FREQUENTLY ASKED QUESTIONS (FAQ) TO HELP TEACHERS

Table of Contents

How can we develop content together so that everyone in the group can see the work that has already been done? 2

How can I report technical or content errors found in the system? 3

How can I check how the student sees the tasks while learning? 4

How to create a new route? 5

How does learning and progression in a level-jumping curriculum work? 7

What does it mean to replay the task? 7

Is it possible to use multiple screens in one task? 8

How to search between tasks efficiently? 8

How to assign a frame game to routes? 9

How can rewards be placed in the treasure chests? 10

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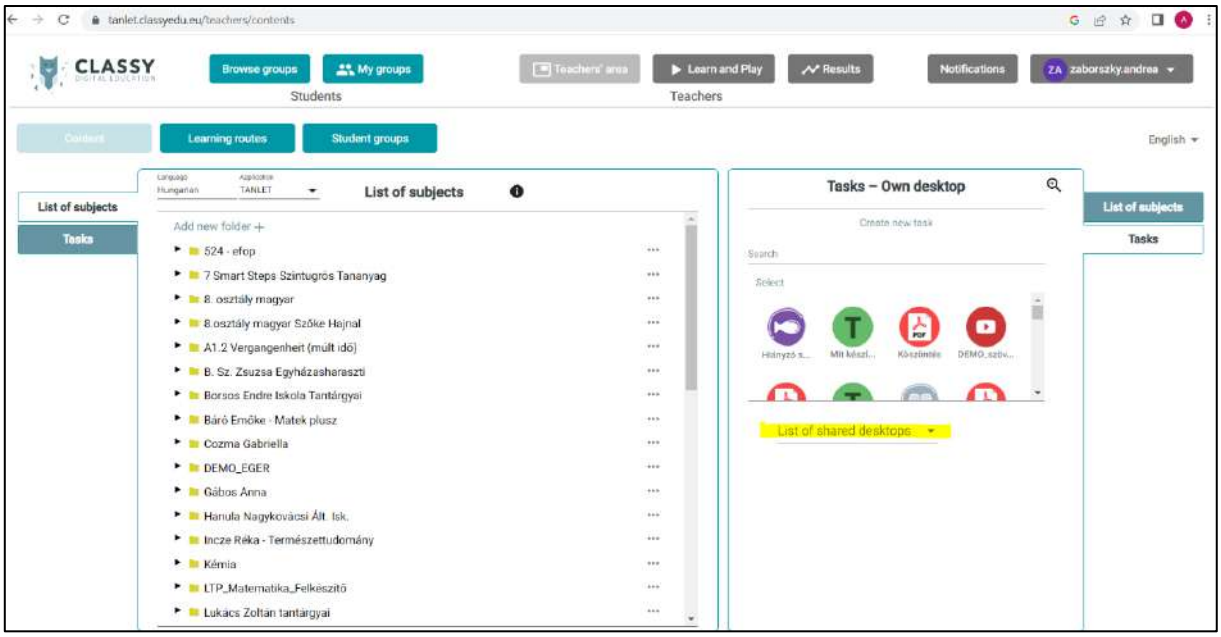
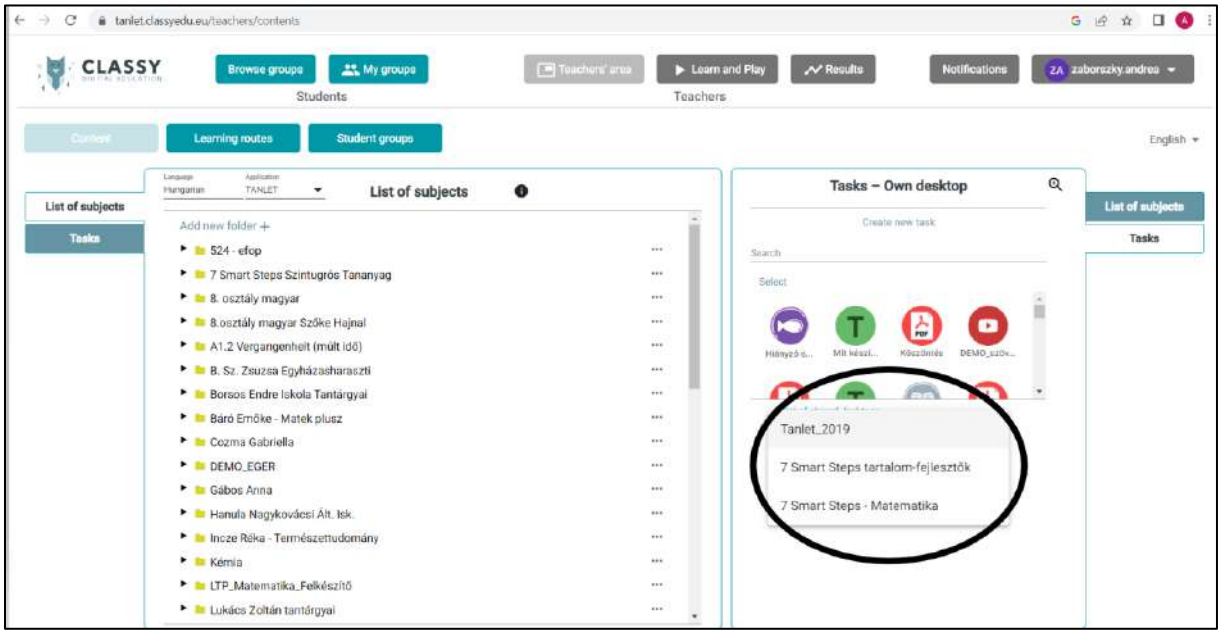
How can we develop content together so that everyone in the group can see the work that has already been done?

