SimSpray 3.3
Curriculum Editing

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Overview

This document outlines how instructors can create custom Courses and Lessons for Curriculum mode. Note: this document applies to SimSpray software versions 3.3.1-3.4.1.

In this document:
- "Admin" refers to the administrator or teacher who is accessing the Admin Portal.
  - *See Accessing for how to access this area.*
- "Student" refers to the student or trainee who will use Curriculum mode.
  - *A student accesses this by getting to the main landing page, (NOT going to Admin mode), selecting **Proceed**, selecting **Curriculum**, selecting **Proceed**, and then entering their credentials.*

When students sign into Curriculum mode and attempt custom Courses or Lessons, their best score per Lesson is saved locally to the SimSpray unit. This information is not viewable in the SimSpray Performance Portal website (https://portal.simspray.net/), which only tracks student progress on default Courses.

Accessing
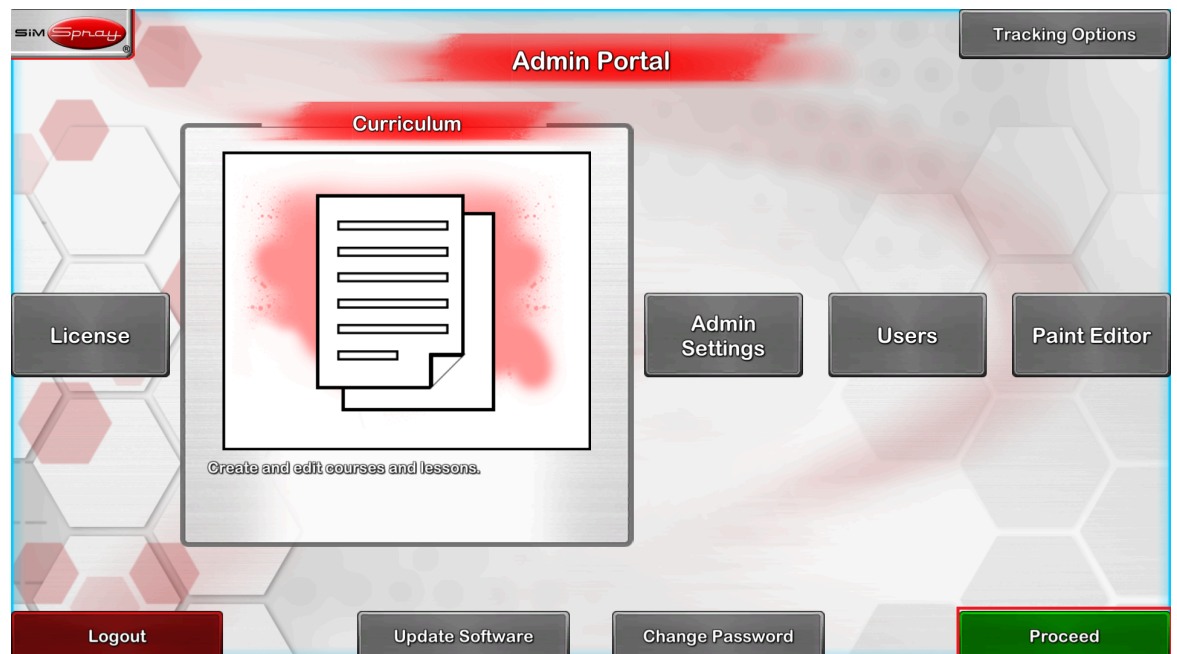
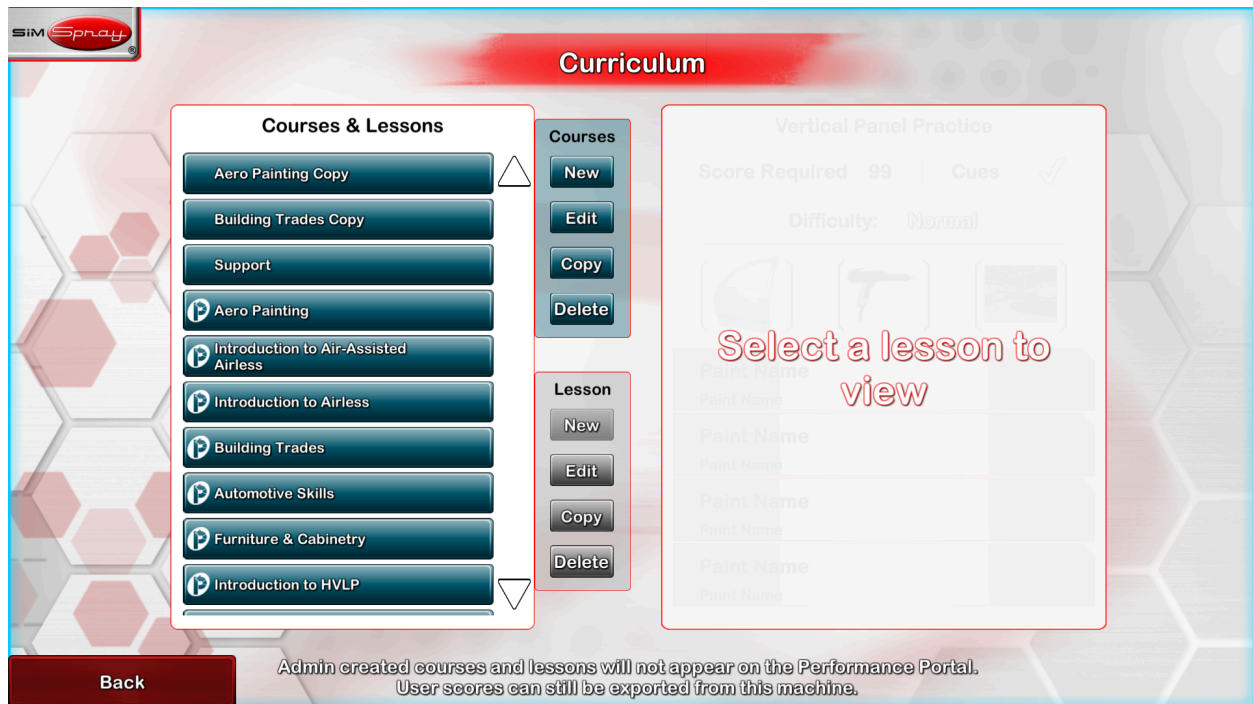1. In the SimSpray software, get to the main landing page.
2. Select **Admin.**

