

LARGEST EDUCATIONAL GAME EVER

SKOOLBO

Go! **GB** Kids Go!



Teacher Guide

December 2015

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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 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.** 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.**

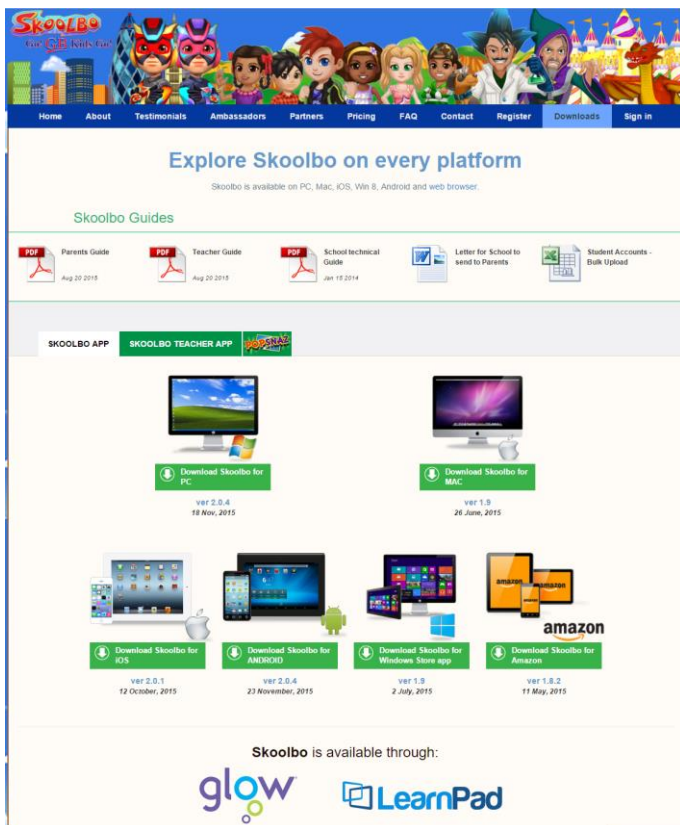
Skoolbo for Teachers

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. 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. 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> 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://www.skoolbo.co.uk>

<http://play.skoolbo.co.uk>

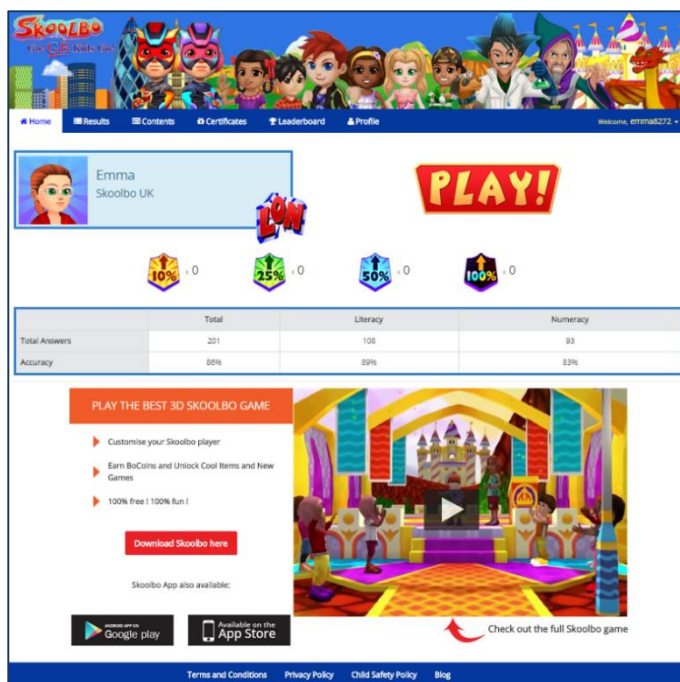
<http://skoolbowebcore.s3.amazonaws.com>

<http://skoolbo-assets.s3.amazonaws.com>

<http://uk-core-service.cloudapp.net>

<http://playflash.skoolbo.co.uk>

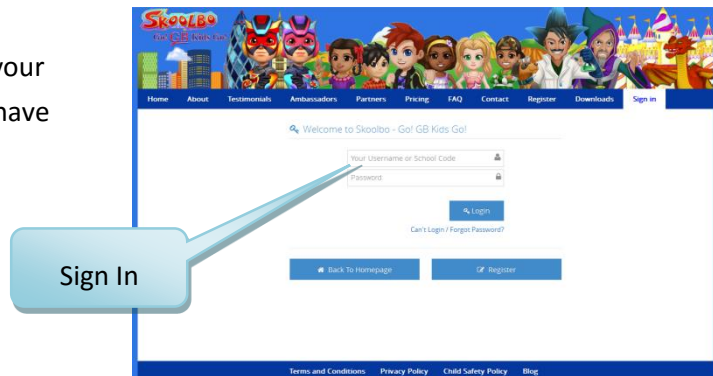
Please contact info@skoolbo.co.uk for any technical assistance.



