



THE LANGUAGE GYM

User Guide

[Teachers: Logging in for the first time.](#)

[Teachers: Creating a class](#)

[Teachers: Adding students to your class](#)

[Students: Signing up/joining a class](#)

[Students: Viewing Assignments/Live Games](#)

[Teachers: Setting up Assignments](#)

[Teachers: Setting up “Live Games”](#)

[Teachers: Monitoring progress / checking student work](#)

[Teachers: Live Game Scoreboard](#)

Teachers: Logging in for the first time.

Once your lead teacher (or whoever purchases the account) has made the payment to the Language Gym, they can create teacher accounts. When they do this, you will be sent an email that looks like this:

Hello!

YOUR School has sent you an invitation code

Click the **LINK** to create an account and add yourself as a teacher.

- Go to: <https://language-gym.com/welcome/teacher/XXXXX>
- Invitation Code: XXXXX
- Code Expiry Date: 2020-02-04 04:13:23

Click on the link, or go directly to www.language-gym.com and use your invitation code to register as a teacher

Register with Language Gym today
Choose your role



STUDENT



TEACHER



SCHOOL

Register as Teacher

Invitation Code

Enter your invitation code from school

Full Name

Enter your full name

Email

YOUR SCHOOL EMAIL

Password

Choose a password

REGISTER

If you encounter any issues, please email: support@language-gym.com

Teachers: Creating a class

To create a class, click on “MY CLASSES” in the top menu.



Select:



Then select your class language from the drop-down menu, enter your class name (students will see this) and choose a class colour (students will also see the class colour).

Classroom

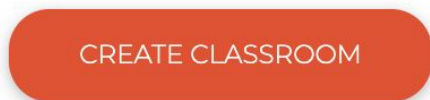
Select you class language

Spanish

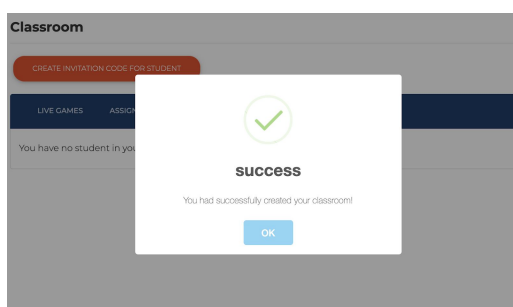
Enter your class name

Viñales - Y7B Spanish

Select a class color



You will see this.... Success!



Teachers: Adding students to your class

To add students to your class- select: “Create Invitation Code for Students”

Classroom

CREATE INVITATION CODE FOR STUDENT

LIVE GAMES

ASSIGNMENTS

STUDENTS

You have no student in your classroom yet.

Share the invitation code with students of the class (e.g.) I share this code with my Y7B Spanish students

Classroom

Your invitation code for

Classroom Viñales - Y7B Spanish

has been created successfully!

Your students will need to create an account/join classroom with this invitation code.

T8HCGR

This code will expire on 2020-02-08 23:56:03

RENEW INVITATION CODE

Students: Signing up/joining a class

SIGN UP

LOG IN

1) Click "Sign up"

2) Click "Student"

Register with Language Gym today
Choose your role



STUDENT



TEACHER



SCHOOL

3) Fill in Name / Email / Password / Invitation Code (they can fill in a second one at a later date to join a second classroom - if they have a second language)

