User Guide

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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 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 “Manage Classrooms” in the top menu.

Select:

![Create Classroom Button]

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 your class language

Spanish

Enter your class name

Viñales - Y7B Spanish

Select a class colour

![Light Blue 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

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

1) Click “Sign up”

2) Click “Student”

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)
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

[WORKOUT - CLOTHES AND ACCESSORIES]

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

[VERBTRAINER] Present tense AR verbs

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 Manage Classrooms in the top panel

2) Choose which class you want to set an Assignment / Live Game for and click “Manage Classroom” 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:
- Verb Trainer
- Workout
- Boxing Game
- Rock Climbing

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

- Verb Trainer
- Workout
- Boxing Game
- Rock Climbing

4) Choose the game duration

Viñales - Y7B Spanish - Update Live Game Detail

<table>
<thead>
<tr>
<th>Assignment Name</th>
</tr>
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<tbody>
<tr>
<td>[VERBTRAINER] Present tense AR verbs</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Duration (Minute)</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 minutes</td>
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</table>
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.

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