



# Welcome!

Choosing the right digital program for your class is a big deal and we get that. We are ecstatic and equally humbled to join you on this exciting journey of making learning fun for your students and teaching hassle-free for you!

## Loved by 30 Million learners and 440K teachers!

### **Engages every student**

Active, game-based learning experiences that students absolutely love!

### **Helps you differentiate instruction**

An effective remediation, intervention and enrichment tool that works for students at all levels

### **Tracks class performance**

Powerful data tracking for insightful reports

## +100% free!

This guide gives you a quick peek into:

## 1. How to get started

## 2. Your toolkit

- **Assignments**
- **Assessments**
- **Reports**
- **Curriculum Alignment**
- **Math Facts**
- **Practice at home**

## 3. Class Management

- **Manage multiple classes**
- **Get students started**

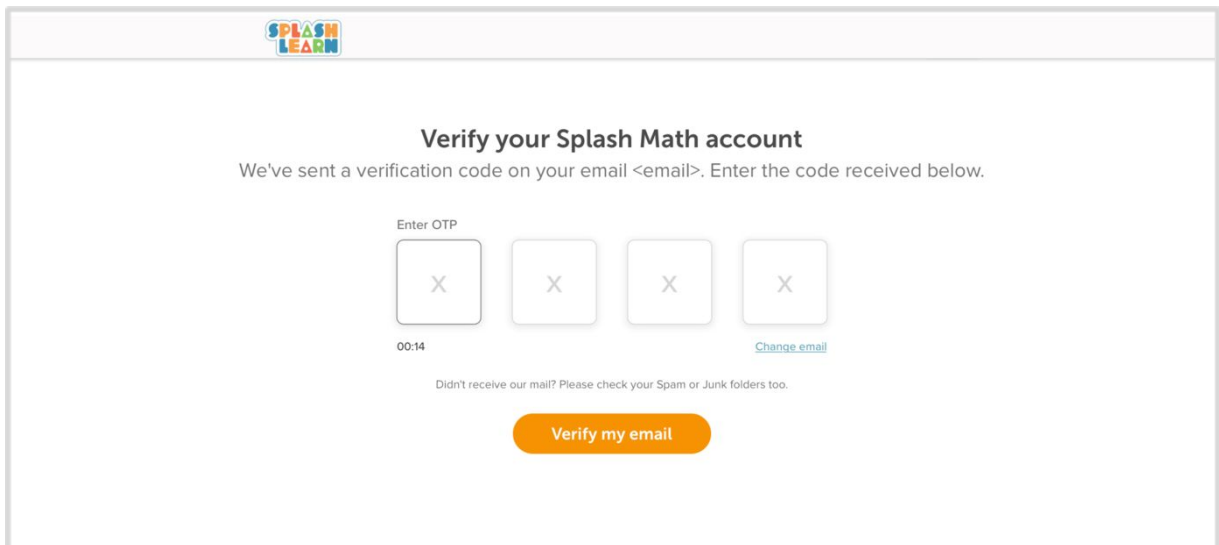
## 4. Students' dashboard

- **My To Dos**
- **Personalized Learning Plan**
- **Math Games**
- **Math Rewards- Aquarium & Jungle for rewards**

# Get Splashin'!

## Step 1: Sign up and verify

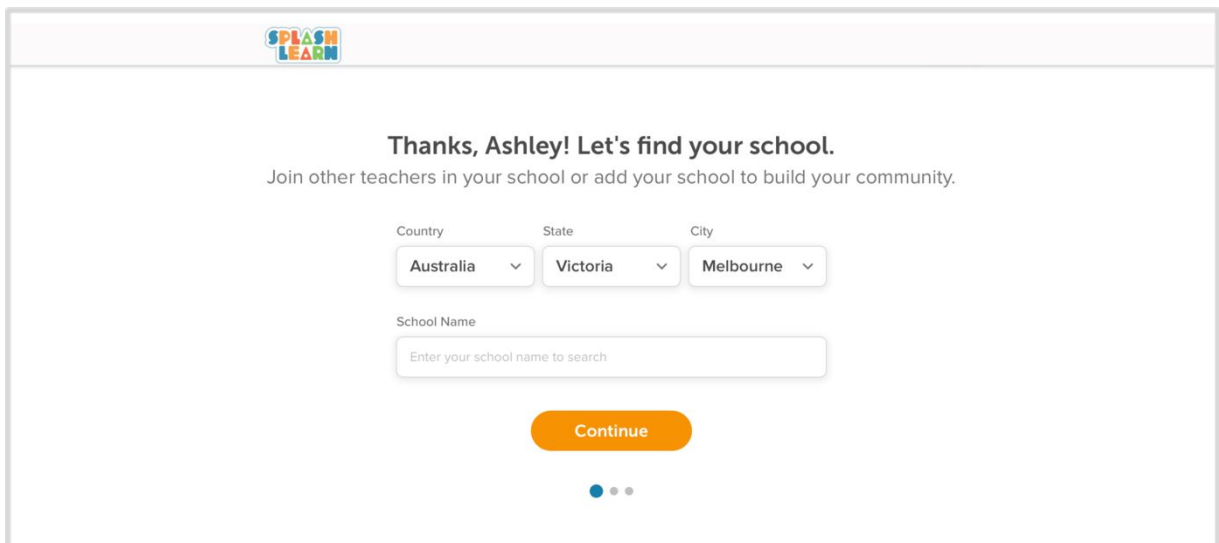
To complete your signup process, we need to verify we've got your correct email address. Just enter the four-digit code sent to your email on the verification screen to confirm.



