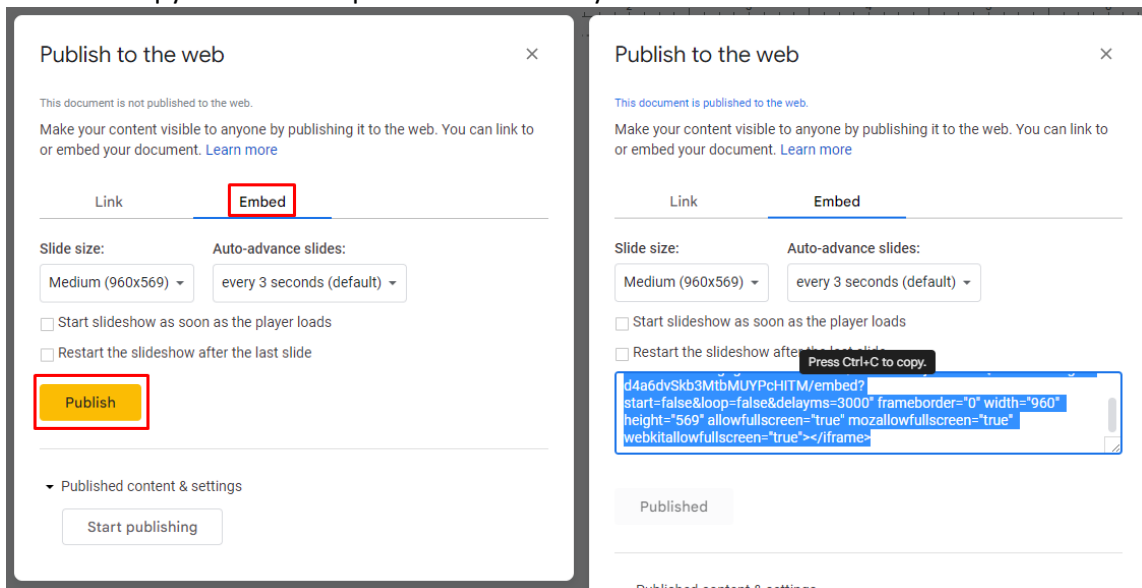


3. To embed a pdf or ppt, user will upload first to Google Drive and Publish it as described below.

Step 1 – Select from **File** menu the **Share** and **Publish to web** option.



Step 2 – Select Embed tab and click Publish. After the publishing, the code will be displayed in the same tab. Then copy the code and paste it in the activity - window in Ariadna.



Activity type: Analyze photo / Analyze a resource – The user will be able to upload or select an existing photo/file which was already uploaded in Ariadna by the user.

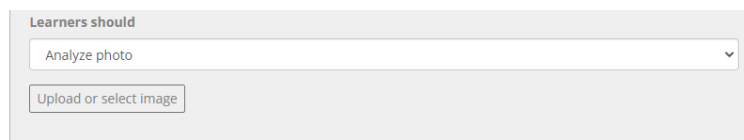


Fig. 9 – Upload photo / file

Save the Digital Learning Path

To save a Digital Learning Path, the user will click “Add Digital Learning Path”. In the current version there is no auto-save. Users can edit anytime the DLP that they created.



Fig. 10 – Save/add a Digital Learning Path

4. Edit/delete a learning path

Users are able to edit or delete the Digital Learning Paths that they created.

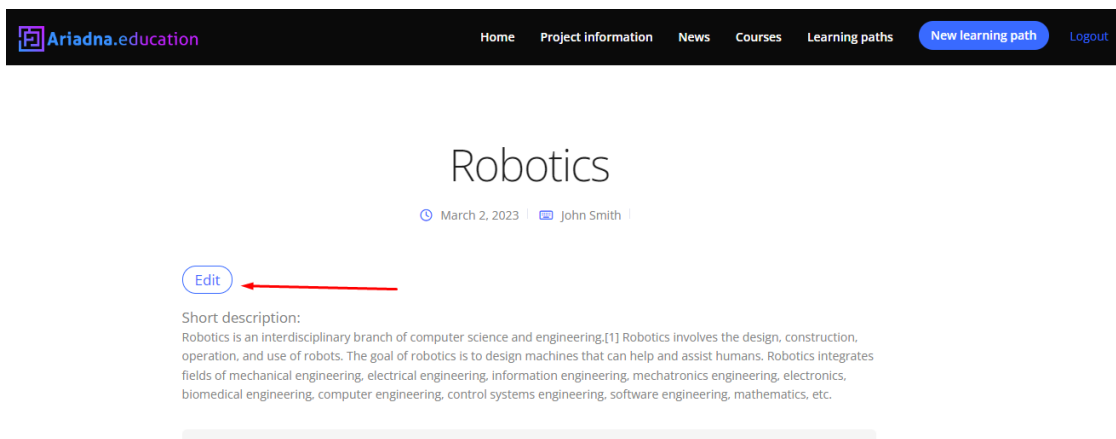


Fig. 11 – Edit a Digital Learning Path



Fig. 12 – Save a Digital Learning Path

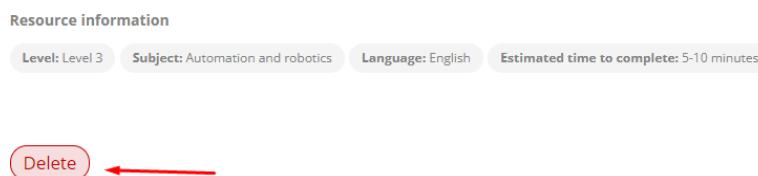


Fig. 11 – Delete a Digital Learning Path