LARGEST EDUCATIONAL GAME EVER
SKOOLBO
Go! Aussie Kids Go!
Developed for the Australian Curriculum
Skoolbo partners
EARLY START
UNIVERSITY OF WOLLONGONG
Save the Children
Australia

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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 and basic numeracy. 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 socioeconomics.

Please share with us your 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 About the Skoolbo Platform

Skoolbo for Students:

Students may access Skoolbo via:

1. **Tablets - iPads and Androids (Win 8 App coming soon).** These apps are downloaded from the various app stores. They can be played both online and offline. We highly recommend tablets for children age six and below due to their ease of use.

2. **Desktops PCs and Apple Mac.** These desktop applications are downloadable from www.skoolbo.com.au/downloads and need to be installed on each computer. They may also be played in both online and offline mode.

3. **Web browser via** http://dashboard.skoolbo.com.au/ **.** This version is designed for when the tablet or desktop version is not possible. 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.
- Students should be encouraged to download tablet or desktop versions at home.
- Learning results are automatically shared between home and school.

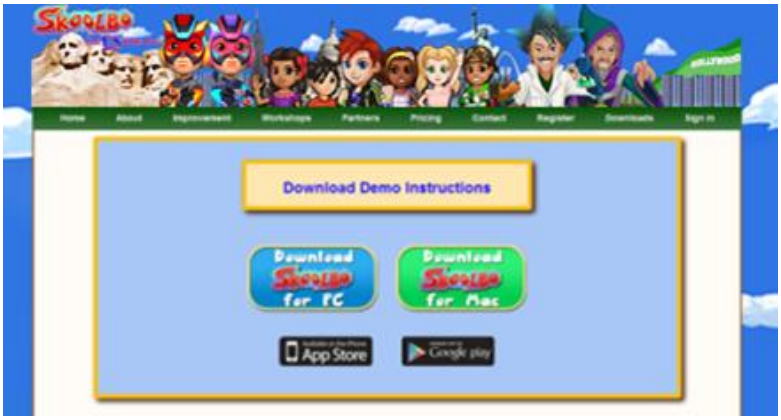
Skoolbo for Teachers

The Teacher Dashboard is designed for the teacher to see the results of his or her students and to set the curriculum. The Teacher Dashboards is web browser based and accessed via http://dashboard.skoolbo.com.au/. A teacher app for tablets/smart phones/desktops will be available shortly.

Skoolbo for Parents

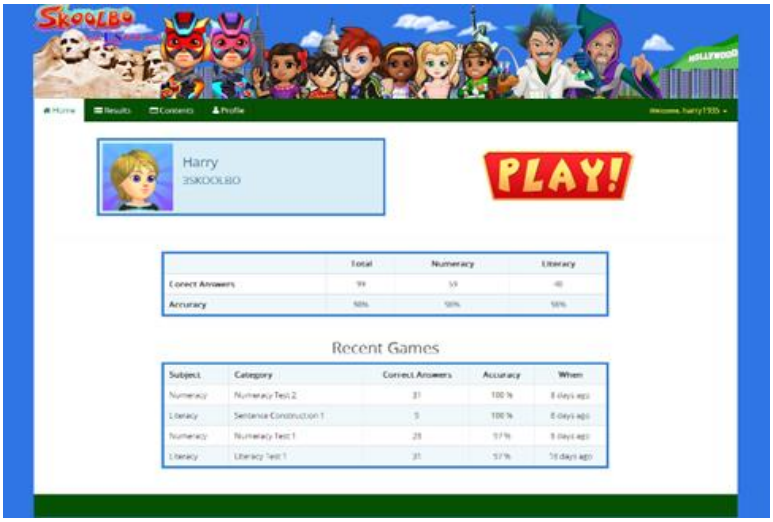
Skoolbo has a Parent Dashboard, designed for parents to view their child's results. The Parent Dashboard is web browser based and accessed via http://dashboard.skoolbo.com.au/. There will also be a FanClub app available shortly enabling parents and grandparents to play learning games with their child.

2.2 Download the Skoolbo App for Students



- Visit www.skoolbo.com.au/downloads to download the app for your devices (tablets or desktops).
- The app version provides the best experience for children.
- Many schools will require support from their **Network Administrator** to install the Skoolbo app.
- School networks can be complex and may block the Skoolbo app by default. Generally, Network Administrators are able to solve this issue by allowing:

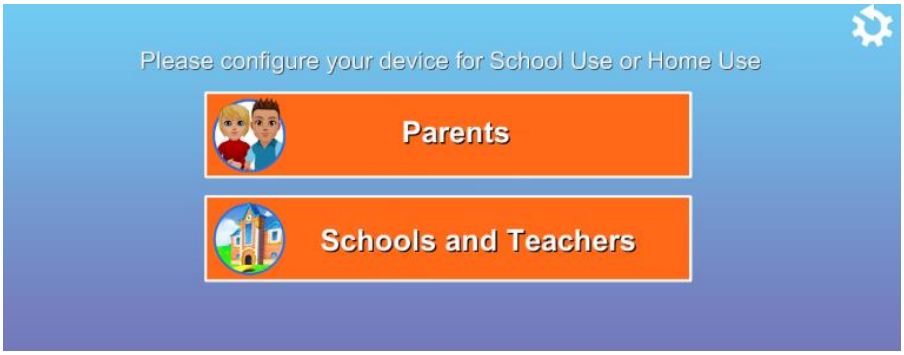
  http://au-core-service.cloudapp.net
  http://skoolbo-assets.s3.amazonaws.com



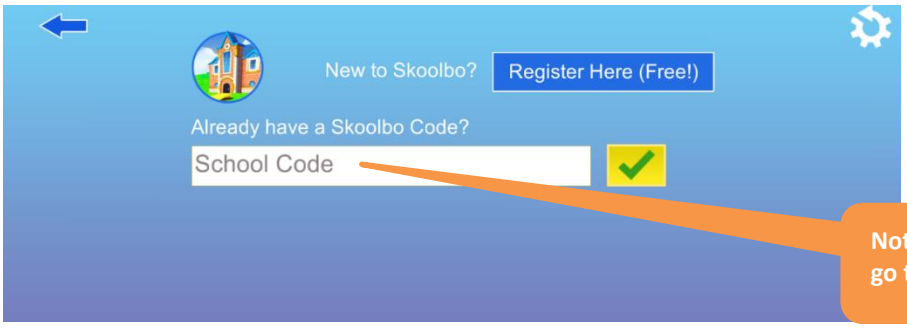
- Schools that are encountering difficulties with running the app version may use the web browser version by having students sign in at http://dashboard.skoolbo.com.au/.
- The web browser version should avoid most network issues.
- The web browser version will run on most modern web browsers. It will also run on Internet Explorer 8 and below, provided you have Flash installed. If you run Internet Explorer 8 but do not have Flash installed, then please try Google Chrome. You may require the assistance of your **Network Administrator** for this.

