

FAQ COLLECTION TO HELP PARENTS

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How can the student continue the learning process the next time, so that they don't have to start again?

In the LTHP system, the default setting is that the student always resumes the task where he/she left off. If the replay option is not checked in the route setting, the student can only solve the route once, otherwise he/she can solve it several times.

? *How does the navigation in the LTHP system work when solving a task?*

1. You can go forward using the Next Unit menu and backward using the navigation arrow in the top left corner.
2. To exit the system, use the Exit menu.
3. If the student is unable to answer the question correctly, he/she can go back to the task and re-read it again by using the Re-read function button in the bottom right corner.
4. Once the student has solved the task but the time available has not yet expired, the Next button can be used to move on to the next task without waiting.



? *How does learning and progression work in a level hopping curriculum?*

A frequently asked question is why a student drops a level if he/she has managed to solve the task correctly on the second attempt, i.e. after the help question.

The idea behind learning in LTHP level-jumping is that a task is only considered successfully solved if the student has solved it without any help. If the correct solution is not found the first time, the student is given a help task and can then try again with the original task. However, at this point, the level will have already been reached, regardless of whether the problem is solved this time or not. So in the case that you give the correct answer, you will fall

and get the next task from an easier level. However, if you fail to solve the problem the second time, you will receive an explanation explaining how to solve the problem, and only then will you fall.

In order to avoid the learner being caught unawares by falling a level after a second successful attempt, it is important to clarify the system before the learning activity.

How do we prepare children to use the LTHP?

In order to implement a successful learning activity, it is useful to provide some basic information to the students before they start the task. These are:

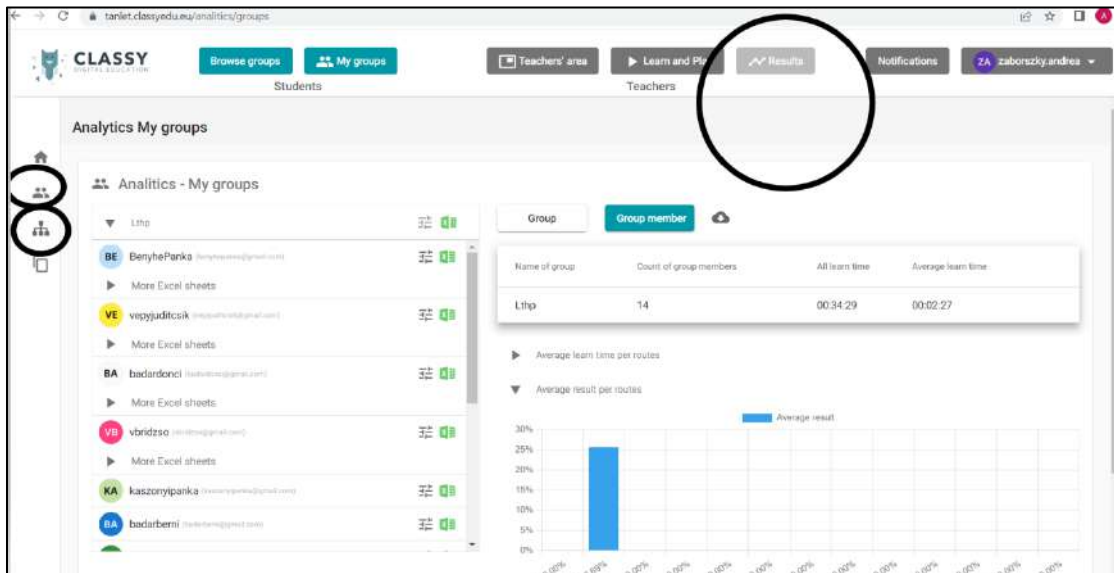
- The LTHP system allows you to see and track the student's activity, e.g. how much time he/she has spent on a task. This can be used to draw conclusions about whether the student has really taken the task seriously, read the text or just guessed, etc.
- It is also worth clarifying the navigation in the system, especially the 'New' button, as this gives the student the opportunity to start again if he/she has made a mistake.
- In relation to falling back between levels, it is important to make it clear to children that if they have failed to solve the task without any help, they will fall down a level. This will not change if he or she successfully completes the task after the help task.
- The tasks are based on the secondary school admission tests: topics, types of tasks, subject areas, etc.
- Finally, as regards the assessment, it is worth clarifying that in test mode, the system will capture all the answers and let the student go on, but this does not mean that he has solved it correctly and will be awarded a mark. In the practice mode the engine always shows immediately if the answer is correct or incorrect, in the test mode only if you click on continue the system shows you if the answer was correct or not.