Register as Student

Invitation Code

T8HCGR

Full Name

Paco el Pez

Email

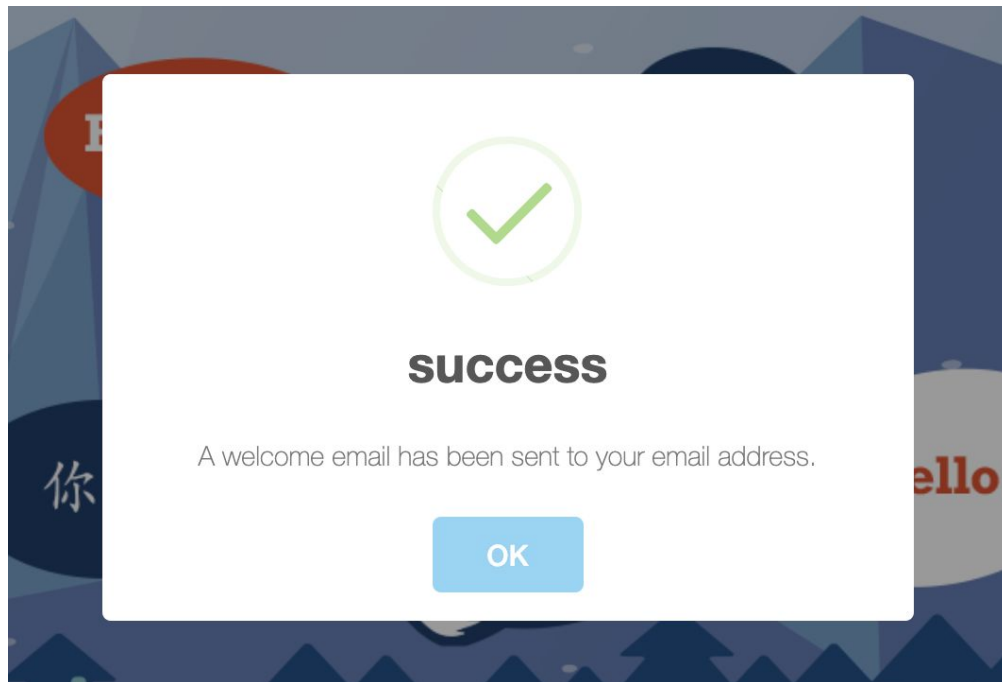
paco@pezschool.co.uk

Password

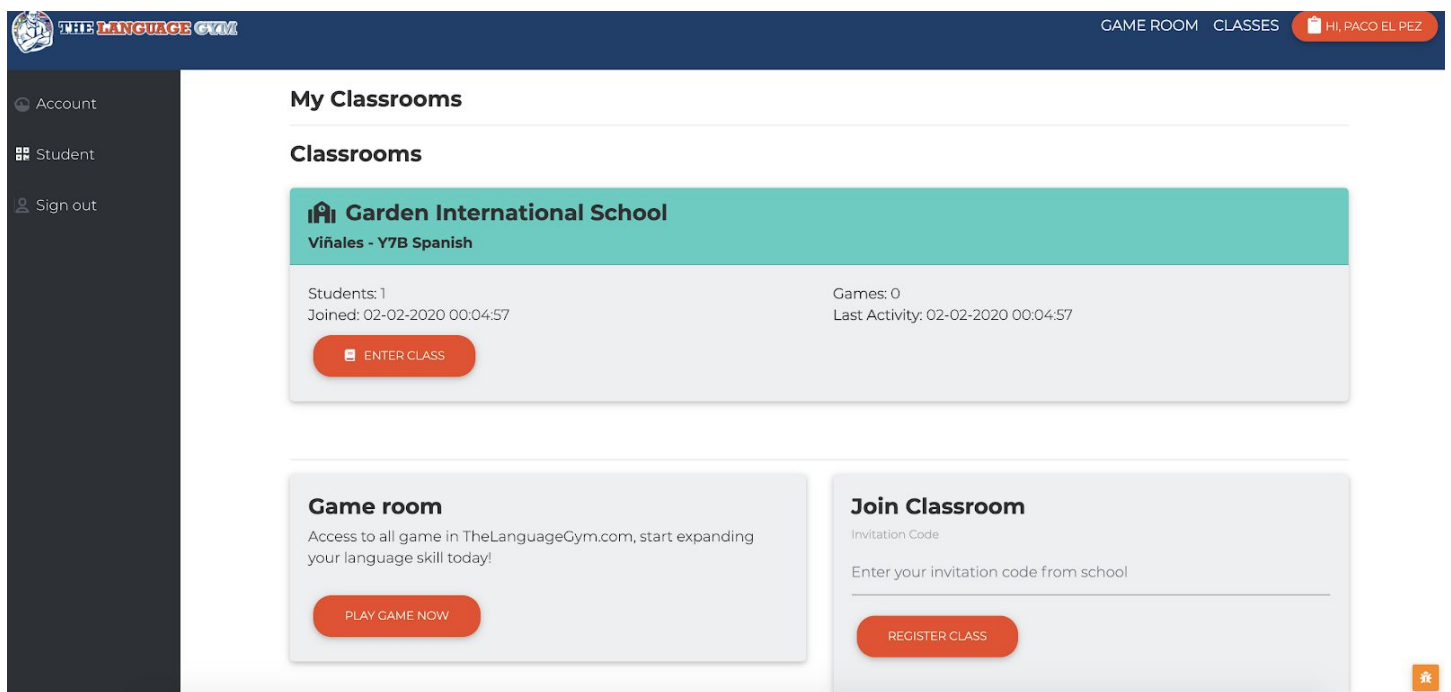
.....