Please contact info@skoolbo.com.au for technical assistance.

2.3 Configure your Devices



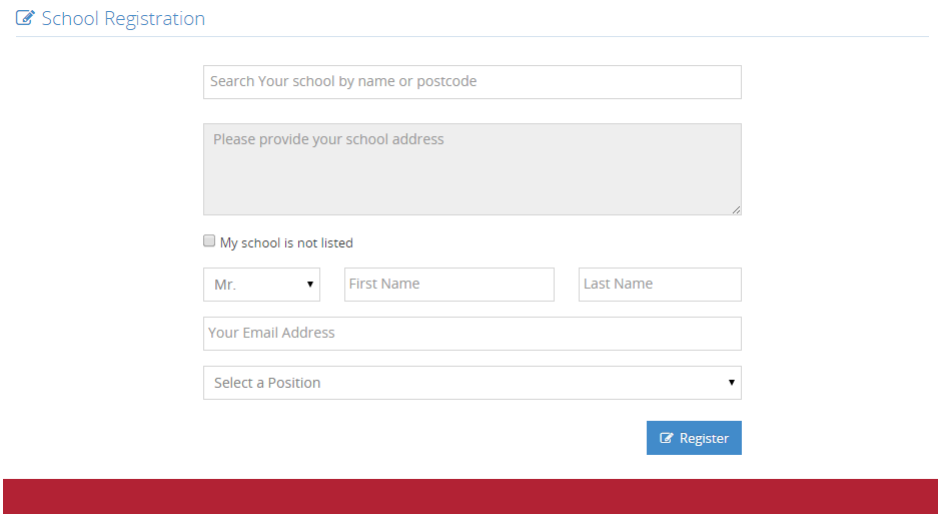
- Open the **tablet** or **desktop** app.
- Select **Schools and Teachers**.



Note: If you already have a Skoolbo code, please go to the section 2.3.4.

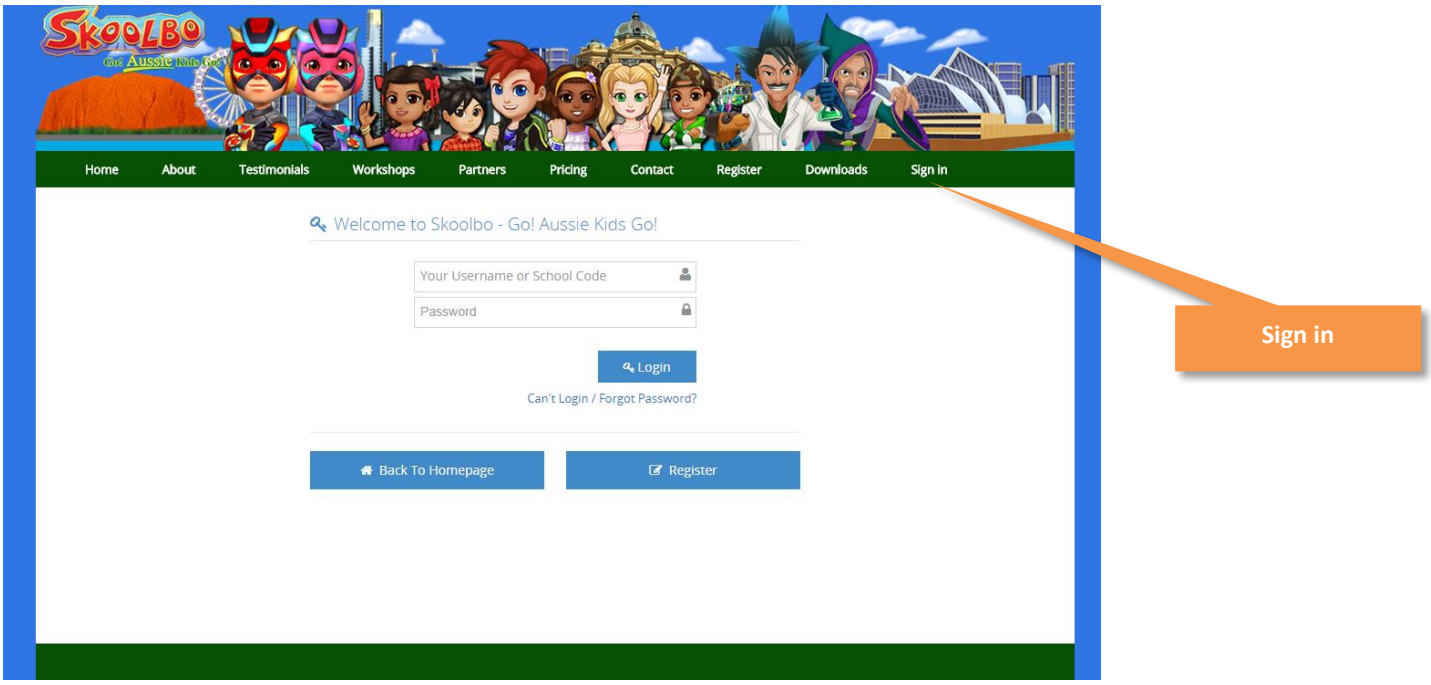
2.3.1 New to Skoolbo?

Click on **Register Here (Free!)**.

