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Our dream is that every child learns to read and gains confidence with numbers... these are life’s essentials. We believe technology can dramatically help and that the best way to do it is to make it lots of fun and to make it FREE!

1 Welcome

We are thrilled to welcome you and your students to Skoolbo.

Skoolbo has been created for one purpose - to help ensure every child masters reading, basic numeracy and now languages. All aspects that have gone into the design of the program have this in mind. We believe inherently in the value of motivating children to love their learning. We also believe in providing teachers with great tools to assist them in their incredibly difficult job of meeting the needs of each child. We share your passion!

We are committed to making Skoolbo accessible to every child and every school regardless of socio-economics.

Please share your Skoolbo experiences and help us create the best possible learning program for children. Thank you for joining us on the Skoolbo journey.

With very best wishes,

Shane Hill - Skoolbo Founder
2 Quick Start – Getting Going

2.1 About the Skoolbo Platform

Skoolbo for Students:

Students may access Skoolbo via:

1) **Tablets – iPads, Android and Win 8.** These apps are downloaded from the various app stores. They can be played both online and offline. We highly recommend tablets for children aged six and below due to their ease of use.

2) **PC and Mac.** The software is downloadable from [www.skoolbo.co.uk/downloads](http://www.skoolbo.co.uk/downloads) and needs to be installed on each computer. It may be played in both online and offline mode.

3) **Web browser via [www.skoolbo.co.uk](http://www.skoolbo.co.uk).** This version is designed for when the tablet or desktop version is not accessible. It's a simpler 2D interface and not quite as much fun for the children. The browser version is helpful for schools if their school computer network protocols make playing on tablets or desktops difficult.

- Students will need headphones to play Skoolbo in a class environment
- PC and Mac versions are available for students to download at home
- Learning results are automatically shared between home and school.

Skoolbo for Teachers

The Teacher Dashboard is designed for the teacher to see the results of his or her students and it is now possible to set specific tasks (see page 22). The Teacher Dashboard is web browser based and can be accessed via [www.skoolbo.co.uk](http://www.skoolbo.co.uk). A Teacher app for tablets/smart phones is also available for download with whole class games.

Skoolbo for Parents

Skoolbo has a Parent Dashboard, designed for parents to view their child's results. The Parent Dashboard is web browser based and accessed via [www.skoolbo.co.uk](http://www.skoolbo.co.uk). There will also be a FanClub app available shortly, enabling parents and grandparents to play learning games with their child.
2.2 Download the Skoolbo App for students

- Visit [http://www.skoolbo.co.uk/downloads](http://www.skoolbo.co.uk/downloads) to download the software for your devices (tablets or desktops)
- The downloaded version provides the best experience for children
- Many schools will require support from their **Network Administrator** to install the Skoolbo software
- School networks can be complex and may block the Skoolbo software by default. Generally, Network Administrators are able to solve this issue by allowing:
  - [http://skoolbo.co.uk](http://skoolbo.co.uk)
  - [http://www.skoolbo.co.uk](http://www.skoolbo.co.uk)
  - [http://play.skoolbo.co.uk](http://play.skoolbo.co.uk)
  - [http://skoolbowebcore.s3.amazonaws.com](http://skoolbowebcore.s3.amazonaws.com)
  - [http://skoolbo-assets.s3.amazonaws.com](http://skoolbo-assets.s3.amazonaws.com)
  - [http://uk-core-service.cloudapp.net](http://uk-core-service.cloudapp.net)
  - [http://playflash.skoolbo.co.uk](http://playflash.skoolbo.co.uk)

- Schools that continue to encounter difficulties with running the software version may use the web browser version by having students sign in at dashboard.skoolbo.co.uk
- This version should avoid most network issues
- The web browser version will run on most web browsers, although it cannot run on Internet Explorer 8 and below. If you run this version for your normal web browsing, then please try Google Chrome. You may require the assistance of your Network Administrator for this.

Please contact info@skoolbo.co.uk for any technical assistance.
2.3 Create classes and student accounts

- Sign in to the Teacher Dashboard at [http://dashboard.skoolbo.co.uk/](http://dashboard.skoolbo.co.uk/) using your email address and password – this will have been forwarded to you in an email.

