WORDS ROCK ONLINE

WordsRock.com.au

Guide for Teachers and Parents

23rd November 2020

This manual is designed for use with Words Rock Online, www.wordsrock.com.au. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com.

EdAlive Central is the foundational resource from which Words Rock Online and EdAlive's other Web Apps draw resources.

Table of Contents

About Words Rock Online

What is Words Rock Online

Words Rock Online is a comprehensive literacy programme that harnesses the power of Adaptive Learning to free teachers from the tedium of managing students' progress. It automatically ensures that students are always working at their optimal learning level.

Words Rock Online comprehensively covers Spelling, Grammar, Advanced Grammar, Punctuation, Vocabulary and Pre-Literacy.

Grow word-smart kids: Years K – 10

Words Rock Online Starts with pre-literacy Questions then moves to an exploration of the building blocks of words through spelling, grammar and punctuation to a challenging exploration of the richness of the English language.

- Draws students into using words in meaningful ways.
- Helps students build vital strategies to deal confidently with the English Language.
- Soaks students in language - enriching their vocabulary and giving them the understanding they need to produce clear, concise, correct and meaningful texts.
- Progressively explores the building blocks, conventions and frameworks of English.
- Gives every student a positive and empowering language experience that is just right for them.

Individualised learning

The design of *Words Rock Online* enables each student to progress at their own pace and at their own level.

- Enables teachers and students to choose the literacy Questions to be practised and then allows for repetition until mastery is achieved.
- Extends the gifted and supports those for whom learning literacy is a struggle.

Created by highly experienced teachers

Through multiple iterations from floppy disk to CD and finally to *Words Rock Online*, it has been a journey of over 20 years. Our team of highly experienced literacy teachers has produced a masterpiece!

Children learn best when they are having fun

The intrinsic and extrinsic motivators built into *Words Rock Online* engage and motivate students to build literacy skills.

- Carefully sequenced to build literacy ability step-by-step.
- Little-by-little as skills increase the questions get harder.
- The children are having so much fun they don't even realise they are learning.

Intrinsic motivators

As students progress in their learning journey, *Words Rock Online* provides instant dynamic feedback reinforcing progress question by question. The intrinsic motivation is amplified through progress reports, attainments, certificates and more.

Massive upgrade

The new Online edition of *Words Rock* builds on the classic *Words Rock CD edition* with significant enhancements that revolutionise its educative capacity.

- All the advantages of online delivery including instant availability of data, home and school access, and data security.
- Students playing the Words Rock Online game are much less distracted as they now each complete Questions simultaneously from their own computer instead of taking turns on the one computer with up to 4 players.
- Features the revolutionary EdAlive Adaptive Learning System that automates each student's progression and releases teachers from the need to monitor and adjust the work for each child.
- Questions are always automatically targeted to the needs of each student.
- Enhanced design has allowed the doubling of the frequency of Questions presented in the game without overloading the students.
- Integrated with EdAlive Central making administration incredibly easy.

Interaction with EdAlive Central

Words Rock Online is powered by EdAlive Central and is one of the revolutionary suite of EdAlive Central websites.
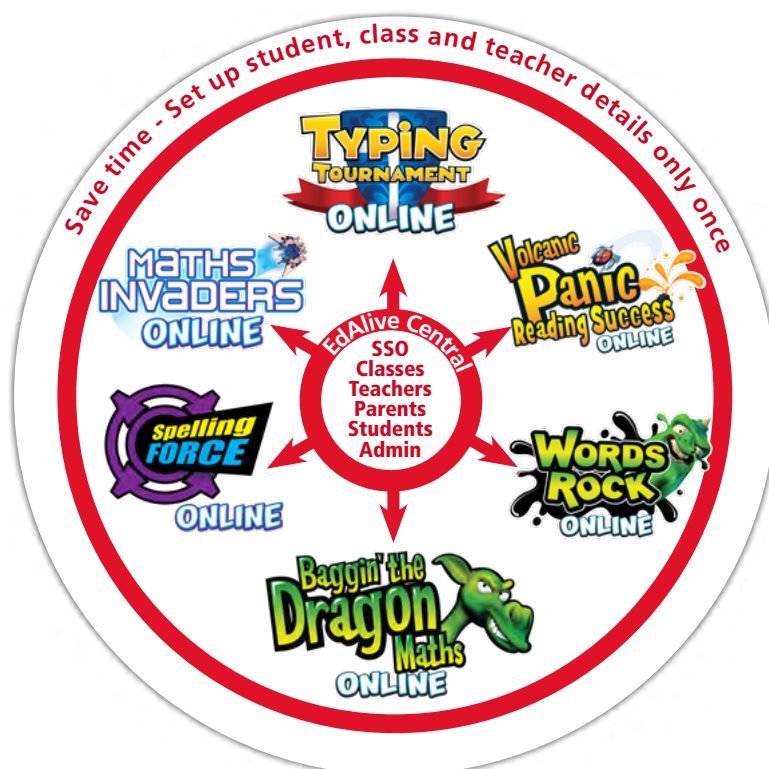
Dynamic interaction

