Setting Requirements and Prerequisites

What are Requirements?
Requirements are a series of actions that you require your students to carry out before they ‘Complete’ that section of content. This is set up in Modules.

Depending on the type of activity or resource you have added to your Module you can require students to:

- View an item
- Mark an item as ‘done’
- Contribute to a page or discussion
- Submit an assignment or quiz
- Score a certain mark or above in an assignment or quiz

What are Prerequisites?
Prerequisites stop students from viewing and completing materials in a Module until they have completed the requirements of the previous Module. This allows you to lock content until certain actions have been completed. Note that prerequisites can only be set at the module level. You cannot make a single item within a module a prerequisite.

Example: Setting Up Requirements using the Academic Integrity Quiz.

The Getting Started Module comes with the prerequisite to Complete One Item (1).

To View and Edit the Module settings click on the 3 dots and choose Edit (2).
This allows instructors to Edit Module Settings.

Here you can change the title of the module, lock it until a date, and add prerequisites and requirements.

The requirement is already set to have the students submit the assignment. By itself the requirement does not change how the student can see the other modules. Modules can have multiple requirements.

Remember to Update Module if you make changes.

Instructors who want to prevent students moving to the next module without completing the Academic Integrity Quiz will need to set a Prerequisite in the next module.

Example: Setting Up a Prerequisite

This image is the Edit Module Settings for Module 1 in the course.

In the Prerequisite area, hit the + Add prerequisite (3) sign and add the Getting Started Module.

Now students must complete the Getting Started Module requirements before Module 1 opens for them to complete activities in it. (i.e. the Academic Integrity Quiz)

Remember to Update Module (4) after you make changes.
Students will see the Modules which are open, and the Getting Started Module has a label to Complete One Item (5). Indicating there is at least one required item in the module.

Module 1 appears below to students with the Prerequisite label and the items in the module are grayed out (6).

Students cannot access and complete the items in Module 1 until the Prerequisite is met. *(i.e. the required items in the Getting Started Module are complete)*

If students try to access an activity or item in the prerequisite locked Module, the item will open a page, but it will not accessible.

There is information for the student describing the Prerequisite and a link (7) to take them to the activity.

Remember to use Student View to make sure your Requirements and Prerequisites are set up correctly.

For further information about how to set up requirements and prerequisites in your modules take a look at these Canvas Community Pages:

- [How do I add requirements to a module?](#)
- [How do I add prerequisites to a module?](#)