LEARNIFIER

Reusable modules and activities

Ester Andersson - 2024-07-23 - [The library](#)

Reusable modules and activities allow you to copy a module or an activity from one course to another. If you need to use the module or activity in several courses, it's also possible to create a module template or activity template and paste it into a course of your choice.
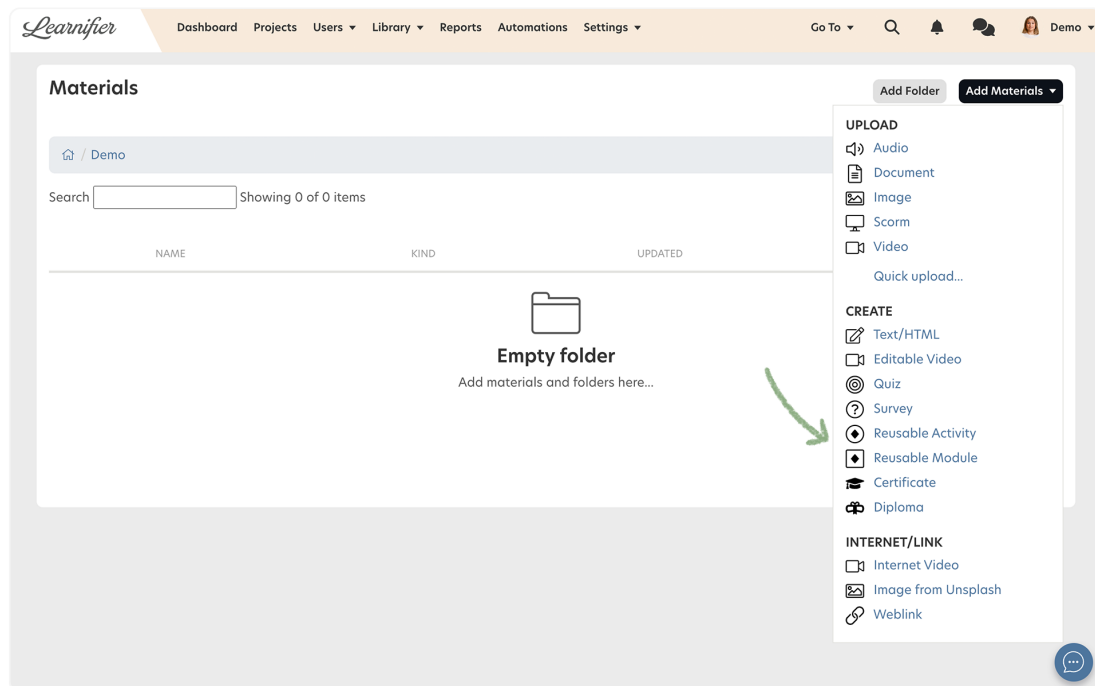
Note

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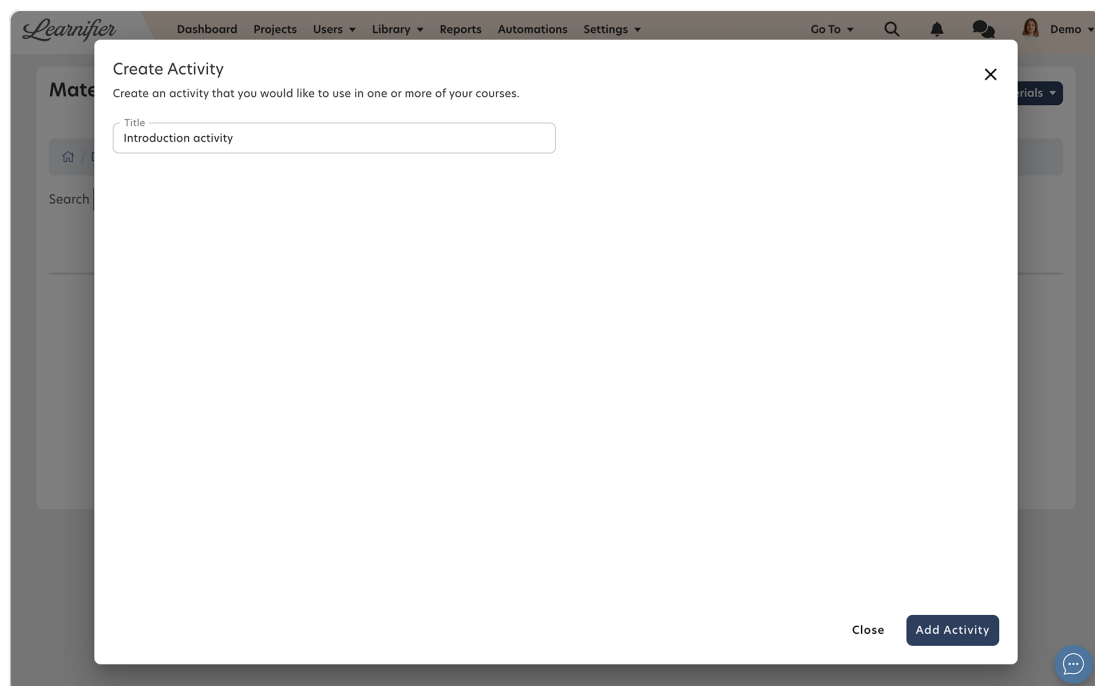
- [Unlink an activity or a module](#)

