



# **Customer Trial Guide**

This document includes instructions providing a brief tour within the **PBS KIDS PLAY! Classroom Edition** live site. Included are short instructions for those who are unfamiliar with **PBS KIDS PLAY! Classroom Edition**.

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# Admin Login:

Navigate to: classroom.pbskidsplay.org/

⇒ Select the "Sign In>>" button





## Landing Page:



## <u>Info</u>:

- you are logged in as an Admin
- Admins can Add classes
- Each class has its own graphic ID
- teachers/admins can add students to classes

# **Classes and Content Info:**

⇒ Classes: Each Class has a graphic image to make it easier for Teachers/Students to recognize their class



### INFO:

- Students can be created by Teachers or the Administrator •
- Students assigned to classes take up a license •
- Class teacher and Administrator can see student performance data
- Each student can have their own unique user image (490 images)
- ⇒ Content:
  - 7 Content Areas:

Creativity; Healthy Development; Science; Language; Literacy; Math; Social Studies

35 Skills:

⇒ Games:

10 Character Game Sets

The Berenstain Bears; Bob The Builder; Curious George; Dinosaur Train; Franny's Feet; Little Pim; Mama Mirabelle's Home Movies; Super WHY!; Thomas and Friends; Wumpa's World

Character Game Set includes multiple games and projects



# **Games & Activity Search Tab**

## Games:

• CharacterList:

Use the dropdown to select All Characters or to limit the list to one of the characters

• Skill Area:

Use the dropdown to display the list by a single skill area only

• *Keyword*:

Enter a keyword such as a skill (weather) to search for games related to the keyword

- Admin Center Homa Progress
- ⇒ Select All Characters: in the Character Dropdown
- Select Curious George: Bakery Bruhaha
- ⇒ **Click "Play"**: Info box to the bottom right

## $\Rightarrow$ Select the Level 1 Option:

- Level 1 = Math: Sorting/Categories
- Level 2 = Math: Visual Memory/Matching
- Level 3 = Math: Weight, Prediction,

following verbal instructions

## ⇒ Select the "Go Back" arrow on the bottom left This will take you back to the Activity Search

- ⇒ **Click "Play"**: Info box to the bottom right
- ⇒ Select the Level 3 Option: (Math: Weight, Prediction. following estimation, oral instructions)







Curious George: Bakery Bruhaha (L 3)

⇒ <u>Select the "Go Back" arrow on the bottom left</u> This will take you back to the Activity Search

> If you have time, you can follow this by showing Franny's Feet: Perfect Day (Science) Level 1 – Weather, and Level 3 – Seasons (Level 2 is dressing for the weather)

# **Teachers Center – Progress Chart Tab**

## ⇒ <u>Select the Progress Chart Tab</u>

- make sure the Class Report Tab is selected and that "PreK" is visible in the Class field
- use the dropdown to select math in the Category field

### <u>INFO</u>:

You can see:

- all the students in the class
- the amount of time each student has spent in the Category
- # of Games played
- bar graph representing each student's progress through the levels

## ⇒ <u>Select the Students Reports tab</u>

 make sure Shiloh is in the "Progress Chart for" field

### INFO:

You can see:

- all the Categories for the student
- all the Skill Areas for each Category
- Level completion for each Skill Area



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## ⇒ <u>Click on the Reasoning & Problem Solving Skill</u>

• the pop-up window provides specific information for the selected Skill

bout Reasoning & Problem-Solving	Demonstrated Skill Level for Shiloh		
arly reserving is about taking a tystematic approach to cause and effect, in addition is containing with frial and error learning. Indicente begin to reade solecertains, excursuide data widence; and then draw conclusions. Sick on a level below to see a distalled description:	Based on physical the function of the set of RAM. Similar is demonstrating Level 2 in Brassening & Problem Solving Baterin Breaktar - Level 2 - 22 Recommended Game for Shiloh Based on your subset in starting portfax, we recommend the		
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