In group curriculum development, collaborative work can be achieved by creating a shared desktop, i.e. sharing a module and its content. In the bottom left corner, click on the Shared Tables list and select the group you want to work with from the drop-down list.





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How can I report technical or content errors found in the system?

A bug report should be sent for any errors encountered in the system. The steps to send a bug report are as follows:

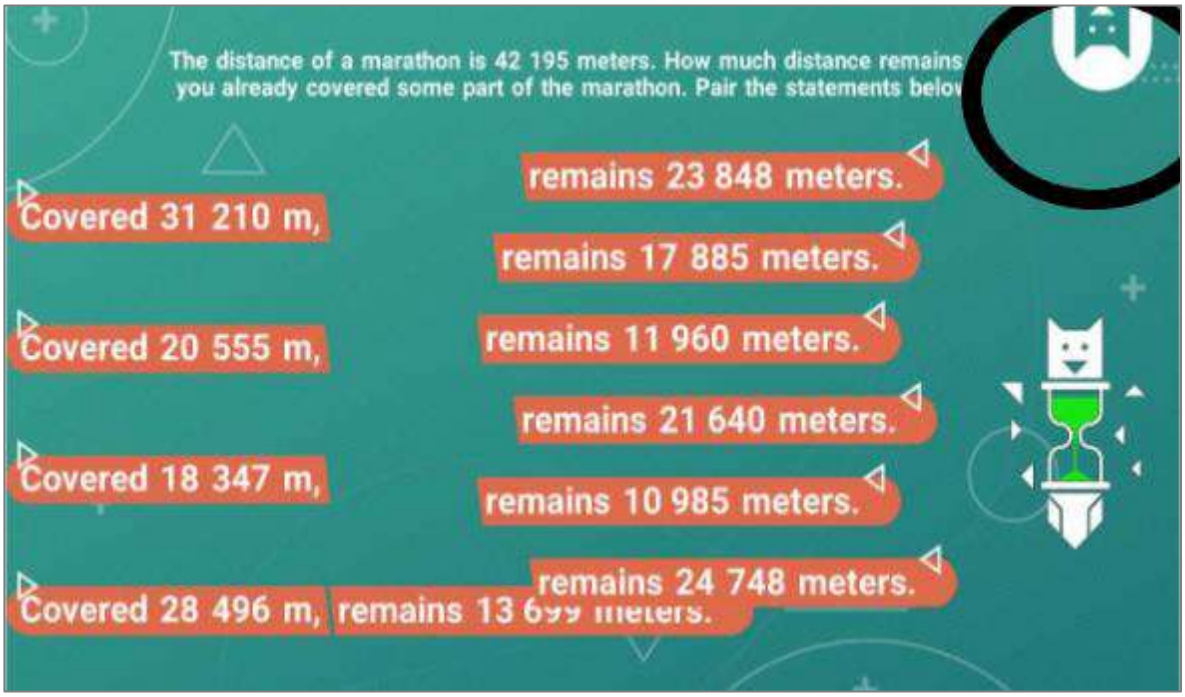
Step 1: Click on the owl in the top left corner.

Step 2: Click on the Info button

Step 3: Click on the black bug icon in the bottom right corner!

Step 4: In the pop-up window, you need to enter the bug you encountered.