Each of the *EdAlive Central*-linked *Web Apps* draws resources and services from *EdAlive Central*.
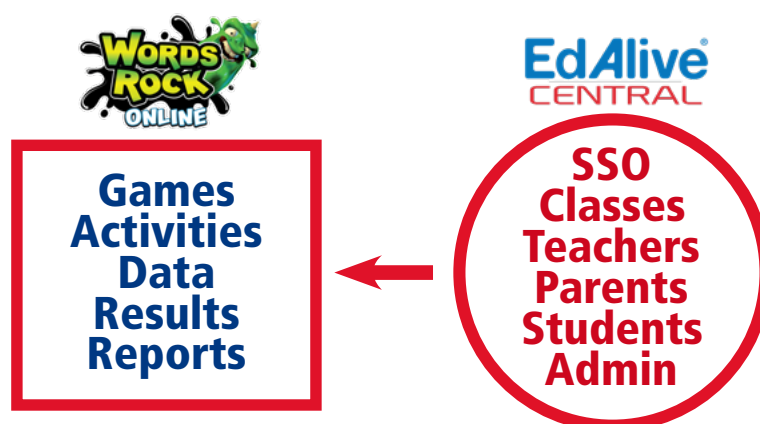
Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Words Rock Online*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites(*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.
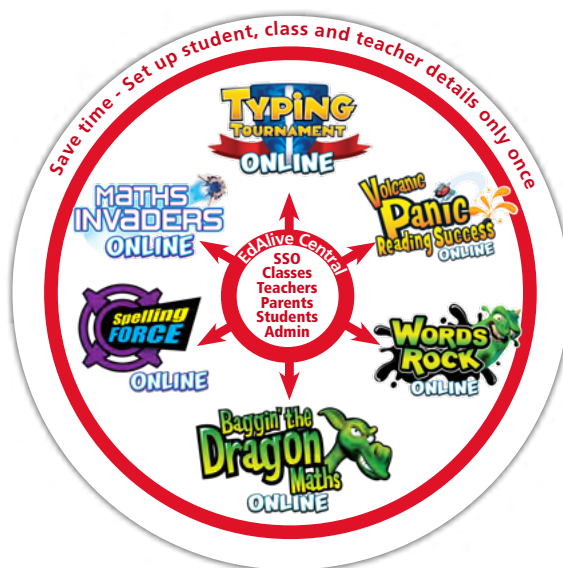
(School) Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central School Use Guide PDF and follow the instructions to establish your account, link your school, set-up your class and add students.

(Home) Locate the EdAlive Central Manual for Parents

To find the E*dAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central Home Use PDF and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.

Navigating in Words Rock Online

Go to Teacher or Parent Management

You can navigate back to the *Teacher or Parent Management* screen at any time by selecting *Teacher Management* or *Parent Management* from the *Account Menu* that displays towards the top right of most screens.

The Main Menu Screen

Use the *Main Menu* screen to navigate quickly to all of the key *Words Rock Online* functions.

Key components

There are four main components each designed to give users access to the literacy content in different presentation modes. The choices include:

1. Adaptive Learning with all Content.
2. Adaptive Learning focusing on a specific topic.
3. Manually select Questions by Curriculum Content.
4. Play the Words Rock game with Adaptive Learning.

All sections then interact with the curriculum correlations, reports and the Agent Card reward system.
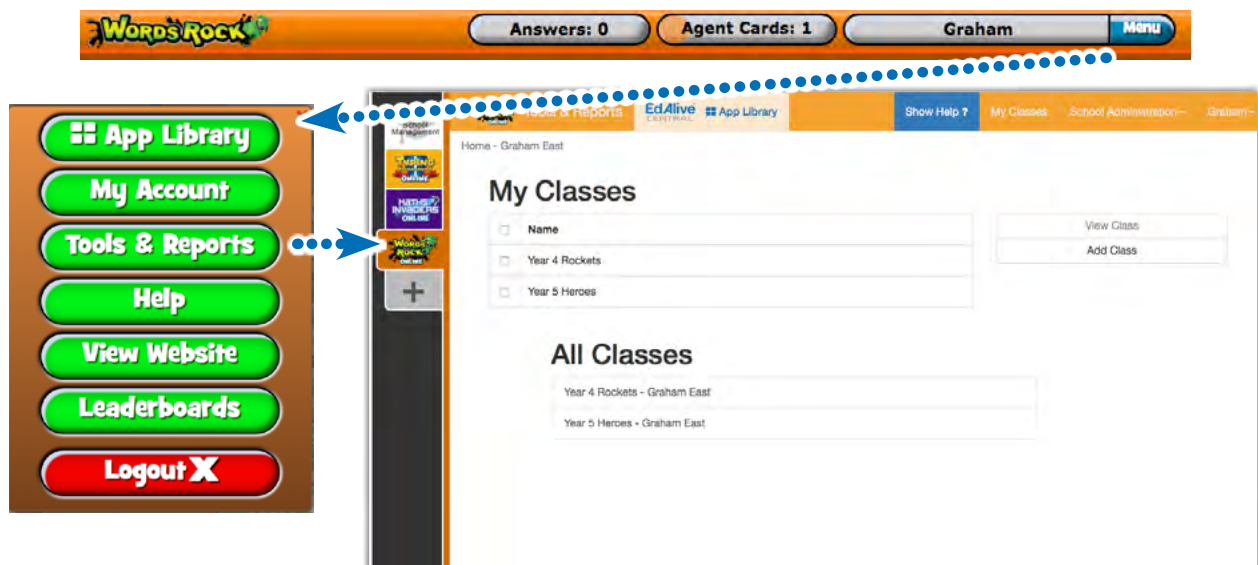
Menu Bar navigation