The screenshot shows the 'Verify your Splash Math account' screen. At the top is the SplashLearn logo. Below it, the heading 'Verify your Splash Math account' is followed by the text 'We've sent a verification code on your email <email>. Enter the code received below.' There is a label 'Enter OTP' above four input boxes, each containing an 'X'. Below the first box is a timer '00:14'. To the right of the boxes is a link 'Change email'. Below the input boxes is the text 'Didn't receive our mail? Please check your Spam or Junk folders too.' At the bottom is an orange button labeled 'Verify my email'.

## Step 2: Find your school

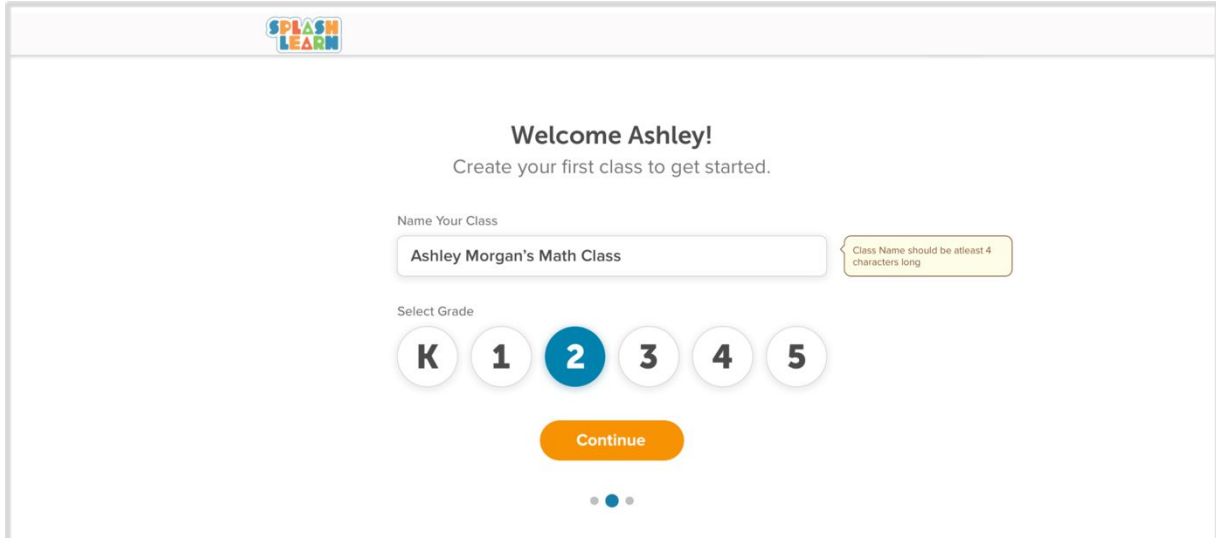
Join other teachers in your school or add your school to build your community.



The screenshot shows the 'Thanks, Ashley! Let's find your school.' screen. At the top is the SplashLearn logo. Below it, the heading 'Thanks, Ashley! Let's find your school.' is followed by the text 'Join other teachers in your school or add your school to build your community.' There are three dropdown menus for 'Country', 'State', and 'City', with values 'Australia', 'Victoria', and 'Melbourne' respectively. Below these is a text input field for 'School Name' with the placeholder 'Enter your school name to search'. At the bottom is an orange button labeled 'Continue'. Below the button are three dots, with the first one being filled.

## Step 3: Create your first class

Create your first class to get started. You can add more classes later.



