LARGEST EDUCATIONAL GAME EVER

SKOOLBO
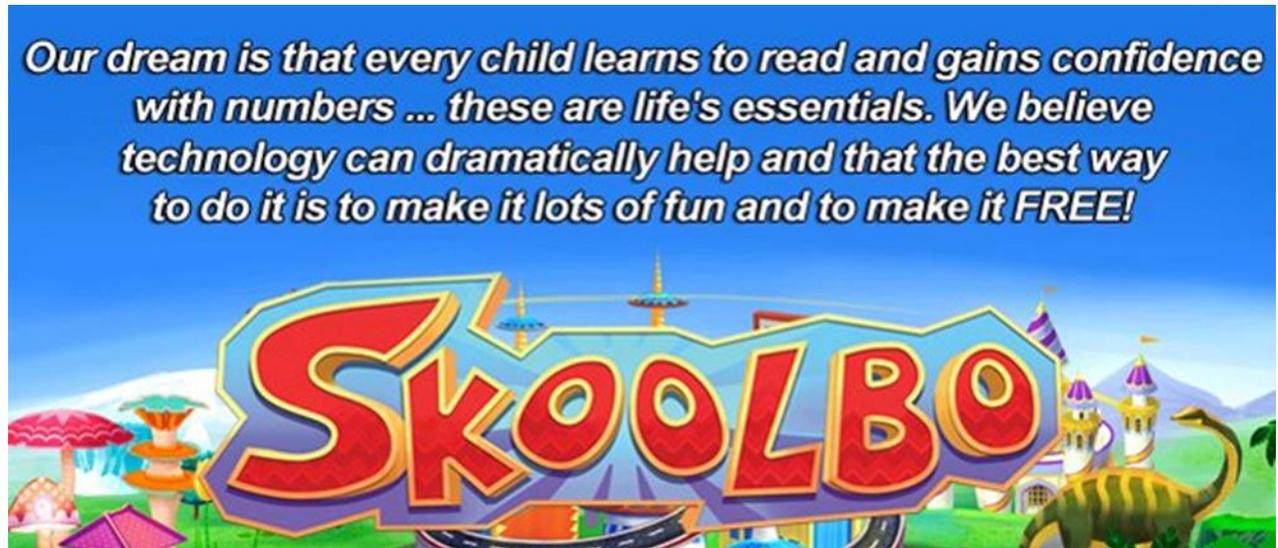
COMMON CORE

HOLLYWOOD

PARENT GUIDE

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1. Welcome

We are thrilled to welcome you and your student on Skoolbo!

Skoolbo has been created for one purpose - to help ensure every child masters reading and basic numeracy. All aspects of the design of the program have this in mind. We believe inherently in the value of motivating children to love their learning.

Skoolbo is accessible to everyone. Skoolbo is 100% free for students and teachers, and there are inexpensive premium versions for schools and parents.

Children are provided with accounts that grant full use of the program at home and school. There is no advertising on Skoolbo and there are no in-app purchases. Children are not able to communicate with other children on Skoolbo, eliminating any possibility for unsafe interactions.

Please share with us your child's Skoolbo experiences and help us create the best possible learning program for children.

Thank you for joining with us on the Skoolbo journey.

With very best wishes,
Shane Hill - Skoolbo Founder

2. Quick Start – Getting Going

2.1 Register for a free Parent Account

If your child already has an account with Skoolbo from his/her teacher, you can track his/her results on Skoolbo by registering for a Parent account and linking your account to your child's account.

Registration is not required for your child to play if he/she already has a school-created account. If you do not want to sign up for a free Parent account, go to Section 2.2 to get started.

- Go to dashboard.skoolbo.com/parent/register to register for a free Parent account.

2.1.1 Create a Child Account

Sign in to the Parent Dashboard via dashboard.skoolbo.com with your Parent account username (your email address) and password.

Upon receiving your log-in information and signing into your account, you will see the following screen:
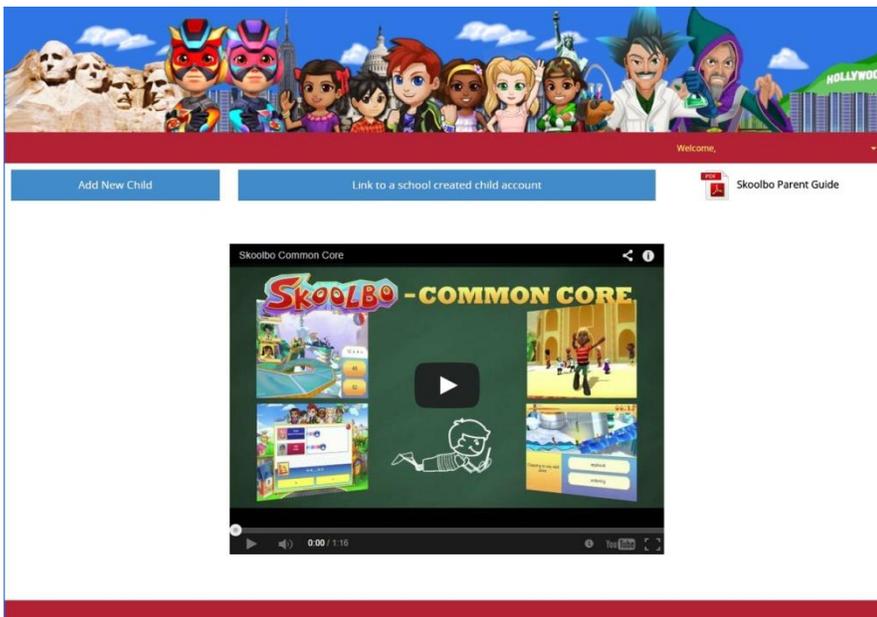
2.1.2 Link to a school created child account