Total questions answered to date   Progress to next *Agent Card*   *Agent Cards* earnt   Name of User   Account Menu

Answers: 0   **Agent Cards: 1**   **Graham**   **Menu**

Go the *EdAlive Central* App Library → **App Library**

Go to the *Account Details* for the user signed in → **My Account**

Go to *Tools & Reports* → **Tools & Reports** ← Parents and Teachers only

Access *Help* → **Help**

Go to *Words Rock Online Home Page* → **View Website**

View *Leaderboards* → **Leaderboards** ← School only

Logout → **Logout X**

Tools & Reports

You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.

Answers: 0   **Agent Cards: 1**   **Graham**   **Menu**

App Library
My Account
Tools & Reports
Help
View Website
Leaderboards
Logout X

EdAlive CENTRAL ▪▪ App Library   Show Help ?   My Classes   School Administration—   Graham—

Home - Graham East

My Classes

Name		View Class
Year 4 Rockets		Add Class
Year 5 Heroes		

All Classes

Year 4 Rockets - Graham East
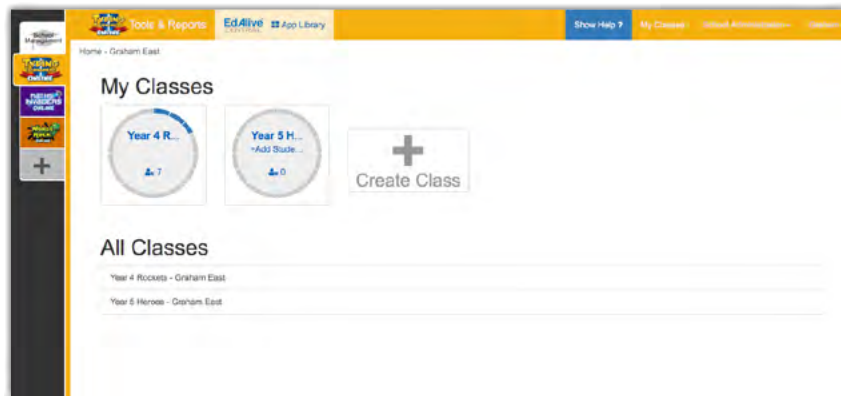
Year 5 Heroes - Graham East

Switch between Web Apps and Management

Switch quickly between the *EdAlive Web Apps* for which you have active subscriptions or current trials and the *School* or *Family Management* sections.
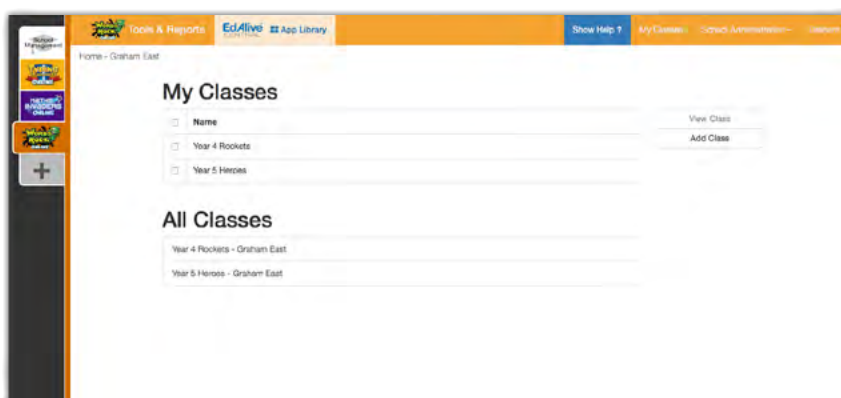
Click the tab to access
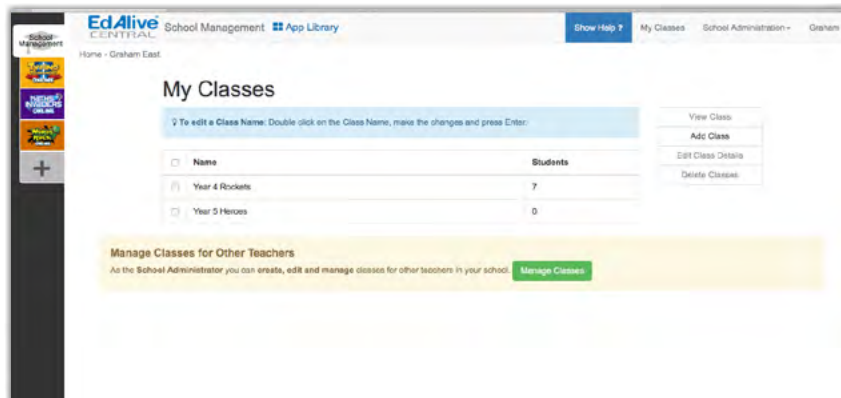
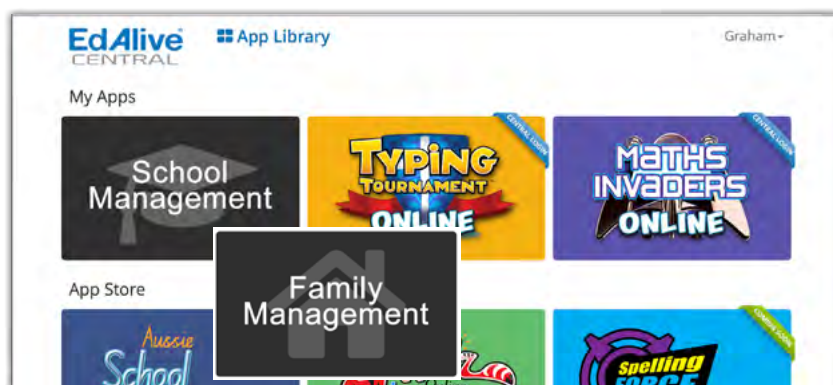
Click the tab to access

