

LARGEST EDUCATIONAL GAME EVER

SKOOLBO

COMMON CORE



TEACHER GUIDE

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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. Getting Started

2.1 About the Skoolbo Platform

Skoolbo for Students

Students may access Skoolbo via:

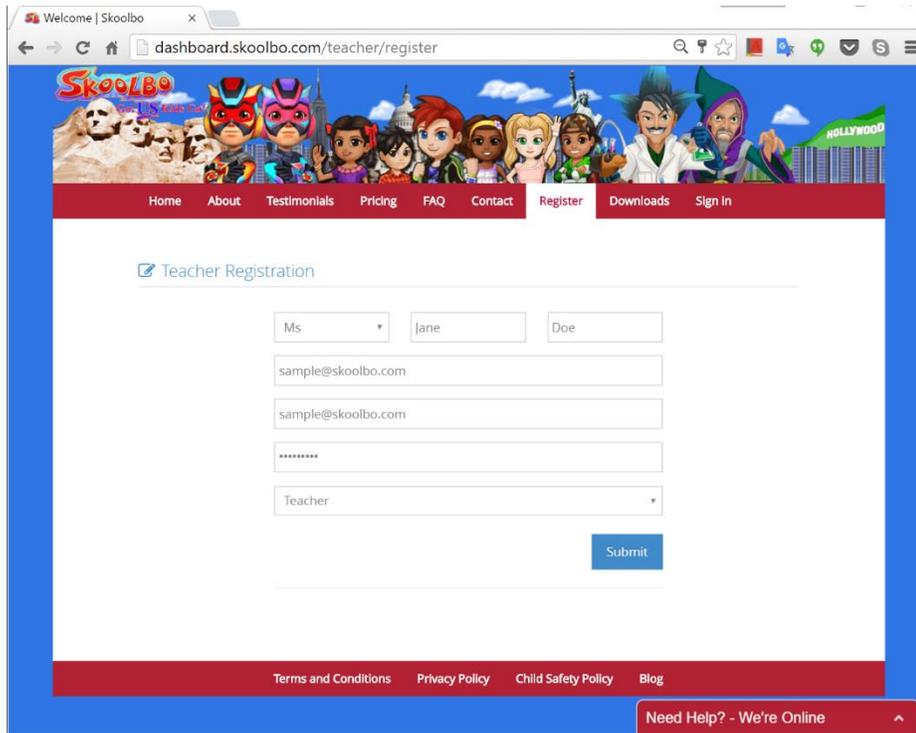
1. **Tablets – iPad/Android/Win 8/Amazon Fire.** These apps are downloaded from their respective app stores. They can be played both online and offline. We highly recommend tablets for children age six and below due to their ease of use.
2. **Desktops PCs and Apple Mac.** These desktop applications are downloadable from www.skoolbo.com/downloads and need to be installed on each computer. They may also be played in both online and offline mode.
3. **Web browser via dashboard.skoolbo.com.** 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 perform administrative tasks. The Teacher Dashboard is web-browser based and accessed via dashboard.skoolbo.com. A teacher app for tablets/smart phones/desktops is currently available on our [Downloads](#) page. The Teacher App provides a Newsfeed, a summary of class results, and three whole-class learning activities.

2.2 New to Skoolbo?

Register for a free teacher account at dashboard.skoolbo.com/teacher/register.