REGISTER

Success! Student can now access all features of the Language Gym.



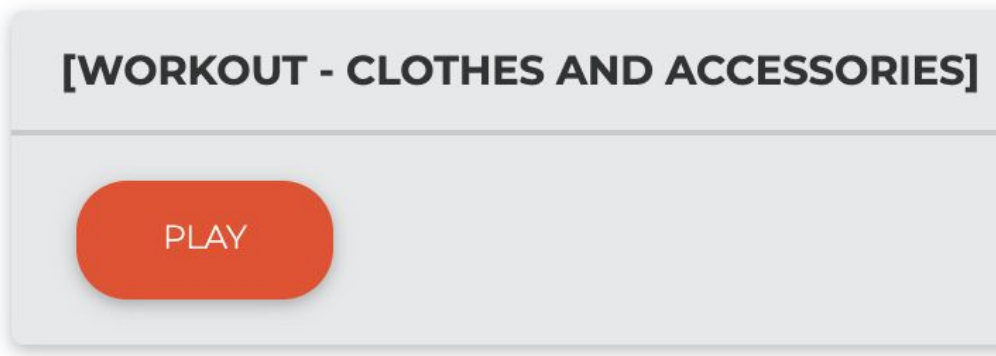
Student Interface:



Student can go directly to Game Room or click “Enter Class” to see “Assignments” or “Live Games” that you have set them.

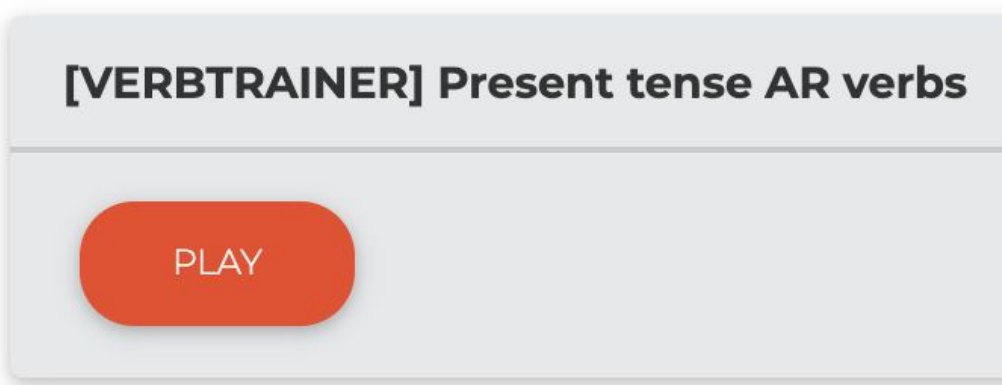
Students: Viewing Assignments/Live Games

Assignments



Student can click play to access your assignment. They have until the “Due Date” to complete the assignment. This function is particularly useful for tracking homework completion/effort/progress.