If your child's teacher has created an account for your child already, link your child's account to your parent account by clicking the "**Link to a school created child account**" button.
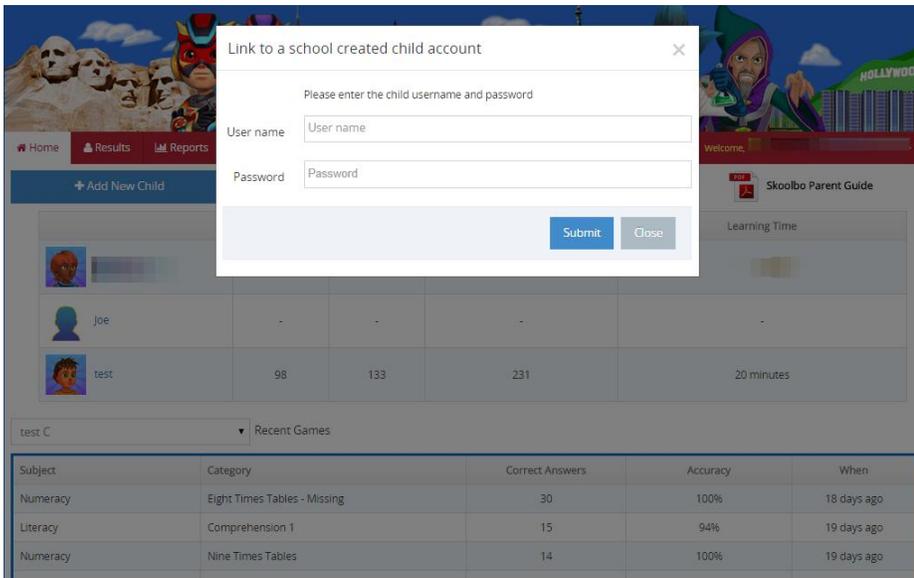
Enter your child's username (his/her first name followed by 4 randomly generated numerical digits; e.g., john1224) as provided for you by your child's teacher and then input your child's color/animal password combination. The default password is the color **BLACK** and the animal **BEE**.

2.1.3 Add New Child

If your child's teacher is not on Skoolbo, you can create a student account for your child by clicking the "Add New Child" button:
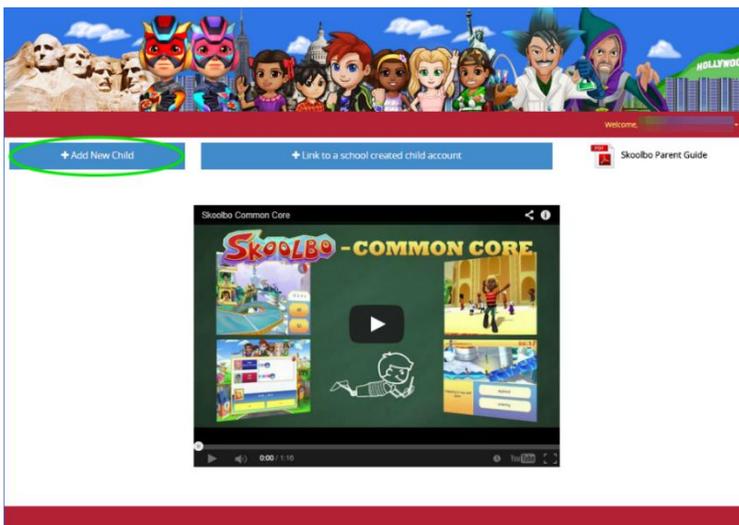
You will be prompted to give your child's first name and last initial. After clicking "Save", take note of the color and animal combination password that has been generated for your child.