3. Enter your SimSpray admin credentials, and select **Proceed** to access the Admin Portal.
   a. *Note: these credentials are different from your SimSpray Performance Portal teacher credentials.*
4. Select **Curriculum**, and select **Proceed**.

Course Editing

Default Courses have a "P" with a circle to the left of each course title to indicate they are connected to the Performance Portal.

To make or edit a Course, select a Course, and use the **Courses** controls:
- **New** creates a new custom Course.
- **Edit** allows editing the selected Course.
    - *Note: Default Courses cannot be edited.*
- **Copy** makes a copy of the selected Course.
- **Delete** deletes the selected Course.
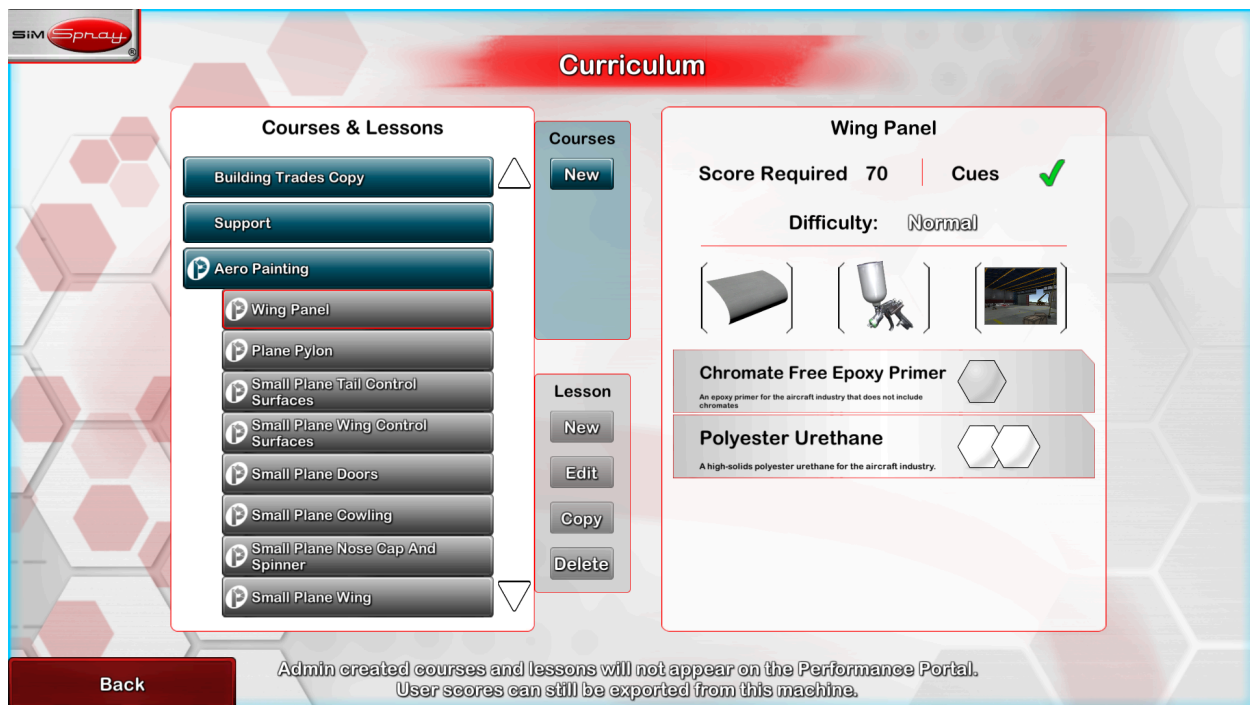   - *Note: Default Courses cannot be deleted.*

Lesson Editing

Select a Course, and it will automatically expand to show the Lessons within it. Select a Lesson to see the Lesson details, viewable on the right. Selected Lessons will show their target score, if cues are allowed, what part, process, and environment are being used, the number and type of paint coats in the project, and the Lesson difficulty.


To make or edit a Lesson, select a Lesson, and use the **Lesson** controls:
- **New** creates a new custom Lesson.
- **Edit** allows editing the selected Lesson.
  - *Note: Default Lessons cannot be edited.*
- **Copy** makes a copy of the selected Lesson.
- **Delete** deletes the selected Lesson.
  - *Note: Default Lessons cannot be deleted.*