Live Games

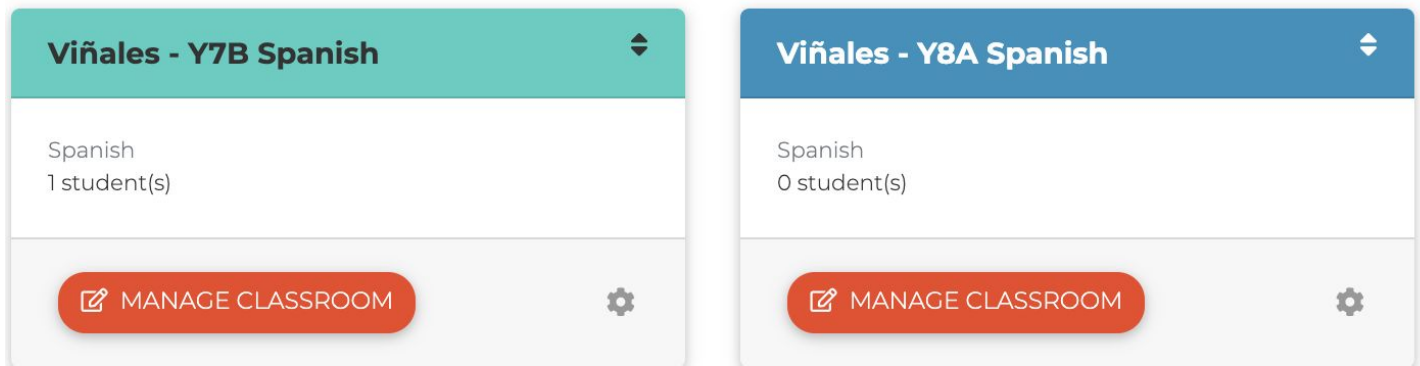


Students click Play to compete in Live Games. They will not see the Live Game on their interface until you click START from your side. This is due to the timer function of the Live Game and to ensure that all students have the same amount of time to play (provided they start playing as soon as you start the game)

Teachers: Setting up Assignments

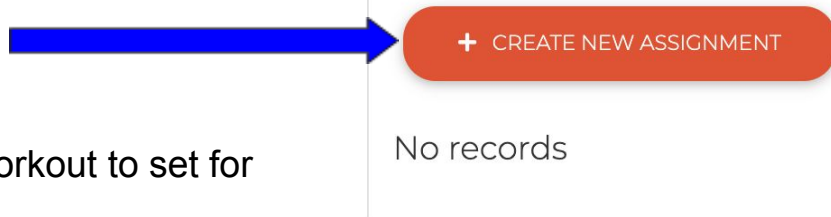


1) Go to MY CLASSES in the top panel



2) Choose which class you want to set an Assignment / Live Game for and click “MY CLASSES” for that particular class.

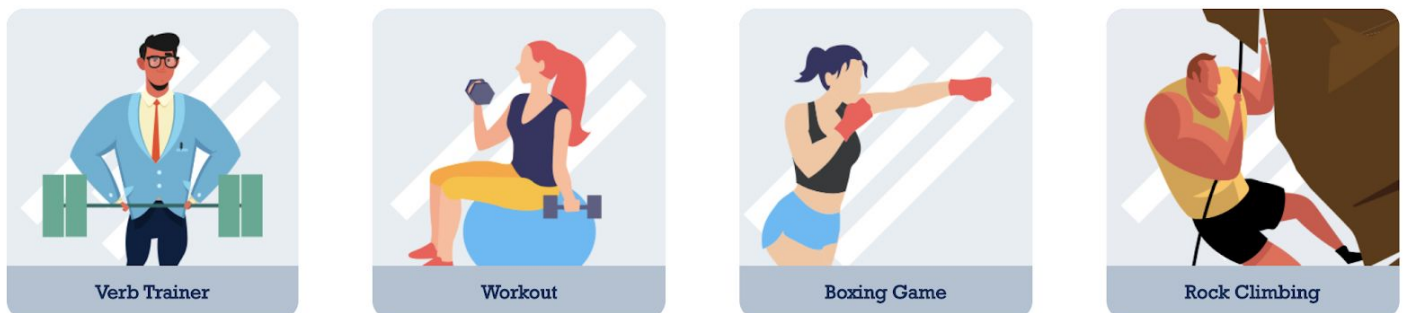
3) Click “Create New Assignment”