Step 5: Submit



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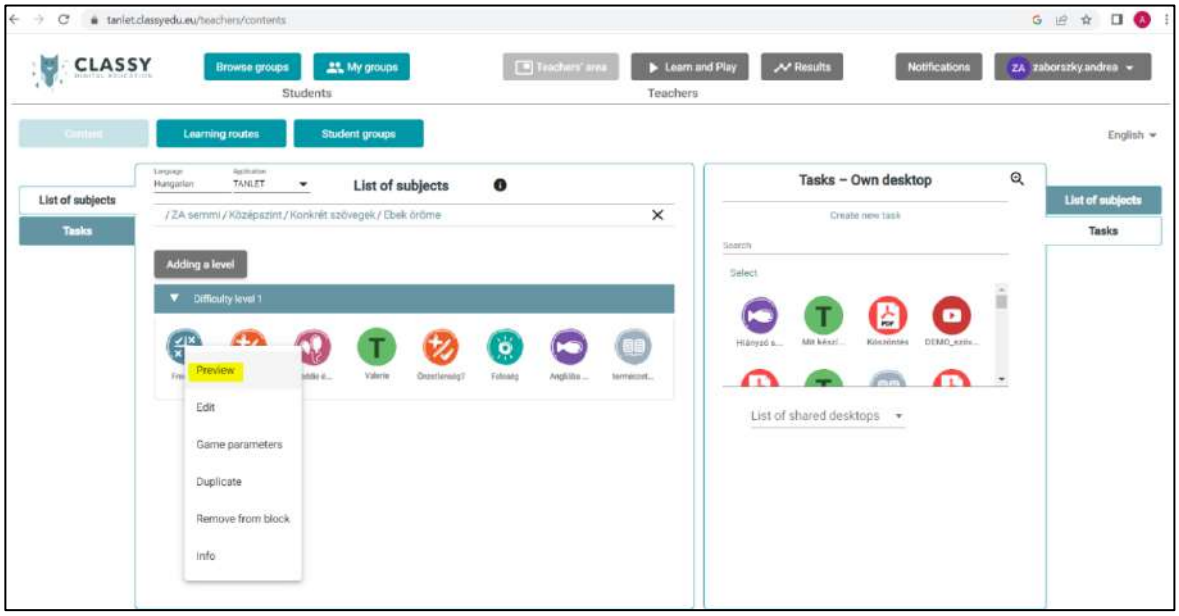
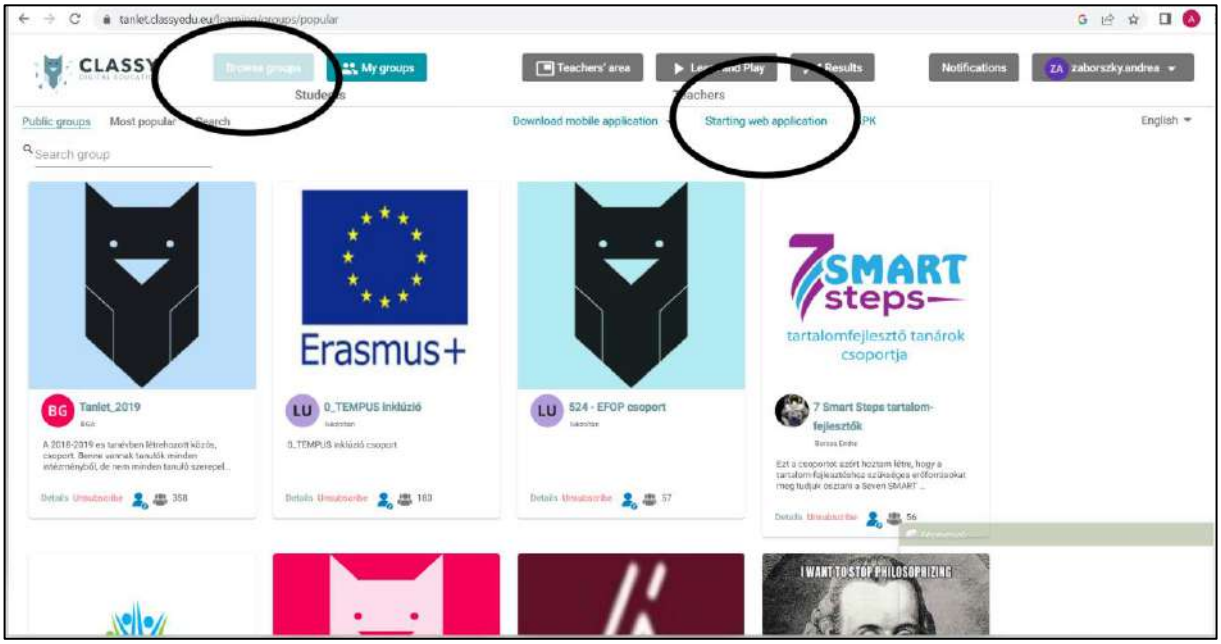
How can I check how the student sees the tasks while learning?

There are two ways to do this:

1. You can preview the content on your own desktop.



2. From the teachers' area, you can click on Launch Web application (in: Browse group) to launch the student application, where you can play the entire path. This assumes that the route has already been created in the learning group.