2.2   Download the Skoolbo App for Students

Visit http://www.skoolbo.com/downloads/ to download the app.
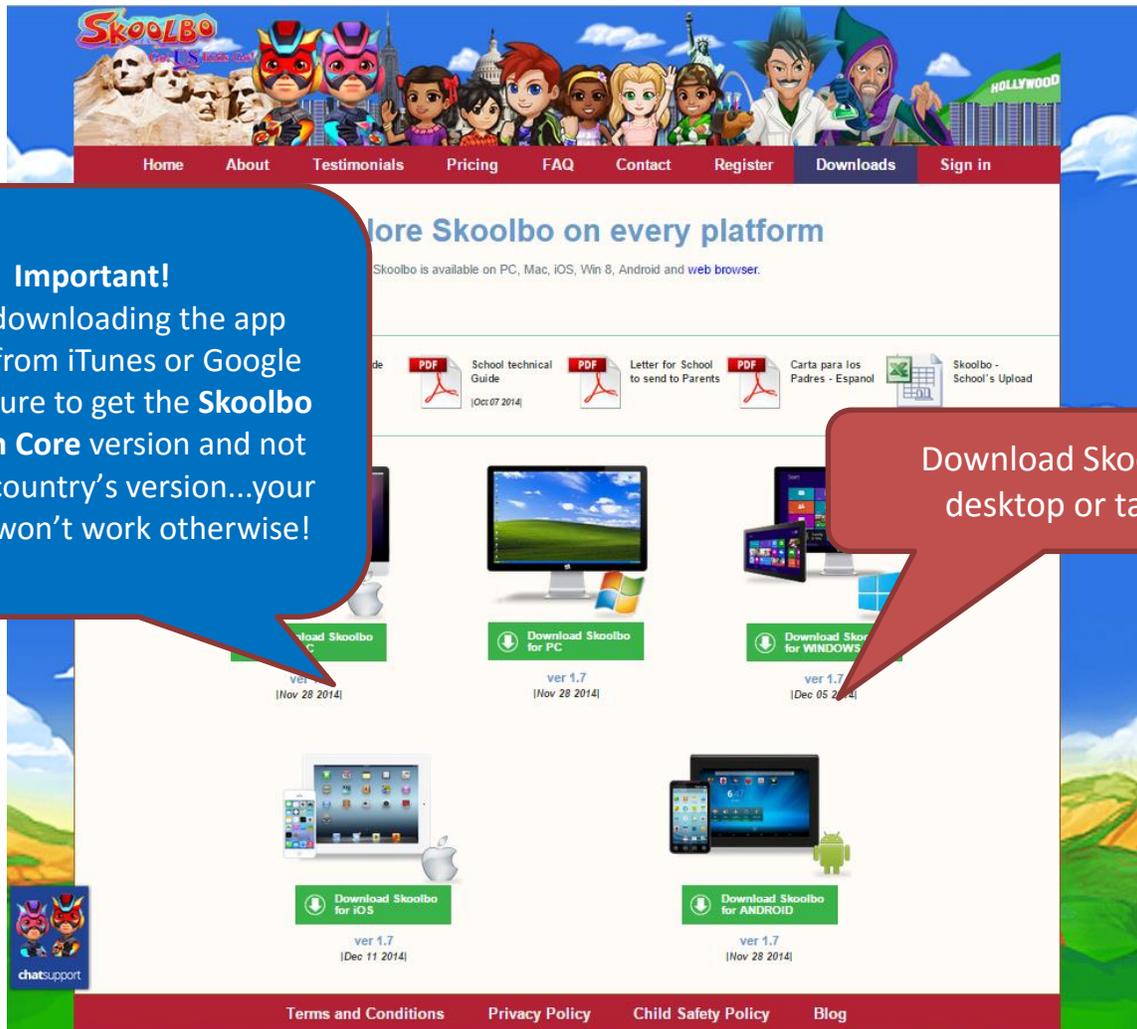
Important!
When downloading the app version from iTunes or Google Play, be sure to get the **Skoolbo Common Core** version and not another country's version...your account won't work otherwise!
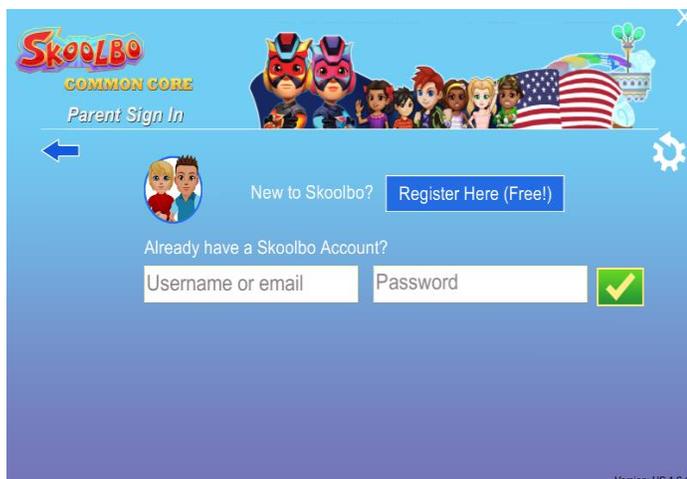
Download Skoolbo for desktop or tablets!