**Welcome Ashley!**  
Create your first class to get started.

Name Your Class  
Ashley Morgan's Math Class  
Class Name should be atleast 4 characters long

Select Grade  
K 1 2 3 4 5

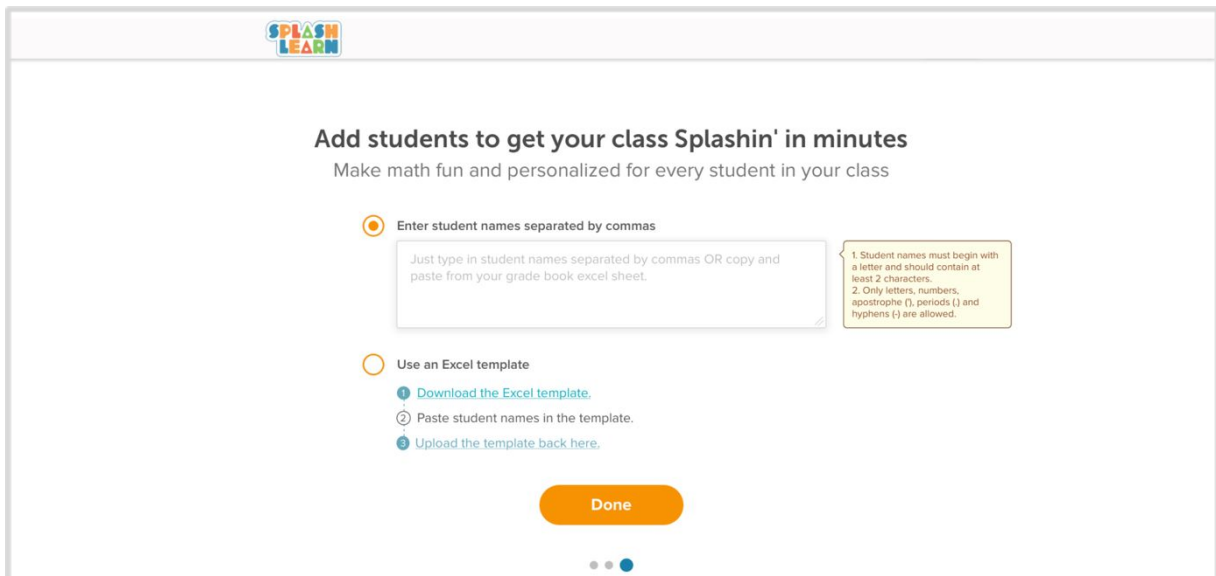
Continue

## Step 4: Add students

You can choose from a number of ways to add students to SplashLearn:

- Copy from a class roster: Just enter comma separated names and you're set.
- Use an Excel template: Download the Excel template on the Add Students page, paste the student list from your grade book and upload the file back again.

You're in!



**Add students to get your class Splashin' in minutes**  
Make math fun and personalized for every student in your class

Enter student names separated by commas  
Just type in student names separated by commas OR copy and paste from your grade book excel sheet.  
1. Student names must begin with a letter and should contain at least 2 characters.  
2. Only letters, numbers, apostrophe ('), periods (.) and hyphens (-) are allowed.

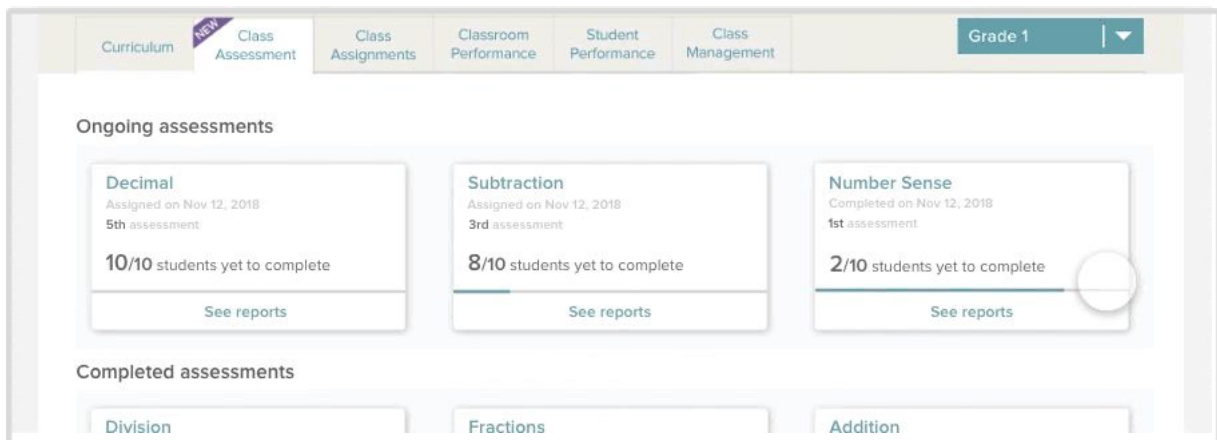
Use an Excel template  
1. Download the Excel template.  
2. Paste student names in the template.  
3. Upload the template back here.

Done

\*Of course, you can add or remove students later as well.

