

INFORMATION MARKETING GROUP (IMG) IMPROVING K-12 EDUCATION THROUGH SOFTWARE



Locker System

Locker System Table of Contents

	I
Mass Update Lockers	1
Change Locker Combo #	2
Quick Add Lockers	2
Add/Modify Lockers	3
Locker Reports	3
Locker Information	3
Locker Labels	3
Locker Assignments	4
Locker Maintenance	4
Locker Type	4

Locker System

Mass Update Lockers

Mass Update Lockers can be used to assign lockers by Range or Location.

- \Rightarrow Enter a locker type
- \Rightarrow Enter the range From:
- \Rightarrow Enter the Range To:
- \Rightarrow Pick a location
- $\Rightarrow\,$ Set Clear Lockers to YES if you want to clear all lockers before you reassign them.
- \Rightarrow Set Assign Lockers by Location to Yes or No
- \Rightarrow Select a shop code

Locker Selection
Locker Types: Student Locker 💌
Lockers:
Locker Range From: 0001
Locker Range To: 1999
Locker Locations: 1205 1209 1211
Clear Lockers: Yes 💌
Assign Lockers Based on Location: No 💌
Shop Code:

- ⇒ Search for students by Student ID, Last Names, Homeroom, grade Level, gender.
- \Rightarrow Set Student Per Locker
- \Rightarrow Set the Ignore Prior Lockers

- \Rightarrow Click the **Search** button.
- \Rightarrow Check off all students that you want to assign locker to
- \Rightarrow Click the **Submit** button.

A report will go to <My Data><My reports regarding which students were assign lockers.

Change Locker Combo

Change locker combination will move the locker combinations displayed from 1 series to another.

- \Rightarrow Enter current combination # (the Series)
- \Rightarrow Enter the New Locker combination # (the Series)
- \Rightarrow Click the **Submit** button.

Quick Add Lockers

Quick add Lockers is used to assign lockers in a random order to students. Separate combination locks can be assigned and handed at to students as well.

NOTE: To turn off the combination feature, which you do need to do if you are not going to enter the combination is done in <System configuration><Parameter maintenance> Under Lockers.

- \Rightarrow Enter a Student ID
- \Rightarrow Enter a Locker Number
- \Rightarrow Enter a Locker combination
- \Rightarrow Click the **Submit** button.

Add/Modify Lockers

The Add/Modify lockers is where you enter lockers to be assigned to student.

- \Rightarrow Enter Locker Number
- \Rightarrow Select a Locker Type
- \Rightarrow Select a Locker Location
- \Rightarrow Indicate if the Locker is Broken
- \Rightarrow Enter a Comment
- \Rightarrow Enter the Combinations possible for the locker

NOTE: Locker number is an alphanumeric field. Enter leading zeros is necessary to keep the lockers in order. (1 should be 0001)

Locker Reports

Locker Information

The Locker Information Report provides location, Status Assigned and combination information for each locker. Student's names are included.

Selection Criteria: From: , To: , Locker type, Status, Print combination YES/NO Only Assigned YES/NO, Display Assignment YES/NO.

Sample Output:

Locker	Location	Serial	Status	Assigned	Combination Comment
1	Hall		Working	No	HALL
1-100	Hall		Working	Yes	HALL
	1831	ABaxter, Cambri 10			

Locker Labels

The Locker Labels Report lists Student ID, Student name, Homeroom, grade Level, Locker Number, Location and Combination.

Selection Criteria: Student ID, Homeroom, grade Level, Special Needs, Label Style.

Sample Output:

ID:1126 Bagaco, Jacqueline HR:1205 GL: 10 Locker: Location: Combination: ID:2191 Bagaco, Thomas HR:1205 GL: 11 Locker: Location: Combination:

Locker Assignments

The Locker Assignment Report lists Student ID, Student name, gender, Homeroom, grade Level, Locker Location and Locker number.

Selection Criteria: Grade Level, Enrollment status, Counselor, Shop code, Gender, Special Needs, Only assigned, print combination.

Sample Output:

ID	Student	Gender	Grade	Home	Room	Locker	Information
1831	ABaxter, Cambridge	М	10	1209		Student	Locker: 1-100
2212	Abbot, Tracie	F	10	1209		Student	Locker: 1-109

Locker Maintenance

Locker Type

- \Rightarrow Enter abbreviation
- \Rightarrow Enter a description

Suggestions: Student, gym, teacher