

HOW TO DEFINE A TEST IN ELS – EZ ASSESSMENT

- 1. Go to www.k12els.com
- 2. Click on ELS Client Login



- 3. Login using the appropriate School Code

Welcome

Please enter your login information below.

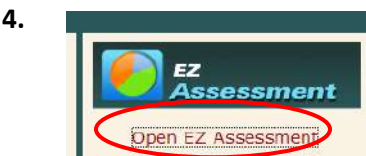
Login ID :

Password :

School Code :

[Click here for help.](#)

Pearl High School – 6120012
Pearl Junior High School – 6120016
Pearl Upper Elementary – 6120010
Northside Elementary – 6120004
Pearl Lower Elementary - 6120008



5.

Create/Define Test

Build a new test using items from the item bank, define (copy) by creating a test key, or edit and existing test or

[View Test List](#)

[Create/Define a Test](#)

[Manage Test Folders](#)

6. Choose Test Type (most likely Define (External))

Choose Title: Name your test

Choose Content Area

Choose Folder: (most likely General)

Choose Lettering Scheme

Create Test

Create a New Test ...

Test Type : Define (External)

Title : Geometry 2nd 9 Weeks Midterm (2012-2013)

Content Area : Geometry (rev 6/07)

Folder : General

Lettering Scheme : A-D / F-J

- 7. Enter the # of questions on the test, then click anywhere on the screen

Test Label Geometry 2nd 9 Weeks Midterm (2012-2013)

Subject Geometry (rev 6/07)

Question Count 0

Folder General

- 8. Enter your answer for each question in the column marked Key
- Use the drop down box to the right to select the objective for each question

Num	Active	Key	Objective
1	<input checked="" type="checkbox"/>	A	G.3e. : Classify triangles and apply postulates and theorems to test for triangle inequality, congruence, and similarity. (DOK 2)
2	<input checked="" type="checkbox"/>		G.1 : Compute and determine the reasonableness of a result in mathematical and real-world situations with and without technology.
3	<input checked="" type="checkbox"/>		G.1 : Compute and determine the reasonableness of a result in mathematical and real-world situations with and without technology.
4	<input checked="" type="checkbox"/>		G.1 : Compute and determine the reasonableness of a result in mathematical and real-world situations with and without technology.

- 9. Save and Close