- 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.

2.3 Create classes and student accounts

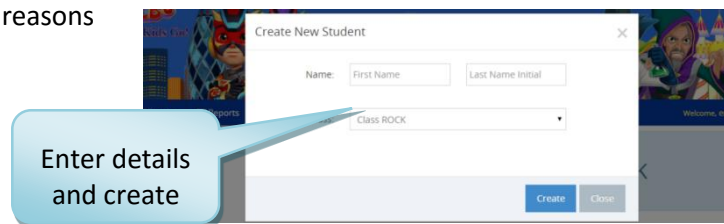
- Sign in to the **Teacher Dashboard** at <http://dashboard.skoolbo.co.uk/> using your email address and password – this will have been forwarded to you in an email



- 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>. After you fill in your class details please email it to info@skoolbo.co.uk and we will create your accounts for you

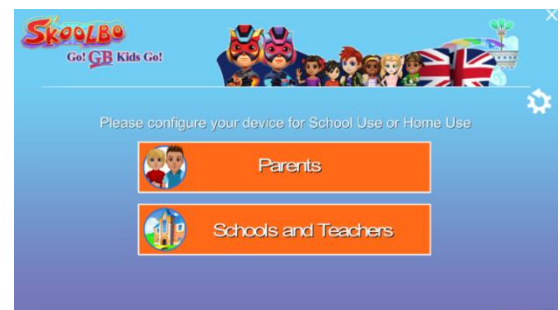
2.4 How to set up Skoolbo

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

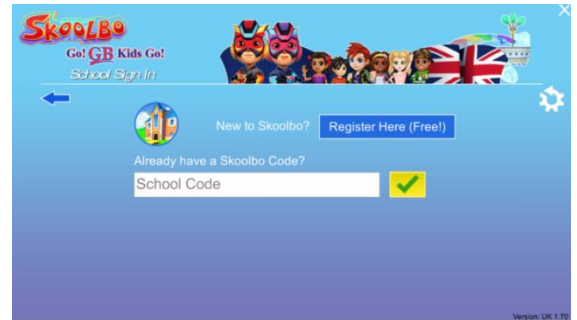


This will reveal a list of classes in the school. Shortcuts have to be set for every tablet, but if using PC and Mac, this could be configured via the school network.

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:

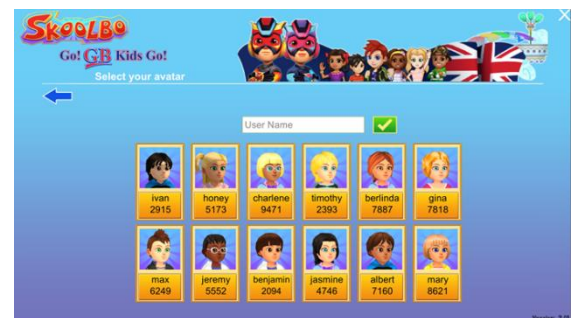
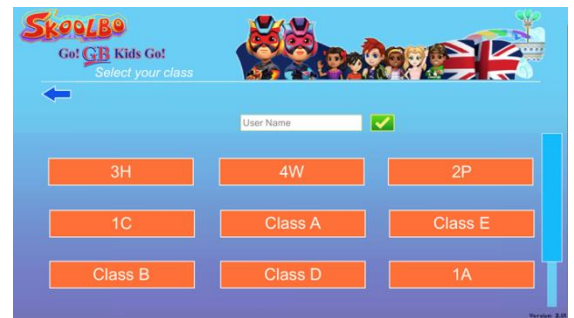
SchoolCode=
(e.g., SchoolCode=123XX)

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



2.4.2 Student Sign-in

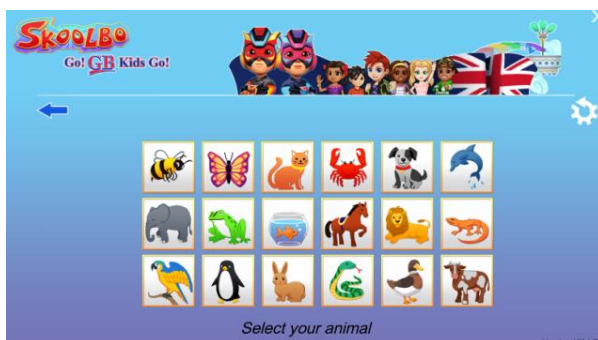
- The student sign in process has been specifically designed so that children as young as 4 may do it independently
- Once the app has been properly set up as per Section 2.4.1, students will be able to see the list of classes in their school, every time they open Skoolbo
- After choosing their class, 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

