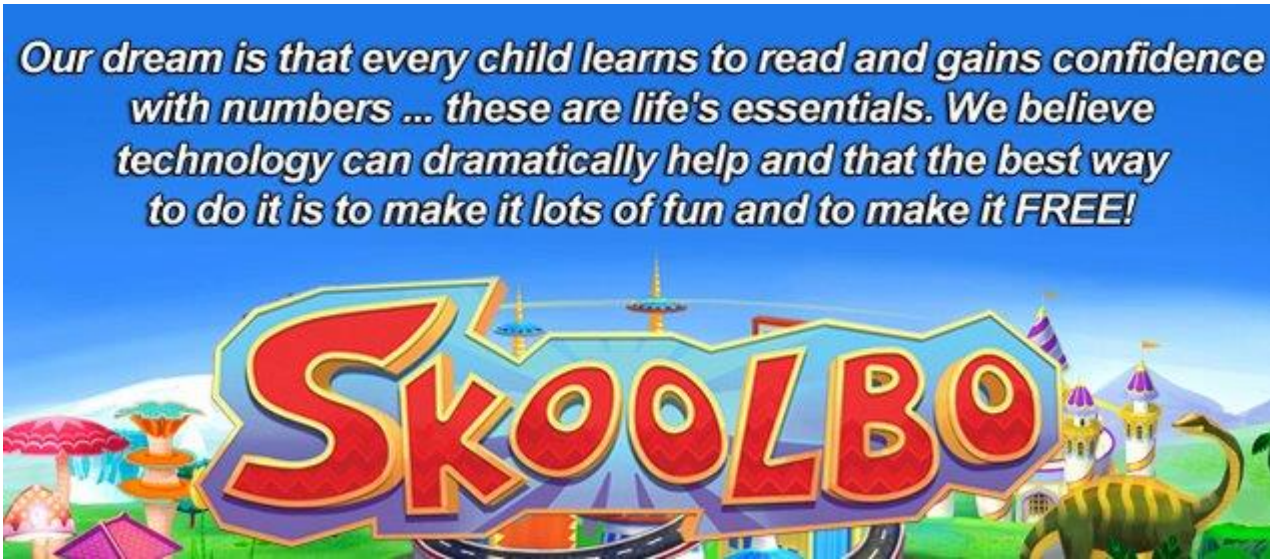




Skoolbo Parent Guide

03 November 2014

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1. Welcome

We are thrilled to welcome your child to 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 grants 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 on Skoolbo and there is no possibility of 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 us on the Skoolbo journey.

With very best wishes,
Shane Hill – Skoolbo Founder



2. Quick Start – Getting Going

2.1 Download the Skoolbo App for Students

Visit <http://www.skoolbo.co.nz/downloads> to download the app.



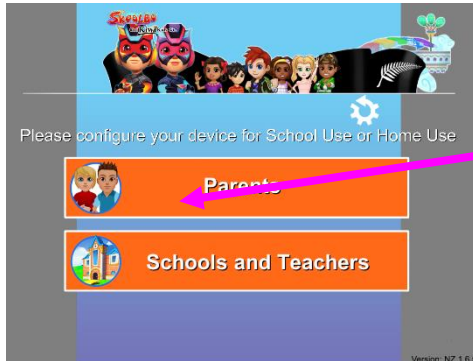
Important

When downloading the app version from iTunes or Google Play be sure to get the **Skoolbo NZ** version and not the other versions...your account won't work for those one's!

Download Skoolbo for tablets

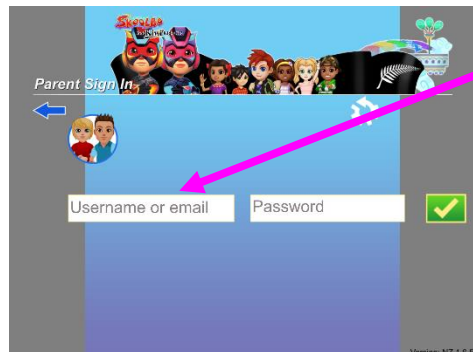
Please contact info@skoolbo.co.nz or 09 443 4750 - for technical assistance

2.2 Configure your Device



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

- Insert your child's **Username** and **Password**. If your child's school has been registered for Skoolbo, you should have received a letter with your child's username. (If you have not received a letter, please contact your school. A copy of the letter to parents is at this [link](#)) The password by default is the colour BLACK and the animal BEE although your child might have had the opportunity to change this at school.



- After the first sign in the app will automatically remember your child's account. You may do this for multiple student accounts.