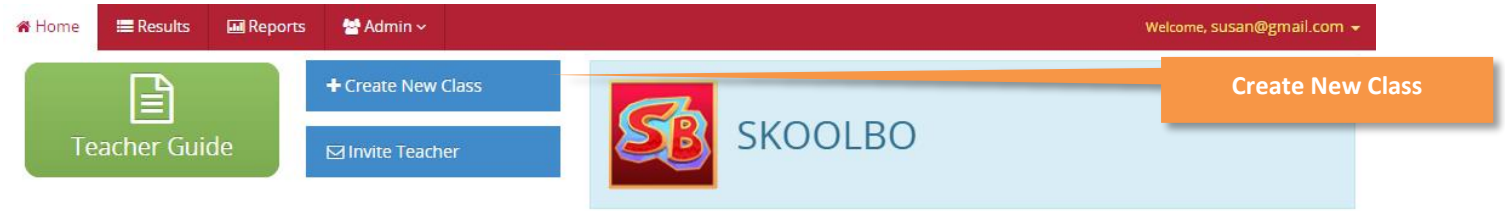


- Complete the **School Registration** form and submit.
- You will receive an e-mail with your **School Code** and a **Password** for the **Teacher Dashboard** which will allow you to create your classes and student accounts (see next section).

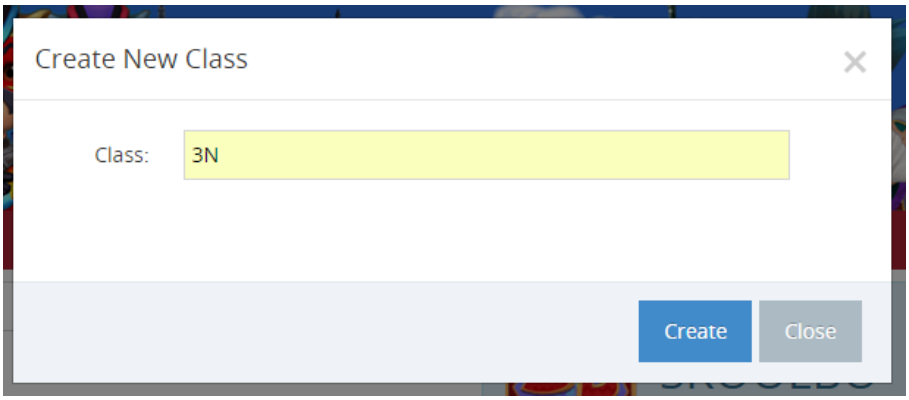
2.3.2 Create Classes and Student Accounts

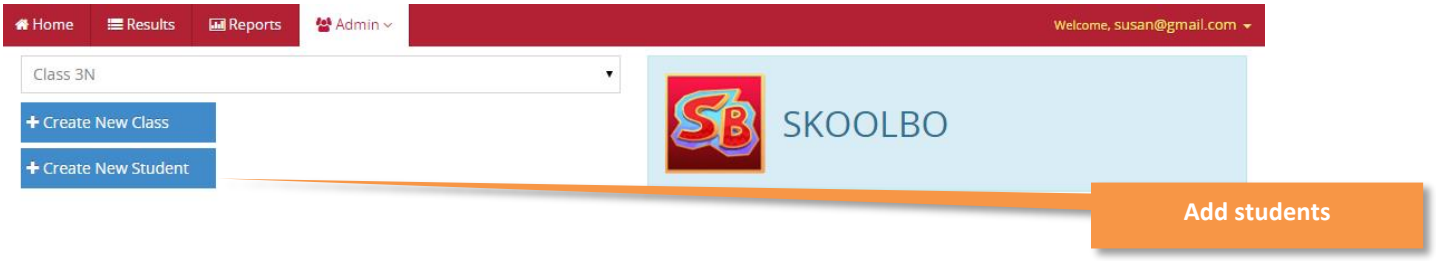


- Sign in to the **Teacher Dashboard** at http://dashboard.skoolbo.com.au/ using your e-mail address and password – this will have been forwarded to you in an e-mail when you registered.

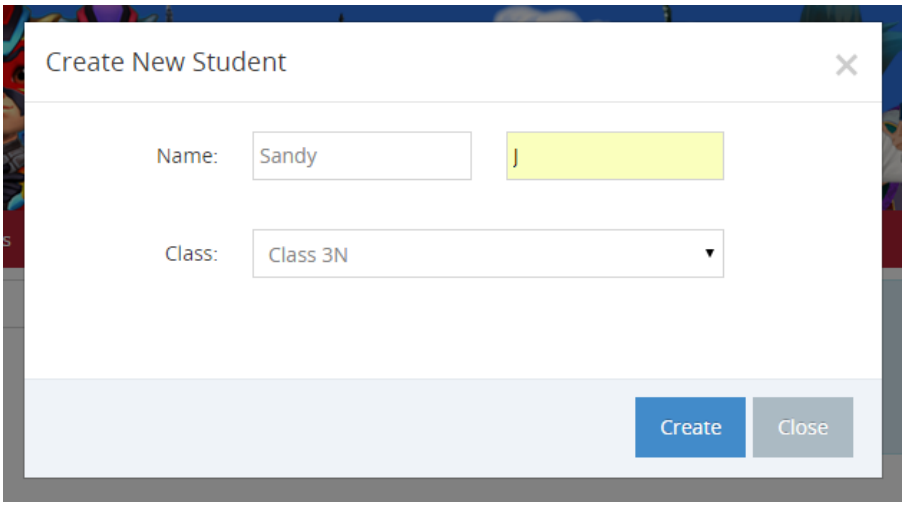


- Click on **Create New Class** and enter the class name as shown below.





- Click on **Create New Student** and enter the student name as shown below. For privacy reasons we only accept surname initials.
- If two students in your class have the same first name and the surname initial (e.g., Sally Thompson and Sally Tucker), please ensure that you are able to distinguish between the two accounts. This is particularly important when students play for the first time and select their avatar.



- Repeat to create all students in your class.
- If you contact us at info@skoolbo.com.au, we can do a bulk upload for you.
- If a teacher would like to play the game, they need to create a student account (avatar) for themselves. This will allow the teacher to demonstrate to the class and sample learning activities. (If you registered through our website, a pre-created student account for the teacher will have been generated.)

- A student usernames consists of their first name followed by four random digits.
- By default, all student passwords have been set to
- We have done this so that getting going in class with young children is as simple as possible.
- We recommend that teachers encourage children to set a new colour and animal password that they can easily remember. They can do this by visiting **Settings** within Skoolbo. Teachers may also change student passwords within the **Admin** section of the **Teacher Dashboard**.