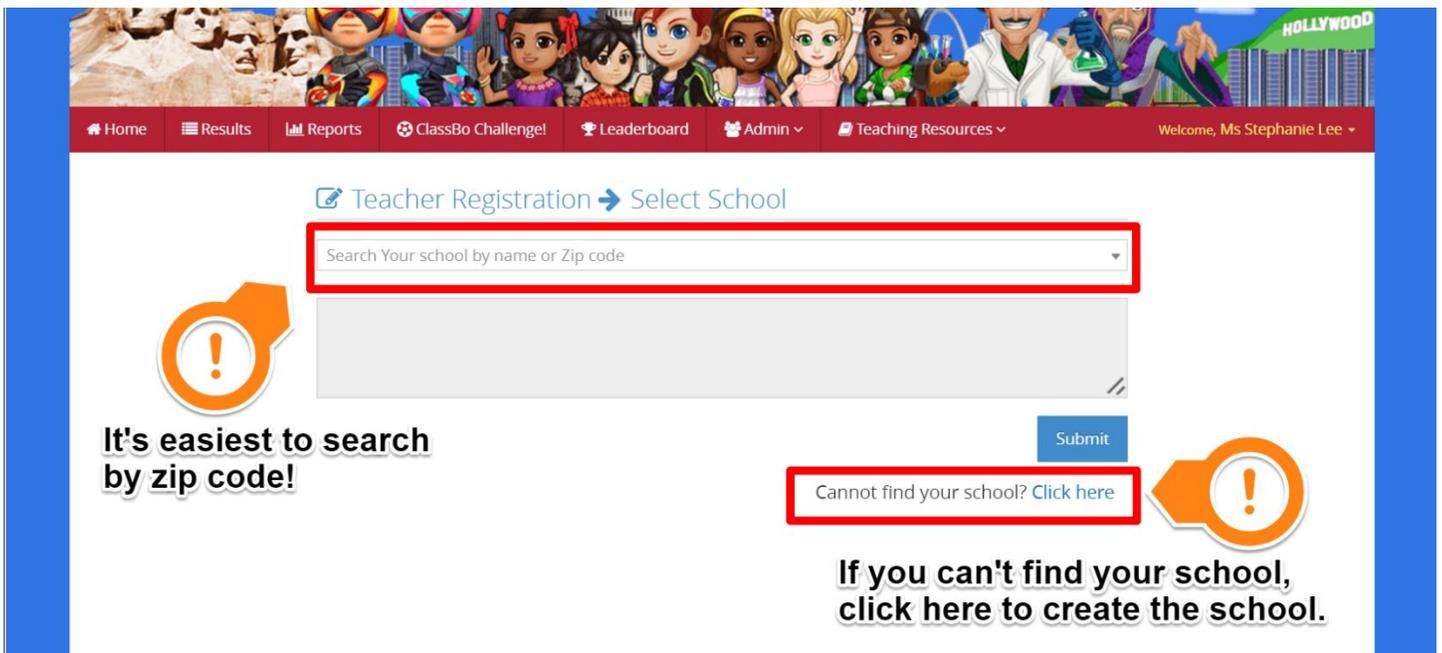


The screenshot shows a web browser window with the URL dashboard.skoolbo.com/teacher/register. The page features a colorful header with cartoon characters and a navigation menu with links: Home, About, Testimonials, Pricing, FAQ, Contact, Register, Downloads, and Sign In. The main content area is titled "Teacher Registration" and contains the following form fields:

- First Name: Ms (dropdown), Jane (text)
- Last Name: Doe (text)
- Email: sample@skoolbo.com (text)
- Confirm Email: sample@skoolbo.com (text)
- Password: ***** (password field)
- Role: Teacher (dropdown)

A blue "Submit" button is located at the bottom right of the form. The footer includes links for Terms and Conditions, Privacy Policy, Child Safety Policy, and Blog, along with a "Need Help? - We're Online" button.

Complete the **Teacher Registration** form and click “Submit”.



This screenshot shows the "Teacher Registration" form with a new step: "Select School". The search field is highlighted with a red box and contains the text "Search Your school by name or Zip code". Below the search field is a large grey area for search results. To the left of the search field is an orange callout bubble with an exclamation mark and the text "It's easiest to search by zip code!". To the right of the search field is a blue "Submit" button. Below the "Submit" button is another red box containing the text "Cannot find your school? [Click here](#)". To the right of this text is another orange callout bubble with an exclamation mark and the text "If you can't find your school, click here to create the school." The top navigation menu includes links for Home, Results, Reports, ClassBo Challenge!, Leaderboard, Admin, and Teaching Resources, along with a user greeting: "Welcome, Ms Stephanie Lee".

Then select your school. If you can't find your school, click on the link to create the school.

dashboard.skoolbo.com/teacher/register/newschool

SkoolBo
Go US Kids Go!

Home Results Reports ClassBo Challenge! Leaderboard Admin Teaching Resources Welcome, Ms Stephanie Lee

Teacher Registration → Create New School

Your school Name

Address Line 1

Address Line 2

City

Choose a State ZIP Code

United States

Back to Choose School Submit

Terms and Conditions Privacy Policy Child Safety Policy Blog Need Help? - We're Online

Once you've selected or created your school account, enter your class name:

Home Results Reports ClassBo Challenge! Leaderboard Admin Teaching Resources Welcome, Ms Stephanie Lee

Teacher Registration → Select School → Create New Class

Class Name

Submit

Lastly, enter the names of your students, first name and last initial.

Create New School | Skoolbo x

dashboard.skoolbo.com/teacher/register/students?className=TEST%402015



Home Results Reports ClassBo Challenge! Leaderboard Admin Teaching Resources Welcome, Ms Stephanie Lee

Teacher Registration → Select School → Create New Class → Add New Student

Almost there! Just add students to your class (TEST). [Submit](#)

First Name (*)	Last Name Initial
First Name	Last Name Initial
Add more students	

[Submit](#)

Add as many students as you'd like!