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 Playing Skoolbo



- Customise your avatar!
- Avatars are an extremely important element for helping the child bond and take ownership of the learning program. We want children to feel they are in the coolest of learning worlds. We are effectively trying to make the learning environment more glamorous for the child.



Explore the main page

- This is the learning games home page
- From here children can:
 - ✓ Play a game
 - ✓ Exchange their Bo Coins for cool toys, racers and racing worlds
 - ✓ Go into their house and review their collection
 - ✓ Select a different racer
 - ✓ Change their avatar
 - ✓ See how they are progressing towards various rewards
 - ✓ **Parents can link their email to the child's account to view reports**



2.5 Exploring the Main Page

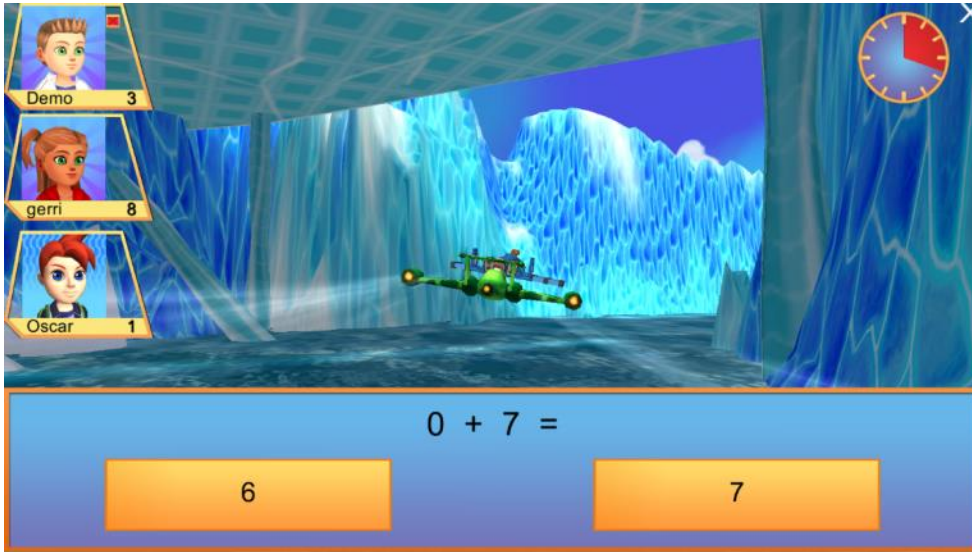


- Press **Play** on home page
- You will be taken to the **Warp Room** to find another player to race against in a learning game
- Depending on who's available, the child may race against a real player or one of the characters from the Zalairos



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

2.6 Exploring the Main Page



60 Seconds, three strikes and you're out!

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.



- Additional game types as appropriate to the curriculum
- There are racing, running and dancing games
- In the example on the left your avatar does cool dance moves when you get the question right

2.7 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.



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.