Quick tutorial

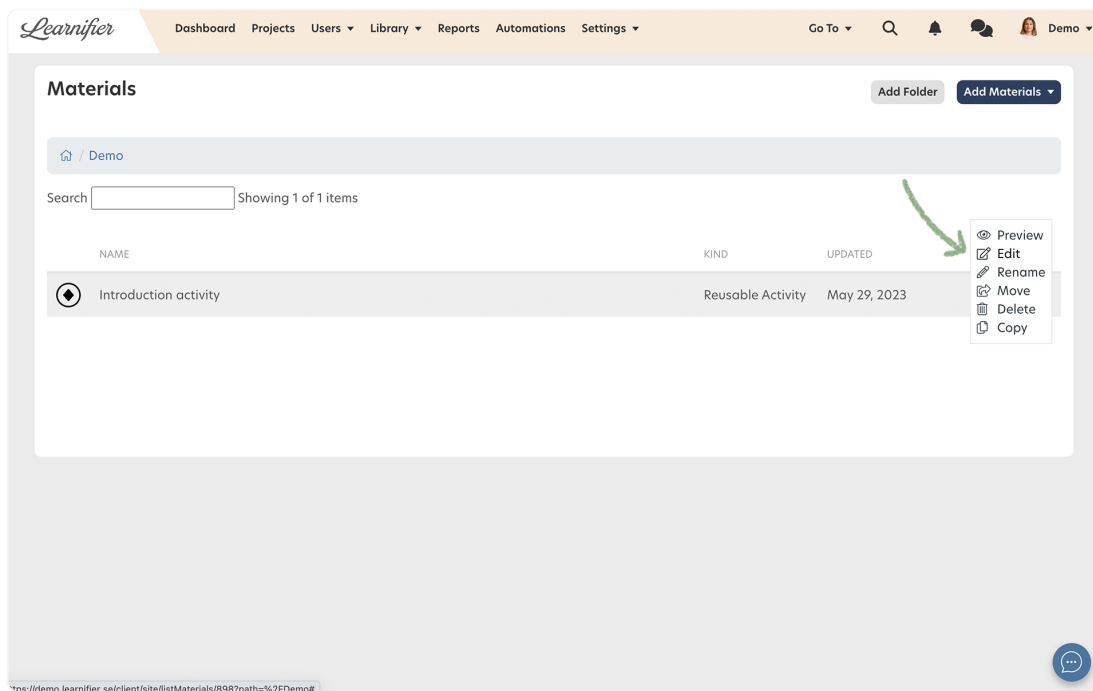## Adding a reusable activity or module to the library

1. Go to the Library and click "Materials" → "Add material" → "Reusable modules " or "Reusable activity".
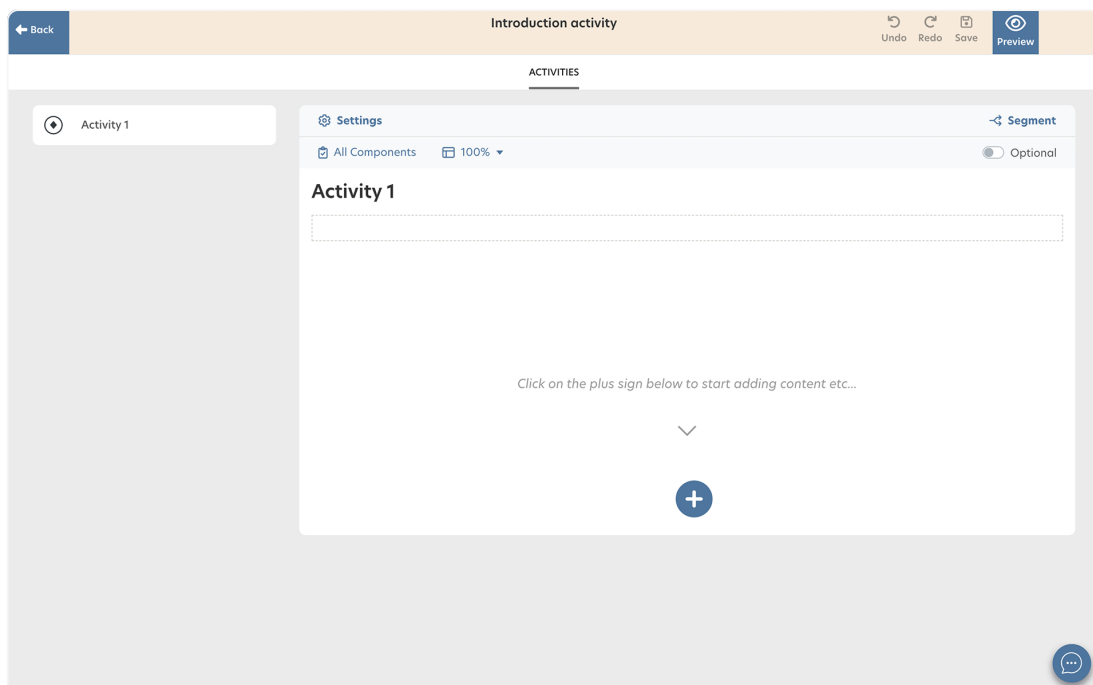