Need Help? - We're Online

Once you've completed these steps, your students can start playing by **logging into the app**. You will receive a confirmation e-mail with your **School Code and basic instructions**.

2.2 Download the Skoolbo App for Students



- Visit www.skoolbo.com/downloads to download the app for your devices.
- 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://us-core-service.cloudapp.net>

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

	Total	Numeracy	Literacy	Languages
Total Answers	5,242	3,953	5,195	94
Accuracy	96%	94%	97%	91%

- Schools that are encountering difficulties may refer their Network Administrators to our Technical Guide, available on our Downloads page. They can also choose to use the web browser version instead.
- 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 for technical assistance.

2.3 Configure your Devices (for the Skoolbo App)



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



- Enter your **School Code**. If you do not have a School Code because you have not yet registered for an account, continue on below. If you do have a School Code, please go to [Section 2.2](#).
- We recommend that teachers encourage children to set a new color and animal password that they can easily remember. They can do this by going to **Settings** within Skoolbo. Teachers may also change student passwords within the **Admin** section of the **Teacher Dashboard**.



2.3.3 Invite a Teacher

The screenshot shows the Skoolbo Teacher Dashboard. At the top, there is a navigation bar with 'Home', 'Results', 'Reports', and 'Admin' tabs. The user is logged in as 'susan@gmail.com'. Below the navigation bar, there is a 'Teacher Guide' button and two main action buttons: '+ Add Student' and 'Invite Teacher'. The 'Invite Teacher' button is highlighted with an orange callout box that says 'Invite a teacher to sign up for Skoolbo'. Below the buttons, there is a dropdown menu for 'Class 3N' and a table showing student performance. The table has two columns: 'Student' and 'Total Correct'. The student 'Sandy J' has a total correct score of 0. To the right, there is a 'News Feed' section with a welcome message for Mrs. Susan Smith.

- To get the teachers at your school onboard Skoolbo, please click on **Invite Teacher** from the Home tab in your Teacher Dashboard.

The 'Invite Teacher' modal form is displayed. It has a title bar with 'Invite Teacher' and a close button. The main content area contains the following text: 'Please provide the email address for the teacher you are inviting to join Oak Elementary.' Below this text, there are two radio button options: 'The teacher doesn't belong to my school' (unchecked) and 'Class LA-TEAM (Class code: [redacted])' (checked). There is an 'Email' input field. At the bottom of the form, there are two buttons: 'Submit' and 'Cancel'.

- Enter the teacher's email address and be sure to select whether or not he/she is from your school.
- If the teacher does belong to your school, check the box next to any of your existing classes if you would like the teacher to be assigned to the same class.
- The teacher will be sent an e-mail with a link to register.

2.3.4 Already have a Skoolbo Code?



- Enter your **School Code**. You can find this in the Registration confirmation email from Skoolbo and also in your Teacher Dashboard's Home tab.

<p>1</p> <p>Version: AU 1.5.4</p>	<p>2</p> <p>Version: AU 1.5.4</p>
<ul style="list-style-type: none"> • Select your class. 	<ul style="list-style-type: none"> • Select your avatar.
<p>3</p> <p>Version: AU 1.5.4</p>	<p>4</p> <p>Version: AU 1.5.4</p>
<ul style="list-style-type: none"> • Select the color Black 	<ul style="list-style-type: none"> • Select the animal Bee

