## Understanding Active and Idle Time

The time a student is logged into the student portal is divided into two categories: **active time** and **idle time**. Active time is the time a student spends actively making forward progress in a course. The easiest way to define active time is when students are working on activities they haven’t yet submitted.

### **ACTIVE TIME**

Active time is logged when a student submits work, clicks the Home icon, or clicks Save and Exit. Some examples:

* If a student launches a link (e.g., a third-party website in an Online Content activity, a reading passage in the CloseReader™), the system will not record active time unless the student returns to the Edgenuity lesson and clicks Submit, Home, or Save and Exit. If the student simply closes the browser, the time spent reading will be captured as idle time.
* If a student is watching an instructional video, the system will only record active time if he or she:
  + Completes the activity and clicks the **Submit** button, or
  + Clicks the Home button to return to the Course Map.

### **IDLE TIME**

The rest of the time a student is logged in is captured as idle time. Idle time does not necessarily mean the student is off task. It simply means that the student is not making forward progress in the course. Idle time includes:

* Time spent in the Lobby, Organizer, or Course Map
* Time spent reviewing a previously completed activity (any activity that the student previously submitted and is scored)

For example, if a student is reviewing eNotes for a lesson he or she has already completed in order to be better prepared for a test, that time is captured as idle time, but it is certainly not off-task time. A certain amount of idle time is to be expected, and it will vary depending on how much the student reviews previous work and how much time is spent working in the Communications area of the Organizer. But if a student has an above-average amount of idle time and is not making adequate progress in the course, it may be a signal that the student needs help managing his or her time better.

Also, students may have out-of-system active time that should be considered in overall course completion time. For example, if a student is working on a project in PowerPoint or another third-party software program, Edgenuity cannot capture the time as active unless the student is logged in and keeps the project assignment open while working in the other software.

A certain amount of idle time is to be expected from most students. However, excessive idle time (more than 15% or the total session time) could indicate that students are having difficulties focusing on their work when logged in, particularly if you also notice the student is not completing many activities in each session. Students have access to this same report within the organizer.