Please contact **info@skoolbo.com** or 310.307.3757 for technical assistance.

2.2   Configure Your Device

- Open the **tablet** or **desktop** app.
- Select **Parents**.

The student sign-in process has been specifically designed so that a 4 year old may do it independently without any adult help. Once the initial sign-in has been completed, the program will remember the child's account. Children simply click on their Avatar and then enter the color and animal password.

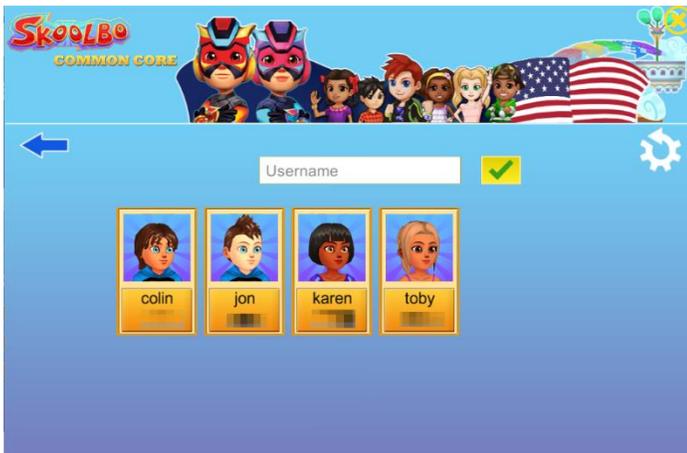**Default Password for Student Accounts**

- If you do not have a parent account, insert your child's **Username** and **Password**, which should have been given to you in a letter from your child's school or teacher. (If you have not received a letter, you can find a copy of the letter to parents at this link. **Ask your child's teacher for your child's username**.) The password by default is the color BLACK and the animal BEE though your child might have had changed this at school.

- If you have registered as a parent and have created or linked student accounts to your parent account, enter your parent username (your email address) and password here. Upon clicking the green checkmark, you will see the student accounts which are connected to your account (see example on the next page).

2.3   Playing Skoolbo

2.3.1   Customizing your avatar

- Avatars are an extremely important element for helping the child bond and take ownership of the learning program. We want children to genuinely feel that they are in the coolest of learning worlds. We are effectively trying to glamorize learning.

Explore the main page

- This is the learning games' home page.
- Once the child has logged in and customized his/her avatar, the child can click PLAY! to begin playing.
- From the main page, children can also:
  - ✓ Exchange their Bo Coins for cool toys, racers, and racing worlds
  - ✓ Go into their house and review their collection
  - ✓ Select a different racing vehicle
  - ✓ Change their avatar
  - ✓ See how they are progressing towards various rewards

3. The Game

REWARDS STAR WHERE CHILDREN CAN EXCHANGE THEIR BO COINS!

CLICK TO PLAY A LEARNING GAME

TOTAL NUMBERS OF CORRECT ANSWERS

SHORT, MEDIUM AND LONGER TERM LEARNING GOALS

MY HOUSE - A PLACE TO KEEP COOL THINGS

BO COINS – REWARDS FOR LEARNING (A NEW PLAYER IS GIVEN 1000 TO START)

DISPLAYS FULL CONTENTS OF THE CURRICULUM

SETTINGS

CLICK TO CHANGE APPEARANCE OF CHILD'S AVATAR

SEE CLASS, SCHOOL, STATE, COUNTRY LEADERBOARD

This is how the main page looks for a new player.

- Press **Play** on the main page.

WARP ROOM

- You will be taken to the **Warp Room** to find another player to race against in a learning game. Children also compete against the Zalairos characters, characters from our e-book series.

- The first four games on Skoolbo are **pre-tests.**
- The results from the **pre-tests** are used to pitch the student at the right level of the curriculum.
- The **Skoolbo Spiral Learning Algorithm** is designed to give every child the optimal curriculum regardless of his or her actual age or level and reassesses the child's performance after every game.
- Numeracy and literacy are assessed independently.