## Assignments

Assignments are short and fun practice modules you can assign to the complete class or selected students at your convenience.



Here's why 70% SplashLearn teachers swear by assignments:

### **They are a great way for your class to warm up to SplashLearn**

New to SplashLearn? Assign a skill you've already taught to acquaint students with SplashLearn.

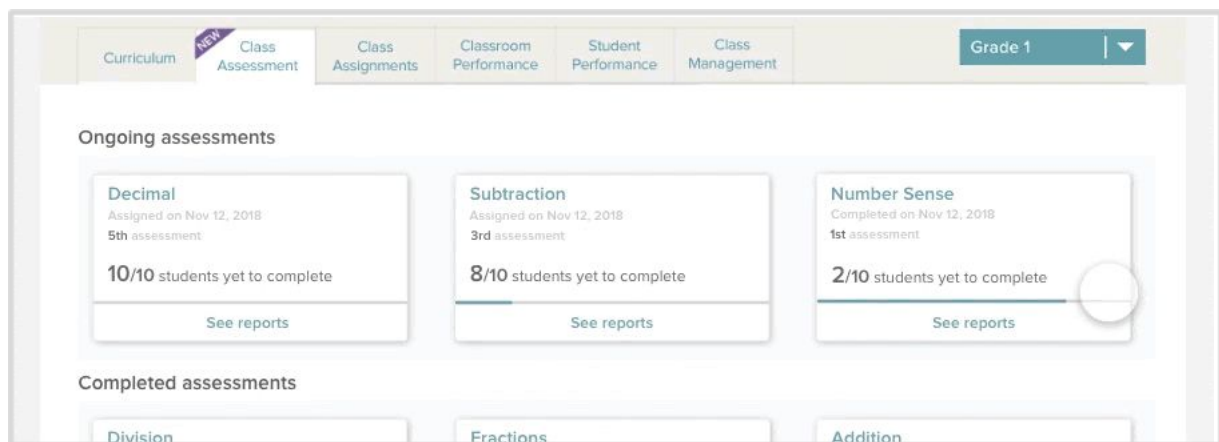
### **You choose because you know best**

Assignments give you the freedom to choose a topic for a group or customize individually - whatever works for you!

### **They are flexible - assign in class or at home**

By enabling home access, you can use assignments as homework - fun for students and hassle-free for you, isn't it?

# Assessments



Assessment is a powerful diagnostic tool that can help you:

- Drill deep into each child's strengths and weaknesses
- Create personalized learning plans
- Tailor your teaching
- Track your class' progress at a glance

## How to use Assessments

### Group your class at the beginning of the school year

Administer a short assessment and you'd have a bunch of meaningful insights to group your class in a jiffy and subsequently tailor your teaching.

### Know if your class is ready to move on to a new topic (content group)

Assessments are really short and quick (3-5 minutes) and can come in handy to inform you of your class's readiness or the skills they need to practice to get up to speed.

### Create personalized learning plans

Assessments doesn't just throw information at you. It uses that information to **create a personalized learning plan for each student** in your class. This means that it directly addresses their learning gaps and helps them master those skills.

### **Ensure knowledge retention**

We are all for **spiral reviews** in class! Use Assessments to continuously touch upon topics throughout the year and ensure students don't lose their learnings by the yearend.

### **Gauge effectiveness of lessons**

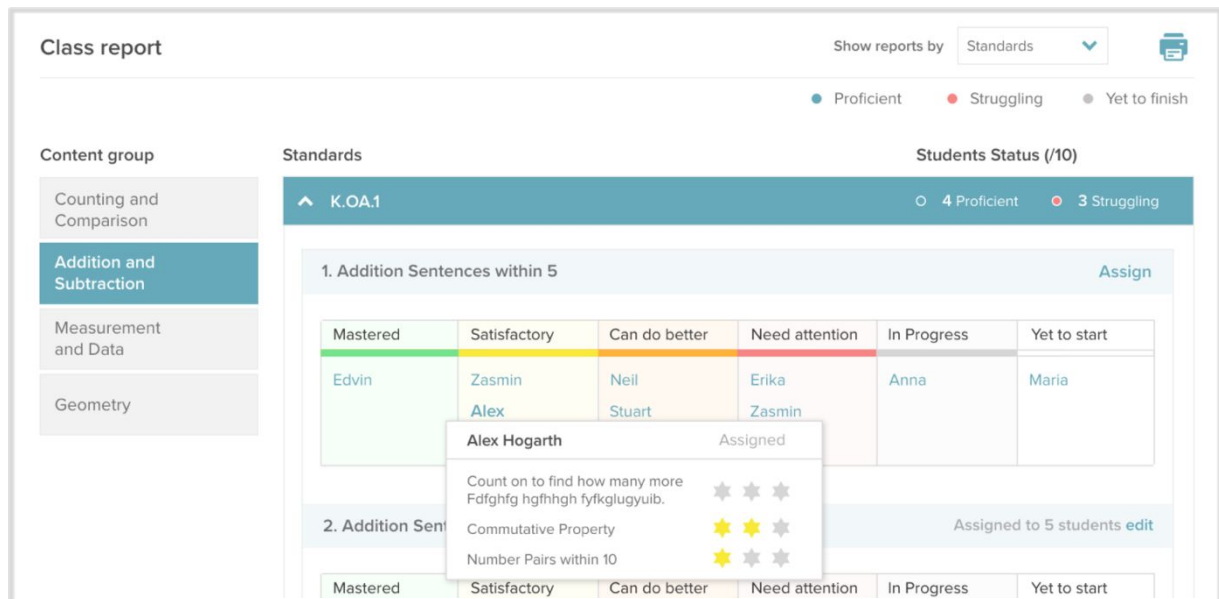
You could use assessments as pretests and posttests to understand how much your class learned about a new topic. This tells you exactly what skills need more practice and what needs to be retaught. Saves you many precious hours of figuring out what went wrong.

