

Use homework function as a parent/carer

- LTHP Simple BETA

What can it be used for?

The Learn THEN Play homework solution is designed to support independent digital learning by providing access to only the educational app on the learner's Android device until the homework is completed. The **LTHP Simple** app includes both the tutorial and device blocking functionality. Once the Learn THEN Play function is activated, only this app can be used on the device until the homework requirements have been met.

Attention! This feature only works on Android devices, not on iOS mobile devices or laptops/desktops.

What do you need?

To use Learn THEN Play Simple BETA you will need:

- a **parent email address** and password that you use to register for the Learn THEN Play Platform;
- one (or more) **child email address(es)** and password(es) that the child(ren) under your supervision use to register for the Learn THEN Play Platform;
- establish a family relationship between you and your child(ren) on the Platform;
- the child(ren) must have an Android mobile device on which the Learn THEN Play app can be downloaded (minimum version: Android 8.0 or higher);
- children must be enrolled in a Learn THEN Play study group in which the teacher(s) assigns compulsory homework.

If all these conditions are met, you as a Parent can activate the Learn THEN Play feature to ensure that your child cannot use their Android phone/tablet for any other purpose until they have completed the mandatory homework on the device.

The following is a detailed overview of the steps required to download, activate and use Learn THEN Play.

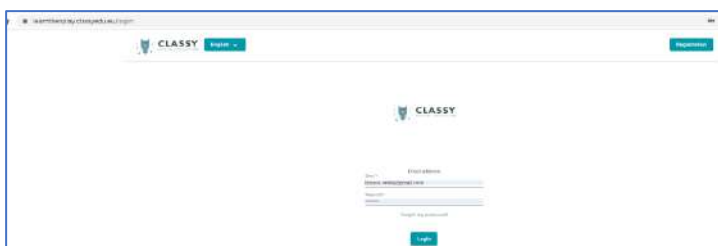
1. Establishing parent-child contact on the Learn THEN Play web platform

For parental control to work, a parent-child link must be established between the two user profiles in the Learn THEN Play web interface. The connection can be initiated by either party and must be approved by the other party.

As a parent, you should do the following when you log in:

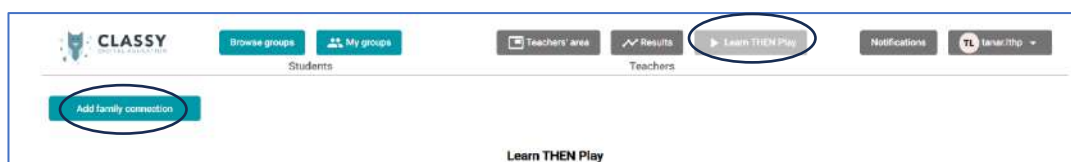
- a. Also **log in/register** with your parent/guardian's email address on the Learn THEN Play platform:

<https://learntheplay.classyedu.eu/login>

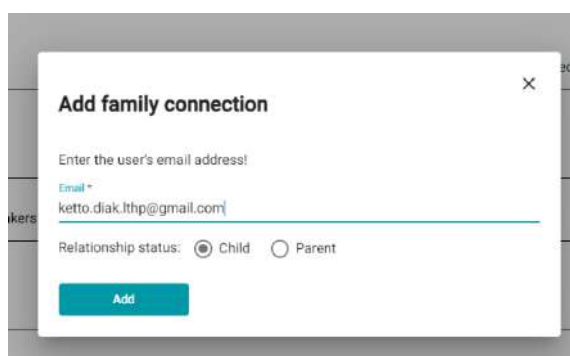


Help to register [here](#).