60 Seconds: three strikes and you're out!
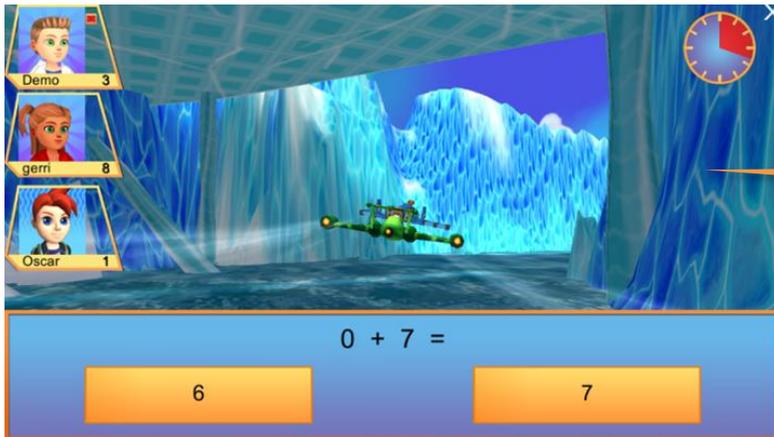
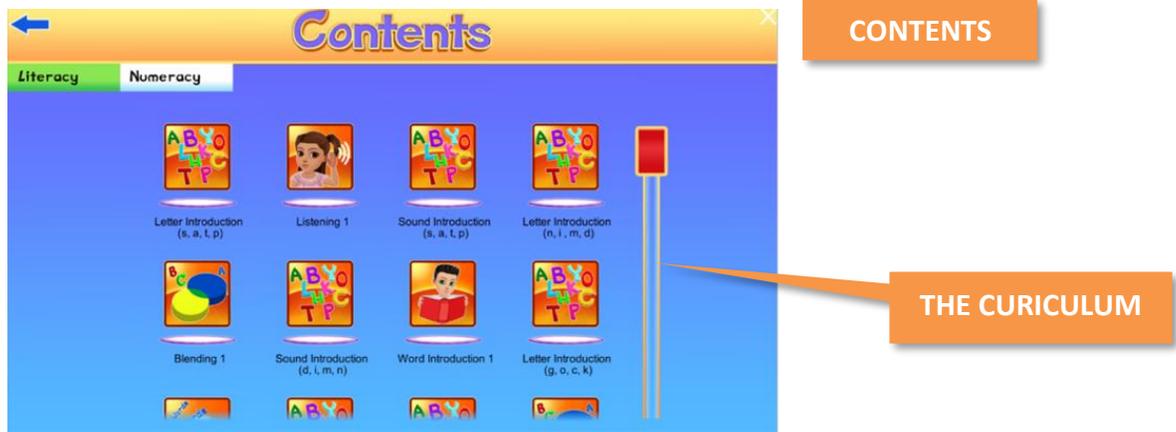**FLYING GAME**

Key Learning Principle

- Create a game environment where children forget they are learning. It's okay to make mistakes but there's great incentive to do your best.
- Learning sprint – children devote 100% focus during the 60 seconds and this leads to tremendous learning and improvement.
- Immediate feedback and support is provided by the game.

DANCE GAME

- Additional game types are available as appropriate to the curriculum. There are racing, running, and dancing games.

3.1   Exploring the Main Page

REWARDS STAR

BO COINS

CONTENTS

THE CURICULUM

- The full set of curriculum may be selected from the **Contents** section accessed by a button at the bottom of the main page.

INSIDE THE REWARD STAR

- You may exchange your **Bo Coins** for reward items at the **Rewards Star.**
- **Bo Coins** are earned by playing learning games.
- Bo Coins **cannot** be purchased with real money.

3.2   My House and Racing Vehicles

MY HOUSE

PLANE

- You may enter **My House** by clicking on the house. This is where your reward items are stored.

INSIDE MY HOUSE

MY RACING VEHICLES

- You may select a new racing vehicle by clicking on the **plane** on the main page.
- You can acquire more racing vehicles from the **Rewards Star**.

3.3   Settings

Settings (the red gear-wheel) at the bottom right of the Skoolbo screen can be used to change volume levels, change passwords, log a student out and exit the game. The open **Settings** box is shown on the screen below.


Note: Reducing the background music and sound effects does not affect the volume of the voice that asks the questions.

Sound Issues on iPads

Please check in **Settings** that the **Mute** function has not been enabled and that the **side switch** has not been set to the **On** position.
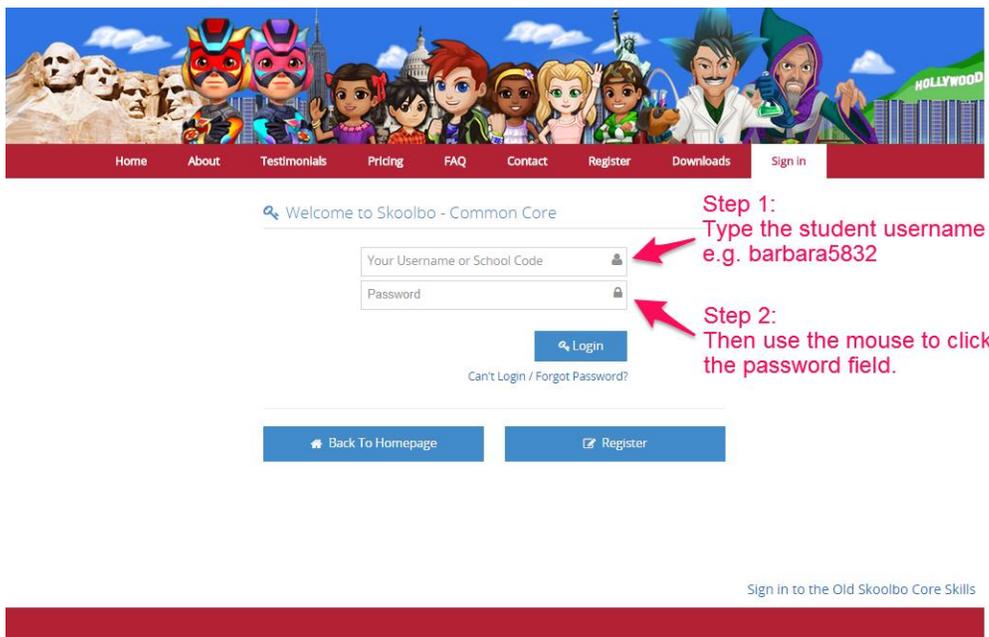
3.4   Offline Mode