Click the tab to access

Click the tab to access

Goes to the *EdAlive App Library* from where you can add new apps - Add new subscriptions here as required.

(School) Teacher Access

Teachers can access a special *Teacher Access* version of *Words Rock Online* from within the *School Management* section. This special version allows teachers to experiment with *Words Rock Online* without the need for a separate login. To access the *Teacher Access* version:

1. Choose *Start Literacy* from the *Account Menu* in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Words Rock Online.*

Literacy Content

At the heart of Words Rock is a comprehensive bank of Questions that have been skilfully hand-crafted and sequenced by experienced teachers.

The *EdAlive* educational team created the core teaching sequences at the heart of *Words Rock Online* by deconstructing the curricula from many jurisdictions around the world including Australia, New Zealand, Key US States, United Kingdom and Ireland. These fine-grained educational elements were then sequenced to form the EdAlive Curriculum. The result has been the creation of a matrix of Questions that is both broad and progressive in its scope.

Once formed the EdAlive content creation team set about building a diverse, broad-ranging set of Questions to teach and illustrate each of the identified outcomes. By this process the rich resource that is the EdAlive Question Bank was created. It is this carefully crafted matrix of instructional material on which the EdAlive curriculum correlations, content selections and the automated Adaptive Learning system draw.

Age	5	6	7	8	9	10	11	12	13	14	15+
Spelling	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Punctuation	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Grammar	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Vocabulary	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Structure & variation			✓	✓	✓	✓	✓	✓	✓		✓
Reading strategies	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Every Question and its organisation is intentional

- Each of the *Questions* in Words Rock Online has been included to meet specific learning outcomes identified in the comprehensive, rigorous planning that preceded their creation.
- Because each and every *Question* in Words Rock Online was designed with a particular outcome in mind, there is absolutely no time wasted on superfluous content.
- Words Rock Online *Questions* provide scaffolding for weaker students and enrichment activities that will engage and extend even the most inquiring minds.
- Learning sequences are designed directly into the sequential, finely incremented educational content.
- The educational content within Words Rock Online has been rigorously tested by millions of users!

Attributes of the Words Rock Online activities

- Students progress through carefully sequenced levels with each year level broken down into multiple incremental *Steps*.
- Features a broad range of *Questions* and *Question* types, including text input, missing answer, drag-and-drop, multiple choice, true or false and more!
- The diversity of *Question* type and the accompanying humour maintains each student's interest and helps build their skills.
- Positive feedback and correction through detailed answer screens gives reinforcement.
- The *Questions* are full of quirky characters, puzzles and tantalising problems that challenge and extend students across a wide range of learning styles.

Grow word smart kids: Years K – 10

The massive literacy content starts with pre-literacy Questions then moves to an exploration of the building block of words through spelling, grammar and punctuation to a challenging exploration of richness of the English language.

- Draws students into using words in meaningful ways.
- Helps students build vital strategies to deal confidently with the English Language.
- Soaks students in language - enriching their vocabulary and giving them the understanding they need to produce clear, concise and correct texts.
- Progressively explores the building blocks, conventions and frameworks of English.
- Gives every student a positive and empowering language experience that is just right for them.

Literacy skills covered include:

Early Learning

- Builds Pre-Literacy skills with preparatory *Questions* to draw young students into using words in meaningful ways through play.

Spelling

- Promotes confidence in understanding and using correct spelling.
- Explores vital strategies so that students can deal confidently with the various building blocks of words.
- Carefully builds recognition of words that use both simple and complex spelling patterns.
- Stimulates students to understand and remember how word parts fit together.

Grammar & Punctuation

- Promotes confidence in understanding and using correct grammar and punctuation.
- Provides explanation of more difficult concepts in spelling, grammar and punctuation.