4) Decide which game/workout to set for your Assignment

Viñales - Y7B Spanish - Create Assignment

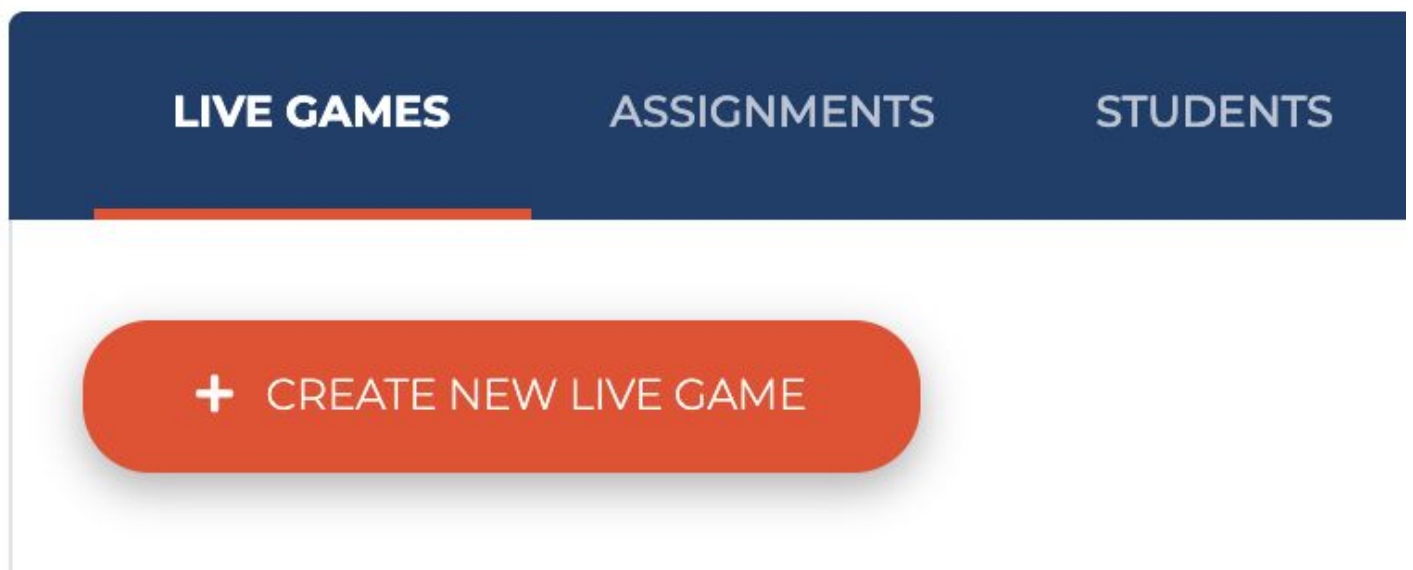
Select game



5) Choose the section/topic and modify the settings

TIP: Assignments will work best with Workouts and Verb Trainer

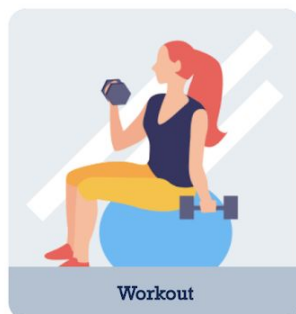
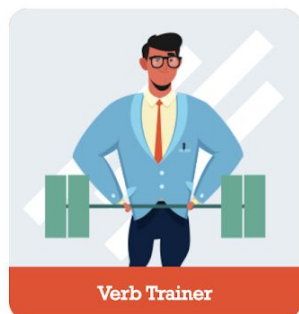
Teachers: Setting up “Live Games”



- 1) Find your class via “Manage Classrooms”
- 2) Select “Live Games” and then “Create New Live Game”
- 3) Choose which game/topic/verbs to base your Live Game on.