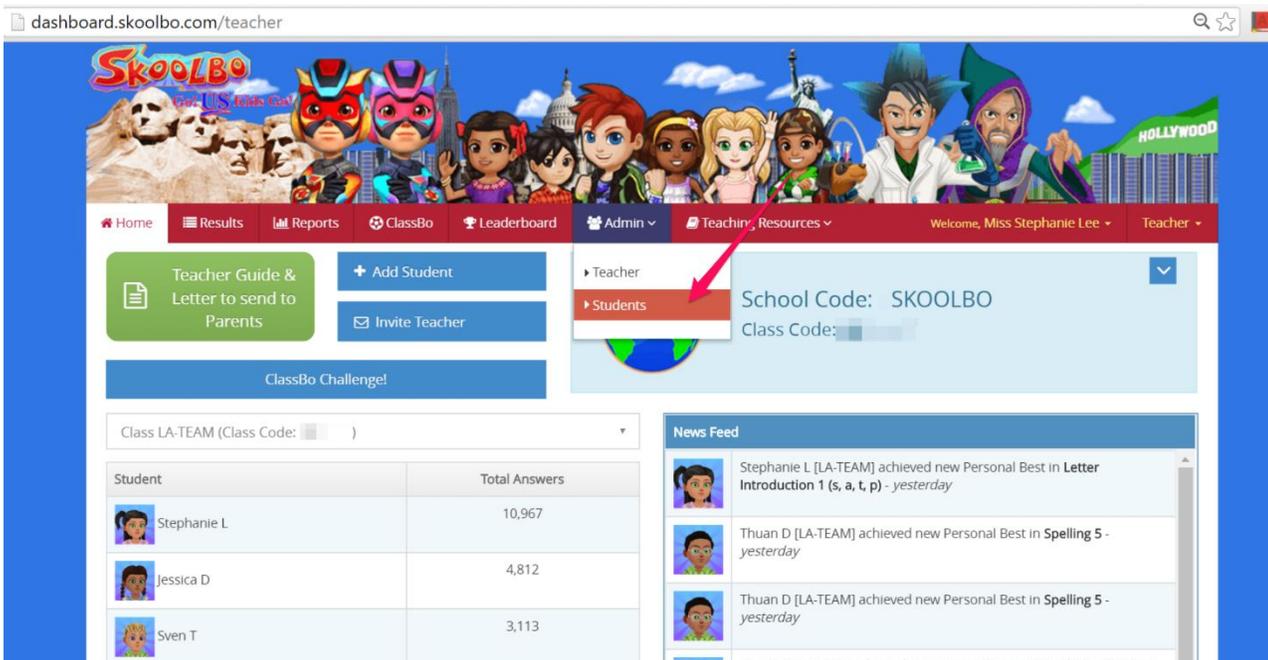
- By default, all student passwords have been set to   . We have done this so that getting started in class with young children is as simple as possible.

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

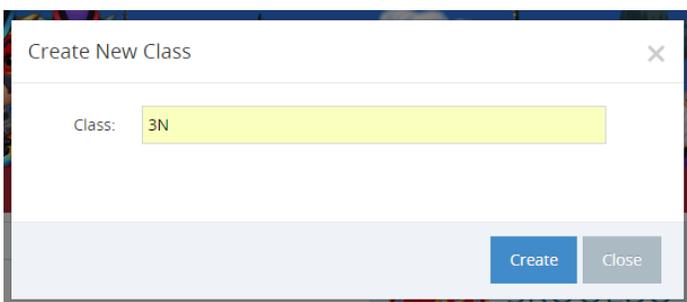
2.3.2 Adding Classes and Student Accounts