Vocabulary

- Fosters understanding and enjoyment of language.
- Promotes higher-order language thinking and problem-solving skills.
- Expands and enriches vocabulary and stimulates each student's ability to use words in context.
- Soaks students in language - enriching their knowledge and providing a broad word base to build on.
- Identifies and systematically resolves the more baffling aspects of English spelling and other common difficulties.
- Includes: idioms, clichés, word roots, borrowings from other languages, archaic expressions, alliteration, connectives, synonyms, antonyms, homophones, onomatopoeia, collective nouns, metaphors, similes, puns, tautology, irony and hyperbole.

The EdAlive Curriculum Structure

The *EdAlive Curriculum Structure* is displayed in multiple locations within *Words Rock Online*. Depending on the context it can be used to select content, display progress or access reports. Within this hierarchy are located all of *Questions* accessible via the different *Curriculum Correlations* with the most expansive Curriculum Correlation being the *EdAlive Curriculum*.

Ages 5 - 7   Ages 7 - 11   Ages 11 - 15+
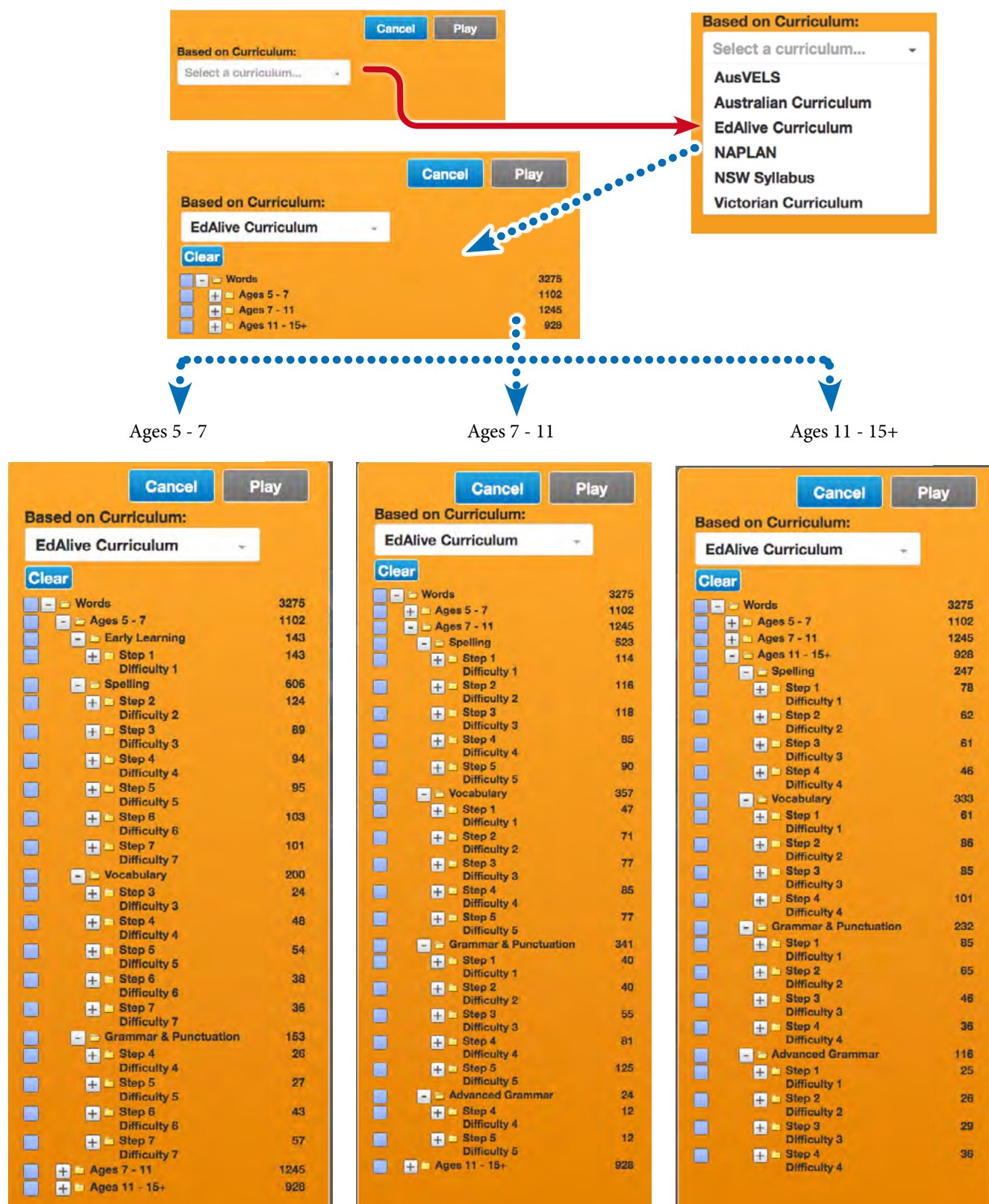
The Adaptive Learning System

Words Rock Online is powered by the advanced EdAlive Adaptive Learning System.

Automatically optimises each child's progression

The system uses complex algorithms to automatically create and maintain an optimised learning pathway for each child. This is power cloaked in simplicity.

