UBC Forestry

Canvas: Access and Use SpeedGrader Comment Library

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Instructors can set up comment libraries in SpeedGrader to efficiently give students feedback from a pre-made set of comments.

A. Accessing the SpeedGrader Comment Library

1. Access Assignment

Travel to the Assignments module and select the assignment you wish to view and comment on.

Home	Search for Assignment	+Group + Assignment
Announcements		
Modules Ø Quizzes	ii • Assignments	0% of Total + :
Discussions Assignments	Hence Assignment 1 Due Jun 26 at 11:59pm 3 pts	0 :
Grades	Assignment 2 Due Jul 10 at 11:59pm 10 pts	9 :
/ly Media itudent Time Zones	ii 📴 Assignment 3	0 :
Syllabus Ø	ii 📴 Assignment 4	⊘ :

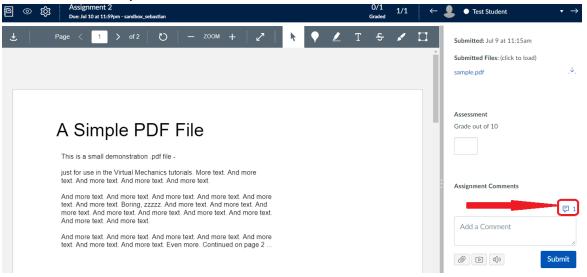
2. Open SpeedGrader

While in the assignment, select the SpeedGrader option.



3. Access the Comments Library

Click the speech bubble icon below and to the right of **Assignment Comments** to access the comment library.



4. View Comment Library

The Comment Library is now available. Select comment you wish to use.

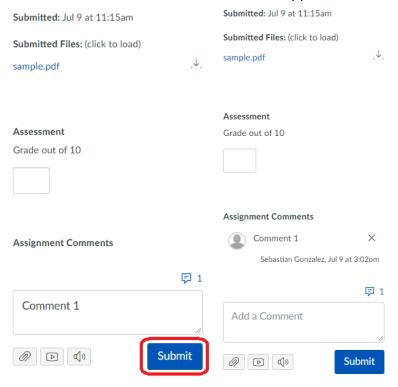
<	Manage Comment Library	
Show sugge	stions when typing	×
Comment	1	Û

Add comment to library

Write something...

5. Submit Comment

Click the **Submit** button. The comment will appear submitted.



B. Modifying the SpeedGrader Comment Library

1. View the Comment Library

Write in the Add comment to library text box the comment you wish to add.



Add comment to library	
Write Comment 2	
	+ Add to Library

2. Add to Comment Library

Once written, click the **Add to Library** button.

Show suggestions when typing	×	
Comment 1	<u>ا</u> ل 🖉	

Add comment to library	
Write Comment 2	
	+ Add to Library

3. Existing Comment Library

Click on the trash bin icon if you wish to delete the comment. Alternatively, you may also click on the pencil icon if you wish to modify the existing comment.

Show suggestions when typing	×	Show suggestions when typing	×
Comment 1	✎ 前	Comment 1	🔊 🖞
Write Comment 2	N 💼	Write Comment 2	🔊 🖞

Add comment to library		Add comment to library	
Write something		Write something	
	//		h.
	+ Add to Library		+ Add to Library