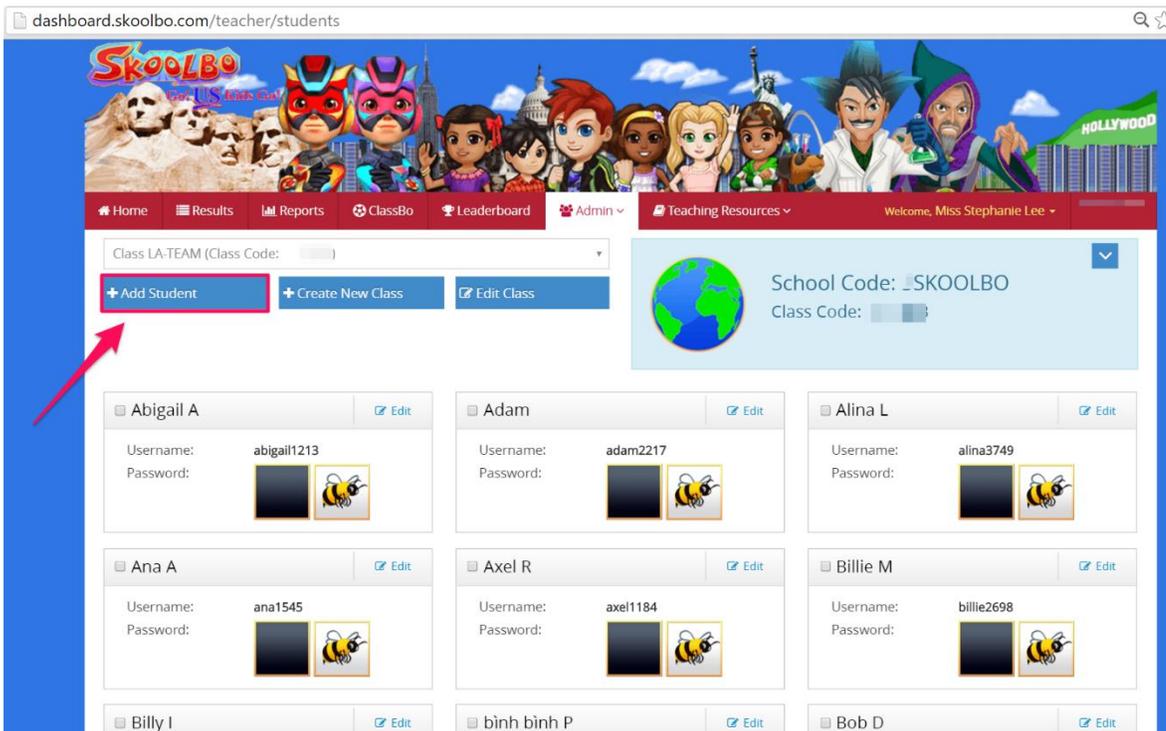


Sign in to the **Teacher Dashboard** at <http://dashboard.skoolbo.com>. Your username is the e-mail address you used when you registered for an account.



- Click on the “Admin” tab and select “Students”. Then click **Create New Class** and enter the class name as shown below.





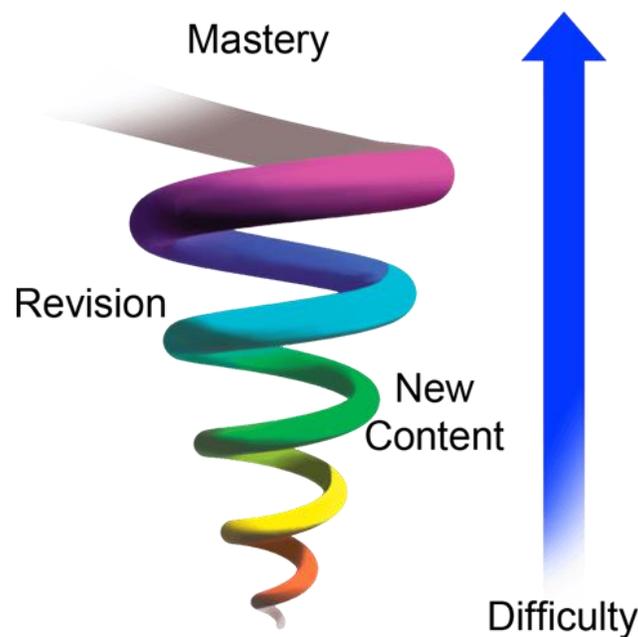
- Click on **Create New Student** and enter the student name as shown below. For privacy reasons we only accept the first name and last initial.
- If two students in your class have the same first name and the last initial (e.g., Sally Thompson and Sally Tucker), you will be able to distinguish between the two accounts by their unique username (e.g., sally2931 and sally1842). After the initial sign-in, the children will also create their personalized avatars.

- If you contact us at info@skoolbo.com, we can do a bulk upload for you.
- If a teacher would like to play the game, he/she will need to create a test student account (avatar). This will allow the teacher to demonstrate to the class and to sample learning activities.
- Student usernames consist of their first name, followed by four random digits.

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

Click here to check the results of the student's recently sent **Duelbos**

The Language Dragon where children can learn French, Spanish, and Mandarin Chinese

PopSnaz, our latest feature to encourage students through motivational AR experiences

Students can add Friends to challenge to a Duelbo

Bo Coins – rewards for learning (new players are 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.



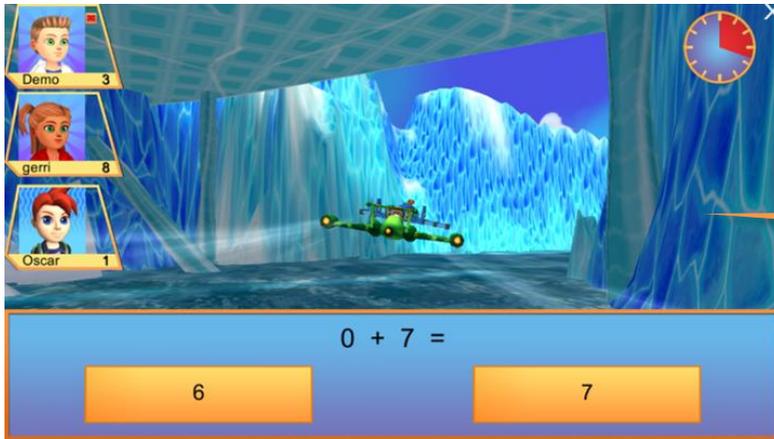
WARP ROOM

- You will be taken to the **Warp Room** to find a match.
- Please be aware the students do not play in real-time against other students; 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 CURRICULUM

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



REWARDS STAR

BO COINS

CONTENT



INSIDE THE REWARDS 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.

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, only the system or device volume will affect the loudness of the voice that asks the questions.