- Select Add Student.

- Enter your student names. For privacy reasons we only accept surname initials.

To create multiple accounts at once, you may download the template spreadsheet ‘Student Accounts-bulk upload’ available at [http://skoolbo.co.uk/downloads](http://skoolbo.co.uk/downloads). After you fill in your class details please email it to info@skoolbo.co.uk and we will create your accounts for you.

2.4 How to set up Skoolbo

2.4.1 Configure your devices

To make it easy for young children to access the app we have created Sign-In shortcuts.

To access these shortcuts, you must first sign in as your school by:

- Opening the tablet or PC/Mac app
- Selecting ‘Schools and Teachers’
- Entering your School Code

This will reveal a list of classes in the school. Shortcuts have to be set for every tablet, but if using PC and Mac, this could be configured via the school network.
Alternatively, your administrators can open the `config.txt` file located in the root installation folder (e.g., C:\Skoolbo UK\) and add your school code to the following line:

```
SchoolCode=
```

(e.g., SchoolCode=123XX)

Save and then copy the `config.txt` to all school PCs.

### 2.4.2 Student Sign-in

- The student sign in process has been specifically designed so that children as young as 4 may do it independently
- Once the app has been properly set up as per Section 2.4.1, students will be able to see the list of classes in their school, every time they open Skoolbo
- After choosing their class, they will be presented with Sign-In shortcuts for all the students in that class
- To help students find their Sign-In shortcut, the shortcut is comprised of: a portrait of their avatar and their first name followed by 4 digits
- Once the student selects their account, they will be prompted to select their password: a colour or pattern followed by an animal

By default, all student account passwords are set to:

Teachers may try the game by creating test account for themselves on the dashboard (see page 6).
3 Key Pedagogies

✔ **Engage the child** – Do everything possible to motivate the child into learning

✔ **Immediate feedback and support** – Children instantly know if they are on the right track and support is given to them precisely at the most teachable moments by the way the game responds to their answer

✔ **High volume and fast paced** – The game environment allows for efficient learning, with students typically making more than 200 responses in a 15-minute period. The 60-second nature of the literacy and numeracy games provide an intense learning period where children can devote 100% focus, resulting in extremely rapid skill development.

Skoolbo Spiral Learning Algorithm

The Skoolbo Spiral Learning Algorithm is designed to give every child the optimal curriculum, regardless of his or her actual age or level. It starts by pre-testing the child in both literacy and numeracy and then continues to reassess after each game. An ideal blend of new content, not yet mastered content and revision content is served to each child.

Many teachers have indicated that this inbuilt differentiation is one of the strongest features of Skoolbo. Teachers may now customise the program and set specific curricula for their students (see page 21).
4 Playing Skoolbo

4.1 Customising your avatar

- Avatars are an extremely important element for helping the child take ownership of their learning within the program. We want children to genuinely feel that they are in an exciting learning world.

- This is the Skoolbo main page.
- From here children can:
  - Play a game
  - Exchange their Bo Coins for toys, racers and racing worlds
  - Go into their house and view their collection
  - Select a different racer
  - Play a ‘Language Dragons’ game
  - View their recently sent Duelbos
  - View and add friends to Duelbo
  - Customise their avatar
  - See how they are progressing towards various rewards
  - View the Leaderboard
4.2 Main Page

- ‘Rewards Star’ where children can exchange their Bo Coins!
- Click to play a learning game
- Total number of correct answers
- Short, medium, long term learning goals and progress to date
- View recently sent Duelbos
- Click to play a Language Dragons’ game
- Click to change appearance of child’s avatar
- Link with parents to share child’s reports and to play together
- Add friends to challenge them to a Duelbo
- Displays full contents of the curriculum
- Settings; includes volume control and log out

Bo Coins – rewards for learning (new player is given 1000 to start)
4.3 Getting Started

- Press Play on the main page
- You will be taken to the Warp Room to find a match
- Please be aware the people you are playing with might not be online at the time – they are, however, real games that have been played on Skoolbo
- The first four games on Skoolbo are pre-tests
- The results from the pre-tests are used to set the curriculum at the correct level for individual students
- The Skoolbo Spiral Learning Algorithm then continues to re-assess and adapt content after each game

4.4 Different Types of Games

- Racing Game
- Running Game
- Dancing Game

- Players can replay the same game by clicking on the replay button. Otherwise just select PLAY
4.5 Duelbo

When a player scores a personal best in the game they are rewarded with the opportunity to send a **Duelbo** to a friend. They can choose to accept the challenge and try to beat their score or simply say ‘No thanks!’

