

## e-asTTle Connectivity Enhancements

Enhancements have been made to better manage situations when the e-asTTle test player loses internet connection. In the previous version if this occurred a student would lose the answers to the questions they had completed. In most cases the student would then need to resit the test. The new test player has additional functionality to handle this scenario.

### 1. Response Saving – Loss of Connectivity to the Internet

During a test, if a request to save a question fails because the test player loses internet connection, the student's answer will now be added to a queue. The system will keep trying to save the first answer in the queue every 10 seconds.

A yellow banner will display on top of the header: "X answer(s) still saving...Keep going if you can". The message on the banner will update (X must increment) for every answer that fails to save.

If an answer for a question in the queue is changed at any time, its entry in the queue will be replaced with the user's latest answer.

2 answers still saving...Keep going if you can.

57:44 test time left Question 4 of 19

**Read Making an Umu and answer question 4**

**MAKING AN UMU**

An umu is an earth oven. Food, such as taro, yams, breadfruit, and chicken, are cooked in an umu. People in Niue don't make an umu to cook food every day, but when there's a special occasion, people make a big umu to cook lots of food for a feast.

Making an umu is easier these days because people can use metal drums to help make the umu and use foil to cover the food. Sacks are now used to cover the umu instead of a tukeleu (leaves threaded together).

Preparing an earth oven is the hardest part. You need to dig a hole and then put in a metal drum that you've cut in half. When the earth oven is ready, put small stones on the bottom of the drum and make a fire on top of the stones. You have to put a lot of wood into an umu to make the fire very hot. Then you put rocks on top of the firewood.

**4)** Number the steps from 1 to 5 to show the correct order for making an umu.

- Put small stones on the bottom of the drum.
- Put rocks on top of the firewood.
- Put half a metal drum into the ground.
- Make a fire on top of the stones.
- Dig a hole.

### 2. Response Saving – Loss of Connectivity to the Internet – 2 Minute Message

Once the yellow banner has displayed for two minutes, the banner will turn red and the message will change to: "X answers not saved. Your internet might be disconnected - tell your teacher. Keep going if you can".

3 answers not saved. Your Internet might be disconnected - tell your teacher. Keep going if you can.

18:35 test time left

Question 4 of 21

4) What fraction of an hour has passed between 1:10 am and 1:30 am?

- $\frac{1}{5}$
- $\frac{1}{3}$
- $\frac{1}{2}$
- $\frac{2}{3}$
- $\frac{3}{4}$

< 3 ~~4~~ 5 ~~6~~ 7 8 9 10 11 ~~12~~ 13 14 15 16 17 >

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### 3. Response Saving – Connection Restored Message

Once the queue has been processed successfully and is empty, the banner colour will update to green. The message on the banner will change to: "You're reconnected - your answers have been saved".

You're reconnected - your answers have been saved

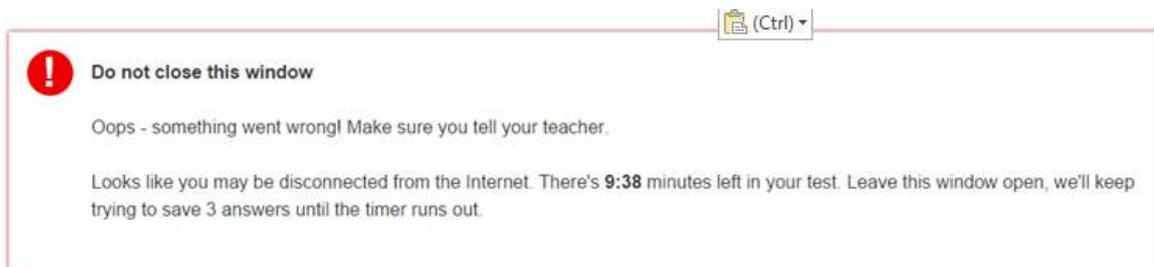
32:09 test time left

Question 4 of 30

#### 4. Response Saving – Finishing a Test with Answers still in the Queue

If there are answers in the queue when the student finishes a test (or the timer expires), the following will occur:

- A five minute grace period will be added to the timer
- The test player will attempt to process the queue as long as there is time remaining on the timer.
- An error screen will display, as below.



Time left to save test: 9:38

#### 5. Response Saving – Unable to Save

If the timer expires while the user is on the error screen above, the following message will display: “We were unable to save <x> answer(s)”



Time left to save test: 0:00

#### 6. Response Saving – Saved

If the answers save successfully while the student is on the error screen above, the following message will display: “Everything’s saved”.