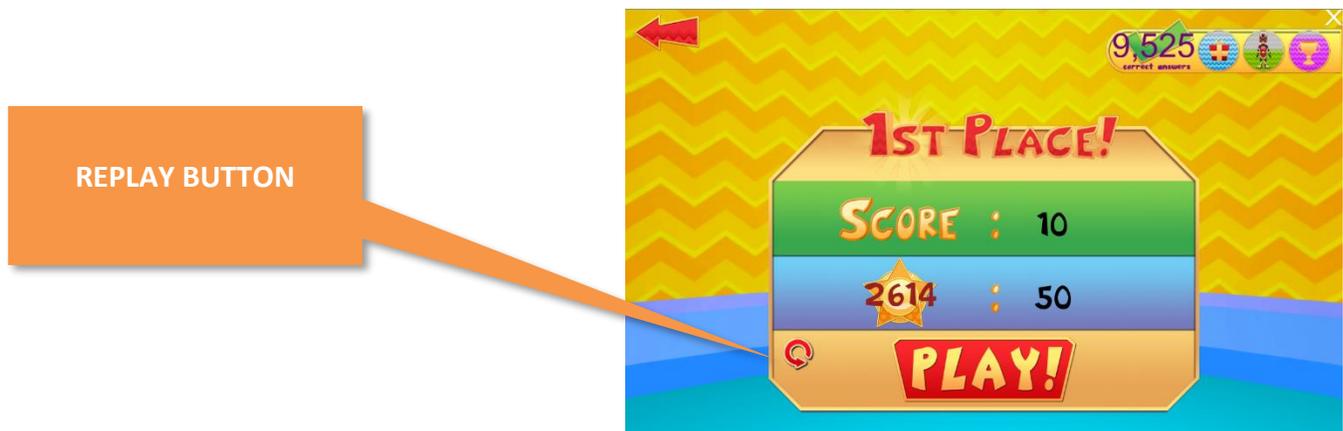
Note: Sound Issues on iPads

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 can replay the same game or a similar game by clicking the **Replay** button. Otherwise, just select **PLAY**.



4.8 Web Browser Version

	Total	Numeracy	Literacy	Languages
Total Answers	9,242	3,953	5,195	94
Accuracy	98%	94%	97%	93%

THE WEB BROWSER GAME MAIN PAGE

- Students may access the web browser version via dashboard.skoolbo.com
- The username required for logging in must be distributed to the students by the teacher. The teacher can find the usernames in their Teacher Dashboard via the Admin > Students tab. See [Section 5.2](#) for more details.
- 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 that 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.

Oscar from sky. parachuting the

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.

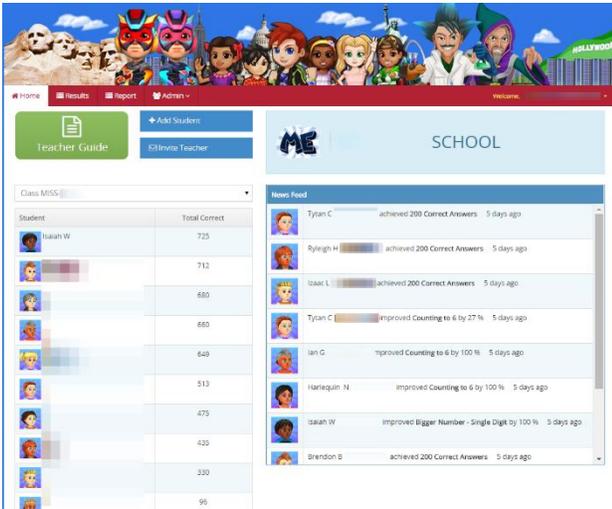
If students play Skoolbo for the recommended amount of time, they could:

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

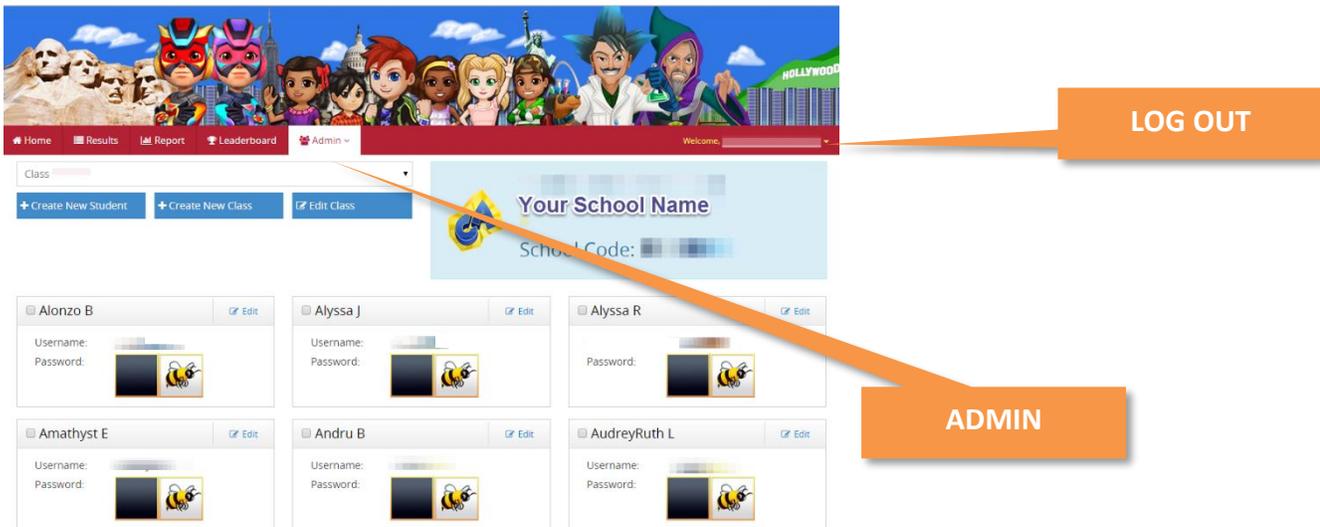
Games played per day	Rewards per game	Rewards per day	Daily reward	Rewards per week	Weekly reward	Monthly reward (almost!)
10	20	200	 Lucky prize (10 games in 8 hours)	1,000	 Superhero suit (1,000 pts)*	 Award ceremony (5,000 pts)
15	15	225		1,125		
20	10	200		1,000		

*Superhero suits last for one week

5. Teacher Dashboard



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



- **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

Select class

Select student

Select Literacy, Numeracy or Language

Curriculum Setting: Teachers are able to set particular tasks for students by clicking on the cell of the topic they would like to assign.

Mastery Key: Indicates the extent to which a student has mastered the concept

Shows the percentage improvement in a curriculum area.

	Total	Literacy	Numeracy	Languages
Total Answers	25,745	12,485	12,161	1,099
Accuracy	94%	95%	94%	95%

	Literacy	Numeracy	Language	Mastery!								
Class LA-TEAM Average Literacy Improvement	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, l, 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
	↑ 13 %										↑ 29 %	
Abigail A					1							
Adam								2				

5.1.1 Curriculum Setting

Class LA-TEAM (Class Code: [])

-- Select Student --

x 49 x 29
 x 12 x 3

CONGRATULATIONS!
 CLASS LA-TEAM
 SKOOLBO
 25,000 Answers

	Total	Literacy	Numeracy	Languages
Total Answers	26,368	12,813	12,456	1,099
Accuracy	94%	95%	93%	95%

Click here to set tasks to all students or based on mastery level

Click any cell to assign tasks to an individual student. Click again to assign a 2nd instance, and a third time to cancel.

Click on the Mastery Level cells to set tasks

	Literacy	Numeracy	Language	Mastery								
Class LA-TEAM Average Literacy Improvement	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, l, 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 1
	↑ 12 %										↑ 29 %	
Abigail A												
Adam												
Alina L												

Set task to all students

Set task to ■ and below

Set task to ■ and below

Set task to

Remove task from all students

5.2 Reports Section of Teacher Dashboard



Last 7 Days

Last 14 Days

Last 30 Days

Last 90 Days

Select Date Range

Class LA-TEAM

SKOOLBO

Dec 30, 2015 to Mar 29, 2016

Select Class

Total Answers 3,048

Personal Bests 16

Leaderboard (answers)

Peter N	1,388
Harry P	743
Abigail A	323
Stephanie L	227
Hoang L	182

Biggest Improvers (Personal Bests)

Peter N	9
Harry P	4
Abigail A	2
Stephanie L	1

Wonderful Milestones

Peter N - 1,000 answers

Scroll Down
Reports also include which students didn't play in the time period, class action items, and a print version

5.3 Admin Section of Teacher Dashboard

The screenshot shows the 'teacher/students' page on dashboard.skoolbo.com. The interface includes a navigation bar with 'Home', 'Results', 'Reports', 'ClassBo', 'Leaderboard', and 'Admin'. A dropdown menu is set to 'Class LA-TEAM'. Below this are buttons for '+ Add Student', '+ Create New Class', and 'Edit Class'. A 'School Code' field is set to 'SKOOLBO'. The main area displays a grid of student profiles, each with a name, an 'Edit' link, a 'Username' field, a 'Password' field, and a bee icon. Callouts provide instructions: 'Select class name' points to the dropdown; 'Create new student account' and 'Create new class' point to their respective buttons; 'Student's name, class and password can be edited...' points to the 'Edit' link; 'Check box: Multiple students can be moved to a different class or removed altogether' points to the 'Edit' link; 'Scroll down for Excel or print icons to export this information' points to the bottom of the grid; and 'List of class login details' points to the student list.