A recording of the challenger’s original game is sent to the recipient. There is no possibility of direct interaction between students.

Players can view their friends list by selecting the Friends Tab from the Main Page.

To send a **Duelbo**, choose one of three friends. They will be randomly selected from a player’s friend list.

When a player receives a **Duelbo** they can choose whether to accept the challenge or not.

It takes one hour for a **Duelbo** to reach the selected friend.

**Note:** Duelbo can be found in Skoolbo UK v1.9 and above. Please remember to update your software to the latest version available.
4.6 Game Content

- The full curriculum may be selected from the Contents section, accessed from the bottom of main page

4.7 Language Dragons

It’s now possible to learn French, Spanish and Mandarin on the Skoolbo platform. Children have the opportunity to hear common words and phrases in their chosen language before testing their new skills in this exciting dragon racing game.

- Clicking the dragon from the main page will lead players to the language selection

- Players can select the language they’d like to practise
• Select a topic. 3 stars and a dragon signify that the topic is mastered

• Players can practise a topic before playing. Click ‘Play’ to start a game

• To hear words and phrases spoken in English, go to ‘Settings’ and reverse the language icons. Students can practise reading in their chosen language. Alternatively it can help those who are learning English as an additional language

• Check results and accuracy from the ‘Results’ tab

Note: Language Dragons can be found in Skoolbo UK v1.9 and above
4.8 Rewards

4.8.1 Rewards Star

- **Bo Coins** may be exchanged for rewards items at the **Rewards Star**
- The Rewards Star can be accessed by clicking on the star on the main page
- **Bo Coins** are earned by playing learning games
- Bo Coins **cannot** be purchased with real money

4.8.2 My House

- You may enter **My House** by clicking on the house on the main page
- Rewards acquired are stored here
- Award ceremonies are saved and can be replayed from the television set
4.8.3 My Plane

- A new racing vehicle may be selected by clicking on the **plane** from the main page
- More racing vehicles can be acquired from the **Rewards Star**

![My Racing Vehicles](image)

4.8.4 Game Time Rewards

We recommend that students play for 20 to 30 minutes, five times a week. With this level of play, they could:

- Achieve 200 correct answers per day
- Earn a superhero suit weekly
- Achieve nearly 5,000 answers per month and access the awards ceremony.

<table>
<thead>
<tr>
<th>Games played per day</th>
<th>Rewards per game</th>
<th>Rewards per day</th>
<th>Daily reward</th>
<th>Rewards per week</th>
<th>Weekly reward</th>
<th>Monthly rewards</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>20</td>
<td>200</td>
<td>1,000</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>15</td>
<td>225</td>
<td>1,125</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>10</td>
<td>200</td>
<td>Lucky prize (10 games in 8 hours)</td>
<td>1,000</td>
<td>Superhero suit (1,000 pts)*</td>
<td>Award ceremony (5,000 pts)</td>
</tr>
</tbody>
</table>

- Superhero suits last for one week and can be turned on or off from...
4.9 Settings

Settings (the red cog) at the bottom right of the Skoolbo screen can be used to:

- change volume levels
- change a password
- log out a student
- exit the game.

4.10 Offline Mode

- ‘Offline’ will appear in the bottom left corner of the main screen if there isn’t an internet connection.

- The next time you start Skoolbo with an internet connection after being offline; your data will be uploaded and synced.
4.11 Web Browser Version

- Students may access the web browser version via dashboard.skoolbo.co.uk
- This version is only recommended when playing Skoolbo on either desktop or tablet is not accessible
- This version requires a web browser (IE 9 or above, Google Chrome, Safari, Firefox)
- Internet connectivity is required
- All learning data is automatically synced once an internet connection is established.