## **There's more...**

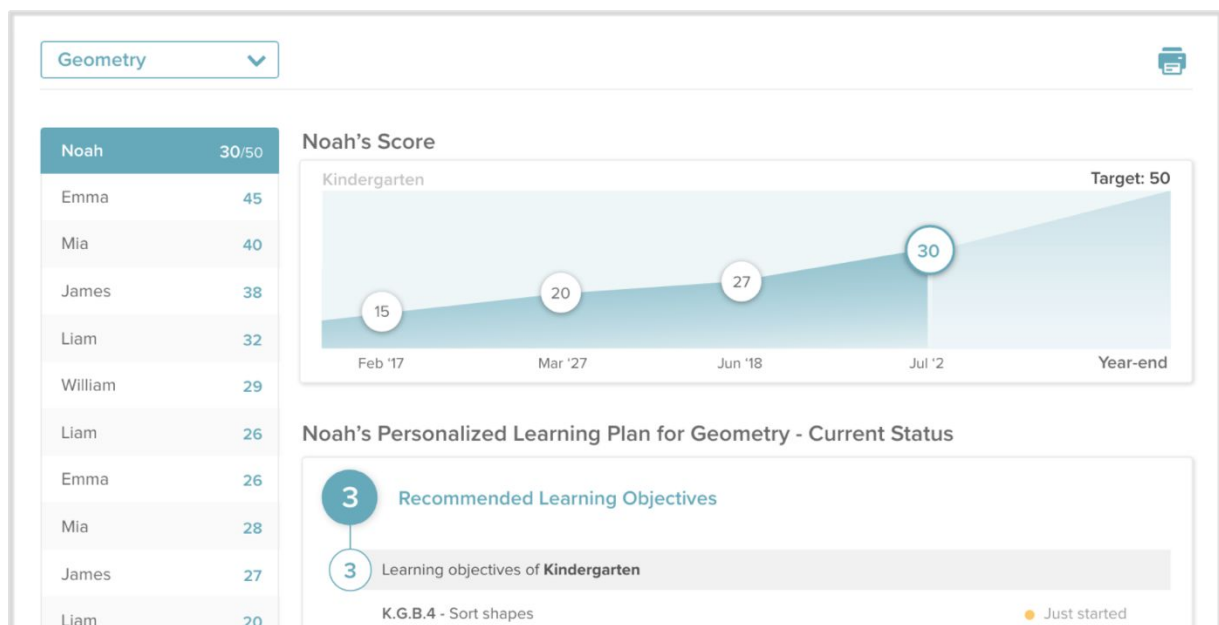
Further still, you could use detailed assessment reports to share performance data with your school interventionist or math coach, prepare your class for benchmarking tests, and so on. The world is your oyster!

# Meet Splash Reports, your ally to informed instruction

Splash progress reports are unique because they let you do both — see the big picture and zero-in on the small details — at the same time.