- b. Click on "Learn THEN Play" in the top menu
- c. Click on the "Add a family member" button

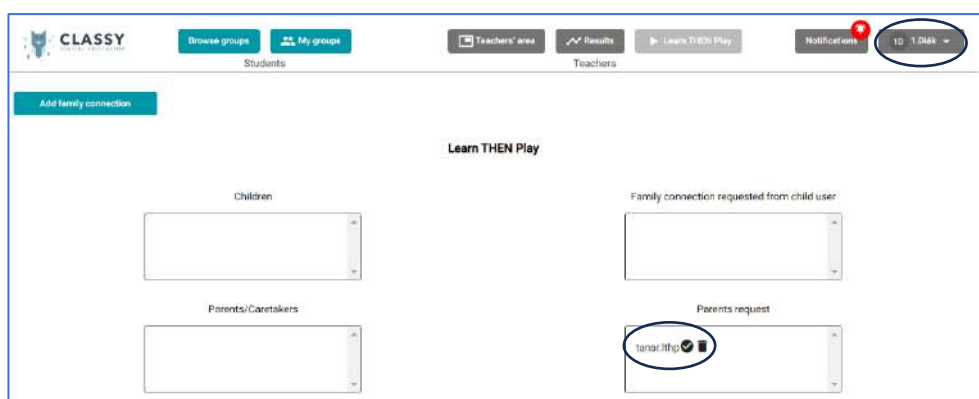


- d. Enter the email address of the user you want to contact in the family. Check the "Child" option for a user with child role.
- e. Click on the "Add" button!

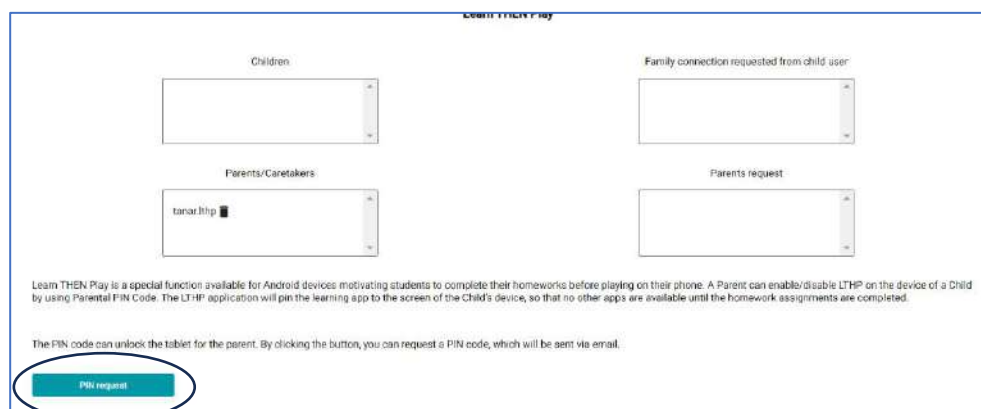


- f. In doing so, he successfully initiated the contact. The child user will then need to confirm your request.
- g. To do this, **log in to the Learn THEN Play interface again, this time in the profile of the student you want to supervise, and you will find the request in the "Parent request" window under the familiar "Learn THEN Play" menu.**

The student/child can click on the tick to accept the parent's request, or on the trash can icon to delete it.



- h. Approve the request! You have successfully established a family connection.
- i. Check your email! You should have received a letter containing your parental PIN. This is the PIN you will need to activate/deactivate Lear THEN Play on your learner device.



2. Download the LTHP app to your child/student's Android device

Open the link below on your device:

<https://play.google.com/store/apps/details?id=com.Learn.classY>

Or search for it in the Play Store in the app using the keywords classyedu LTHP:



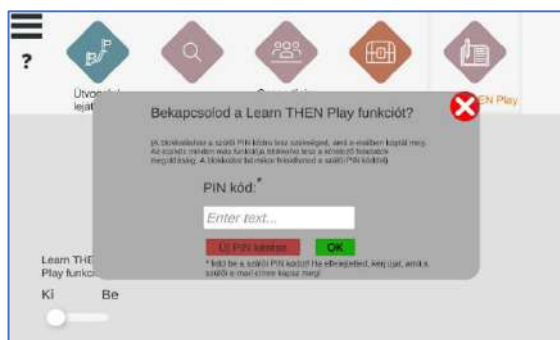
If the learner has already registered on the Learn THEN Play Platform as described in point 1, he/she can access the app with the combination of the **LEARNER** email address + password entered there.