How can a task be re-solved during the task solving process?

If a student makes a mistake during the task solution, it is recommended to use the Resolve function button in the bottom right corner to go back to the task and solve it again.

How can you monitor and control student learning?

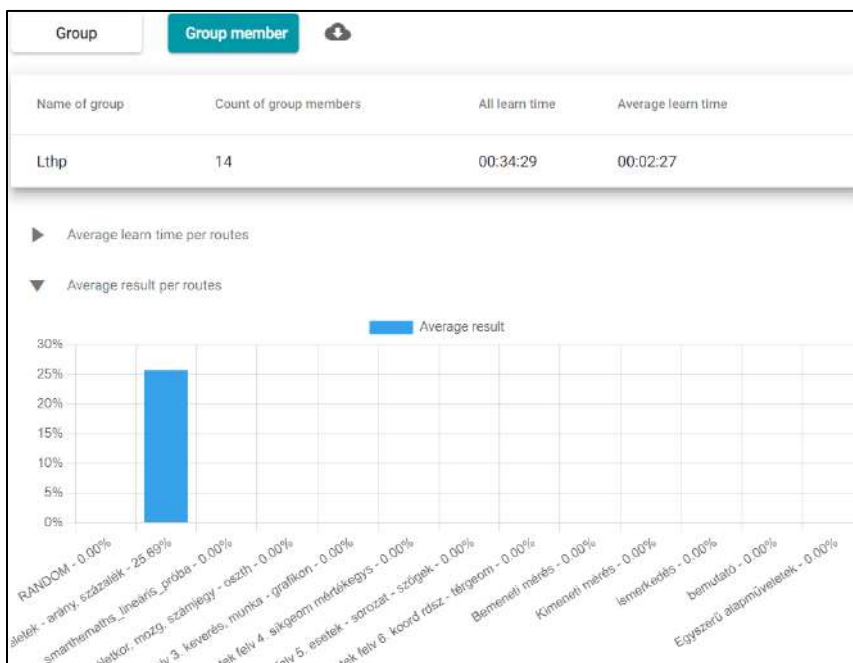
There are several ways to monitor students' activities, ranging from an overall check to a more detailed one. Two approaches are available in the system, with icons on the left to help you choose the right one.



The screenshot shows the CLASSY analytics interface. A navigation bar at the top includes 'Teachers' area', 'Learn and Play', and 'Results' (circled in black). The main content area is titled 'Analytics My groups' and shows a list of groups on the left and a detailed view for the 'Lthp' group on the right. The 'Lthp' group view includes a table with columns for 'Name of group', 'Count of group members', 'All learn time', and 'Average learn time'. Below the table, there are sections for 'Average learn time per routes' and 'Average result per routes', which is visualized as a bar chart.

Name of group	Count of group members	All learn time	Average learn time
Lthp	14	00:34:29	00:02:27

1. My Group Results shows the average learning time and average result per route.



This image provides a detailed view of the 'Lthp' group results. It features a table with the following data:

Name of group	Count of group members	All learn time	Average learn time
Lthp	14	00:34:29	00:02:27

Below the table, there is a section for 'Average result per routes' with a bar chart. The chart shows the average result for various routes, with the highest result being approximately 25% for the route 'alek - arany. szazalek - 25.69%'.

2. Learning path results: under the Results menu, in the Learning path results function, you can select the path you want to study in more detail. Here you will find data such as current location, group aggregation, individual route aggregation, time spent on individual route, individual route achievement, individual route level and individual route achievement.

Name of route	Task play time	Average task play time
Lthp matek felv 1. műveletek - arány, százalék	00:34:29	00:06:53

- ▶ Current position
- ▶ Route summary
- ▶ Custom route summary
- ▶ Egyéni útvonalban töltött idő
- ▶ Egyéni útvonalban elért szint
- ▶ Egyéni útvonalban elért eredmény
- ▶ Egyéni útvonalban elért előrehaladás



How does the framework game work from a user perspective?

The castle framework game is based on the idea of reaching the top level while solving tasks at different difficulty levels. The game requires the character of your choice to get to the top of the tower to free the prisoner. The student can choose from several characters, so he or she determines the role. At each level, the student receives points and tokens, and after a certain number of points, a reward.

At the beginning of the game there is a possibility to choose a character. If the answer is successful, the student is given the next task from a harder difficulty level, i.e. the character goes up the stairs one floor, if the answer is wrong, the student falls to an easier level and the hero falls.

