Manually Override Grades Grades



Manually Override Grades

If you need to input a grade when a student has not completed an assignment you can manually override the grade. If you do this before you finalize your grades you may have a student hand in a late assignment and you will only see the override grade of 0.

Possible Scenario

- 1. A student did not submit their assignment before the assignment due date.
- 2. The instructor manually provided the student a 0.
- 3. The student submits the assignment late.
- 4. The instructor grades the submitted assignment and provides a grade.
- 5. The grade center still shows 0.
- 6. This is because an override grade takes precedence over all grade entries.

ade Details						
					Jur	mp t
User Courtney Boisvert (300	069744) < > Column Assignment 1 (As	signment) < >				
Current Grade:	0.00 ut of 100 points Original grade Grade based on Last Graded Attempt Due: None Calculated Grade 75.00 View Attempts	has been overridder	Revert Exempt			
Attempts Manual Ove	erride Column Details Grade History				Delete	6.
Date Created	Date Submitted (or Saved)	Value	Feedback to Learner	Grading Notes	Actions	GC
Jan 4, 2023 10:57:30 AM	Jan 4, 2023 10:57:30 AM (Completed)	75.00			View Attempt Clear Attempt Ignore Attempt Edit Grade	
This user has submitted the maximum n existing attempt as Ignored (Ignored Atte	umber of attempts allowed for this assignment. You may allow mpts are not counted against the maximum number of attem	this student to submit an ac ots).	dditional attempt. Alternatively, you can mark an	Allow Additional Attempt		
					Icon Leg	geno

To prevent this:

- 1. Revert the manually overridden grade.
 - a. Click the arrow next to the grade and choose view grade details.
 - b. Click revert grade next to the overridden grade.

Best Practice:

Do not manually override grades until you are no longer accepting assignments.

Interested in more educational tools? Check out our How-To Guides at: <u>www.ufv.ca/myclass/faculty-centre/faculty-tutorials</u> or email us at <u>asktlc@ufv.ca</u>