3. Turn LTHP on and off in the application

After installation, tap on the Learn THEN Play icon and activate the "Learn THEN Play" function in the bottom left corner of your device!



For the first activation you will need the PIN code you received by email.



If you do not have the PIN, you can request a new one via the web platform as described in section 1.i.

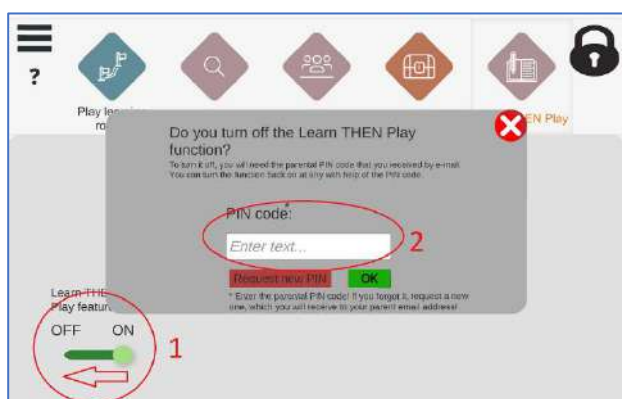
This brings everything up to date! The app will then check if the student has any homework to complete. These homework paths will appear under the "Learn THEN Play" menu. By clicking on the "info" button next to the assignments, we can see which teacher has assigned the assignment to which group of students, and what the conditions are for completing the homework: how many % of the learning pathway the student must complete and what the minimum score is.



If there is such an assignment, the LTHP function will not allow the student to exit the application until the homework is completed according to the conditions set by the teacher. The locked status of the device is indicated by a padlock icon in the top right corner.



If for any reason you still want to unlock the student's device, you can do so at any time using the parental PIN. All you have to do is deactivate the "Learn THEN Play" function.

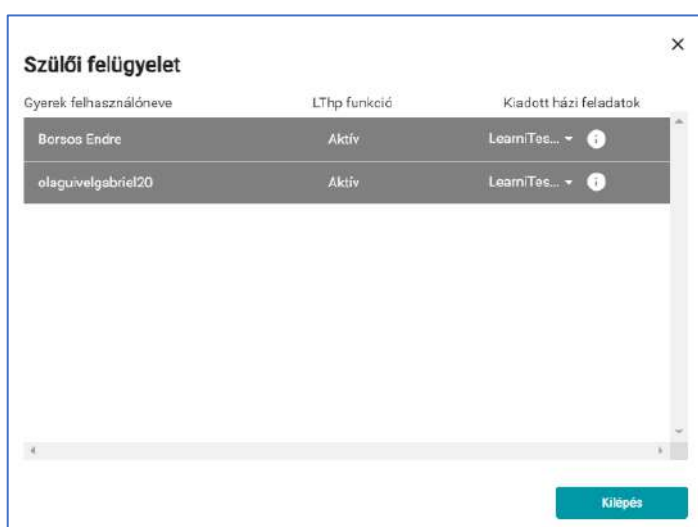


4. Tracking student progress on the Learn THEN Play Platform

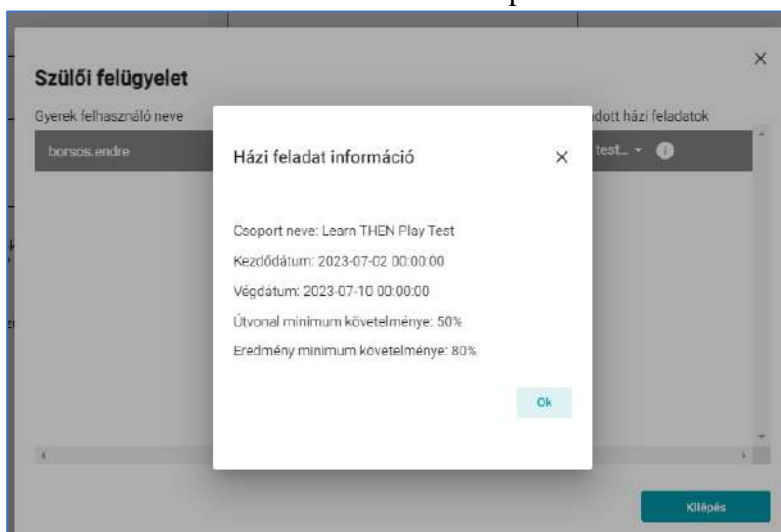
1. You can check the details of the homework assigned to the student and the student's results on the web interface. To do this, you (as a parent) should log in to the interface:

<https://learnthenplay.classyedu.eu/login>

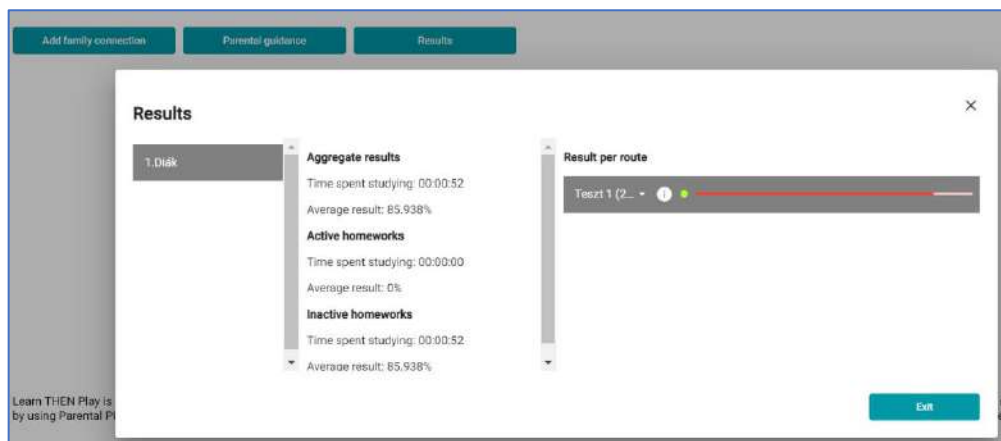
2. Click on the Learn THEN Play icon in the top menu!
 - a. Click on the "Parental Controls" icon to view the homework assignments you have been given! You will see the children under your supervision crossed out one below the other. You can see the homework paths assigned to them on the right.



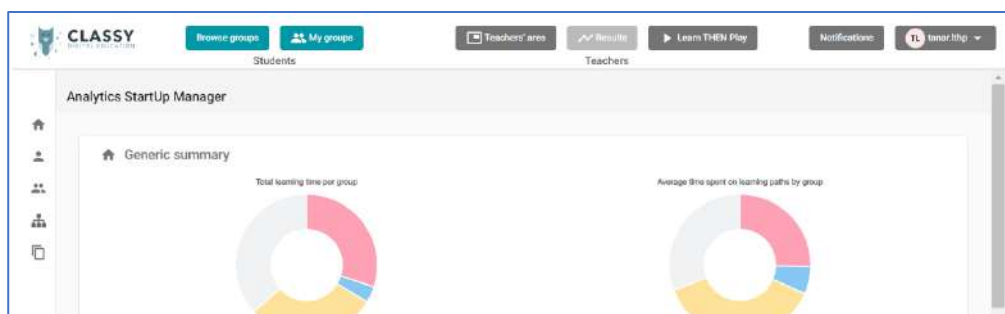
- b. By clicking on the "i" button, you can see the deadline for completing the homework and the requirements expected by the teacher (how much of the homework route the student has to complete and what the result should be).