1. Name your reusable activity/module and click save.

1. Click Actions → Edit.

1. Build the reusable/module as you like.

Adding reusable activities or modules to a project (from the library)

1. Click on the arrow pointing down next to "New activity", or "New module"

2. Choose "Import Reusable Activity/Module from Library".

3. If you wish to make the reusable activity or module local and editable, click on the three dots and click "Unlink".
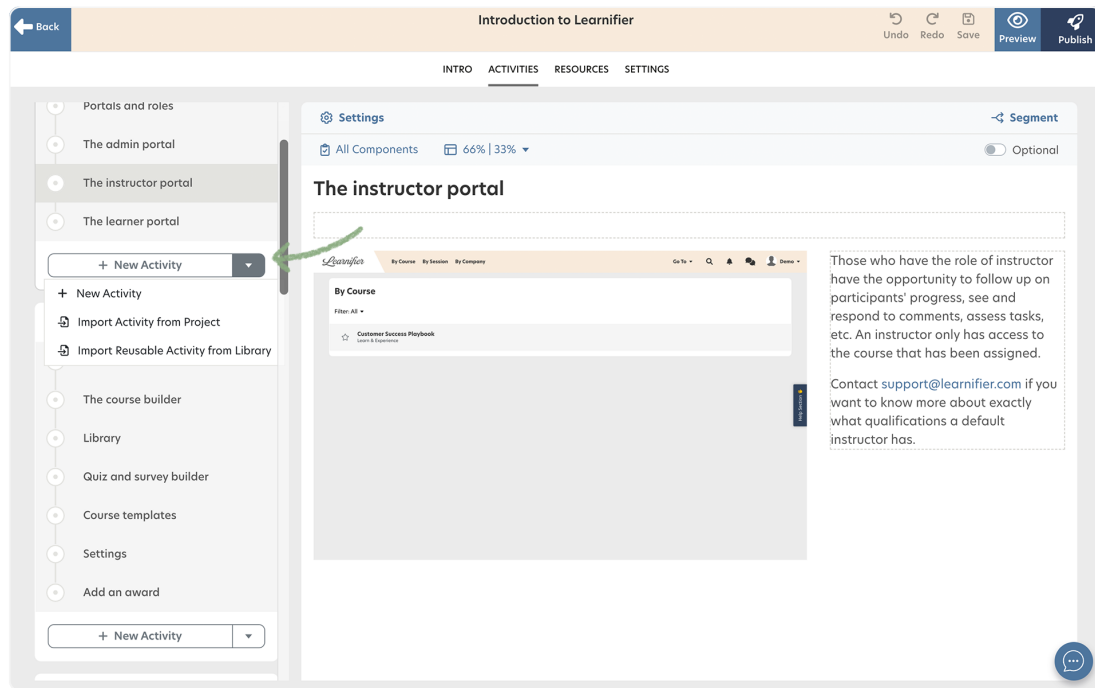
Note: it is possible to add multiple activities or activities at once.
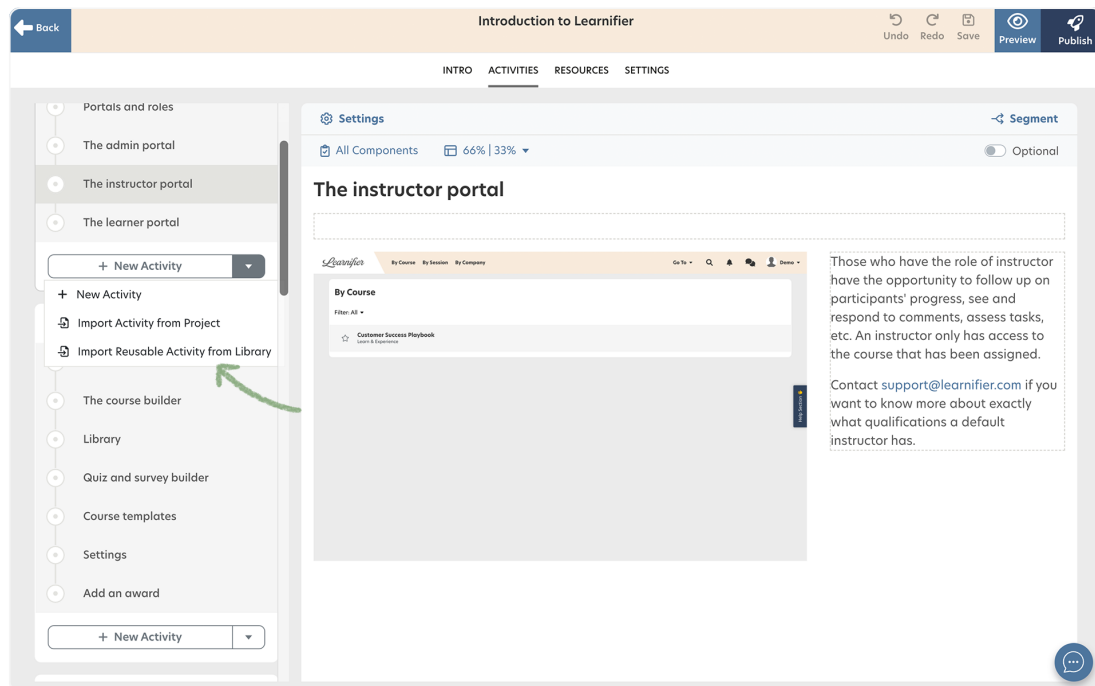
Importing an activity from one project to another

