



# How to create objectives and lesson content?

## How to create Objectives?

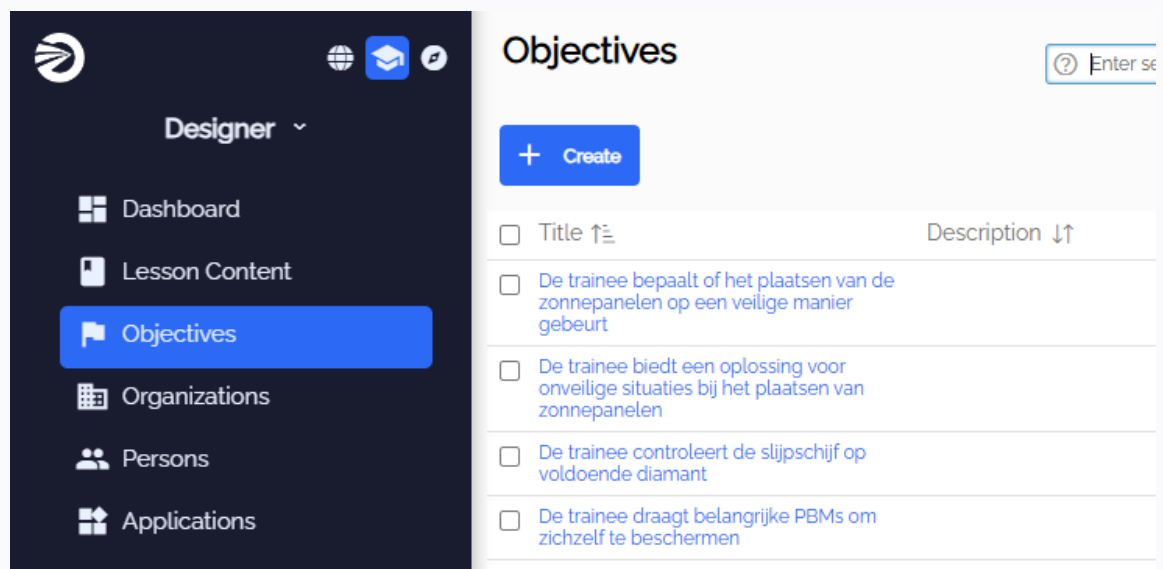
- Go to the XR Platform.

### Note

Make sure **Teach square** is selected. You can change squares by clicking on the corresponding icon. 

### Note

Make sure you have the **Designer** role. You can change roles by clicking on them and switch to another one in the list.



The screenshot shows the XR Platform interface. On the left is a dark sidebar with a navigation menu. The top of the sidebar has a logo and the word "Designer" with a dropdown arrow. The menu items are: Dashboard, Lesson Content, Objectives (highlighted in blue), Organizations, Persons, and Applications. The main content area is titled "Objectives" and has a search bar with a question mark icon and the text "Enter se". Below the title is a blue button with a plus sign and the word "Create". Underneath is a table with two columns: "Title" (with an upward arrow icon) and "Description" (with a double-headed arrow icon). The table contains five rows of objectives, each with a checkbox in the "Title" column and a description in the "Description" column. The descriptions are in Dutch and relate to solar panel safety and training.

| <input type="checkbox"/> Title ↑                                                                                   | Description ↓↑ |
|--------------------------------------------------------------------------------------------------------------------|----------------|
| <input type="checkbox"/> De trainee bepaalt of het plaatsen van de zonnepanelen op een veilige manier gebeurt      |                |
| <input type="checkbox"/> De trainee biedt een oplossing voor onveilige situaties bij het plaatsen van zonnepanelen |                |
| <input type="checkbox"/> De trainee controleert de slijpschijf op voldoende diamant                                |                |
| <input type="checkbox"/> De trainee draagt belangrijke PBMs om zichzelf te beschermen                              |                |

- Press Objectives and Create.