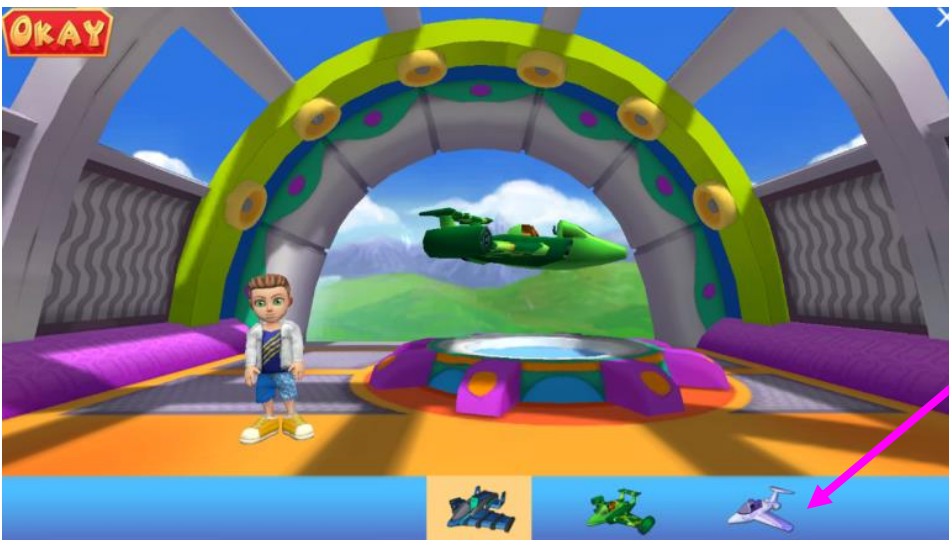


2.8 My House & Racing Vehicles



Inside My House

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

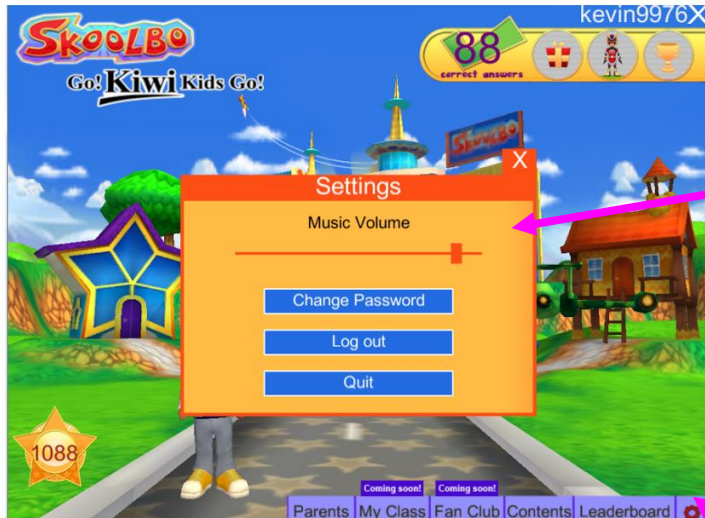


My Racing Vehicles

- 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**.



2.9 Settings



Background music and sound effects may be reduced. This does not effect the loudness of the voice that asks the questions.

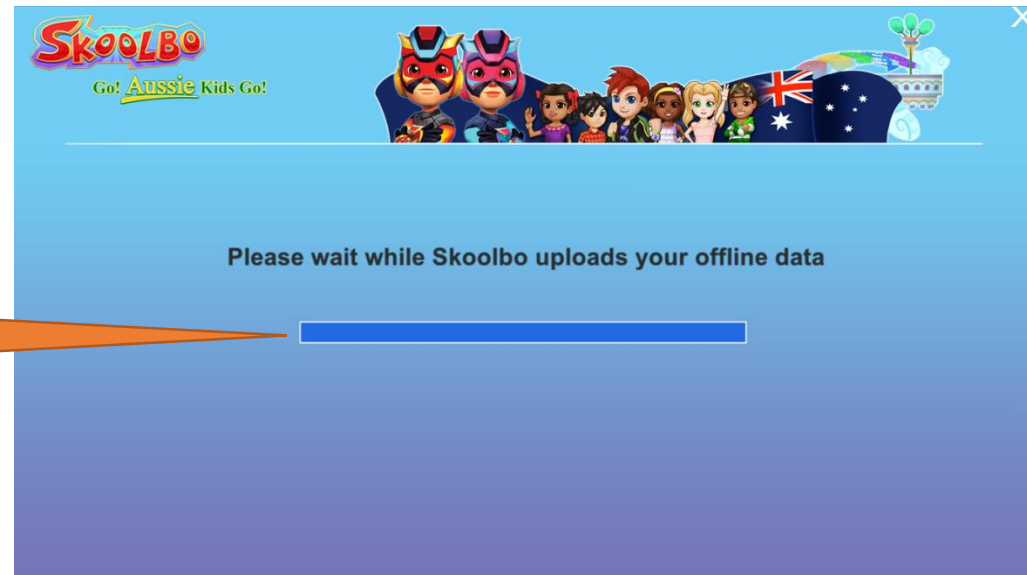
If your child wants to set a new colour and animal password that he or she can easily remember, he or she can do this by visiting **Settings** (the red cog) at the bottom right of the Skoolbo screen. The open **Settings** box is shown on the screen (above left).

2.10 Offline Mode

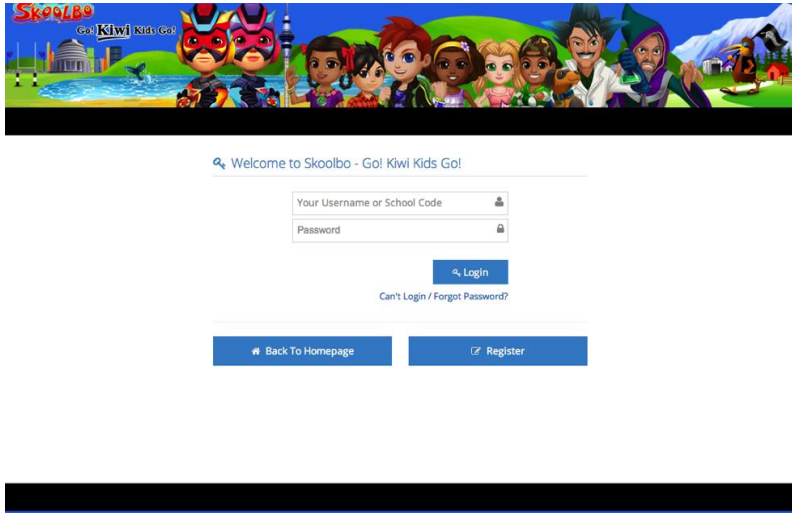
Offline will appear in the bottom left corner of the screen if there isn't an internet connection.