Offline will appear in the bottom left corner of the screen if there isn't an internet connection.
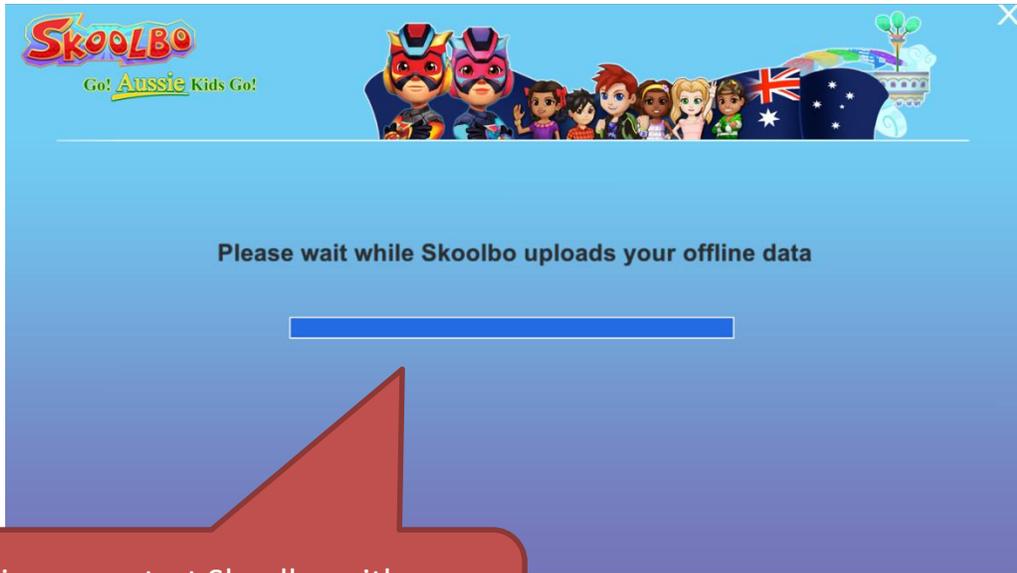
The next time you start Skoolbo with an internet connection after having been offline, your data will be uploaded and synced.

4. Web Browser Version

- If you encounter difficulties with running the downloaded app version, you may use the web browser version by having your child sign in at dashboard.skoolbo.com.
- It's a simpler 2D interface and has the same content but is not as engaging for the children—the children will still earn coins but they cannot go to the Rewards Star to make any purchases until they log in using a desktop or tablet.
- The web browser version will run on most modern web browsers **but** it cannot run on Internet Explorer 8 and below. If you run this version for your normal web browsing, you could try using Google Chrome.
- Learning data on the web browser version is automatically shared with accounts on other platforms – desktops and tablets.