The screenshot shows the Skoolbo main page interface. At the top, the Skoolbo logo and 'Go! GB Kids Go!' are visible. A navigation bar at the top right shows 'ale: 5501', '10,949 total answers', and icons for a gift, a character, and a trophy. Below this is a 'RECENTLY SENT DUELBOS' section. The main area features a 3D cartoon landscape with a girl character, a purple dragon, a checkered archway with 'PLAY!' written on it, and a house labeled 'My House'. A plane is parked nearby, labeled 'My Plane - click to change'. A 'Bo Coins' star icon shows '11,263'. At the bottom, a purple navigation bar contains 'Parents', 'Friends', 'Contents', 'Leaderboard', and a gear icon for settings.

'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

My House

My Plane - click to change

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

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**

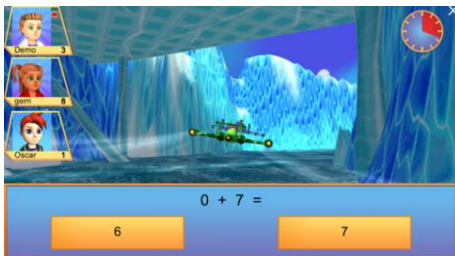
Settings; includes volume control and log out

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 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



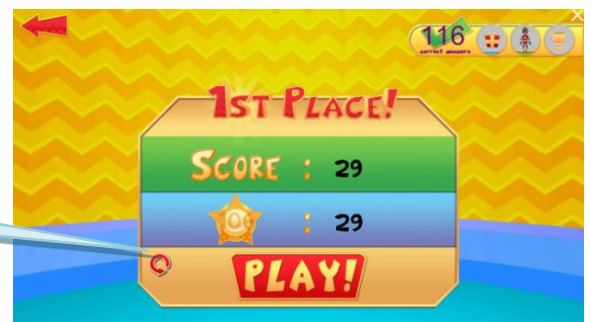
Running Game



Dancing Game

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

Replay



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



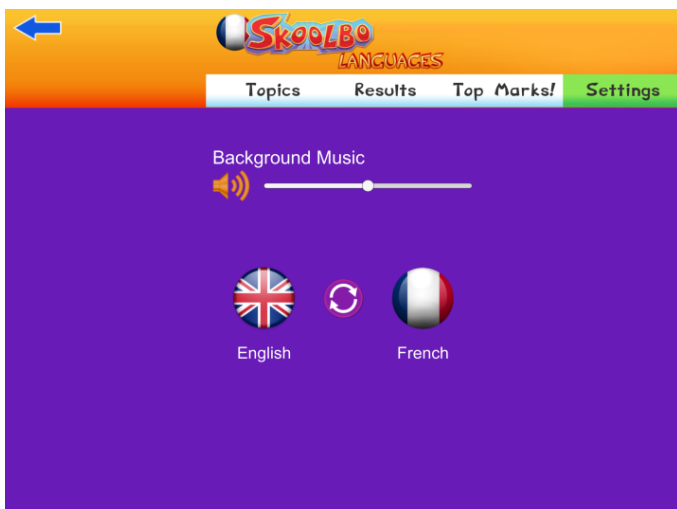
- Players can select the language they'd like to practise



- 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

Topic	Score	Highscore
Basic expressions	41/43	23
Colours	45/47	25
Numbers	13/15	13
Making friends	-	-
Months	-	-
Numbers 2	-	-

- 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

Inside the **Rewards Star**



4.8.2 My House

Inside **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



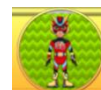
4.8.4 Game Time Rewards

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.

