Gradescope Programming Assignment – flexible

The Programming Assignment type within Gradescope can be used to allow students to submit computer code in various languages. There is also an in-built similarity check.

**Please note:** Gradescope assignments MUST be set up by going through Minerva, following the instructions below. DO NOT attempt to set up a Gradescope assignment by going directly to Gradescope’s website.

**Process**

This guide walks you through:

- Creating a Gradescope link in Minerva
- Syncing the roster
- Creating the assignment
- How do students submit their work?
- Grading papers
- Returning papers

**Creating a Gradescope link in Minerva**

To start creating assignments, you will need to create a link to Gradescope from Minerva. This will open the tool in a new tab. You will only need to create one link in your module.

Go to the module in Minerva, then to **Submit My Work** in the module menu. This is where we recommend that the Gradescope link is placed for consistency – so students know where to find it.

From the menu, select **Tools**, then **More Tools**, then **Gradescope**.
Closed questions

Keep the link name as Gradescope, then select **Submit**. Do not change any other settings. This creates an item in the module which both instructors and students will use to access Gradescope.

To start building your exam, select the link you created. This will take you to a new browser tab where you will need to select the **Launch** button.

**ATTENTION!**

*The LTI launch will open a new tool.*

Launch

When launching your Gradescope item for the first time, Gradescope will ask you to confirm the course that should be linked.

Select a **new Gradescope Course**, then **Link Course**. This will add the course to your Gradescope Dashboard.
Closed questions

Please note: You only need one Gradescope item per module, regardless of how many assessments you want to set up.

Syncing the roster

When you first access a course via Minerva, you MUST sync the Blackboard roster (all staff and student enrolments) to Gradescope. This makes sure the users from Minerva are added to Gradescope. The roster can be accessed via the left-hand menu.

To sync the roster, go to the bottom toolbar and select Sync Blackboard Roster.

A dialogue box will appear to confirm what is about to take place. It also tells you what course the data will be synced from.

The dialogue box contains a check box to ‘Let new users know that they were added to the course’. This MUST be unchecked. Checking this box will inform all synced users that they need to create an account at gradescope.com – this is not the case, they should access Gradescope via Minerva.

The bottom toolbar also has an option to Send Enrolment Notification. Again, this asks users to sign up via gradescope.com and MUST NOT be used.
Creating the assignment

You can now start building the assignment. Select **Assignments** in the left-hand menu, then **Create Assignment**.

You will see 5 options for the type of assignment. Select **Programming**, then **Next**.

Give the assignment a clear title, then set a **Release Date** and **Due Date** that allow for a 48-hour submission period.
Closed questions

The autograder will run unit tests on submitted code to check if it passes or fails. This is how the tool awards marks. If you need to award marks for something that isn't based on the code passing or failing, such as style, you can tick **Enable Manual Grading**. Selecting this option will let you add additional rubric items.

Once you have entered the settings, select **Create Assignment**.

It is advised that you follow the [workflow instructions on the Gradescope website](#) for more information about the autograder and adding manual rubric items.

**How do students submit their work?**

To submit their work, students need to follow the Gradescope link added to the module. This will launch the tool. **If multiple assignments have been created for the module, please note that students will see all of these listed.**
Students must select the assignment name to launch the assessment. They can then upload their code file. It is also possible to upload from Github and Bitbucket.

After the file is uploaded, the code will run against the autograder and highlight any problems. Students are allowed to check their code and resubmit if corrections are needed.

**Tests**

- Test evaluating 4 * 8 (1.0/1.0)
- Test evaluating 2 - 1 (1.0/1.0)
- Test evaluating 1+1 (no whitespace) (0.0/2.0)
  
  Test Failed: invalid literal for int() with base 10: '1+1'

- Test quitting the REPL (2.0/2.0)
- Tests evaluating 1 + 1 in the REPL (2.0/2.0)

- Test evaluating 8 / 4 * 2 (0.0/2.0)
  
  Test Failed: 32 != 4

**Grading papers**

If you have chosen to add manual grading alongside the autograder, you will be able to add additional rubric items and comments to individual lines of code.

You can find more information about manual grading in [Gradescope's online guidance](https://www.gradescope.com/).
Closed questions

Code similarity can also be checked from the left-hand menu. The similarity check will run against submissions made within your assignment. It will not run a similarity check against any other source (e.g. Github).

Returning grades

This advice will be updated shortly.