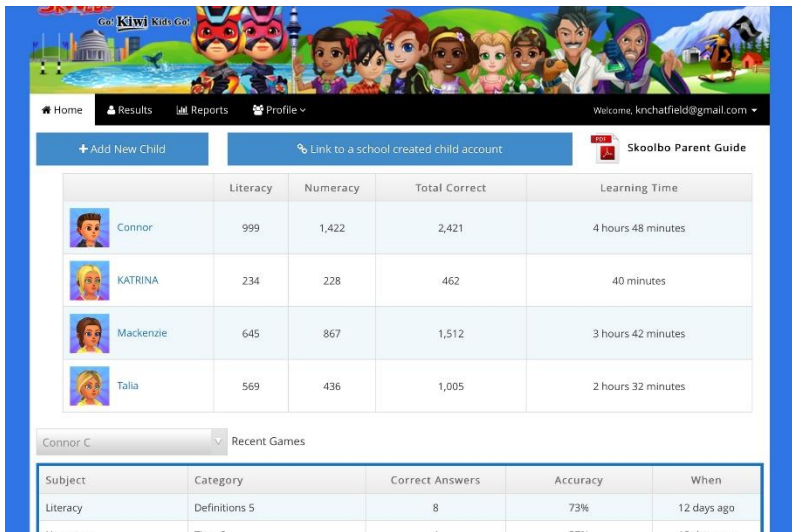
The next time you start Skoolbo with an internet connection after being offline, your data will be uploaded and synced.



3. The Parent Dashboard

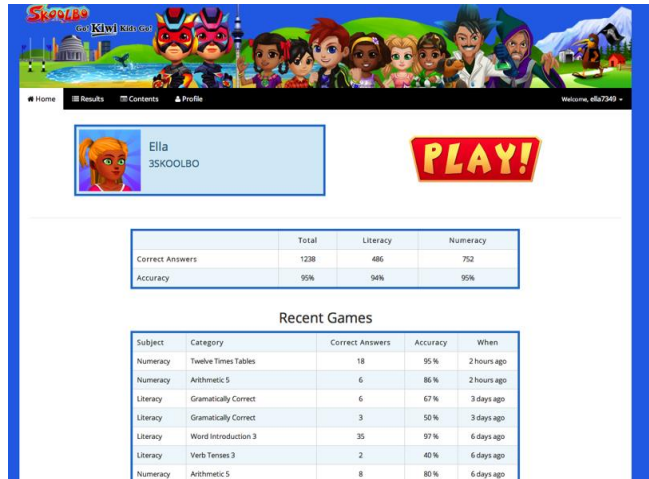


- Once you have registered either through your child's home screen **Parent tab** or directly on our website.
- Sign in to the **Parent Dashboard** at <http://dashboard.skoolbo.co.nz/> with your email address and password.



- The **Home** page provides both a general summary and a detailed list of Recent Games.
- The **Results** page gives you a list of total answer and mastery levels.
- **Profile** area allows viewing of usernames and passwords, links to school created accounts and the option to add new children.
- **Coming soon:**
 - **Reports** area that provides detailed reports for your child.