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

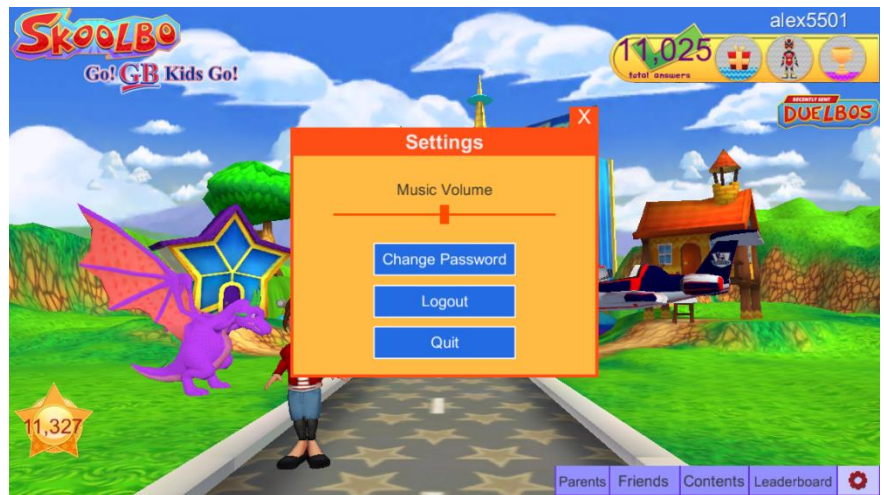
- Superhero suits last for one week and can be turned on or off from



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.

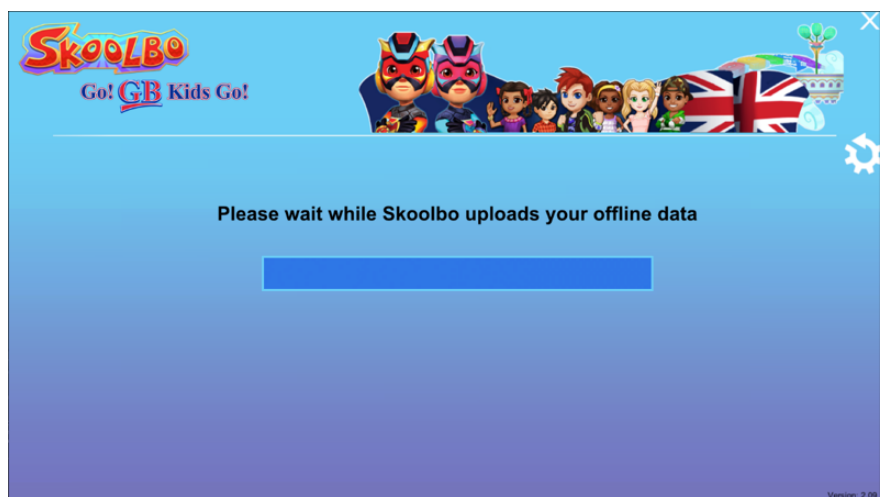


4.10 Offline Mode

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

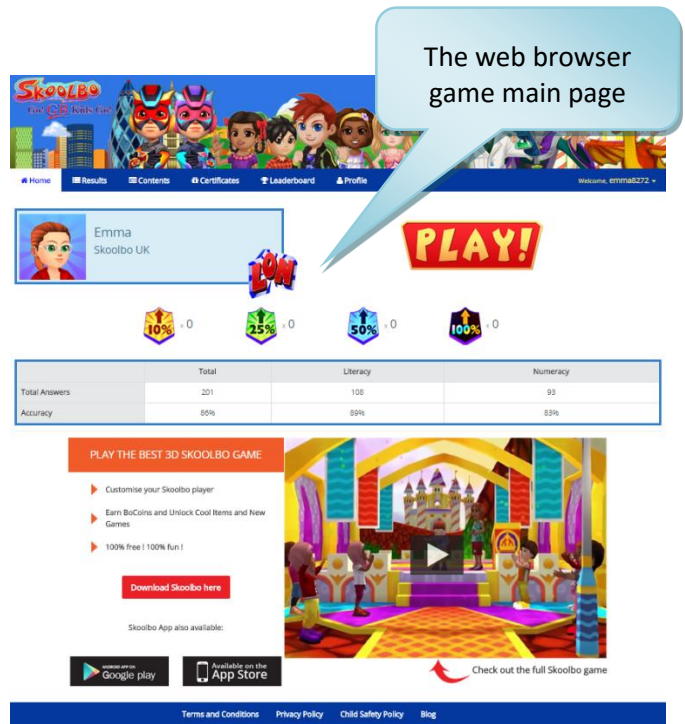


- The next time you start Skoolbo with an internet connection after being offline; your data will be uploaded and synced.