When editing a Lesson, the Admin can:
1. Select **Lesson Name** to name the Lesson.
2. Select the **Part tab** on the left to choose the Part.
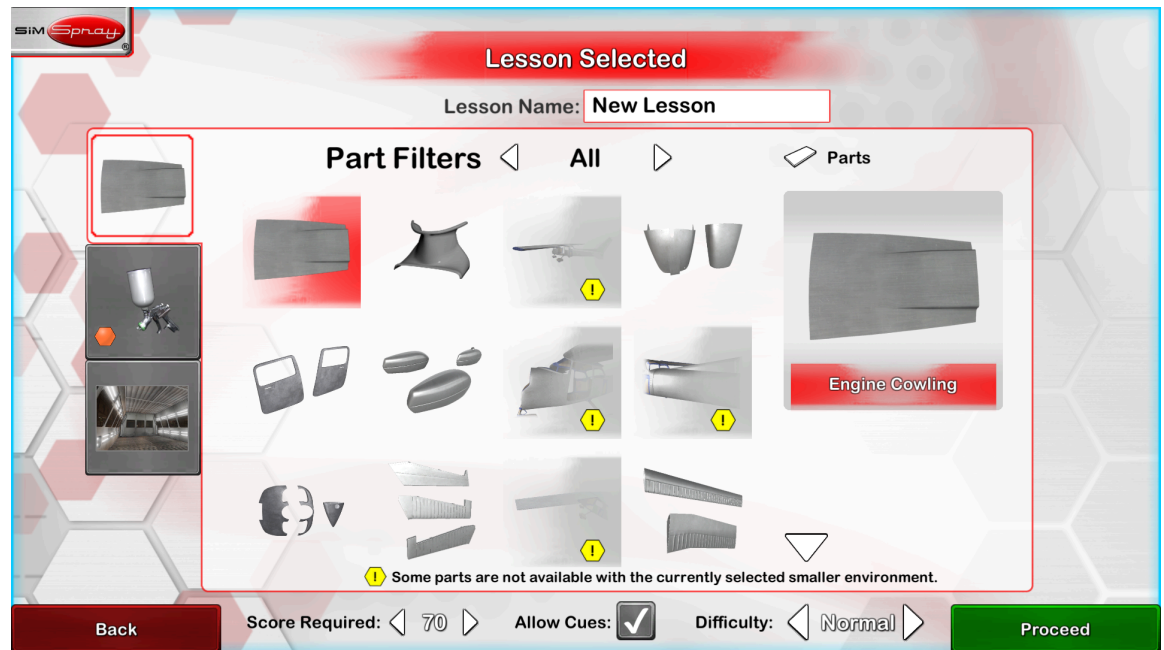
3. Select the **Paint tab** on the left to:
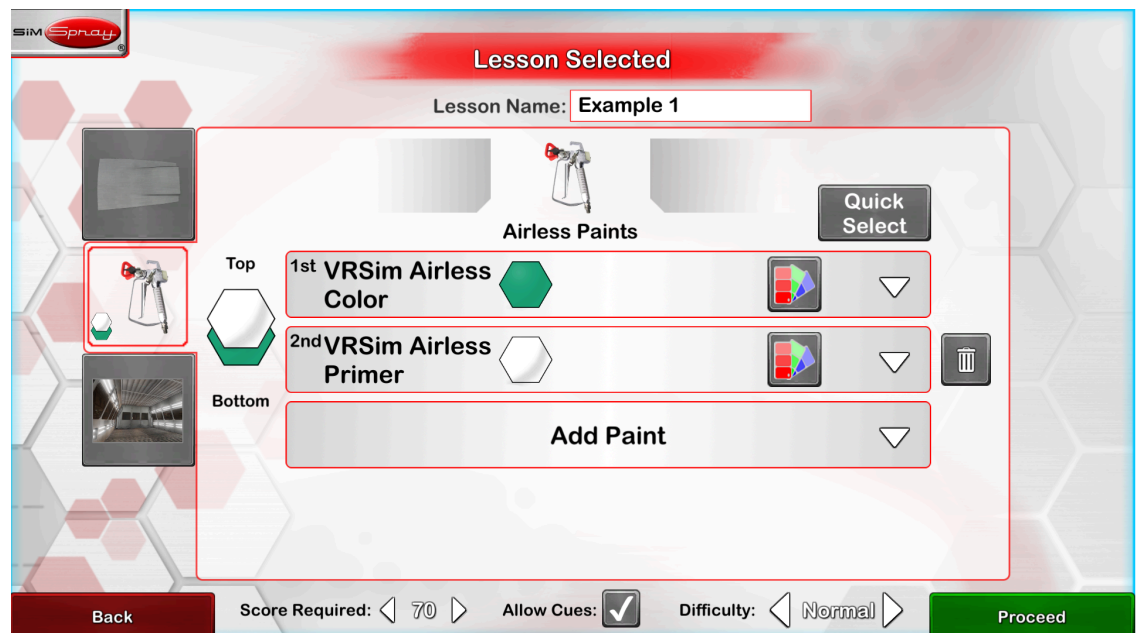
a. Select the Paint Process. Use the left and right arrows, if available.
b. Select the Paint(s).
    i.   Use the **down arrow pulldown** to change the selected Paint.