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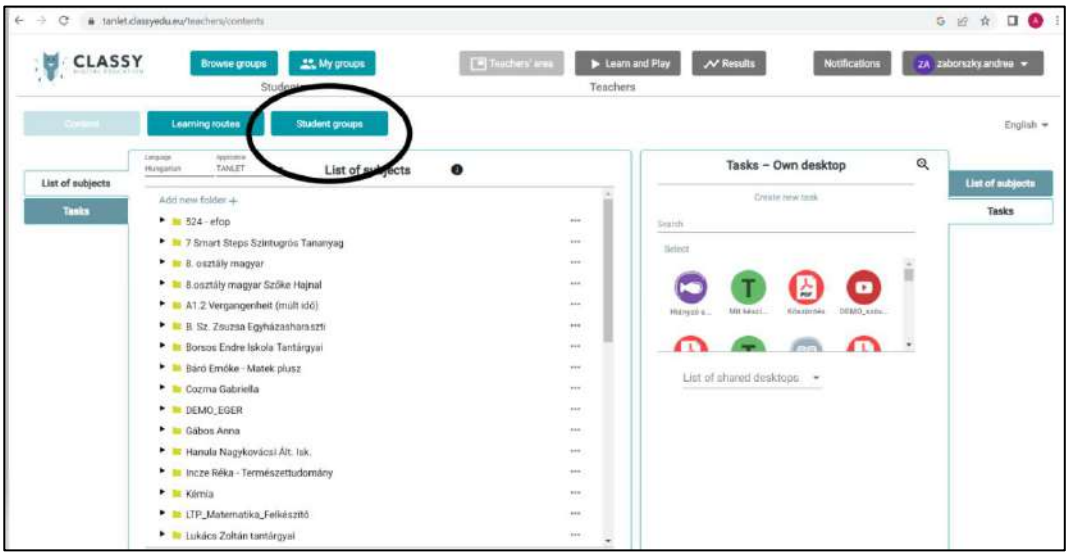
How to create a new route?

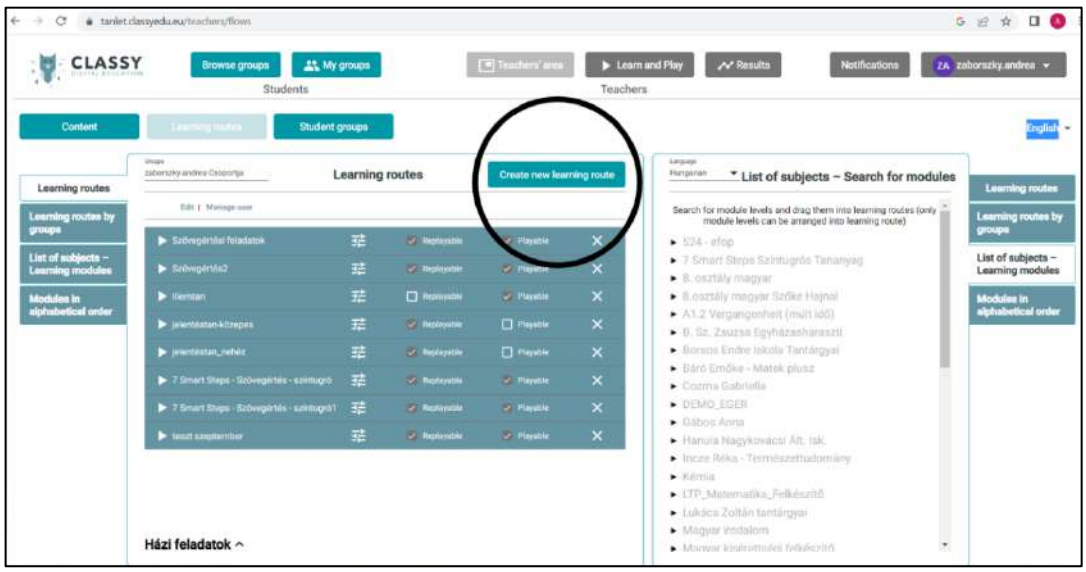
The way to create a route is as follows:

1. Step 1: Click on Study Groups!

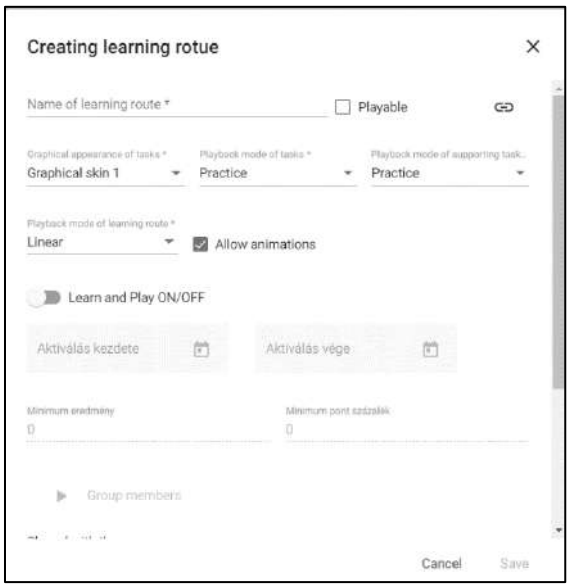


Step 2: Select the group in which you want to create a new route, then select the Edit learning route option.

Step 3: Click on the Create new route button in the top right corner.