Viñales - Y7B Spanish - Create Live Game

Select game



- 4) Choose the game duration

Viñales - Y7B Spanish - Update Live Game Detail

Assignment Name

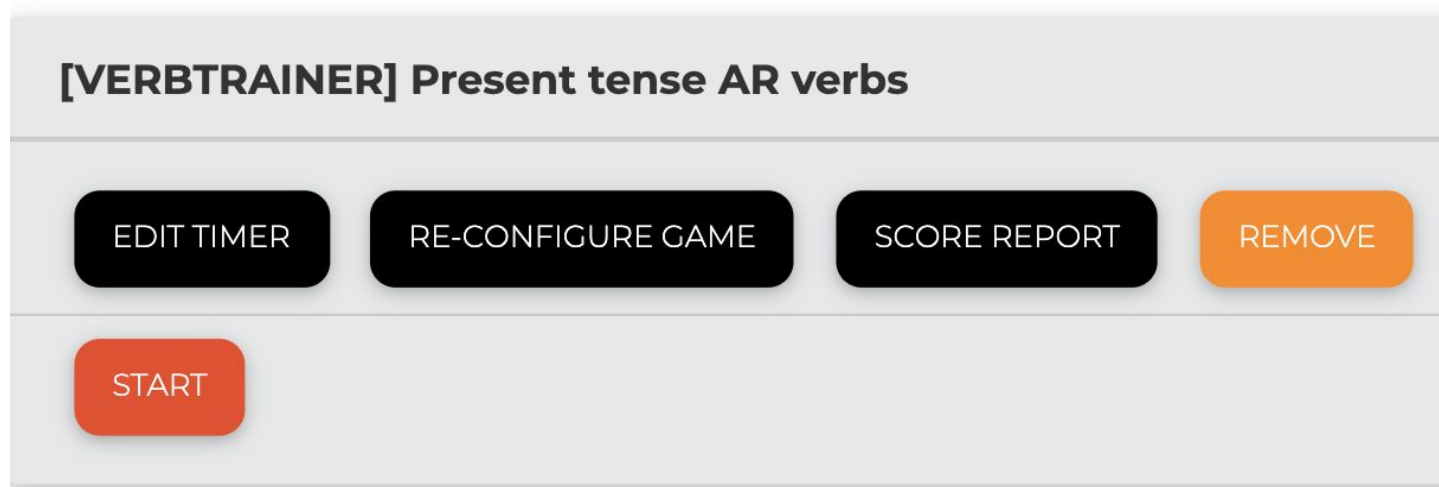
[VERBTRAINER] Present tense AR verbs

Duration (Minute)

8 minutes

SAVE

5) **IMPORTANT**: Click **START** to start the game



If you don't click Start... the Live Game will not start yet (and not be visible to students)... Once you click, all students have the same time limit to participate in the Live Game.

Teachers: Monitoring progress / checking student work

Once students have completed an Assignment you can check in on their progress via the Manage Classrooms - “Score Report” function

LIVE GAMESASSIGNMENTSSTUDENTSSTATISTICS

+ CREATE NEW ASSIGNMENT

[WORKOUT - CLOTHES AND ACCESSORIES]

EDIT TIMER

RE-CONFIGURE GAME

SCORE REPORT

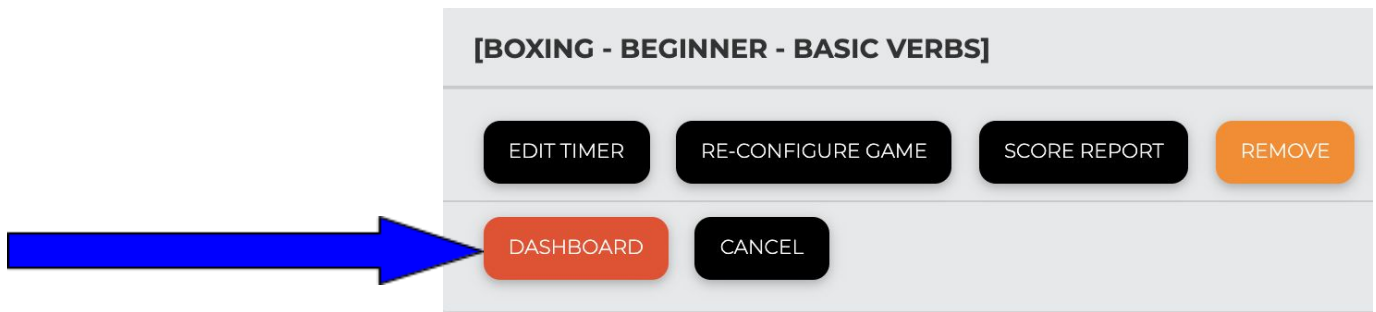
REMOVE

The data panel provides data about how long students have been playing for, as well as their accuracy.