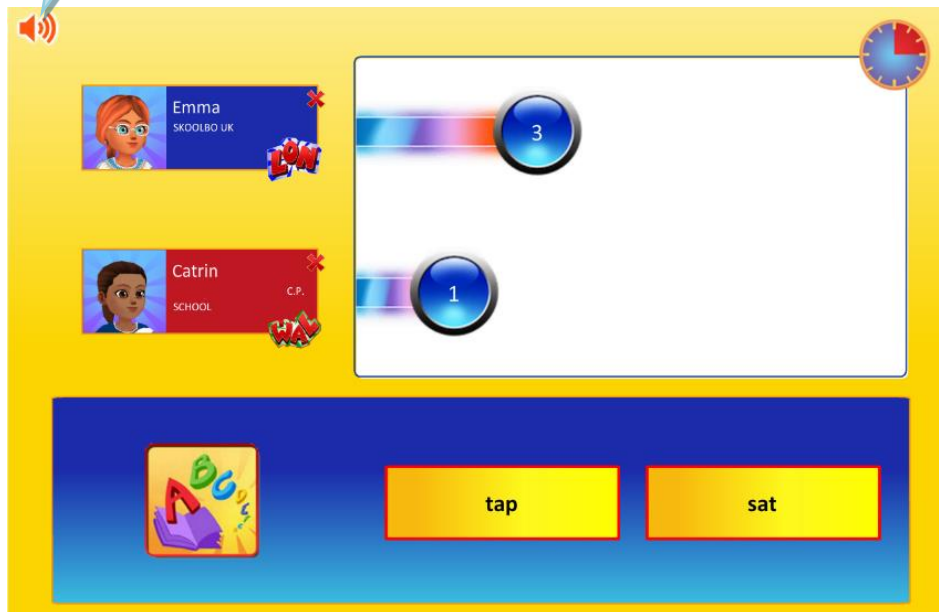


4.11 Web Browser Version

- 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

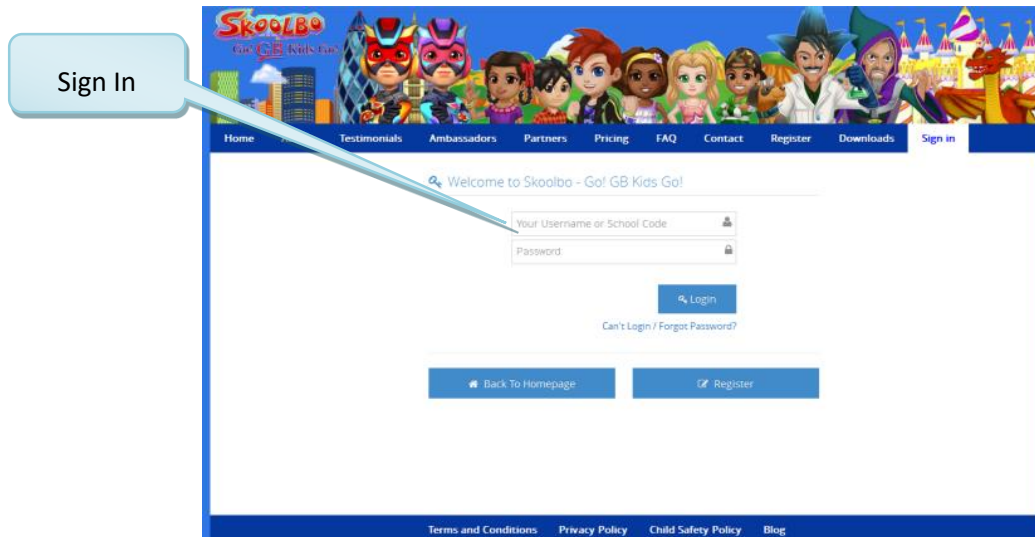


Note: voice over volume is controlled from the PC/ MAC/tablet volume settings

5 Teacher Dashboard

5.1 Home Page

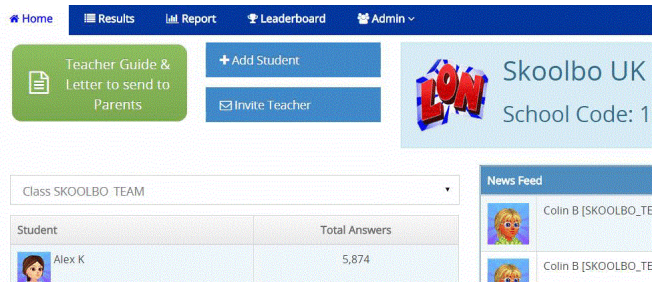
- Sign in to the **Teacher Dashboard** at <http://dashboard.skoolbo.co.uk/> using your email address and the password forwarded to you in an email



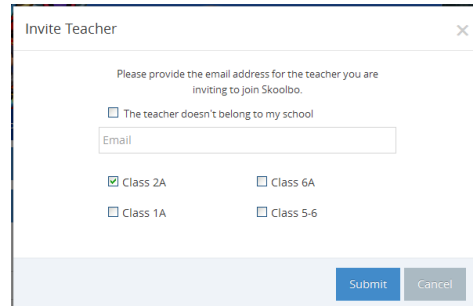
- The **Teacher Dashboard** is accessed by signing in via <http://dashboard.skoolbo.co.uk/>
- The **Home Page** provides both a general summary and a Newsfeed that lists recent student highlights.