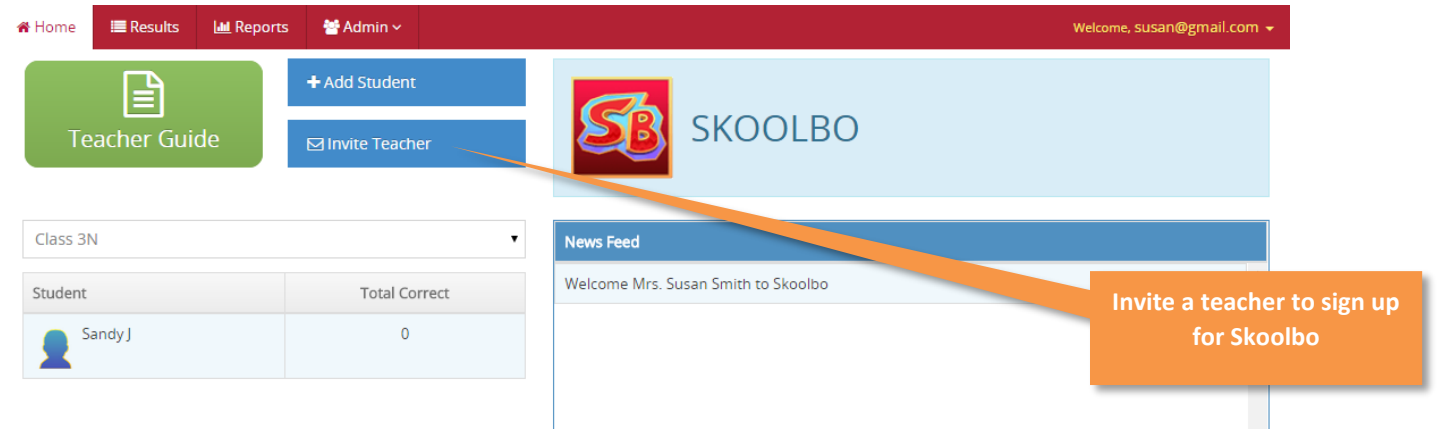
SETTINGS

The student sign in process has been specifically designed so that a 4 year old may do it independently without any adult help.

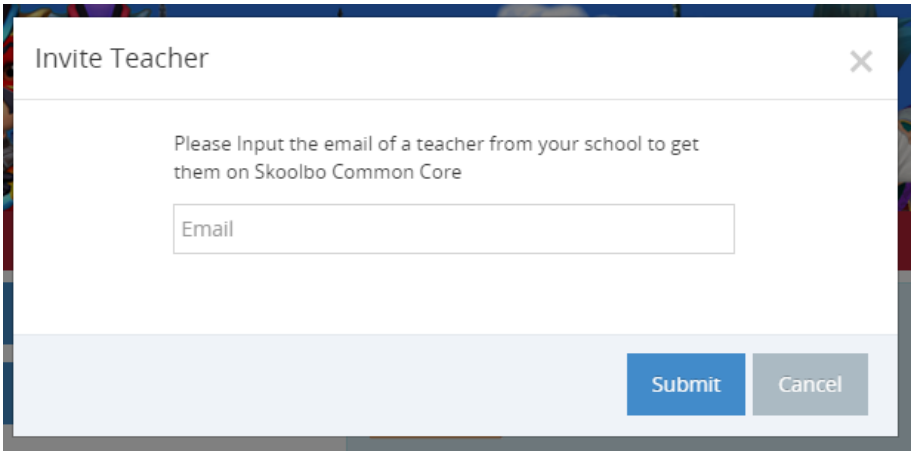
Children simply click on their Avatar and then enter the color and animal password.

Once you have added all your students, you can now **log into the app** (see section 2.3.4).

2.3.3 Invite a Teacher

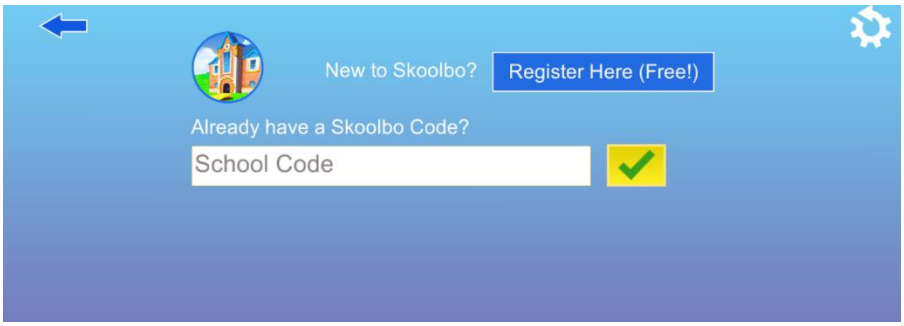


- To get the teachers at your school on board Skoolbo, please click on **Invite Teacher**.