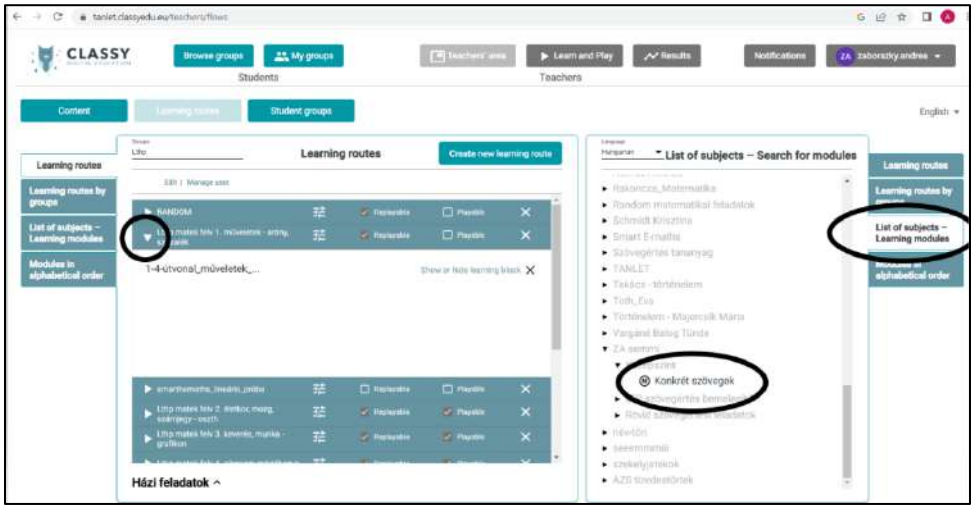


Step 4: In the pop-up window, enter the name of the Route and make the necessary settings!



Step 5: Open the new route!

Step 6: Drag the smallest level from the subject list on the right into the drop-down box on the left.



Step 7: Make the route playable

Step 8: Log in to learnthenplay.clasyedu.eu/app and select the group in which you have created the route in the middle bar. The route will be displayed in the bottom acid and can be started by clicking on it.

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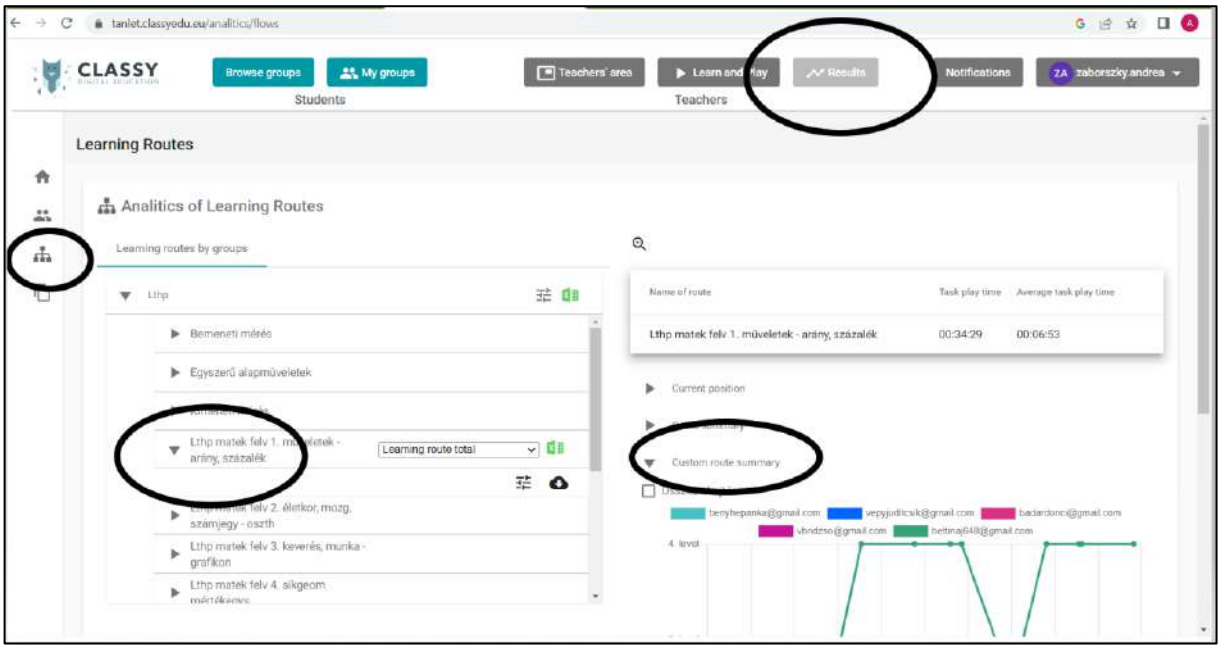
How does learning and progression in a level-jumping curriculum work?

An easy question to misunderstand is why a student drops a level if he or she has solved the task after the help task, i.e. the second time. The point is that a task can only be considered successfully solved if the student solved it without any help. If the student fails to get the correct solution the first time, he/she is given the 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 or not the problem is solved.

What does it mean to replay the task?