- Analyses each student's responses in real-time.
- Rapidly establishes each student's base learning level.
- Automatically challenges and progresses each student.
- Frees teachers and parents from the tedium of analysing children's responses and manually creating learning sequences.
- Acts as an intelligent, dedicated tutor, continually monitoring and progressing each child.
- Teachers can set up an entire class in a matter of moments and be confident that each child is progressing at their optimal rate.
- Liberatingly simple to use.

Constant automatic levelling

At the commencement of each round of *Questions* the *EdAlive Adaptive Learning System* analyses the student's recent results and then automatically chooses the new content to present.

Automatically adapts for each student

Automatically optimises learning levels for each Topic for each student

- The questions will come from a range of *Steps*.
- Correct answers enable *Questions* to be drawn from more difficult *Steps*.
- Incorrect answers or the use of the Too Hard button will reduce the difficulty of the *Steps* from which the *Questions* are drawn.
- The system will gradually introduce more difficult content as students prove that they are ready for it.
- The design challenges students whilst building their confidence.
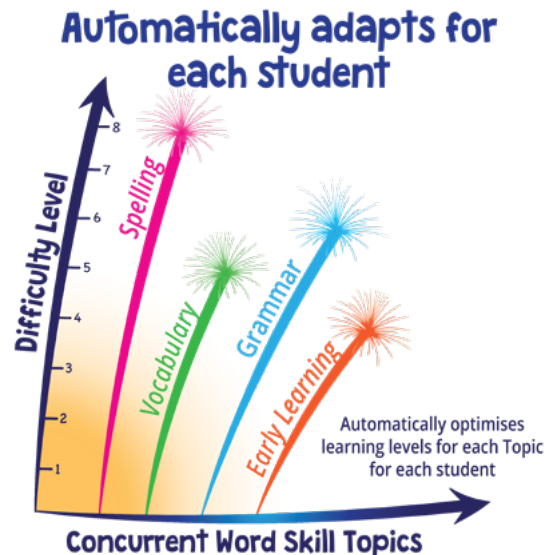
Concurrent Multi-Topic operation

By default the *EdAlive Adaptive Learning System* concurrently and automatically progresses students in multiple *Topics*. Each *Topic* is presented in a discrete channel with the levelling of the *Questions* in each channel being independent from those in the other channels e.g. progress in the *Spelling Topic* within its channel is independent from progress in the *Grammar and Punctuation Topic* within its channel. When the "*All Content*" option is chosen the *Adaptive Learning System* mixes *Questions* from all of the *Topic* channels together in the one stream of questions.

All *Topics* concurrently

Choose *Questions Only* from the *Home Screen*
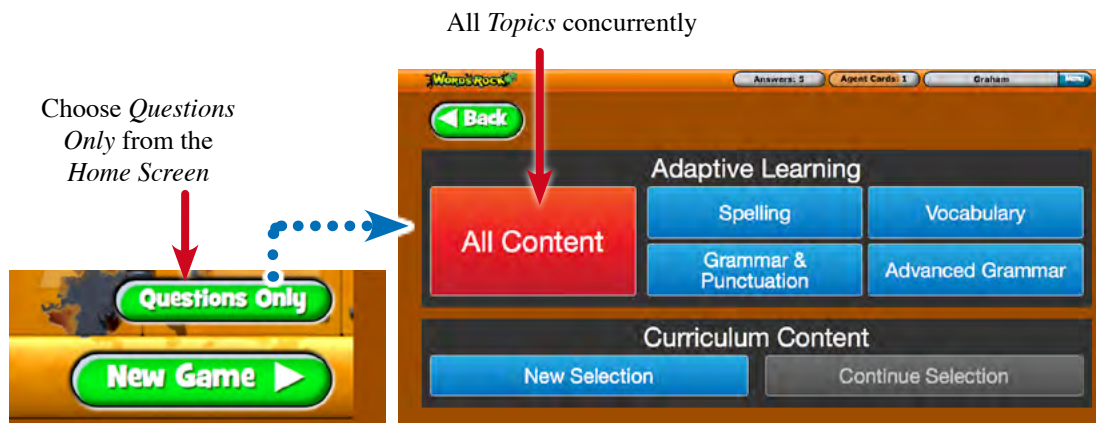
Single Topic operation

The *EdAlive Adaptive Learning System* can be configured to present Questions from only one *Topic* at a time. e.g. you can choose to be presented with Questions from the *Spelling* Topic channel only.

Individual *Topics*

Generating your Adaptive Learning Questions

Once either *All Content* or a single *Topic* has been specified the *Adaptive Learning System* then chooses the most appropriate *Questions* to present based on the user's previous answers.

1. The first time the *EdAlive Adaptive Learning System* is used it presents the user with range of *Questions* of varying difficulty chosen from the sequenced *Steps* for each Topic.

2. As the user answers the presented Questions the *EdAlive Adaptive Learning System* will automatically learn which *Step* to select the *Questions* for the user from.

3. There is always an element of challenge - enough to keep students engaged and learning but not too much so that they get too many wrong and become discouraged.

