



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**.

Contents

Admin Login:	2
Classes and Content Info:	3
Games & Activity Search Tab	4
Teachers Center – Progress Chart Tab	5

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



	Home	Progress Chart	Activity Search Assessments Corriculum Aby Account			
Clean Report Students Reports Progress Chart for Solida			The a set into later is here over and per failed by agree to the set of high aggrees without is the failed by the barr over place her the angless high vote.			
Creativity	Healthy Development	Language	Literacy	Math	Science	Social Studie
AM.	Emotional Development	Laneverg Econgraduoration	Early Reading	Addition & Bullington	Kerth & Space	Diversity
Dramatic Play	Autom	Batteries Farmation	Letters DODD	Geometry	Inquiry State	Geography
trustion & trighting	Self Care & Safety	Shoytelling	Phone Staffs	Measurement	Life Sciences	makery
Munic	Seciel Development	Vocatolary	Rynnig Hards	-	Properties of Objects & Matanata	Maps & Direction
Reserving & Postlere Schring		Foreign Language	April 12	Patterne & Desetfication	Berners & Weather	People & Environment
		Dimensi		Statistics & Probability	Secret & Light	Puters & Farmers

⇒ <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		
Level 1 Description >> Level 2 Description >> Level 3 Description >>	Indexed on your success a summing provide, we recommend that following grows an originate relation to Researcing & Problem Schung stack to play Minimum Res. Manimum Res. (2001) 200 Related Activities: The those activities to here incidence this shall raticle to gravy		
	Games Instatut		
	Printables What's in the Masse Bar 7 >>		