THE WEB BROWSER GAME'S MAIN PAGE

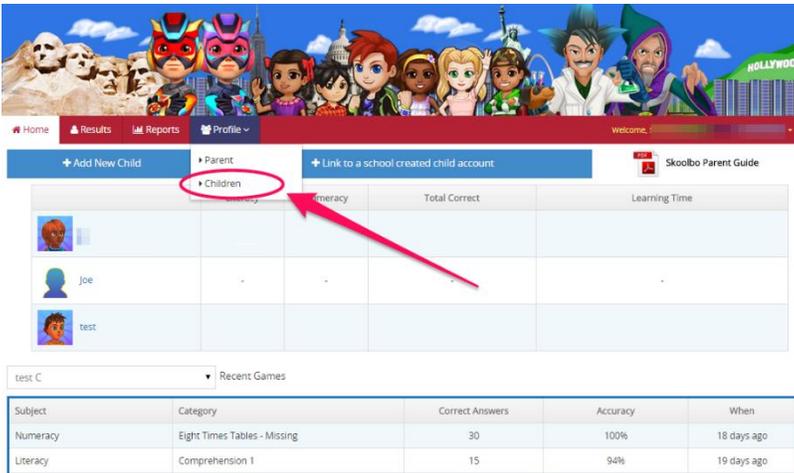**PLAYING THE WEB BROWSER GAME**
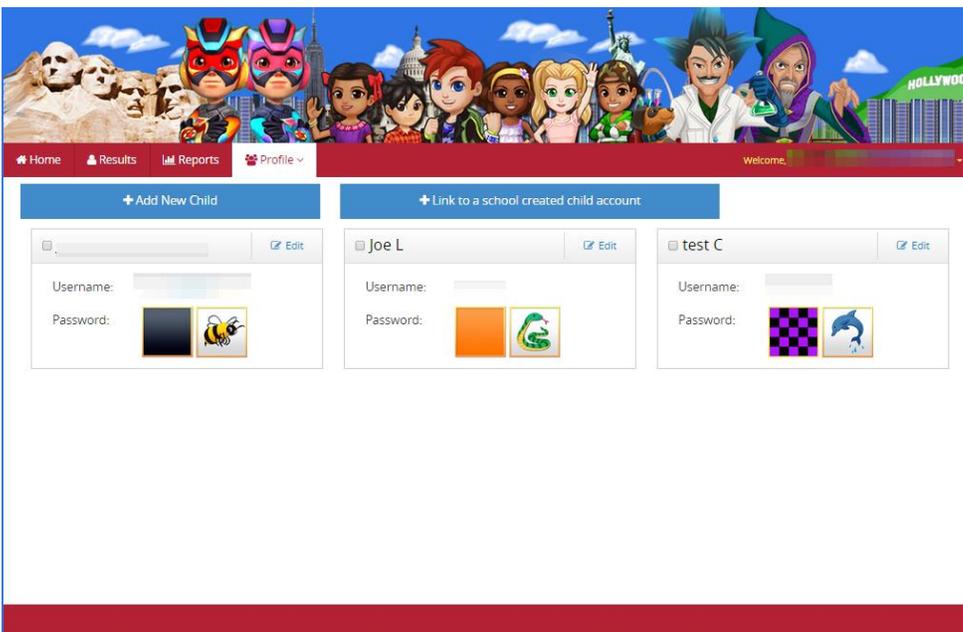
5. Parent Dashboard

Log in via dashboard.skoolbo.com with your username (the email address you used to register for an account) and password.

5.1 Editing Child Accounts

Click the "Profile" tab and then select "Children"

You will see the following screen, which will show all children connected to your parent account with their username and password.

To make any edits, simply click on the "Edit" button on the upper right hand corner of the child's box and this dialog box will appear:
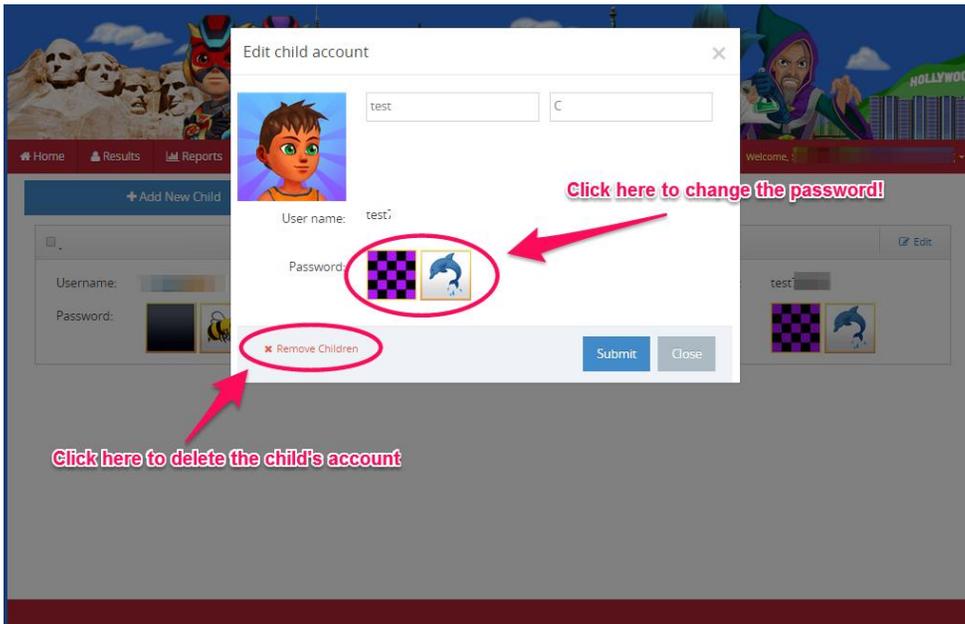
You can now make changes and edits to the child's name and password. **Note that you cannot change the child's username.**

If your child's account was set up at school and you choose to remove the child's account from your parent account, the child's account will still exist under the teacher's account. It will not delete the child's account completely from the system.