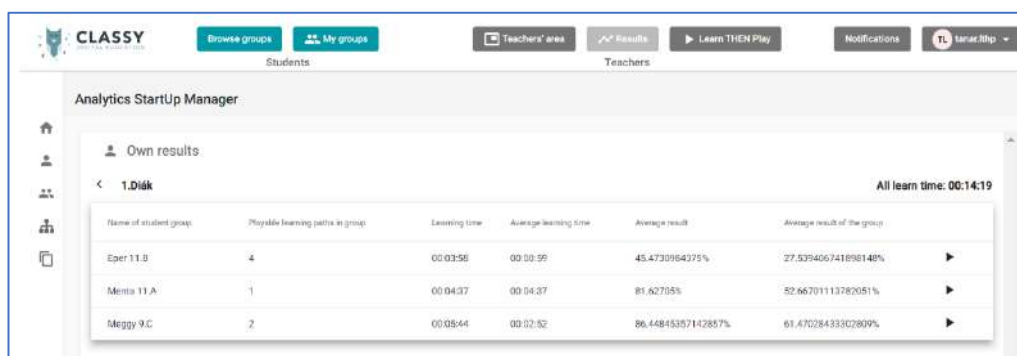
- c. You can see the homework results of the pupils under your supervision in the "Results" section. On the left you can see the pupils under parental supervision. Clicking on a pupil in the middle column will display a summary table of results, and in the right-hand column you can select the homework paths from the drop-down bar and view the results.



- d. For more information on the results of the pupils under your supervision, click on the "Results" menu at the top. In this menu, you can view not only the homework results, but also the results of all the student's pathways.

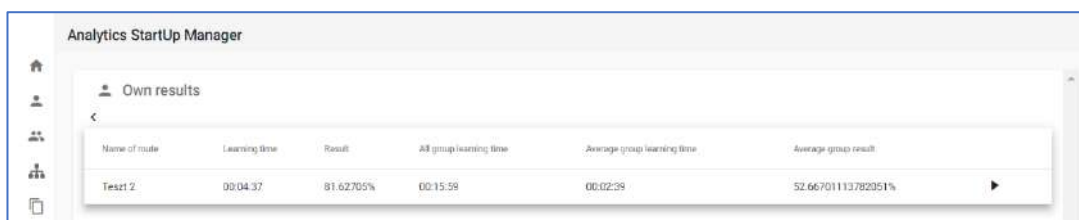


By clicking on the arrow next to the student's name, you can see the results for each group of students:



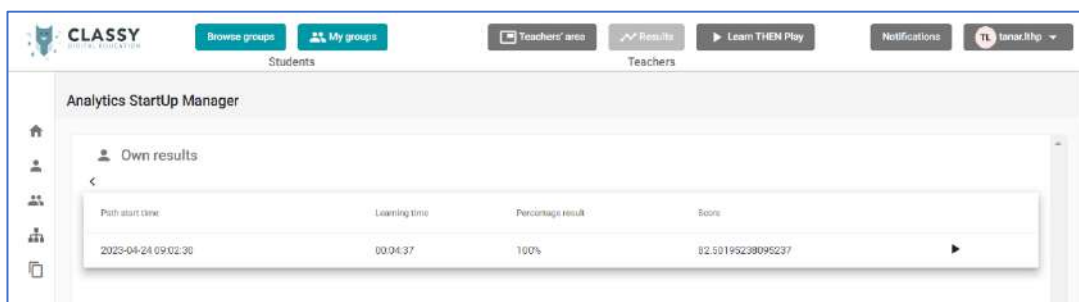
Name of student group	Playable learning paths in group	Learning time	Average learning time	Average result	Average result of the group
Eper 11.B	4	00:03:56	00:00:59	45,4730964375%	27,509406741898148%
Mentis 11.A	1	00:04:37	00:04:37	81,62705%	82,86701113782051%
Meggy 9.C	2	00:05:44	00:02:52	86,44845357142857%	61,47028433302809%

Click on the groups to see the results of each learning pathway:



Name of route	Learning time	Result	All group learning time	Average group learning time	Average group result
Test2 2	00:04:37	81.62705%	00:15:59	00:02:39	52.66701113782051%

By clicking on the arrows next to each route, you can see further details of the learning process, right down to the replay of the answers to each learning unit.



Path start time	Learning time	Percentage result	Score
2023-04-24 09:02:30	00:04:37	100%	82.50195238095237