Select class name

Create new student account

Create new class

Student's name, class and password can be edited. Student can be moved to a different class or removed altogether.

Check box: Multiple students can be moved to a different class or removed altogether

Scroll down for Excel or print icons to export this information

List of class login details

5.3 Teacher Passwords

5.3.1 Changing Teacher Password

Student	Total Correct
datt T	1223
Rylee S	959
Matt W	958
Jackson F	778

News Feed

- Olga N [4W] achieved 500 Correct Answers 27 days ago
- Olga N [4W] improved Sentence Construction 2 by 100 % 27 days ago
- datt T [4W] achieved 1000 Correct Answers a month ago
- datt T [4W] mastered Letter Introduction 1 (s, a, t, p) a month ago

Profile

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

5.3.1 Forgotten Teacher Password

Welcome to Skoolbo - Common Core

Your Username or School Code

Password

Login

Can't Login / Forgot Password?

Back To Homepage Register

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

6. Extra Features

6.1 Language Dragons

- Download version 1.9 and above from our [downloads page](#)
- Log in as a student and click on the dragon on the home page
- Choose from the Languages available and select the topic to practice
- You can toggle from English to Spanish or Spanish to English via the Settings.



CHOOSE A LANGUAGE TO LEARN.



CHOOSE TOPIC TO LEARN
EG. COLORS

6.2 PopSnaz

- Go to our Downloads page and have the students download and print the trophy and/or superhero printout.
- They may color the trophy but please make sure that they stay within the lines.
- Then, using a tablet or phone, have the students tap the PopSnaz button on their PLAY! Home screen.
- The app will utilize the device's rear-facing camera and recognize the PopSnaz printout. This will initiate an Augmented Reality PopSnaz celebration of the students' achievements!

6.3 Duelbo

- Available from version 1.9 and above
- Challenge a classmate to beat your highest score in a particular topic
- Play in head to head battle against a classmate
- Add a friend from outside your school to your pool of possible students to challenge by entering his/her "Friend Code"



SEND A DUELBO REQUEST TO A FRIEND:
This option will appear once the student has achieved a personal best after a learning game. After choosing a classmate to Duelbo, the request will not "land" in the classmate's account until an hour has passed.



The child's avatar will appear in the other classmate's home screen with an option to accept or reject the Duelbo request.

7. Letter to Parents



Dear Parent,

Your child has been provided with a Skoolbo account, a learning program trusted and used in over 20,000 US classrooms. Skoolbo improves math, reading and language skills in a fun and rewarding environment and is completely free for your child to use at school and at home.

On Skoolbo, children are immersed in an incredible learning world. They become highly motivated by the inbuilt rewards designed to encourage healthy use and maximize improvement. Children have achieved over 10 million Personal Learning Bests, which shows that having fun while learning promotes positive educational outcomes.

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.

- Improve math skills
- Learn a new language
- Improve reading skills
- Play with friends and siblings

How to get your child playing Skoolbo at home

Download Skoolbo

1. Go to: www.skoolbo.com
2. Visit download page and install Skoolbo on your computer or tablet or smart phone
3. Launch the game, choose 'Parent' then login in using the details below.

Username _____ Password _____

Get the most out of Skoolbo

- For best results, encourage your child to play four to five times a week, for 20 minutes each time
- Get involved! Register yourself as a parent on our website to view your child's progress from the parent dashboard - www.skoolbo.com

94%

of children master a learning skill within 20 mins on Skoolbo

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. You can find this letter on our Downloads page at www.skoolbo.com.

Teachers need to add the student's **username** to the letter. The **username** is the first 8 letters of the child's first name and 4 randomly generated numerical digits.



SkoolboFUN



@Skoolbo



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8. Best Tips

1. **Test on your computer before trying with the class.** Also, if possible, introduce the game to the class as a whole on the smart board and then look to move them on to individual computers/devices.
2. 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.
3. 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.
4. 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.
5. **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.
6. **Involve the parents** – have a parent evening.
7. **Set the class/school a challenge**, e.g., 25,000 correct answers over the next 10 days! Consider giving classroom points for certain achievements.
8. Include Skoolbo widget (coming soon) on your blog or website.
9. **MOTIVATE – MOTIVATE – MOTIVATE**

9. 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 \$6.49!** 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. You can sample the books by downloading our free Teacher App.



10. Contact Us



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