5.2 Results

Once you have child accounts connected to your parent account, you will see an overview of their play on your parent dashboard home page.

In the example above, you can see that child Joe has not started playing yet. You will be able to see how many questions the child has answered correctly in the areas of Literacy and Numeracy and how much time the child has spent learning on Skoolbo. You can also the recent games each child has played, including the category, how many questions were answered correctly, accuracy and when the game was played.

If you click on "Results", you will see a breakdown of the child's mastery of the different categories:

6. Key Learning Principles

- ✓ **Engage the child** – We do everything possible to motivate and engage the child. Examples of this include creating a game the children love, providing a motivating rewards system, and linking the game with family and friends.
- ✓ **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 answers.
- ✓ **High volume and fast paced** – The game provides an environment of efficient learning with students typically making more than 200 responses in a fifteen minute period. Reading and math games last 60 seconds; this provides an intense learning period during which children are 100% focused. The result is an extremely rapid skill development.

Mastery

Revision

New Content

Difficulty

Skoolbo Spiral Learning Algorithm (SLA)

The Skoolbo Spiral Learning Algorithm gives every child the optimum curriculum, regardless of his or her age. It starts by pre-testing the child in both literacy and numeracy and then continues to reassess competence after each game. The SLA then selects an ideal blend of new content, not yet mastered content, and revision content for the next game. Numeracy and literacy are assessed separately. Many teachers have indicated that this inbuilt differentiation is one of the strongest features of Skoolbo. Parents and teachers also have the ability to customize the program and set specific curricula for their students.

7. Best Tips

- ✓ **Motivate, motivate, motivate!** Do everything possible to motivate your child. Motivation comes from parents and other family members, teachers, and peers. Skoolbo uses a hierarchy reward system to enhance motivation and encourage healthy use of Skoolbo.

- ✓ 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.

- ✓ Encourage your child to use Skoolbo **four to five times per week for around 20-30 mins** each time (a 20-30 minute period should be about ten games, after which your child is rewarded with a *Lucky Prize*). This is a far more effective approach than one extended session.

- ✓ **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 the "1,000th Correct Answer" milestone and other improvement awards. Consider setting a goal for your child of 5,000 Correct Answers over the next 8 weeks and celebrate by a trip to the movies when achieved. A large part of the program is also dedicated to celebrating improvement shown by the child – he or she will receive badges for improving skills by 10%, 25%, 50% and 100%.

- ✓ **Download Skoolbo FanClub app** (when released) and play learning games with your child – they will love it! We especially recommend grandparents and other special family members being involved in this.

- ✓ The app **can also work offline**. Many children play in the car!

8. Zalairos Adventures

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. All 25 audiobooks are now available for only $6.95.

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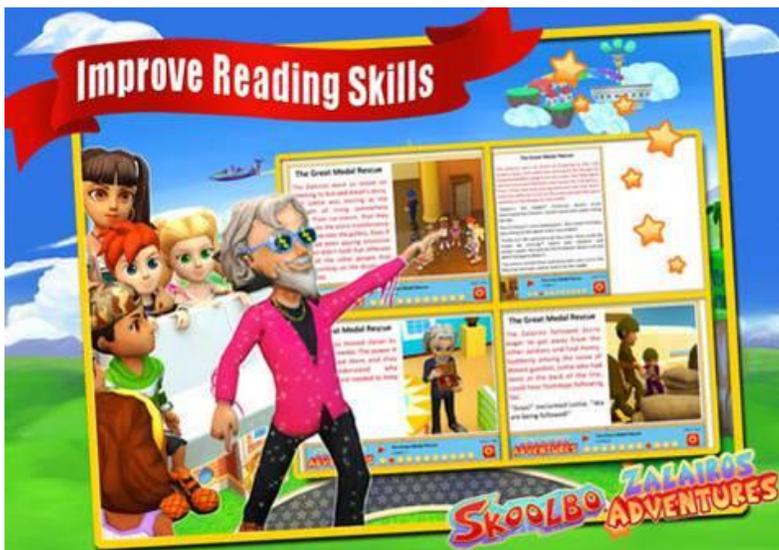
The stories have been developed to help children with their reading and comprehension skills. They are beautifully illustrated and narrated. The narration can be turned off for more advanced readers.

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

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

The Zalairos Adventures have an interest age of 5 through 12 and the books are optimized for a reading age of 8+.

9. Upcoming Developments

FanClub

- Parents and grandparents will be able to download the **FanClub** app to play directly with the child. You can also play with the child even when he or she is using Skoolbo in class – you may even be on the other side of the country or world!   Children really love being able to play learning games with their family members. Grandparents also enjoy it immensely.

Parental alerts and reports

Healthy Kids

- The release of **Skoolbo Active** – units designed to promote a healthy, active lifestyle.

10. Contact Us

info@skoolbo.com

@Skoolbo

facebook.com/Skoolbofun

310.307.3757