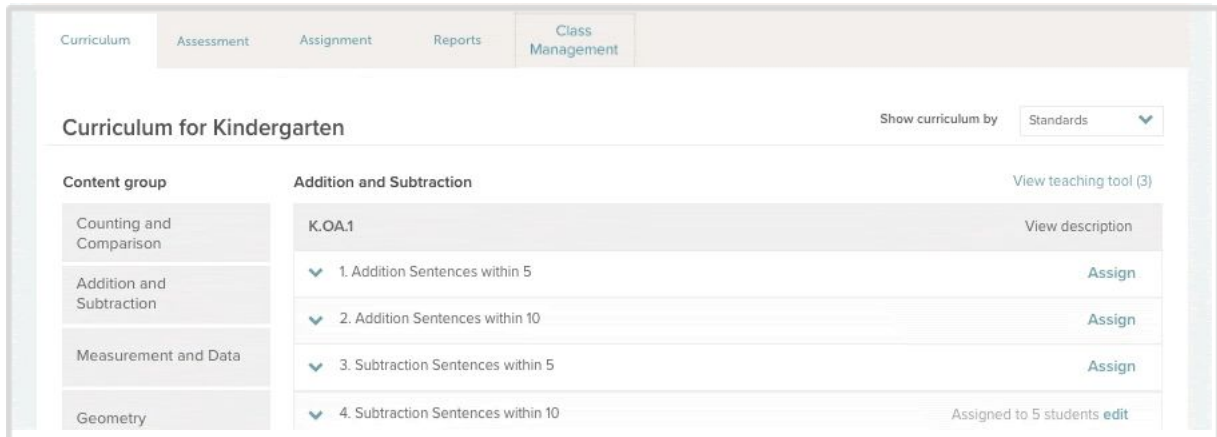
Class reports provide you with an eagle's eye view of your class's progress so far.



Dive deep into each of your student's areas of strengths and improvement to tailor your instruction



## Curriculum Alignment



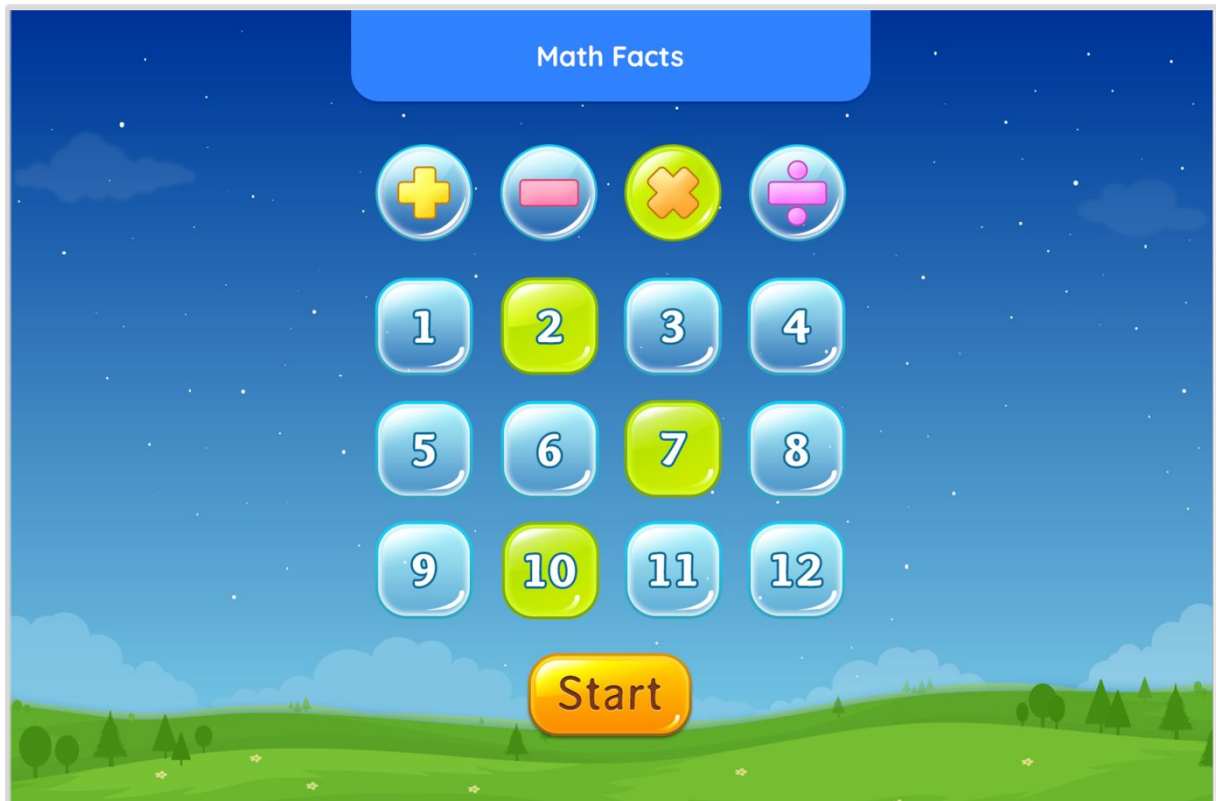
The screenshot shows the 'Curriculum' tab selected in the top navigation bar. Below the navigation bar, the page title is 'Curriculum for Kindergarten'. To the right of the title is a dropdown menu labeled 'Show curriculum by' with 'Standards' selected. The main content area is divided into two columns. The left column, titled 'Content group', lists four categories: 'Counting and Comparison', 'Addition and Subtraction', 'Measurement and Data', and 'Geometry'. The right column, titled 'Addition and Subtraction', shows the 'K.OA.1' standard. Below this standard, there are four numbered items: '1. Addition Sentences within 5', '2. Addition Sentences within 10', '3. Subtraction Sentences within 5', and '4. Subtraction Sentences within 10'. Each item has a green checkmark icon and an 'Assign' button. To the right of the 'Addition and Subtraction' column, there are two links: 'View teaching tool (3)' and 'View description'. At the bottom right of the 'Addition and Subtraction' column, it says 'Assigned to 5 students' with an 'edit' link.