Background music volume can be controlled here

Note: voice over volume is controlled from the PC/MAC/tablet volume settings
5 Teacher Dashboard

5.1 Home Page

- Sign in to the Teacher Dashboard at http://dashboard.skoolbo.co.uk/ using your email address and the password forwarded to you in an email

- The Teacher Dashboard is accessed by signing in via http://dashboard.skoolbo.co.uk/
- The Home Page provides both a general summary and a Newsfeed that lists recent student highlights.
• To bring your colleagues on board with Skoolbo, click ‘Invite Teacher’

• Enter the teacher’s email address and they will be sent an e-mail with a link to our registration page.

5.2 Results

5.2.1 View whole class results

Select Class

Class Certificates earned

Select Literacy, Numeracy or Languages results

Mastery Key Indicates the extent to which a student has mastered the concept
5.2.2 View Individual results

- Icons appear next to the curriculum topic to show the percentage of improvement
### 5.2.3 Set Tasks

Teachers are now able to set specific games for students. This could be useful to help practise for a topic or plug identified gaps in learning either at school or to set as homework. Students will see the tasks set the next time they log in.

Click once or twice to determine the number of tasks. Clicking for a third time will delete the set task(s).

By clicking on the Topic arrow teachers can set tasks for the whole class, groups of students or individuals.
5.3 Admin

- Student’s name, class and password can be edited
- Accounts can be moved to a different class or removed altogether
- The list of usernames and passwords can be downloaded and printed

- When one or more accounts are selected new options become available - move to a different class or remove account altogether.
5.4 Teacher Profile

- All fields can be edited
- To change your password, choose a new one and then type it in twice to confirm
- Teacher profile is also accessible by clicking on Admin and Teachers.

6 Letter to Parents

- We encourage students to play Skoolbo both at school and at home. Skoolbo has created a letter for schools to send to parents with instructions for parents on how to access Skoolbo at home.

- A copy of the letter may be downloaded from http://www.skoolbo.co.uk/downloads

Teachers need to add the student’s username to the letter.
7 How to get the best results

1. **Start small** – perhaps begin with a single group or class and then roll it out to the rest of the school.

2. **Test on your computer before trying with the class.** Introduce the game to the class as a whole on the Interactive white board.

3. Consider using **tablets for children six and under**. Younger children find these much easier to use than desktops and laptops. Skoolbo works on iPads (2 and higher) and most Android tablets.

4. Ideally students will access the program on a device that they alone are using. However this does not mean that you need a device for every child in your class. Many schools find that having one or two groups of students using Skoolbo, while the rest of the class are engaged in other activities, works very well.

5. Encourage the students to play **five sessions x 20 minutes per week** with at least 1 session at school every two weeks. School sessions help to motivate students.

6. **Celebrate achievements**, for example:
   1. 1,000 Correct answers celebrated in class with a note/email sent home. Perhaps put a certificate on the wall?
   2. 5,000 Correct answers celebrated at a school assembly and in the school newsletter.

7. **Involve the parents** – consider holding a session for parents.

8. **Set the class/school a challenge**, e.g. 25,000 correct answers over the next 10 days! Consider giving school rewards for certain achievements.

9. Include the Skoolbo widget (coming soon) on your blog or website.

10. **MOTIVATE – MOTIVATE – MOTIVATE.**
8 Zalairos Adventures e-books

Download Skoolbo’s Zalairos Adventures. There are 25 audio books with more than 12 hours of enthralling content. Simply search ‘Zalairos Adventures’ on the iTunes or Google Play app stores.

The Zalairos Adventures are designed to instill a love of stories and books in children. They are a wonderful series filled with dastardly villains and impossible predicaments.

The stories have been developed to help children with their reading and comprehension skills. They are beautifully illustrated and narrated. The narration can be turned off for more advanced readers.

At the end of each story there is a comprehension section. Children can choose between listening to stories and reading independently.

The Zalairos are the characters that the children will often play against in Skoolbo.

The Zalairos have an interest age of 5 to 12 and the books are optimised for a reading age of 8+.

Skoolbo Teacher App

Install the free Teacher app from http://www.skoolbo.co.uk/downloads to access 6 of these great stories for free!

You will also be able to create a teacher avatar and play great whole class games specially designed for Interactive white boards, such as the Zippy Shake and 60 sec. Slime.

9 Contact Us

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