

Creating Math Equations and Scientific Notation in Blackboard

Blackboard includes two tools that enable input of math equations and scientific notation. The **Web EQ equation editor** enables instructors and students to post and edit mathematical equations and scientific notation by using graphical templates that include symbols and expressions accessible from a toolbar. The **MathML equation editor** enables the entering and/or pasting of MathML code directly into a text box.

Locating the Editors

Both editors are available for use in any Content area and also in Assessments, Assignments and in the Virtual Classroom Live Chat.

1. Click on the **Control Panel** link in your course site navigation. Navigate to the area where you want to create your equation and click on the appropriate button.



2. Access your chosen editor by clicking on the appropriate button located above the text box provided (WebEQ \sqrt{x} or MathML $\langle \>$). Note: If you do not see these buttons, click on the small drop-down arrows located near the top left side of the text box tool bar(s).

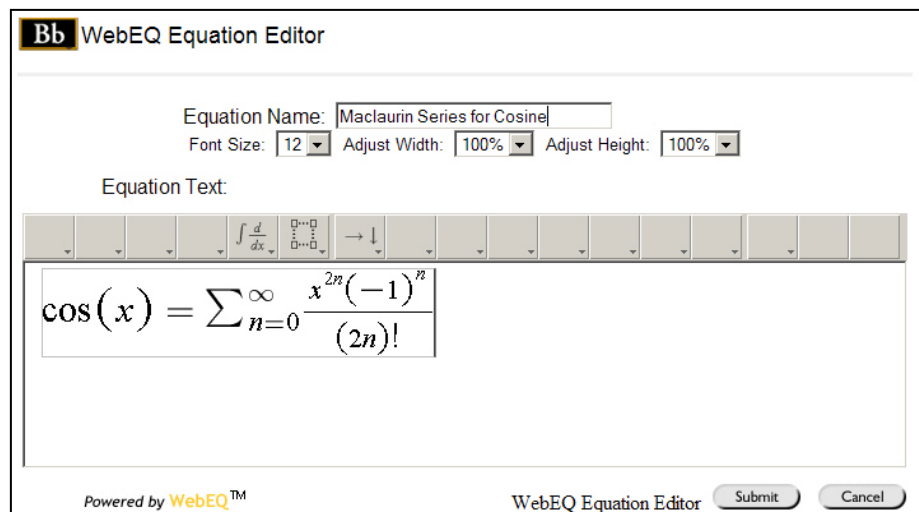


Using the WebEQ Equation Editor

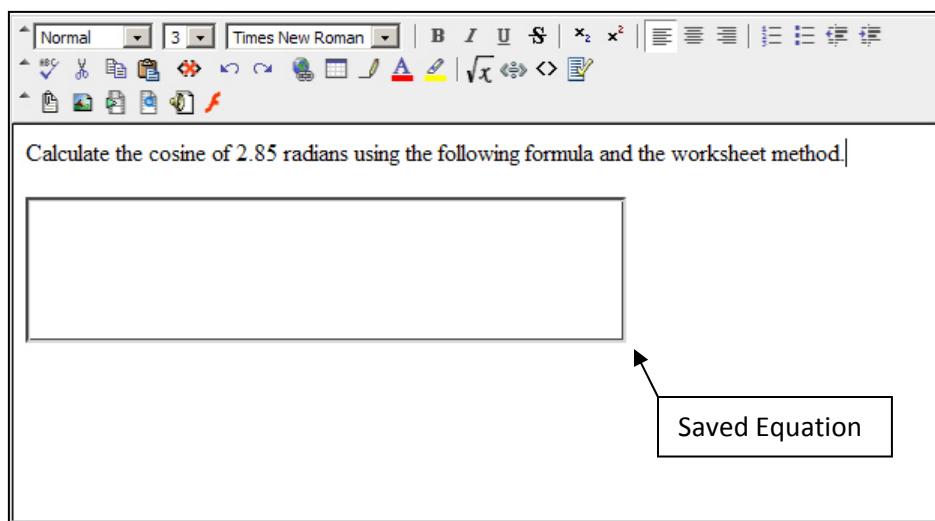
1. Click on the WebEQ button to open the WebEQ Equation Editor window. Click on the appropriate areas of the toolbar menu to access the templates for various operators, expressions and symbols.



2. Build the desired equation by selecting the appropriate templates and entering the desired values.



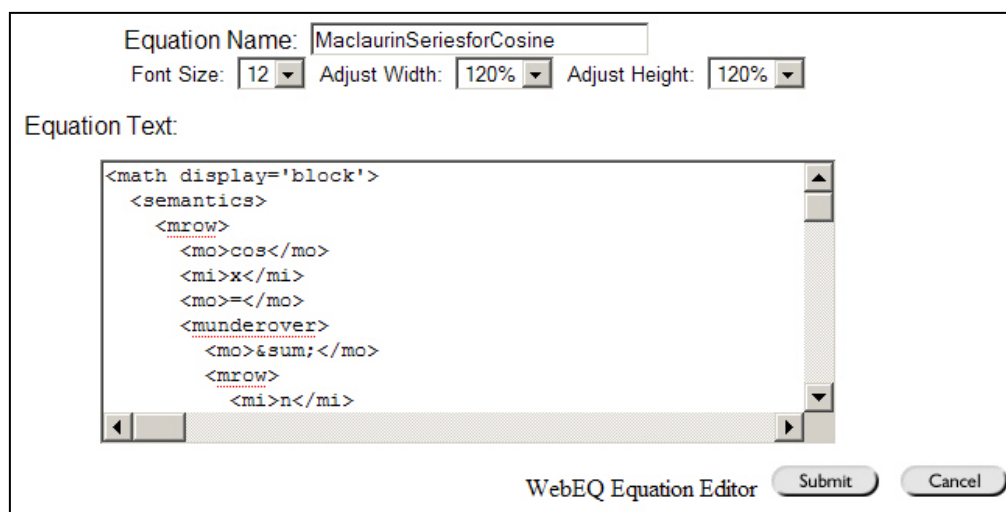
3. Click on **Submit** to save the completed equation. If you leave the name field empty, a default name will be assigned to the equation. You can also assign a name by entering a name in the Equation Name field as seen in the image above.
4. The saved equation appears either as a blank rectangle or coded text. You can embed the equation within additional text. Multiple equations can be embedded within multiple paragraphs of text this way.



5. To make changes to the equation, double-click on the blank rectangle and then click on the WebEQ button again. Click on **Submit** to save the changes.
6. Scroll down and click the **Submit** button in the bottom right corner of your window to save this item in your course site.

MathML Equation Editor

1. Click on the MathML Equation Editor icon. MathML code can be copied from another source and pasted inside the editor window, replacing the small snippet of code originally found there.



2. You can enter a name for the equation in the Equation Name field or accept the default name given by leaving the name field empty. Click **Submit** to save.
3. To edit, double-click on the blank rectangle and then click on the MathML button again. The code will appear with an active cursor for editing. Click **Submit** to save the changes.
4. Scroll down and click the **Submit** button in the bottom right corner of your window to save this item in your course site.