- 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

	Total	Literacy	Numeracy	Languages
Total Answers	21,277	12,367	8,050	860
Accuracy	94%	94%	93%	94%

Click on the Mastery Level cells to set tasks

	Literacy	Numeracy	Language		Mastery!							
Class SKOOLBO_TEAM	Letter Introduction 1 (s, a, t, p)	Listening 1	Sound Introduction 1 (s, a, t, p)	Letter Introduction 2 (n, l, m, d)	Blending 1	Sound Introduction 2 (d, i, m, n)	Word Introduction 1	Letter Introduction 3 (g, o, c, k)	Vocabulary 1	Sound Introduction 3 (g, k)	Letter Introduction 4	Blending 2
Average Literacy Improvement	↑ 20 %	↑ 1 %	↑ 18 %		↑ 45 %	↑ 6 %	↑ 6 %	↑ 2 %	↑ 38 %		↑ 5 %	100 %
Alex K												
Amanda L												
Colin B												

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

Select Class

Select Student

Expand or collapse categories

Individual Certificates earned

Set Tasks (see 6.2.3)

Mastery Key - Indicates the extent to which a concept is mastered

The last games played with indication for top score

	Total	Literacy	Numeracy	Languages
Total Answers	11,025	7,382	3,511	132
Accuracy	96%	95%	96%	92%

Category	Total Answers	Mastery Level	Set Task
Letter Introduction 1 (s, a, t, p)	160		
Listening 1	106	25%	
Sound Introduction 1 (s, a, t, p)	69		
Letter Introduction 2 (n, i, m, d)	139		
Blending 1	88		
Sound Introduction 2 (d, i, m, n)	96	10%	
Word Introduction 1	234	10%	
Letter Introduction 3 (g, o, c, k)	109		
Vocabulary 1	44		
Sound Introduction 3 (g, k)	106		

Subject	Category	Total Answers	Accuracy	When
French to English	Basic expressions	3	0%	3 days ago
French	Colors	4	25%	3 days ago
Literacy	Letter Introduction 1 (s, a, t, p)	43	98%	7 days ago
French	Colors	29	100%	10 days ago
Literacy	Word Introduction 3	51	100%	24 days ago
Literacy	Blending 2	16	100%	24 days ago
Literacy	Listening 1	3	0%	24 days ago
Numeracy	Bigger Number - Three Digit	29	100%	24 days ago
Literacy	Word Introduction 1	17	100%	a month ago
French to English	Basic expressions	11	73%	a month ago
Literacy	Letter Introduction 2 (n, i, m, d)	3	0%	a month ago
Numeracy	Two Times Tables Introduction	27	100%	a month ago
Numeracy	Two Times Tables Introduction	25	100%	a month ago
Literacy	Grammatically Correct	6	50%	a month ago
Literacy	Grammatically Correct	4	25%	a month ago
Literacy	Word Introduction 3	5	40%	2 months ago
Literacy	Word Introduction 3	9	67%	2 months ago

- 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.

Literacy	Numeracy	Language	Mastery									
Class SKOOLBO_TEAM Average Literacy Improvement	Letter Introduction 1 (s, a, t, p)	Listening 1	Sound Introduction 1 (s, a, t, p)	Letter Introduction 2 (n, i, m, d)	Blending 1	Sound Introduction 2 (d, i, m, n)	Word Introduction 1	Letter Introduction 3 (g, o, c, k)	Vocabulary 1	Sound Introduction 3 (g, k)	Letter Introduction 4 (e, u, r)	Blending
↑ 20 %	↑ 1 %	↑ 18 %			↑ 45 %	↑ 6 %	↑ 6 %	↑ 2 %	↑ 38 %		↑ 58 %	↑ 30 %
Alex K												
Amanda L	2			2								
Colin B	1											
Emma R	1				2							
Jess B	1				1							
Leigh D	1			1								
Sarah R												

