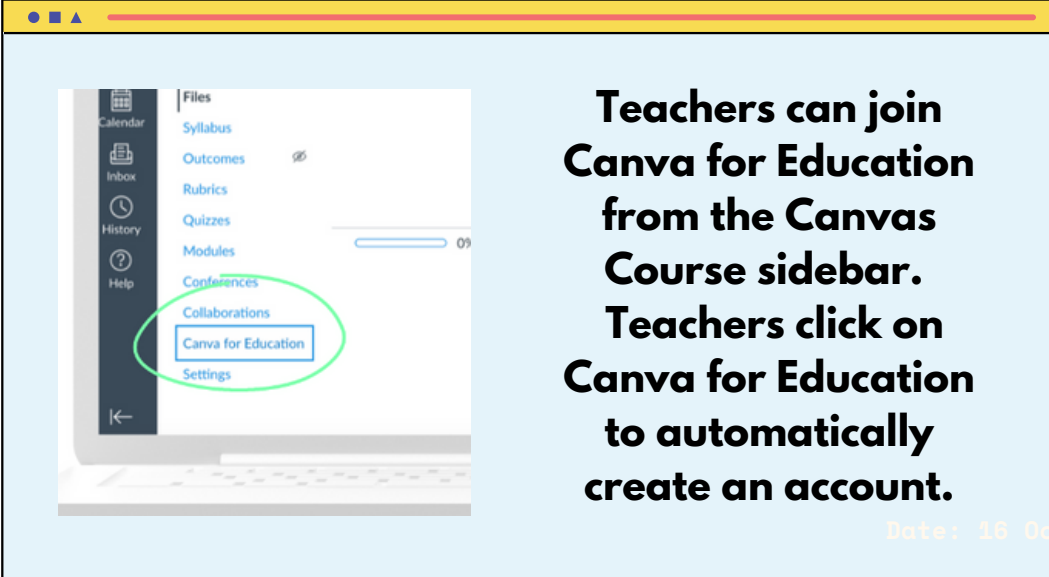




# CANVA/CANVAS INTEGRATIONS

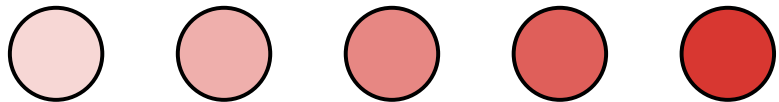


**Teachers can join Canva for Education from the Canvas Course sidebar. Teachers click on Canva for Education to automatically create an account.**

Date: 16 October

### ADD CANVA CONTENT TO CANVAS

1. Login to your Canvas LMS
2. Select your course
3. Chose new assignment or page
4. Add details/instructions
5. To add a Canva design to your instructions, click on the App Icon and select Canva for Education.
6. Select previously created design or create a new one from scratch and click publish to Canvas.
7. Click save and publish in Canvas.



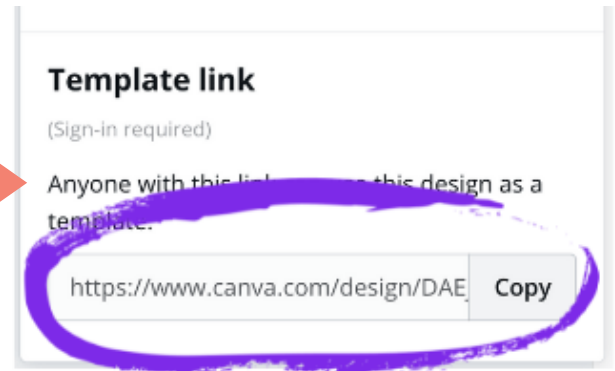
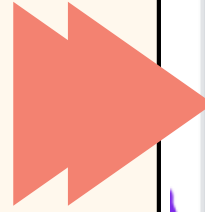
### STUDENTS SUBMIT ASSIGNMENT WITH CANVA

1. Login to your Canvas LMS
2. Select course
3. Click the +Assignment button
4. Add assignment details (due dates, etc).
5. In submission type, select Online and check Website URL and File Uploads.
6. Click save and publish.
7. Student will click on Start Assignment button.
8. Student will chose Canva for Education tab.
9. Student can select previously created design or create a new one from scratch
10. Student will click Submit Assignment once the design uploads into Canvas.



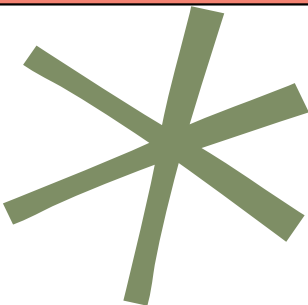
## CANVA TEMPLATES

1. Create a design in Canva, then click share, and Publish as a Template.
2. In the Share link window, copy the Template link.
3. Past template link into your assignment instructions in Canvas.
4. When student clicks on link, it will create a new copy of that template for them.



## ADD BANNERS AND BUTTONS

1. In Canva, search "Canvas Banner" or Canvas Button and select design.
2. Edit design and then download image and save to your computer.
3. In your Canvas course, create a page and upload your image, click Save and Publish.
4. You can make that page your Front page if desired.



## REVIEW ASSIGNMENTS

In your Canvas course, go to the assignment and click on Speedgrader. The design will pop up and you can give grade and feedback and then submit.



**CONTACT US AT  
MPSEDTECH@MOORESCHOOLS.COM  
WITH ANY QUESTIONS YOU HAVE.**