[BOXING - INTERMEDIATE - LEISURE: HOBBIES - USEFUL VERBS IN THE PRESENT]								
<div>EDIT ASSIGNMENTRE-CONFIGURE GAMESCORE REPORTREMOVE</div>								
Student name	Average Duration	Total questions	Total attempts	Correct attempts	Wrong answers	Total restarts	Accuracies	Score
Sally Thompson	0 s	19	155	138	17	7	89.03%	12286
	0 s	19	169	134	35	12	79.29%	10624
	0 s	19	145	124	21	7	85.52%	10604
	0 s	19	125	104	21	7	83.20%	8652
	0 s	19	126	103	23	8	81.75%	8419
	0 s	19	134	98	36	12	73.13%	7167

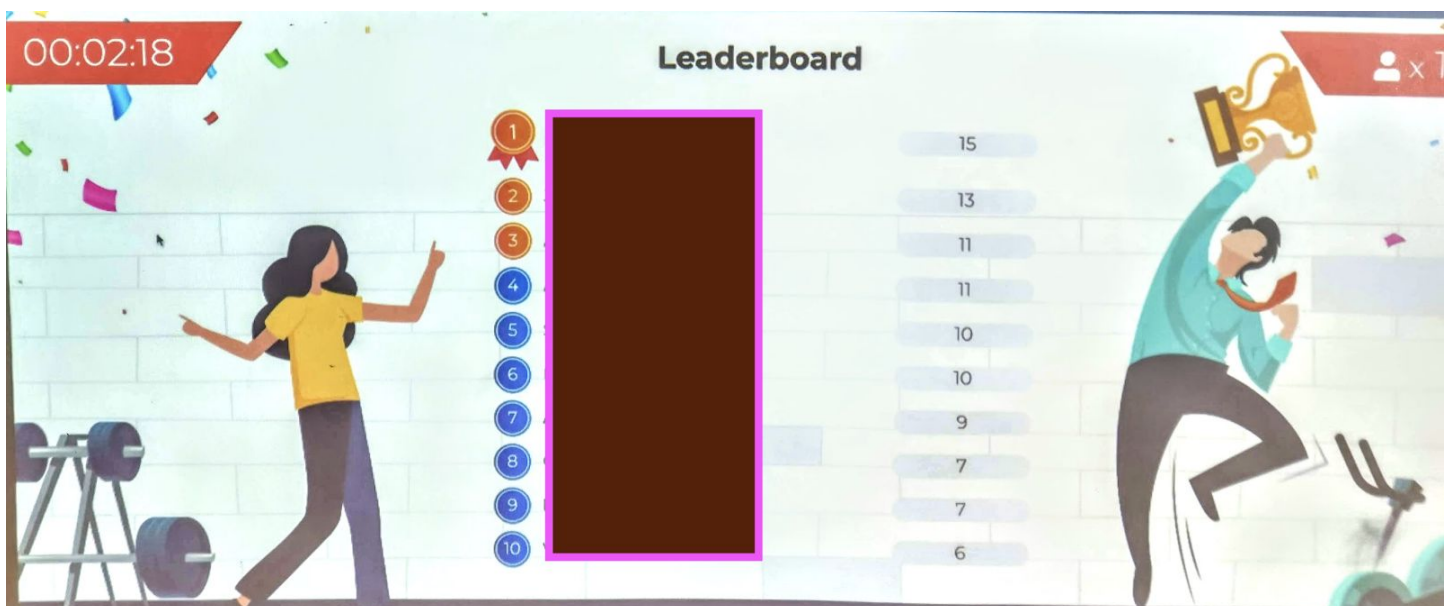
Teachers: Live Game Scoreboard

Once you have selected to START your Live Game, click on “Dashboard” to access the scoreboard. For best results, make this visible to students.



Leaderboard shows:

- 1) Time remaining (top left)
- 2) Number of students logged on to game (top right) - useful for a quick check that all have started the game successfully
- 3) The top 10 at any given moment.



N.B. The decision to not show students outside of the top 10 is intentional so as to safeguard the self esteem of weaker players, who can still enjoy the game while not being shown publicly to be at the bottom of the class. For smaller classes (e.g. A-level), you can zoom in to show fewer students.