The average *Step* across all *Channels* from which your *Questions* will be drawn

The *Channel* from which your first *Question* will be drawn
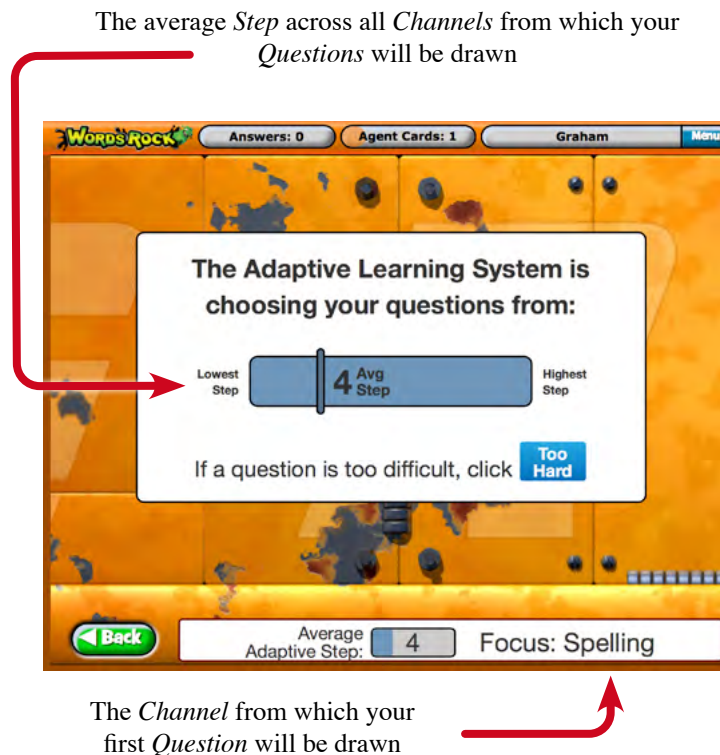
Power cloaked in simplicity

The EdAlive Adaptive Learning System is incredibly simple to use but behind the scenes it is working hard to give you just the right Questions to keep you learning

- From time to time it will challenge you with harder *Questions*.
- If you get a run of *Questions* wrong or use the Too Hard button too frequently you will find that you will be levelled down and your *Questions* will come from an easier *Step*.
- If you are getting your *Questions* for a *Topic* correct you will be levelled up and your *Questions* will come from a more difficult *Step*.
- All this happens invisibly and automatically *Topic*-by-*Topic* and *Step*-by-*Step*.
- Behind the scenes the EdAlive Adaptive Learning system is doing lots of complicated calculations to keep you learning. That's where the power comes in!

Inputs to the EdAlive Adaptive Learning System

The EdAlive Adaptive Learning System is constantly evaluating the inputs from the students. Accordingly it dynamically adjusts the level of content being presented. The algorithm that controls the function of the EdAlive Adaptive Learning system is complex and takes account of a range of factors including the history of correct and incorrect answers, the use of the Too Hard button and use over time.

- Unanswered *Questions* have no effect on the levelling.
- If, as sometimes happens, another party operates in a student's account (like an older sibling or parent demonstrating their literacy prowess), the system will quickly reset to the student's level once they resume use of the account.

The Adaptive Learning Question Screen

The *Adaptive Learning Question Screen* displays in the question in the *Words Rock* game and when the *Questions Only Adaptive Learning* option is chosen.

Audio for this *Question*

Replay the audio

Click *Too Hard* to skip *Questions* you find too hard

The Average *Step* of the *Questions* in this set of *Questions*

The *Topic* from which this *Question* comes
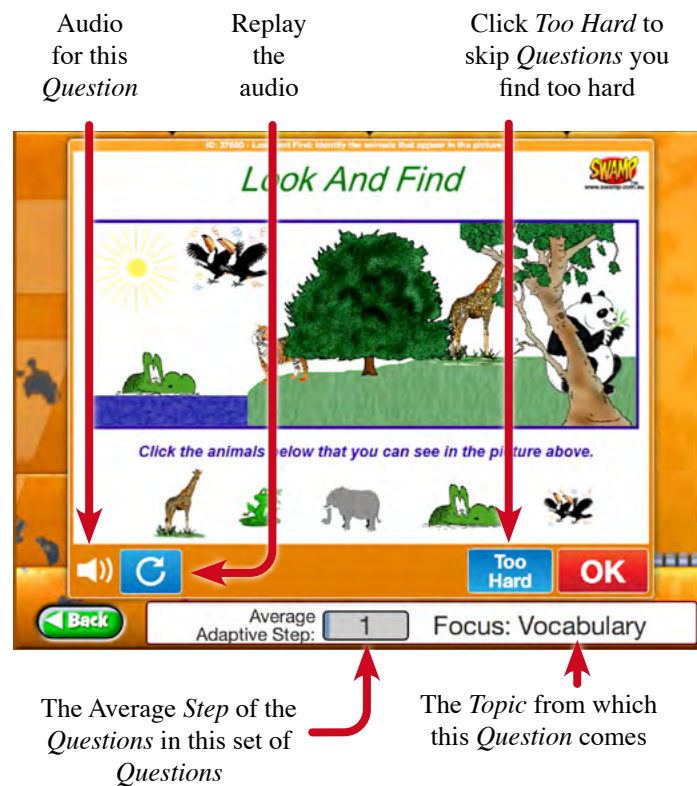
Adaptive Learning Result Summary

At the conclusion of each Words Rock game or after the completion of each *Question* set in the *Questions Only Adaptive Learning Mode* an *Adaptive Learning Results Summary* screen is shown.