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

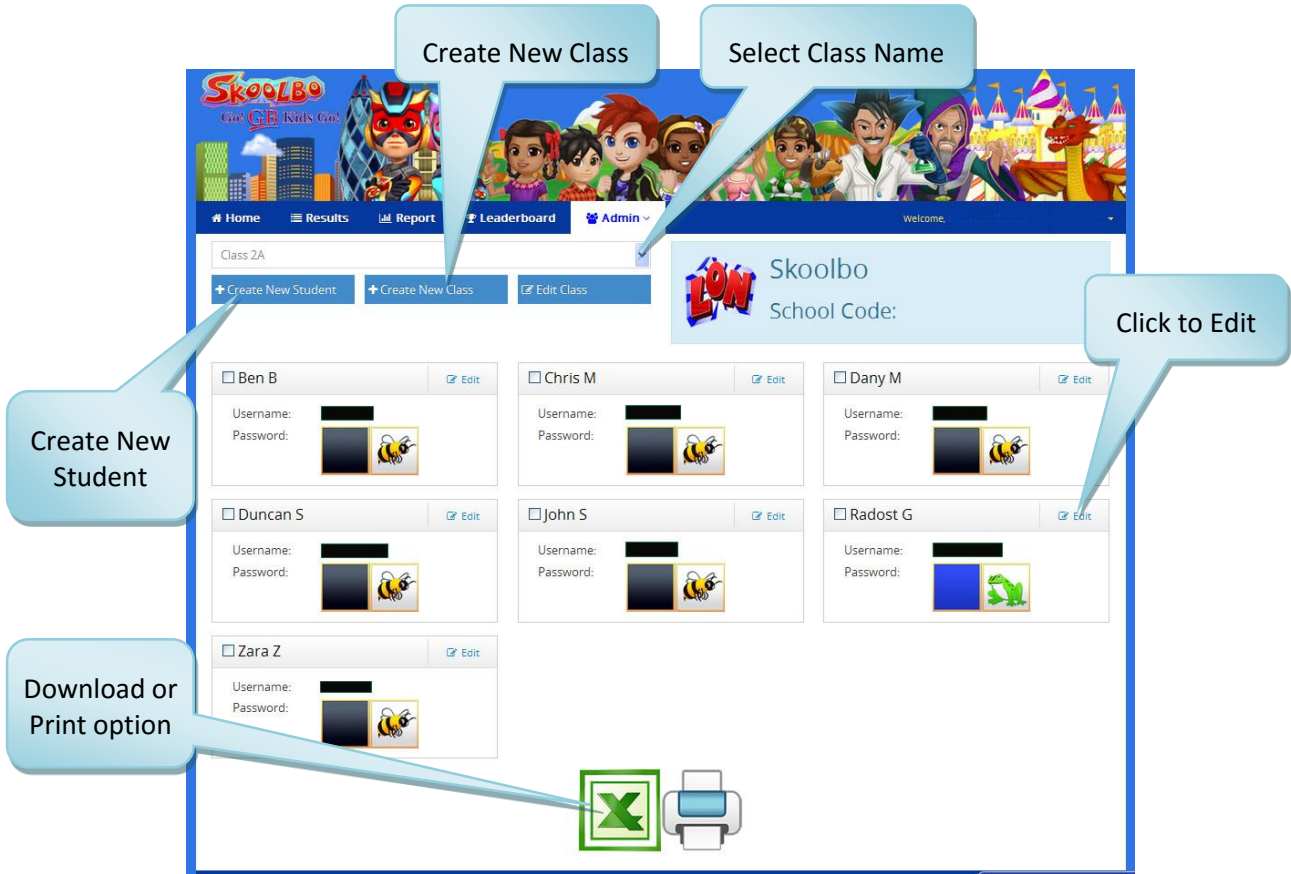
By clicking on the Topic arrow teachers can set tasks for the whole class, groups of students or individuals

Literacy	Numeracy	Language	Mastery									
Class SKOOLBO_TEAM Average Literacy Improvement	Letter Introduction 1 (s, a, t, p)	Listening 1	Sound Introduction 1 (s, a, t, p)	Letter Introduction 2 (n, i, m, d)	Blending 1	Sound Introduction 2 (d, i, m, n)	Word Introduction 1	Letter Introduction 3 (g, o, c, k)	Vocabulary 1	Sound Introduction 3 (g, k)	Letter Introduction 4 (e, u, r)	Blending
↑ 20 %	↑ 1 %	↑ 18 %			↑ 45 %	↑ 6 %	↑ 6 %				↑ 58 %	↑ 30 %
Alex K												
Amanda L								1				
Colin B								1				
Emma R								1				
Jess B								1				
Leigh D								1				
Sarah R								1				