In short, it means that in the Tutorial it is possible to look back at what the child did, or what he or she may have done wrong when solving the task. The Individual Pathway Summary menu item provides the most detailed tracking, with the replay feature. This allows you to video-review a student's activity on a specific task. All you have to do is select the student and the task by colour, then use the Task Replay feature to see exactly what the student did in a video format similar to the preview. The main advantage of this is that it makes it easier to identify stuck points and help the child



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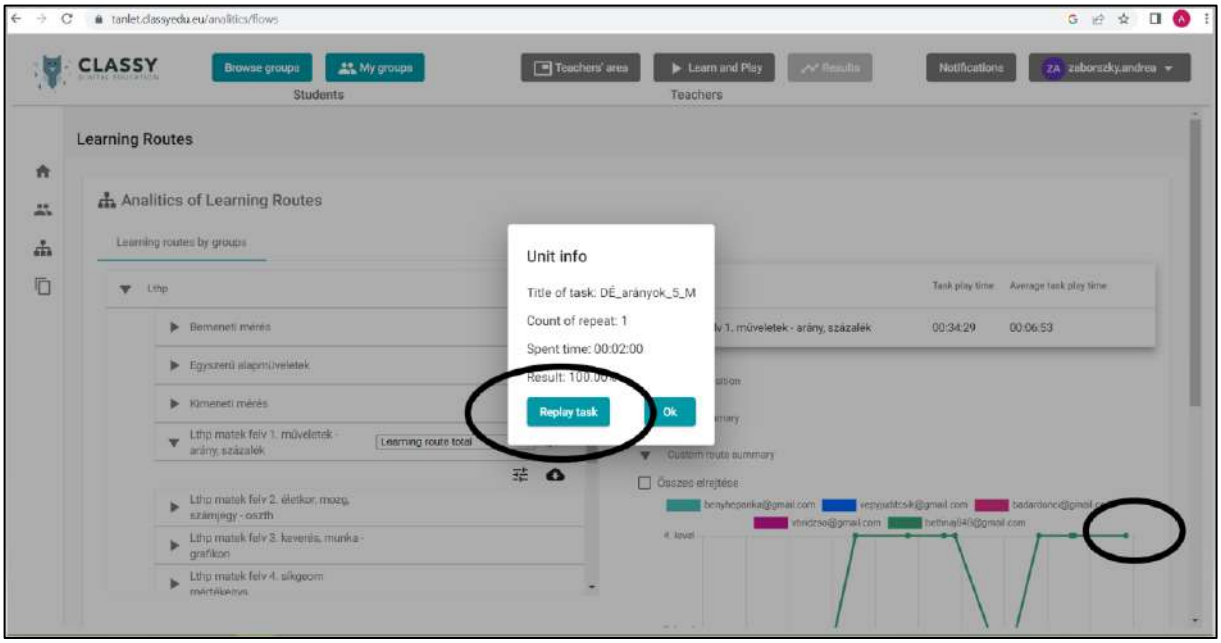

Is it possible to use multiple screens in one task?

Multiple screens are effective when you want to ask several questions of the same type. However, it is not recommended to place more than 2-3 tasks in the game engine, as this can lead to undue setbacks, which can be caused by a student failing a single task. It is therefore advisable to maximise the number of surfaces so that there is not too much room for error.

How to search between tasks efficiently?

In self-developing content, it is often the case that many tasks accumulate on one's own desk before they are placed in the courseware structure. The search function allows you to easily find a specific question among the tasks on your own desktop.