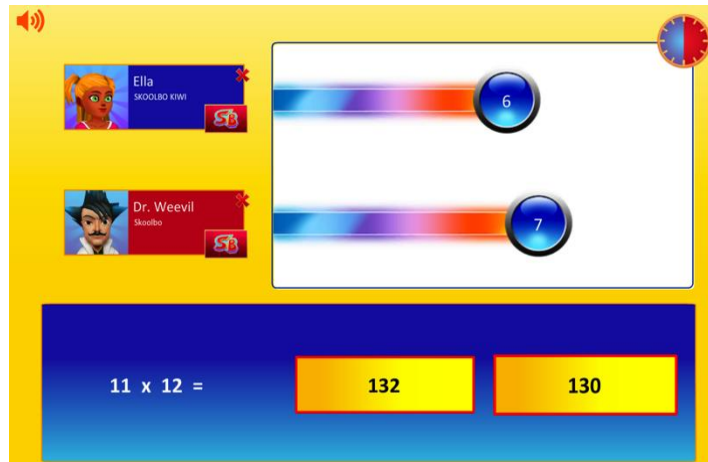
4. Web Browser Version



The screenshot shows the Skoolbo web browser interface. At the top, there is a navigation bar with links for Home, Results, Contents, and Profile. Below this, a user profile for Ella (SKOOLBO) is displayed with a 'PLAY!' button. A table shows overall performance: Correct Answers (1238), Accuracy (95%), Total (486), Literacy (94%), and Numeracy (752). Below this, a 'Recent Games' table lists various subjects and categories with their respective scores and accuracies.

Subject	Category	Correct Answers	Accuracy	When
Numeracy	Twelve Times Tables	18	95 %	2 hours ago
Numeracy	Arithmetic 5	6	86 %	2 hours ago
Literacy	Gramatically Correct	6	67 %	3 days ago
Literacy	Gramatically Correct	3	50 %	3 days ago
Literacy	Word Introduction 3	35	97 %	6 days ago
Literacy	Verb Tenses 3	2	40 %	6 days ago
Numeracy	Arithmetic 5	8	80 %	6 days ago

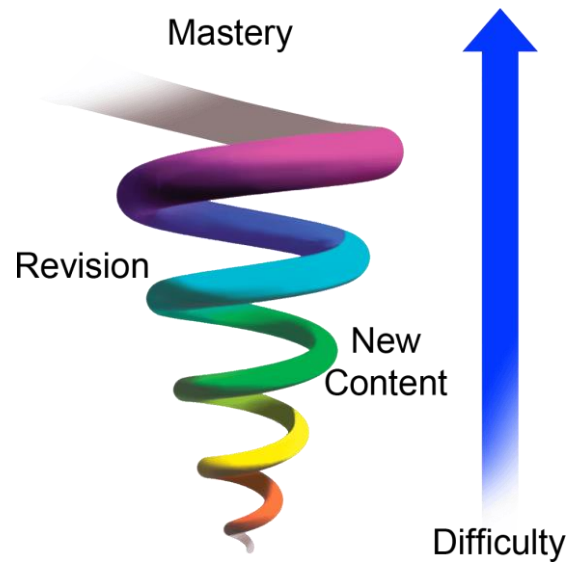
- If you encounter difficulties with running the downloaded app version, you may use the web browser version by having your child sign in at www.skoolbo.co.nz. It's a simpler 2D interface and has the same content but is not as much fun for the children.
- The web browser version will run on most modern web browsers – although it cannot run on Internet Explore 8 and below. If you run this version for your normal web browsing you could try using Google Chrome.



The screenshot shows a math problem interface. On the left, there is a user profile for Ella (SKOOLBO KIWI) and a character named Dr. Weevil. The main area displays a math problem: $11 \times 12 =$. Below the problem, there are two buttons with the answers 132 and 130. A timer at the top right shows 6 minutes and 7 seconds.

5. 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; motivating rewards system; linking 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** – Efficient learning with students typically making more than 200 responses in a fifteen minute period. Reading and maths games last 60 seconds; this provides an intense learning period during which children are 100% focused. The result is an extremely rapid skill development.



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 customise the program and set specific curricula for their students (coming soon).

6. 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 (this 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 1,000 Correct Answers milestone and other improvement awards. Consider setting them a goal of 5,000 Correct Answers over the next 8 weeks and celebrating by a trip to the movies when achieved. A large part of the program is also dedicated to celebrating improvement shown by the child – they will receive badges for improving skills by 10%, 25%, 50% and 100%.
- ✓ **Download Skoolbo NZ 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.
- ✓ Sign up for the **Parent Dashboard** – you do this by placing your email in the Parents area of the app.
- ✓ The app **can also work offline**. Many children play in the car!

7. 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 Adventures are designed to instil a love of stories 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. 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 have a interest age of 5 through 12 and a reading age of 8+.



8. Upcoming Developments

Student Area

- Ability to play with friends and family
- FanClub creation

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: the release of **Skoolbo Active** – content and games designed to promote a healthy, active lifestyle

FanClub (coming soon)



- 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 they're 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!



- Special celebration scenes involving avatars of the entire family. The FanClub app is designed acknowledge the child's successes in a fun and motivating manner.

9. Contact Us



info@skoolbo.co.nz



[@skoolboNZ](https://twitter.com/skoolboNZ)



facebook.com/SkoolboNZ



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