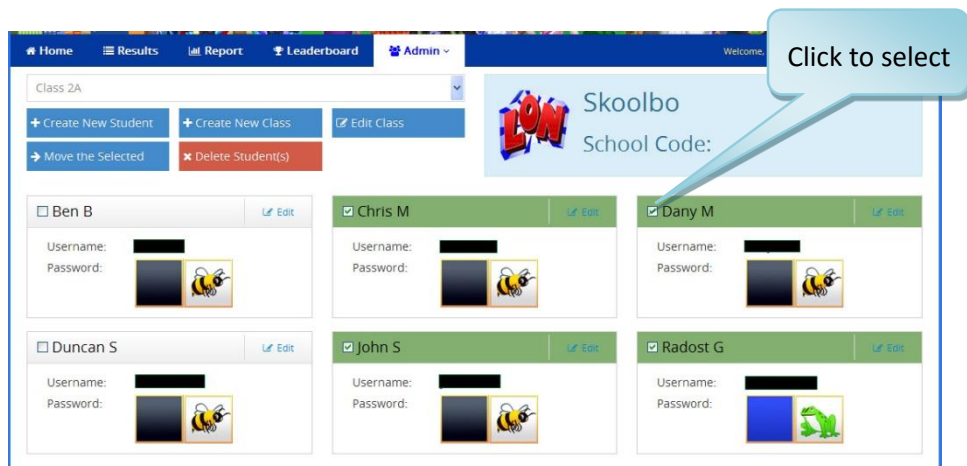
Set task to all students
 Set task to [dark blue] and below
 Set task to [light blue] and below
 Set task to [white] and below
 Remove task from all students

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

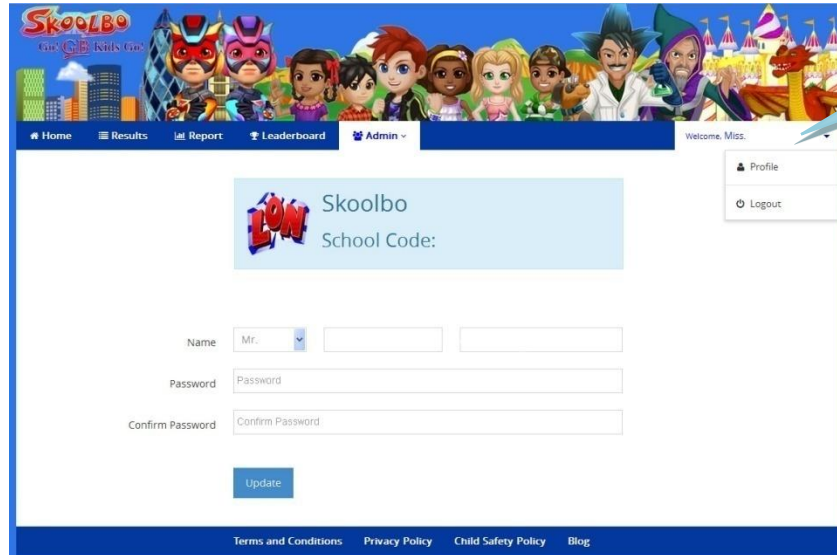


- When one or more accounts are selected new options become available - move to a different class or remove account altogether.



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.



Dear Parents,

Skoolbo is a great new site to help children with literacy and numeracy. Children are immersed in an incredible learning world and become highly motivated by the inbuilt rewards mechanisms designed to encourage healthy use and to maximise learning.

Your child has been provided with an account that grants full free use of the program both at home and school. As a parent you are able to view your child's results via the **Parent Dashboard**. There is no advertising on Skoolbo and there are no in-app purchases. Children are not able to communicate on Skoolbo and there is no possibility of unsafe interactions.

How to get going at home:

1. Visit <http://dashboard.skoolbo.co.uk/parent/register> and register as a parent in Skoolbo.
2. Once you log in with your account at <http://dashboard.skoolbo.co.uk/>, you can link it with your child's account **Username:** and Password. The password (always a colour and an animal) is by default the colour BLACK and the animal BEE, although your child may have changed this at school.
3. Then visit <http://skoolbo.co.uk/downloads> and download the software. Skoolbo is available on tablets (iPads and Androids), computers (PCs and Macs) and also through the Internet browser.
4. Open the software and select the **Parents** option, log in with your parent account, your child's account will appear on the screen as an avatar. Just click on it, select your child's password and they will be ready to play.

Tips for Maximum Benefit

- Encourage your child to use Skoolbo four to five times per week for around 20-30mins each time (this should be about ten games).
- Don't let other children (or adults) play on your child's account. Skoolbo uses a smart algorithm that determines the most appropriate learning activities specifically for your child based on his or her recent performance. Other users could affect the level of activity presented to your child.
- Celebrate your child's successes. Examples include 1,000 Correct Answer milestones and other improvement awards.
- Refer to the **Parent Guide** available at the **Downloads** tab on the website for additional tips and instructions.

Please don't hesitate to contact us at info@skoolbo.co.uk or call us on 020 8319 5918.

Best wishes,

(Teacher name/s)

and The Skoolbo Team



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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