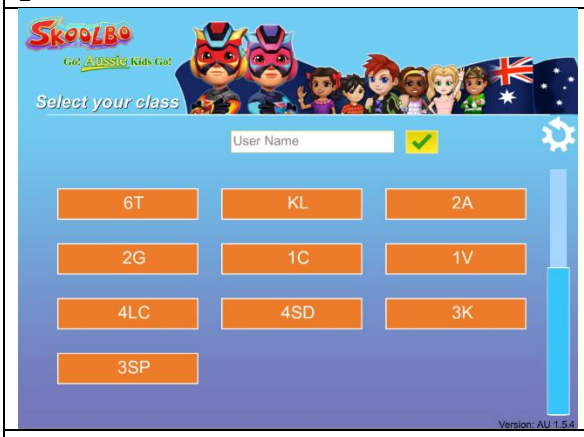
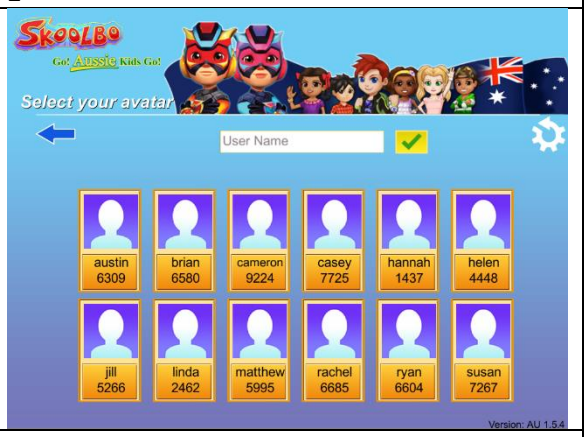
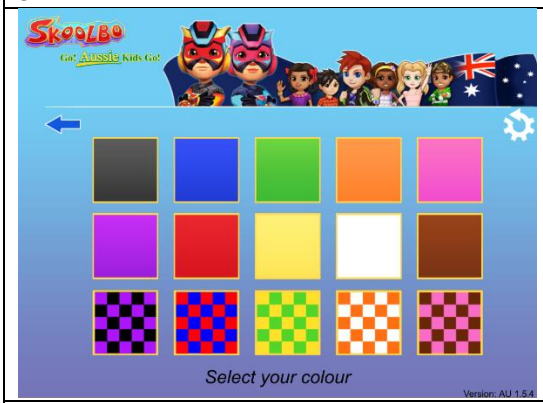
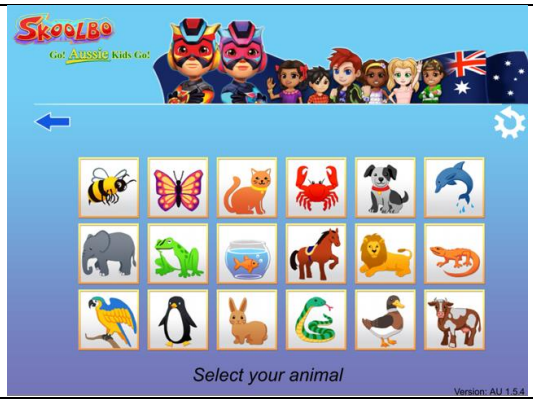


- Enter the teacher's email address and he or she will be sent and e-mail with a link to a registration page.

2.3.4 Already have a Skoolbo Code?



- Enter your **School Code.**

1	2
	
• Select **your class**.	• Select **your avatar**.
3	**4**
	
• Select the colour **Black**	• Select the animal/creature **Bee**

3. Key Pedagogies

- ✓ **Motivate, motivate, motivate!** 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.
- ✓ **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 reading and math 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 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 also have the ability to customize the program and set specific curricula for their students.

4. Playing Skoolbo

4.1 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 glamourize learning.

- This is the game's main page. By clicking on the Avatar, children can change its appearance at any time.

4.2 Main Page

Rewards Star where child can exchange their Bo Coins!

Click to PLAY a learning game

Total numbers of correct answers

Short, medium and longer term learning goals

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

Displays full contents of the **curriculum**

Settings

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

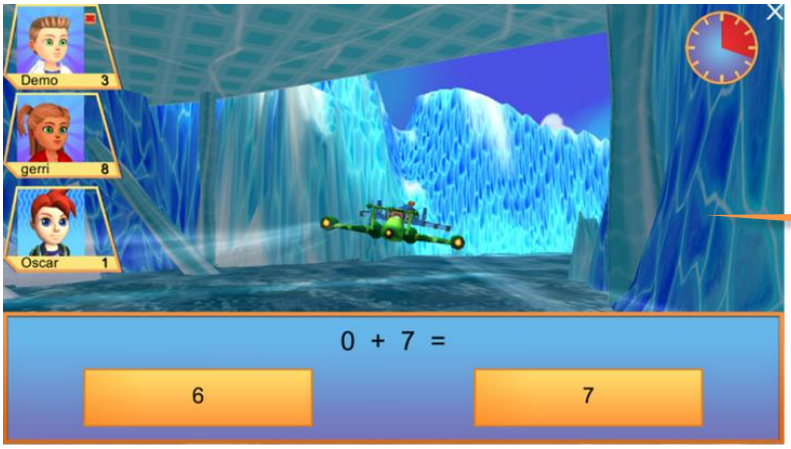
4.3 Getting Started

- 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 had been played on Skoolbo.

- 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.

4.4 Different Types of Games



FLYING GAME

Key Learning Principle

- Create a game environment where children forget they are learning. It's okay to make mistakes and 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.

DANCE GAME

- There are additional game types (such as running or dancing) as appropriate to the curriculum.
- In the dance games, your avatar does cool dance moves when you get the question right.

4.5 Exploring the Main Page

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

- 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.

4.6 My House and Racing Vehicles

MY HOUSE

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

MY HOUSE

PLANE

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**.

4.7 Settings

Settings (the red cog) at the bottom right of the Skoolbo screen can be used to change volume levels, change passwords, log a student out, or exit the game.

Background music and sound effects may be reduced; however, this does not affect the loudness of the voice that asks the questions.

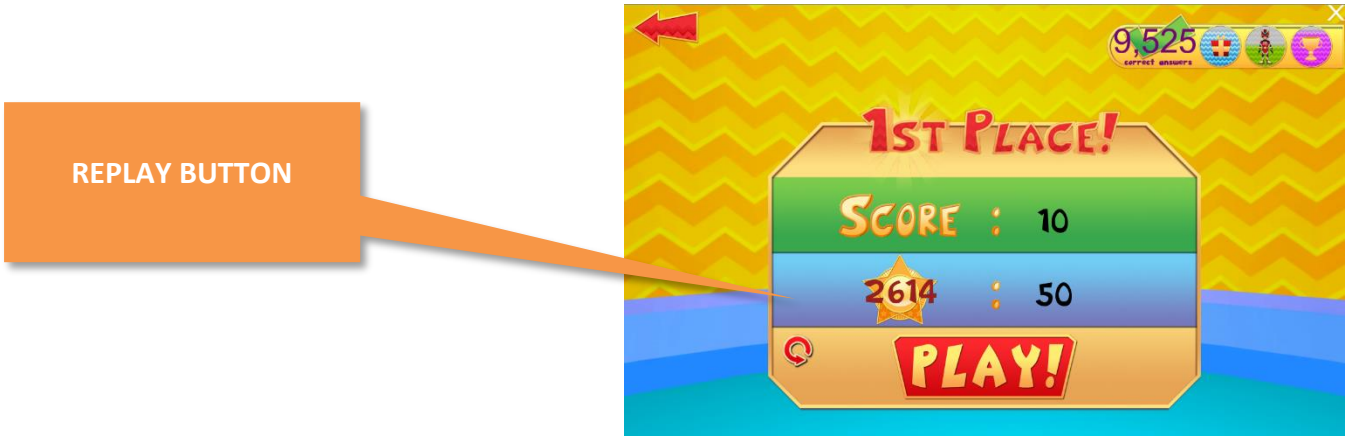
Note: Sound Issues on iPads

Please check:

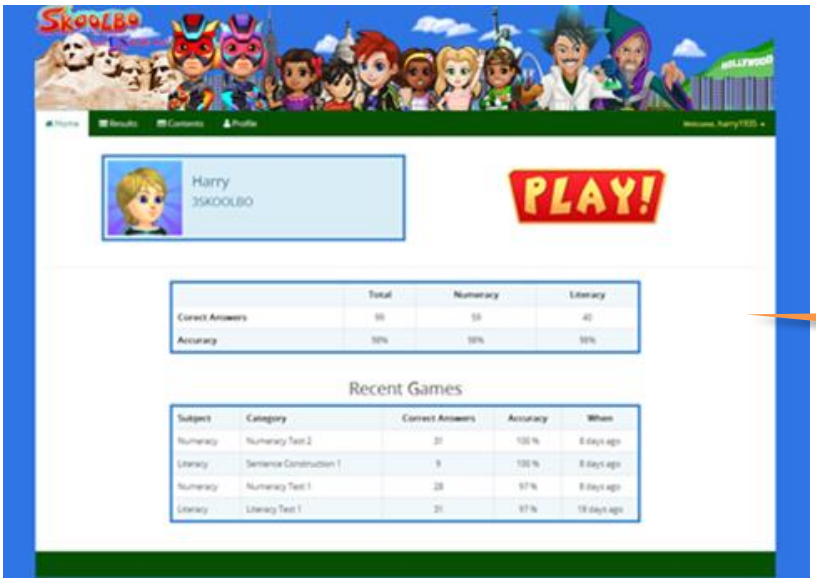
- In **Settings** that the **Mute** function has not been enabled and that the **side switch** has not been set to the **On** position.
- If the volume has been turned up on the iPad.

If children want to set a new color and animal password that they can easily remember, they can do this by clicking on the **Change Password** button.

Note: You cab replay the same game or a similar game by clicking the **Replay** button. Otherwise just select **PLAY.**



4.8 Web Browser Version



THE WEB BROWSER GAME MAIN PAGE

- Students may access the web browser version via http://dashboard.skoolbo.com.au/.
- The web browser version is recommended when playing Skoolbo on either desktop or tablet is not possible.
- The web browser version works best on a modern web browser (IE 9 or above, Google Chrome, Safari, Firefox). Note it will also run on Internet Explorer 8 and below, provided you have Flash installed.
- The web browser version requires internet connectivity.
- Learning data on the web browser version is automatically shared with accounts on other platforms – desktops and tablets.

PLAYING THE WEB BROWSER GAME

4.9 Game Time and Rewards

We recommend that students play for 20 to 30 minutes five times a week.

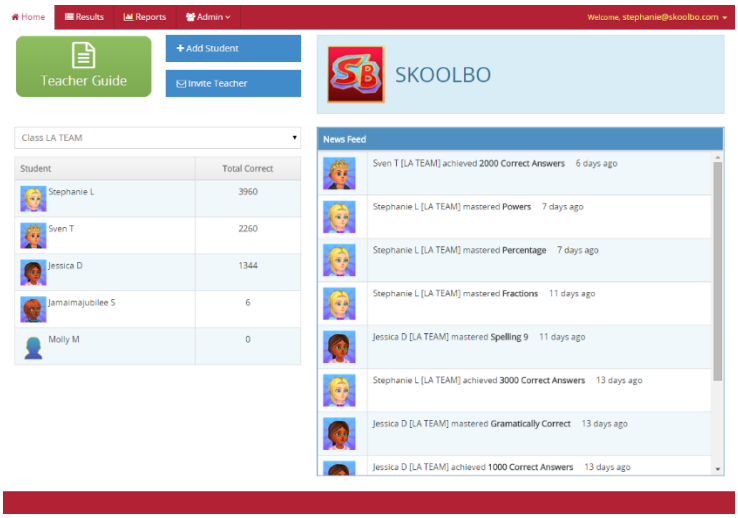
If students play Skoolbo for the recommended amount of time, they could:

- Achieve 200 correct answers per day
- Earn a superhero suit weekly
- Almost monthly receive an award ceremony