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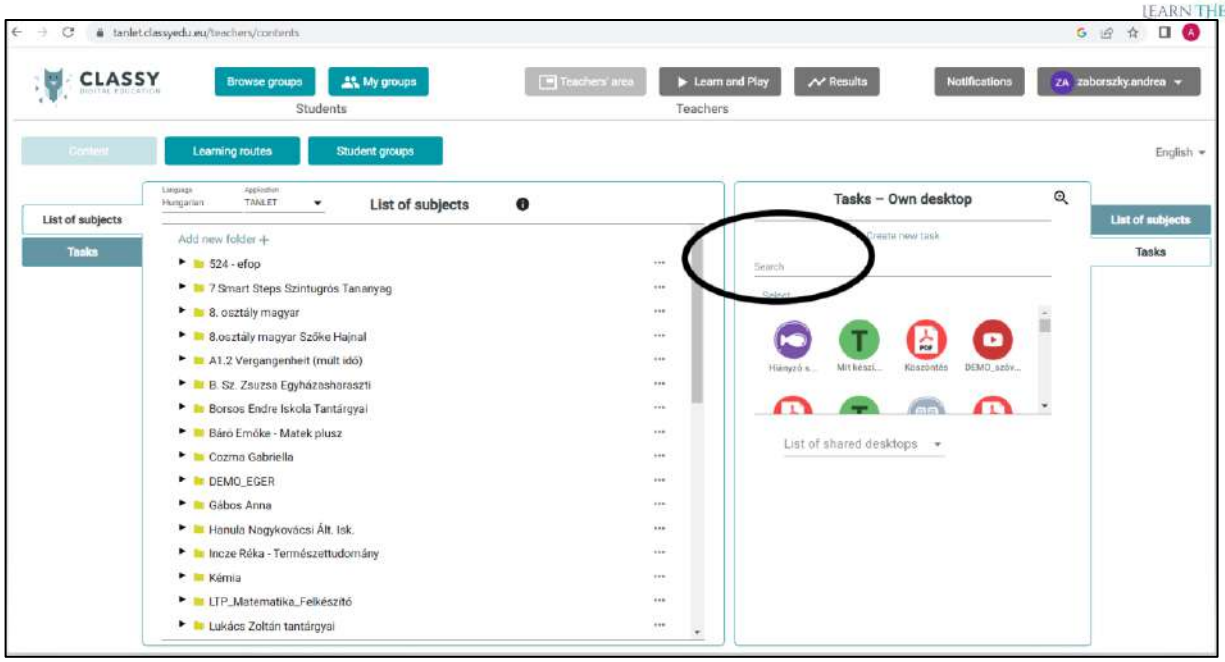
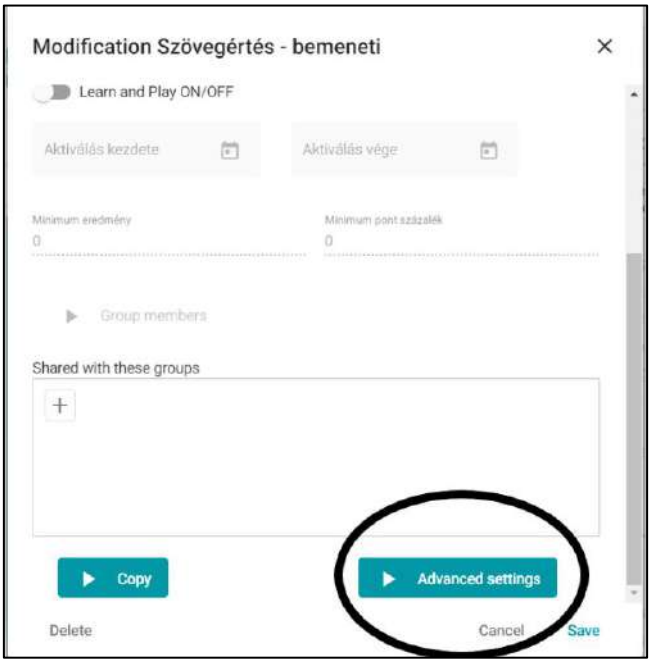


How to assign a frame game to routes?

The frame game can be assigned to routes in the Advanced settings.



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You can activate the castle frame game, the level jump rewards and the treasure chest at will. If the Level Jump Reward is selected, the student will receive tokens after completing the task. However, if the Treasure Chest is chosen, the rewards must be selected and placed. In the system, it is possible to specify the percentage of the course material and the number of points achieved for which a student can receive a reward, e.g. characters or music.

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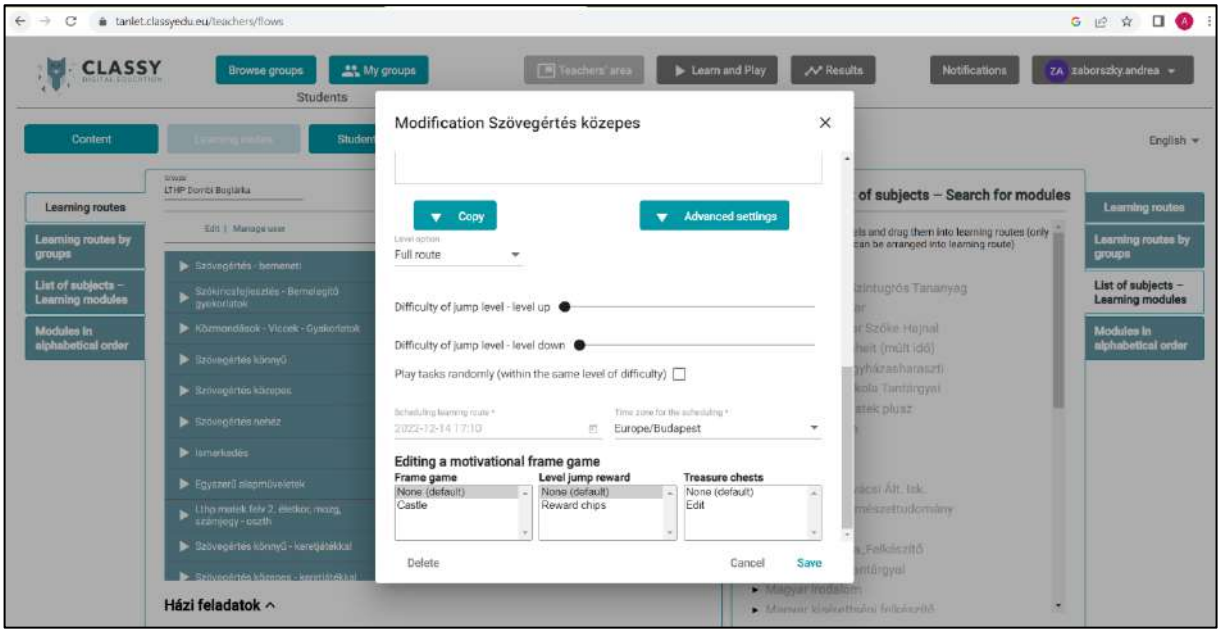
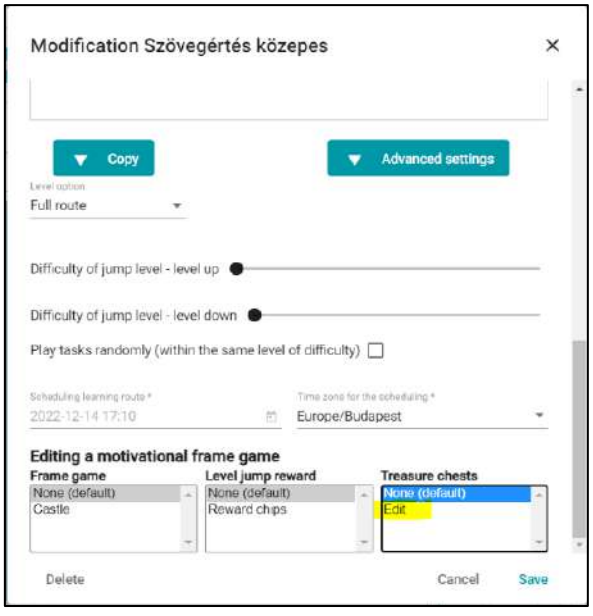


