# Table of Contents

1. Welcome .............................................................................................................................................. 3
2. Quick Start – Getting Going .................................................................................................................. 4
  2.1 Download the Skoolbo App for Students ......................................................................................... 4
2.2 Configure Your Device .......................................................................................................................... 5
2.3 Playing Skoolbo ................................................................................................................................... 6
  2.3.1 Customizing your avatar .................................................................................................................. 6
2.4 Main Page ............................................................................................................................................. 7
  2.4.1 Exploring the Main Page .................................................................................................................. 10
2.4.2 My House and Racing Vehicles ....................................................................................................... 11
2.5 Settings ............................................................................................................................................... 12
2.6 Offline Mode ......................................................................................................................................... 13
3. Web Browser Version ............................................................................................................................. 14
4. Parent Dashboard ................................................................................................................................... 15
  4.1 Sign In ............................................................................................................................................... 15
4.2 Home Page .......................................................................................................................................... 16
4.3 Results ................................................................................................................................................ 18
  4.4 Profile: Parent .................................................................................................................................... 19
4.5 Profile: Children ................................................................................................................................. 19
5. Key Learning Principles ......................................................................................................................... 20
6. Best Tips ............................................................................................................................................... 21
7. Zalairos Adventures ............................................................................................................................... 22
8. Upcoming Developments ...................................................................................................................... 23
9. Contact Us ............................................................................................................................................ 25
1. Welcome

We are thrilled to welcome you and your student on 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 grant 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 with other children on Skoolbo, eliminating any possibility for 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 with 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


Important!
When downloading the app version from iTunes or Google Play be sure to get the Skoolbo Aussie.

Please contact info@skoolbo.com.au or 02 6112 8508 - for technical assistance
2.2 Configure Your Device

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

**Already have a Skoolbo account?**

- Insert your child’s **Username** or **your e-mail address** 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. *(Note that after 3 **failed password attempts**, the app will lock for one minute.)*
- After the first sign in the app will automatically remember your child’s account.
- You may sign in for multiple student accounts.

**New to Skoolbo?**

- Click on **Register Here (Free!)**.
- Complete the **Parent Registration** form and submit.
- You will receive a confirmation e-mail.
- Log into the **Parent Dashboard** (see Section 4) using the username and password provided in the e-mail.
- Create an account for your child by selecting **Add New Child** (see Section 4.2).
- Now go back to the app and enter your child’s **Username** and **Password**, as generated in the Parent Dashboard.

---

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 colour and animal password.
2.3 Playing Skoolbo

2.3.1 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 glamorize learning.

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
2.4 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.
• Press Play on the main page.

• You will be taken to the Warp Room to find another player to race against in a learning game.
• Depending on who is 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 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 and reassesses the child’s performance after every game.
• Numeracy and literacy are assessed independently.
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 are available as appropriate to the curriculum.
• There are racing, running, and dancing games.
• In the dancing games, your avatar does cool dance moves when you get the question right.
2.4.1 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.
2.4.2 My House and Racing Vehicles

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

- 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**.
### 2.5 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 and
- exit the game.

If your child would like 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 open **Settings** box is shown on the screen.

Note: Reducing the background music and sound effects does not affect the loudness of the voice that asks the questions.

### 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.
2.6 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 having been offline, your data will be uploaded and synced.
3. Web Browser Version

- If you encounter difficulties with running the downloaded app version, you may use the web browser version by having your child sign in at [http://dashboard.skoolbo.com.au/](http://dashboard.skoolbo.com.au/). 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. It will also run on Internet Explorer 8 and below, provided you have Flash installed. If you run this version for your normal web browsing, you could try using Google Chrome.
4. Parent Dashboard


4.1 Sign In

- Sign in to the Parent Dashboard by entering your username and password provided in your confirmation e-mail from Skoolbo.
- Note that if you sign in using your child’s username and password, you will be accessing the web browser version of the game and not the Parent Dashboard.
4.2 Home Page

The Home page provides a summary of Skoolbo activity, including total number of correct answers for both literacy and numeracy, as well as a snapshot of recently played games.

- Children’s results
- Ability to create a new account
- Ability to link to a school created account
- Reports (coming soon!)
- Manage parent and children accounts
- Reports (coming soon!)
- Manage parent and children accounts
- Link to Parent Guide
- Ability to link to a school created account

Also able to Add New Child” and Link to a school created child account on Profile/Children page.
Create New Student Account

- Select Add New Child
- Enter child’s details and click Save

- Account is created with a random password assigned (unlike the default Black Bee created by the school)

New child’s profile is added to the list in the Home page

Link to a School Created Account

- Select Link to a School Created Account.
- Enter your child’s Username and Password found in the Letter for Schools to Send to Parents (please contact your child’s school for this letter).
- Your child’s profile is now added to the list in the Home page
### 4.3 Results

![Screen shot of Go Aussie Kids Go! Parent Guide results page]

#### Select numeracy or literacy

#### Expand or collapse

#### Curriculum content

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

<table>
<thead>
<tr>
<th>Category</th>
<th>Total Correct</th>
<th>Mastery Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Letter Introduction 1 (s, a, t, p)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Letter Introduction 2 (n, i, m, d)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blending 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sound Introduction 1 (s, a, t, p)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Letter Introduction 3 (g, o, c, k)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vocabulary 1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Correct Answers</th>
<th>Accuracy</th>
</tr>
</thead>
<tbody>
<tr>
<td>James E</td>
<td>103</td>
<td>96%</td>
</tr>
</tbody>
</table>
4.4 Profile: Parent

Parent profile is also accessed by clicking on down arrow in the Welcome tab (the top right of page).

4.5 Profile: Children

Also able to Add New Child and Link to a school created child account on Home page.
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, providing a motivating rewards system, and linking the game 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** – The game provides an environment of efficient learning with students typically making more than 200 responses in a fifteen minute period. Reading and math games last 60 seconds; this provides an intense learning period during which children are 100% focused. The result is an extremely rapid skill development.

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 customize 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 (a 20-30 minute period 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 “1,000th Correct Answer” milestone and other improvement awards. Consider setting a goal for your child of 5,000 Correct Answers over the next 8 weeks and celebrate by a trip to the movies when achieved. A large part of the program is also dedicated to celebrating improvement shown by the child – he or she will receive badges for improving skills by 10%, 25%, 50% and 100%.

- **Download Skoolbo 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.

- 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 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.
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 – 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. You can also play with the child even when he or she is 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 celebrations scenes involving avatars of the entire family. The FanClub app is designed to acknowledge your child’s successes in a fun and motivating manner.
9. Contact Us

info@skoolbo.com.au

@SkoolboAU

facebook.com/SkoolboAU

02 6112 8508

Skoolbo Australia Pty Ltd
Unit 10, 26 Francis Forde Boulevard
FORDE ACT 2914