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

*Superhero suits last for one week

5. Teacher Dashboard



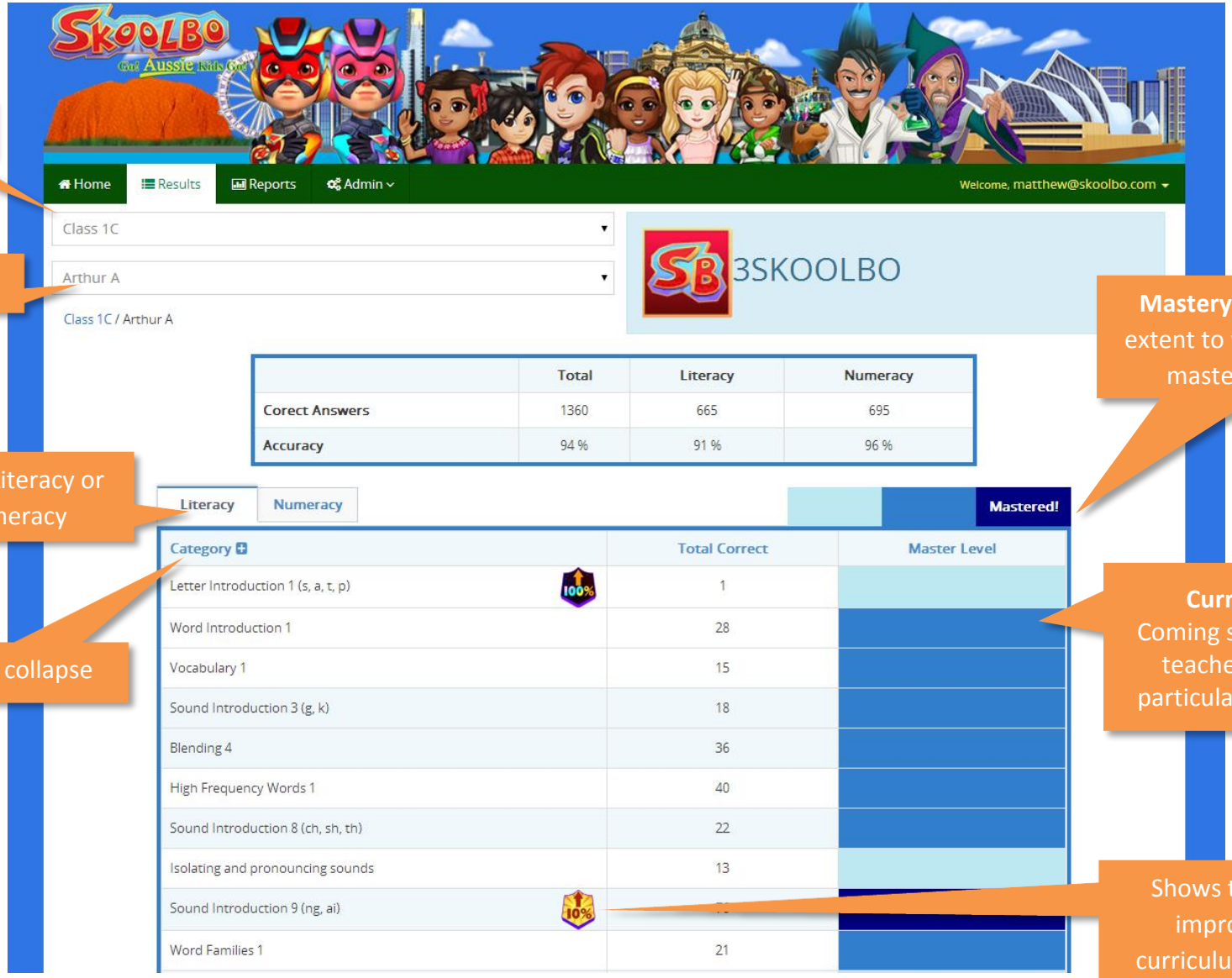
- Sign in to the **Teacher Dashboard** via http://dashboard.skoolbo.com.au/ **.**
- The Home page provides both a general summary and a Newsfeed.
- The Newsfeed lists the recent student highlights.

Coming soon:

- **Reports** area that provides detailed reports for students.
- **Curriculum Settings** that enables teachers to select particular topics for each student.

- **Admin** area allows the teacher to view student usernames and passwords, change student passwords, move classes and delete student accounts.
- You can make changes to the teacher profile or **Log Out** from the **Welcome Button.**

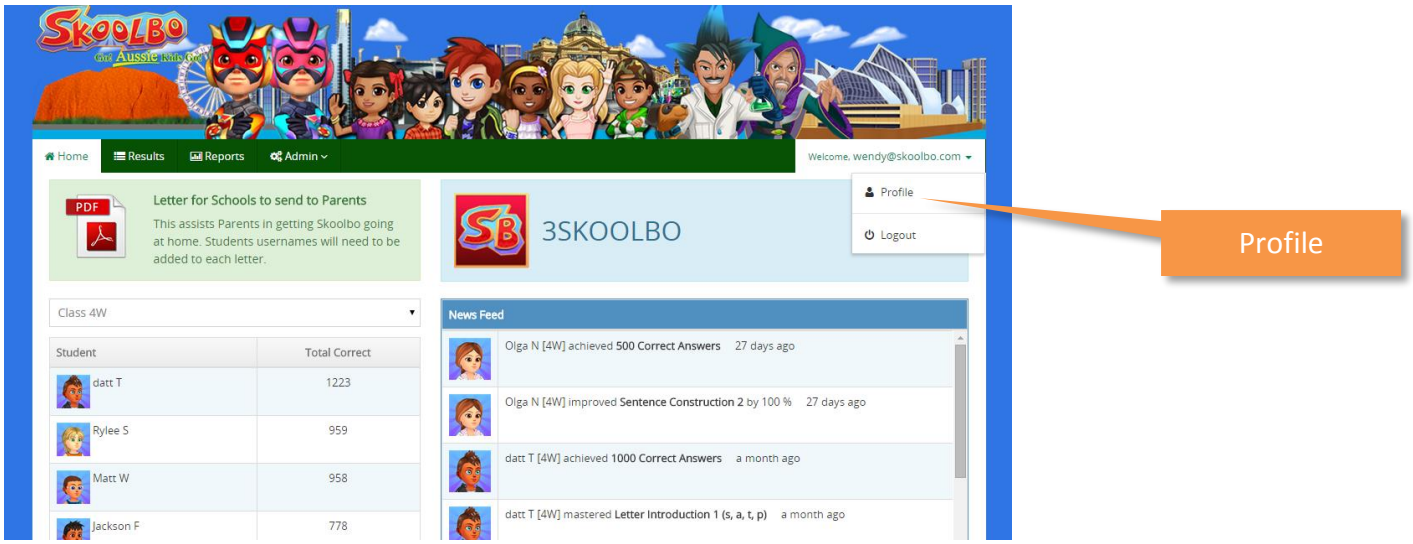
5.1 Results Section of Teacher Dashboard