Content group	Addition and Subtraction	
Counting and Comparison	K.OA.1	View teaching tool (3)
Addition and Subtraction	1. Addition Sentences within 5	Assign
Measurement and Data	2. Addition Sentences within 10	Assign
Geometry	3. Subtraction Sentences within 5	Assign
	4. Subtraction Sentences within 10	Assigned to 5 students edit

Each of the games is tied to a set of unique learning objectives that map to the curriculum. You can choose to view content by standards or milestones and easily assign practice based on where you are viz-a-viz your curriculum.

With over 400+ math games, SplashLearn's comprehensive game library covers every skill in your curriculum.

## Math Facts



Math Facts is one of the most powerful practice tools in your kitty. Here's what makes it special:

### Gives your class a major fluency boost

Practicing the good 'ol addition, subtraction, multiplication and division not just gives your class a break from the newer concepts you teach but it also builds fluency.

### It is super simple to use

Just choose an operator and a range of numbers to get cracking. You can choose to time it (or not!) to turn it into a fun contest as well.

## Practice at home

Now you can invite parents to enable your students to continue practicing at home.

### Make the most of your class time

Enabling students to practice at home leaves you with precious class time you can invest in teaching.

### Make homework fun for students and effortless for yourself

Home assignments are personalized, aligned to the curriculum and a lot of fun for your students.

### Boost fluency with at-home Math Facts practice

In addition to teacher-assigned activities, students also get access to unlimited Math Facts practice at home.


### Reap the benefits of parent participation

Studies show that active parent participation in a child's learning improves student achievement and, of course, will boost your assignment completion rates.

### Access across devices, even when offline

SplashLearn works great on both mobile phones and computers. Your students can access SplashLearn even on the go.







# Class Management

Class 3 

[Print Roster](#)

[Add More Students](#)

[See login instructions for students](#)

Avatar	Name	Grade Level	Language	Password	Actions
	Stu	2nd	English		<a href="#">Edit</a> <a href="#">Delete</a>
	Stu	2nd	English		<a href="#">Edit</a> <a href="#">Delete</a>
	Stu	2nd	English		<a href="#">Edit</a> <a href="#">Delete</a>

## Manage multiple classes

Add a new class: Simply select "Add new class" from the drop-down on your dashboard to add a new class.

Promote, edit or delete a class: Go to "Manage Classes" under your profile to promote an existing class, rename a class or delete a class.

## Add students

You can easily add or remove students from the Class Management tab.

## Get students started

All your students have passwords (access them from the roster under Class Management).

You can set either a text or a picture password. We've set text passwords by default but you can always change this from Classroom Settings.