ii.   Select the **color swatch** to the left of this to change the aesthetic look (color, opacity, and gloss) of the paint. Default and custom Paints (which can be created in the Paint Editor) are available to be selected. *Note: some aesthetic characteristics may be locked; these are dictated by the selected Paint.*

iii.   Press **Add Paint** to add another Paint.

iv.   Press the **trash icon** to remove a Paint.

4.   Select the **Environment tab** on the left to choose the Environment. *Note: choosing a conveyor environment allows the part to move on a conveyor.*
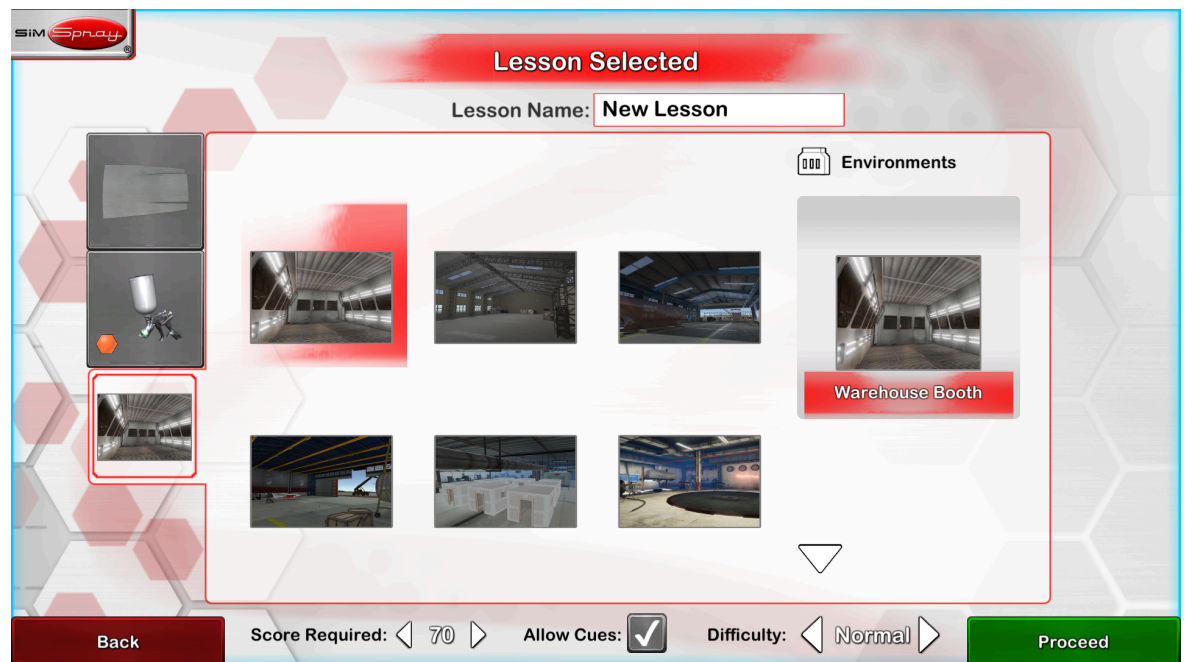
5.   On the bottom:

a.   Change the **Score Required** if wanted. This changes the score needed to pass the Lesson.

b.   Change **Allow Cues** if wanted. When this is checked, the student can choose to turn on Visual Cues. When this is unchecked, Visual Cues will be disabled and not be allowed to be turned on by the student.

c.   Change the **Difficulty** if wanted. An easier difficulty makes it easier for students to get higher points (it widens the target range of angle, distance, and speed, for example).

6.   Press **Proceed.**