5.2 Admin Section of Teacher Dashboard

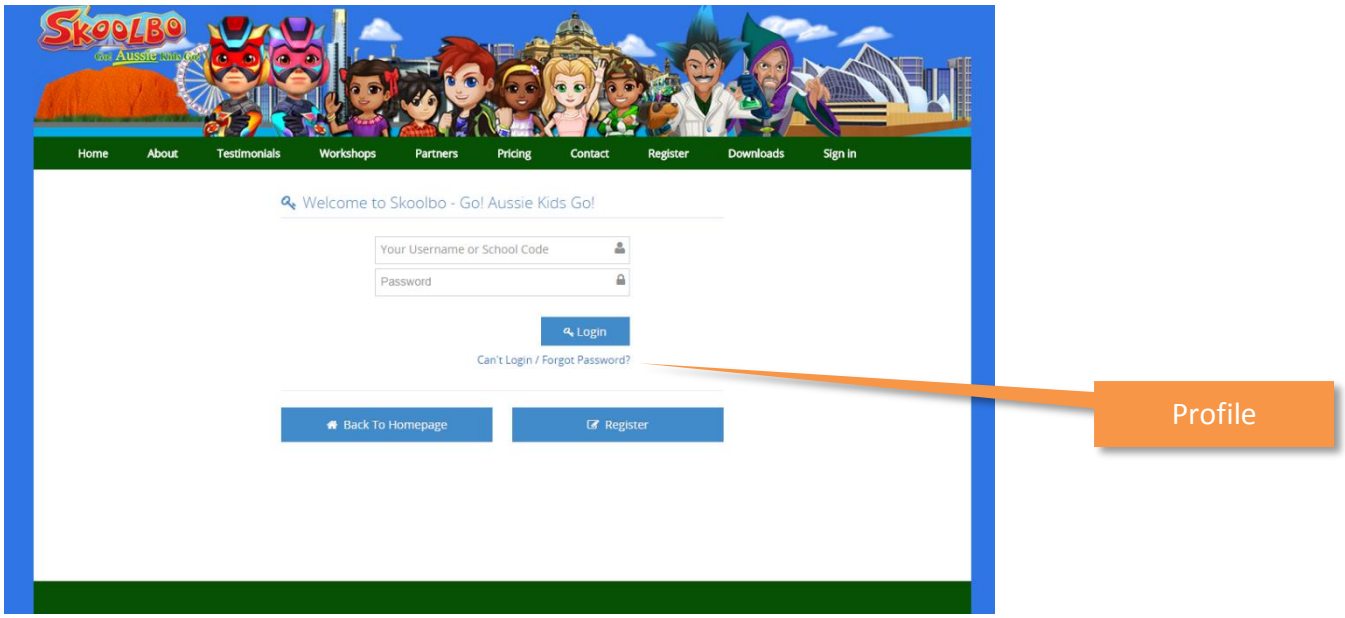
5.3 Teacher Passwords

5.3.1 Changing Teacher Password



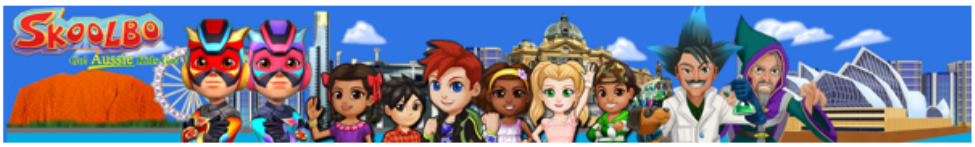
- To change your password, click on **Profile** to enter a new password.

5.3.1 Forgotten Teacher Password



- If you forget your password, from the Log in page, select **Can't login / Forgot Password?**
- Enter your e-mail address and you will be sent an e-mail with instructions on how to reset your password.

6. Letter to Parents



Dear Parents,

Skoolbo **–** ***Go! Aussie Kids Go!*** Is a great new site to help children with reading and maths. 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 will also be able to view your child's results via the ***Parent Dashboard*** (*coming soon*) and, if you wish, you will be able to purchase additional reports for $6.95. These additional reports are optional and your child has full functionality of the program whether you choose to buy the reports or not. 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 www.skoolbo.com.au/downloads and download the software. *Skoolbo* is available on tablets (iPads and Androids), computers (PCs and Macs) and through the Internet browser.
2. Open the software and select **HOME** use.
3. Insert you child's username _____. The password (always a colour and an animal) is by default is the colour BLACK and the animal BEE, although your child may have changed this at school.

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, after which your child is rewarded with a ***Lucky Prize***).
- 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.com.au or call us on 02 6112 8508.

Best wishes,

_____ and The *Skoolbo* Team
(Teacher name/s)

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.

Teachers need to add the student's **username** to the letter.

7. Best Tips

1. **Start small** – get it right and then expand out.

2. **Test on your computer before trying with the class.** Introduce the game to the class as a whole on the smart board and then look to move them on to individual computers.

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. It's fine to have only a few tablets shared among the class – you do not need one to one devices.

4. Skoolbo works perfectly in a station approach in class. **Have only a few playing Skoolbo at once** – this will help you concentrate on activities with other children and will also place less pressure on your Wi-Fi.

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 motivate students.

6. **Recognize achievements**, for example:

    1. 1,000 Correct answers recognized in class with a note/email sent home. Put a certificate on the wall.
    2. 5,000 Correct answers recognized at a school assembly and in the school newsletter.

7. **Involve the parents** – have a parent evening.

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

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

10. **MOTIVATE – MOTIVATE – MOTIVATE**

8. Zalairos Adventures

Download Skoolbo's Zalairos Adventures! There are 25 audio books with more than 12 hours of enthralling content – and **currently you can download them all for free!** Simply search "*Zalairos Adventures*" on the iTunes or Google Play app stores. The Zalairos have an interest age of 5 through 12 and the books are optimized for a reading age of 8+.

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

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 and reading independently.

9. Upcoming Developments

Student Area

- Ability to play with friends and family
- **FanClub** creation

Teacher Area

- Curriculum Setting
- Alerts
- Reports
- Syllabus Tracker
- Whole class special activities for display through a data projector or interactive whiteboard
- Teacher app for tablets / smart phones / desktops

Parent Area

- Alerts
- Reports
- **FanClub** app

Languages

- Late 2014: the release of **Skoolbo Languages** – content and games designed to assist children learning English as a Second Language as well as English speakers learning another language.

Healthy Kids

- Late 2014 will see the release of **Skoolbo Active** – units designed to promote a healthy, active lifestyle.

- Parents and grandparents will be able to download the **FanClub** app to play directly with the child. This can even be done when the child is at school away from the parent or grandparent – they 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 will enjoy it immensely.

- The **FanClub** app is designed acknowledge the child's successes in a fun and motivating manner. For example, above is a special celebration scenes involving avatars of the entire family.

10. Contact Us

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