

PWLN - Why do some custom learning paths give mastery before all activities in it are mastered?

PRODUCTS AFFECTED

- PLATO Web Learning Network (PWLN)
- Client-Hosted PLATO Web Learning Network (CHPWLN)

SYMPTOMS

In some custom learning paths, as soon as a learner starts one activity in the learning path and exits, the learning path is marked as mastered.

CAUSE

If the mastery method specifies that all or a number of activities need to be mastered, the system will not require mastery of any of those activities that do not set mastery at all.

For example, a custom learning path might contain one masterable module, offline activities and Web activities. Since only one of those activities sets mastery, the number of activities required for mastery of the learning path is one. If the learning path contained no masterable activities, then the number of activities required for mastery of the learning path would be zero, which results in mastery as soon as one activity is started.

SOLUTION

If you do not want the custom learning path to set mastery, change the mastery method to "This activity cannot be mastered." This will allow you to set mastery for a learner manually, in Review Learner Performance, but it will not be set automatically when the learner works on activities in the learning path.

If you prefer the custom learning path to be mastered when all activities in it are complete, then change the mastery method to "when all activities are complete".