How can rewards be placed in the treasure chests?

Once the treasure chest has been activated, you can select and place rewards using the edit function. The reward can be any image, music (link) or other built-in reward or character of your choice. In the reward editor window, you can enter the name, link and image to be uploaded.



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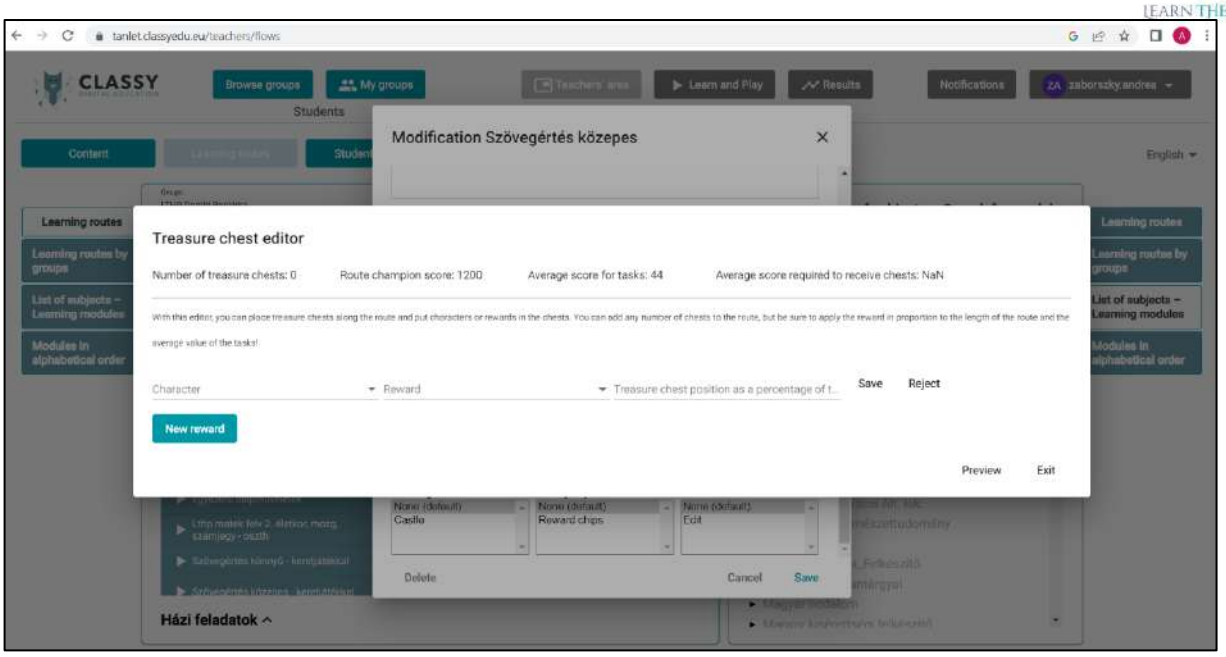
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CLASSY
Browse groups
My groups
Students
Learn and Play
Results
Notifications
Modification Szövegértés közepes
Treasure chest editor
Number of treasure chests: 0
Route champion score: 1200
Average score for tasks: 44
Average score required to receive chests: NaN
Character
Reward
Save
Reject
New reward
Preview
Exit
Delete
Cancel
Save
Házi feladatok

Treasure chest editor
Number of treasure chests: 0
Reward editor
Reward name *
Upload URL
Upload selected image
Cancel
Save
Character
Save
Reject
New reward
Preview
Exit