1. Click on the arrow pointing down next to "New activity", or "New module"

2. Choose "Import Activity/Module from Project".

Note: it is possible to add multiple activities or activities at once.

Unlink an activity or a module

The option to "Unlink" allows for efficient reuse of modules and activities while retaining the flexibility to tailor the content.

Here's how you can use this in practice:

1. Import the reusable activity/module into your course.

2. Click on the three dots and select "Unlink." The activity, in this case, will become standalone in the project and will no longer be affected by any updates made to the reusable activity in the library.

Please refer to the picture below:
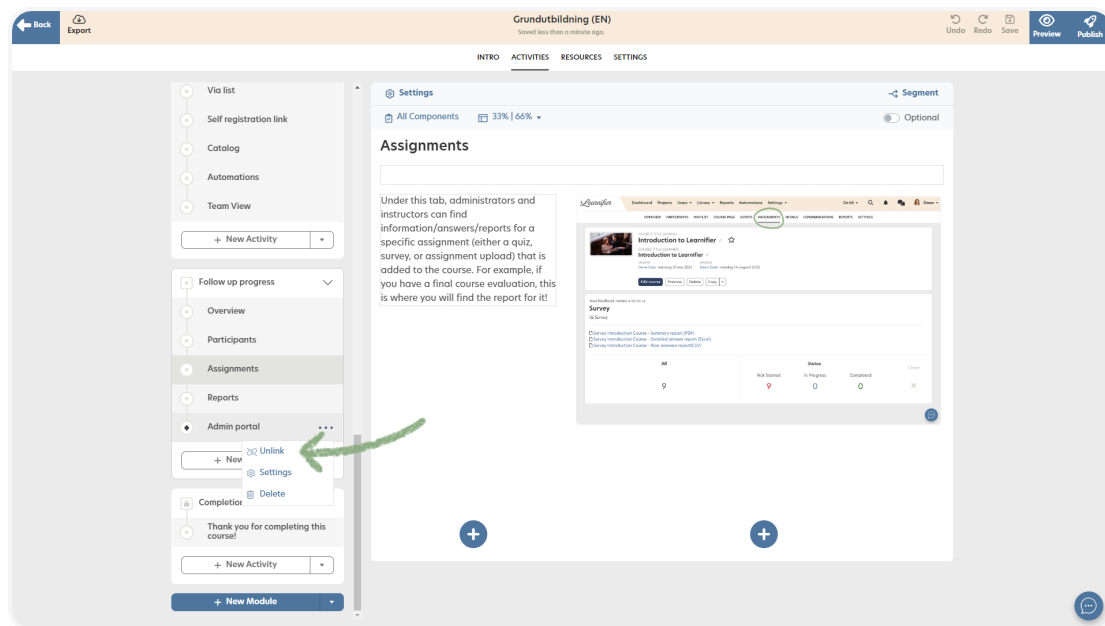
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- [What is the library?](#)