## Get your students splashing in 4 easy steps:

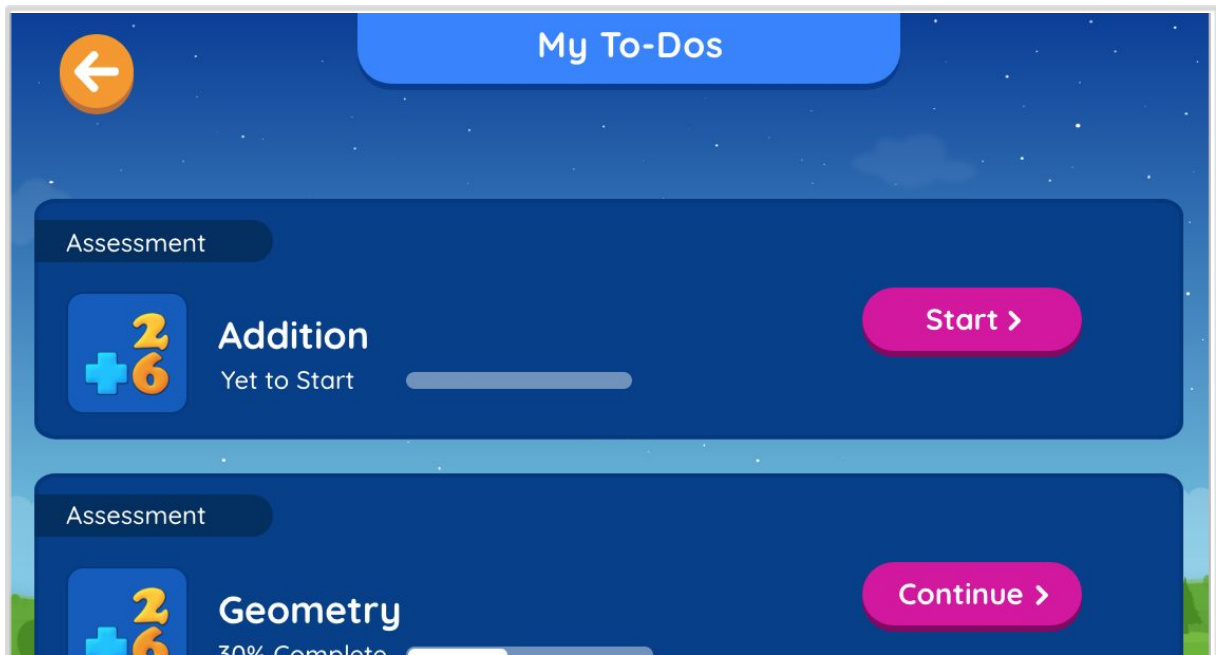
1. Select Class on the student login page.
2. Enter Class Code: Your unique class code is available at the top left on your dashboard and also in student rosters.
3. Select profile
4. Enter password

## Students' dashboard

So once you assign coursework your students get to see their dashboard in a playful new avatar.

### My To Dos

This section highlights all the Assessments & Assignments which you've planned for your class & is the prime focus area for your class

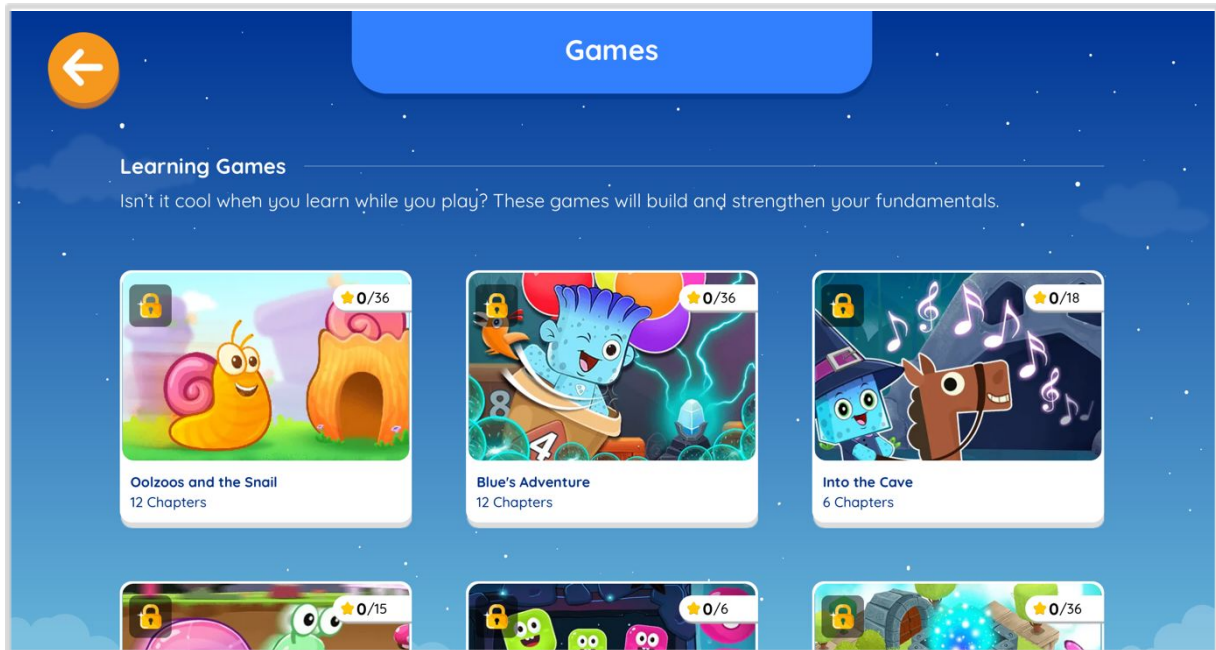


### Personalized Learning Plan



## Math Games

Looking for curriculum aligned games which tell a story of their own too? Get your students to navigate to the world of Oolzoos and Blue and get them immersed into the game world



## Math Rewards - Aquarium & Jungle for rewards

So what do you get your class with the coins they have earned with SplashLearn for their fantastic performance? Get them to the Math Rewards page and they can explore the fun characters in Aquarium & Jungle