Result Summary from the *Adaptive Learning System*

Show actual *Question*	Step that *Question* is from	*Question* summary	Correct or Incorrect

Results

🔍	Step 6	Getting Changed - Change one letter in each word to make a word from the Word Bank	✔
🔍	Step 6	Stop! Look! Write! - Identify words from phonological clues: Rhyme, matching letters	✘
🔍	Step 2	Which shape? - Drag letter shapes to make the word pattern: food	✔
🔍	Step 10	The Right Endings - Form plurals for words ending in sh, ch, s, x, z	✔
🔍	Step 9	Bring on the Questions! - Identify features of this word: brought	✔
🔍	Step 6	Time to.... - Write a verb in present and past tense form	✘
🔍	Step 10	On the End - Add 'er' to words to form new words	✘
🔍	Step 9	Can You Help Heath? - Remove one letter from each word to make a different word	✔
🔍	Step 3	Which Word? Complete a list word	✔
🔍	Step 1	Clap to the beat! - Write the syllables for each word	✘
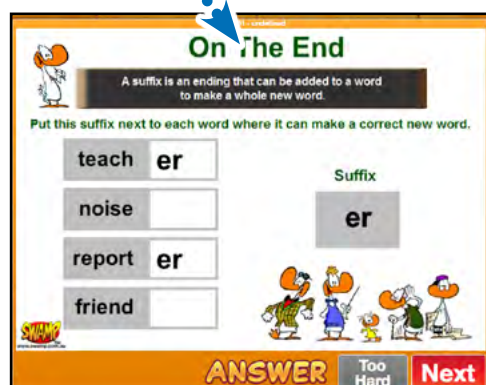
Click the 🔍 to see the *Question* with its correct answer

Curriculum Correlations

How the curriculum correlations work

Each of the thousands of *Questions* that form the educational content of *Words Rock Online* is correlated against the relevant curriculum outcomes for the range of curricula and syllabi covered.

The Curriculum Correlations are accessible from:

- *Select Content* option accessible via the QUESTIONS ONLY button from the student's *Home Screen*.
- The teacher and parent *Tools & Reports*.

Curricula covered

Depending on your location you will see a mix of the following curricula. In the USA it will be the Common Core State Standards and the EdAlive Curriculum, in the UK it will be the UK National Curriculum and the EdAlive Curriculum and so on. The range of curricula covered is:

1. The Australian Curriculum
2. NAPLAN
3. NSW Syllabus 2014
4. The Victoria Curriculum
5. NZ TKI
6. UK National Curriculum
7. US Common Core State Standards
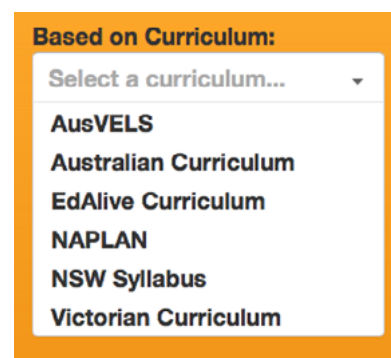
Changing the displayed curriculum

To change the displayed curriculum, select from the *Curriculum Pop Up* menu.

Selecting Questions for use

To select *Questions* for use in *Questions Only Mode* or to pre allocate *Questions* for use, place a √ in the check box preceding the *Question* or the group of *Questions*.

√ a box to select the content at this level and all below it in the hierarchy or √ the individual *Questions* or *Steps*

Press PLAY when your content selection is finalised

Click the 🔍 to preview a *Question*

Presetting Content Selections for students

Teachers and parents can preset a *Content Selection* for students to work on.

- The Content Selection can be selected from any of the Curriculum Correlations. See the *Curriculum Correlations* section for details on choosing curricula.
- Once applied to a student's account the student will be locked out from doing any other work.
- The *Lock* endures for the time nominated or until a teacher or parent unlocks the student's account.
- *Content Selections* can be applied to one, many or all of the students in a class or family.

Working with Content Selections

Creating and applying a Content Selection

Access the *Words Rock Tools & Reports* section by locating the *Words Rock* tile in the *EdAlive Central App library*, then choose *Tools & Reports* from the pop up that appears. This will take you to the *My Classes* screen from where you then select the desired *Class*. The list of students in the *Class* will then display. Select the *Students* to whom you wish to apply content and then click on the Select Content button, select the desired *Content*, then click on *Save*.

Click *Words Rock*

Click *Tools & Reports*

Select the students for application

Click the Select Content button

Choose the curriculum to use

Set time for the application of the *Content Selection* to endure

Click the Save button to apply the *Content Selection*

√ the boxes to select the desired content (Questions)
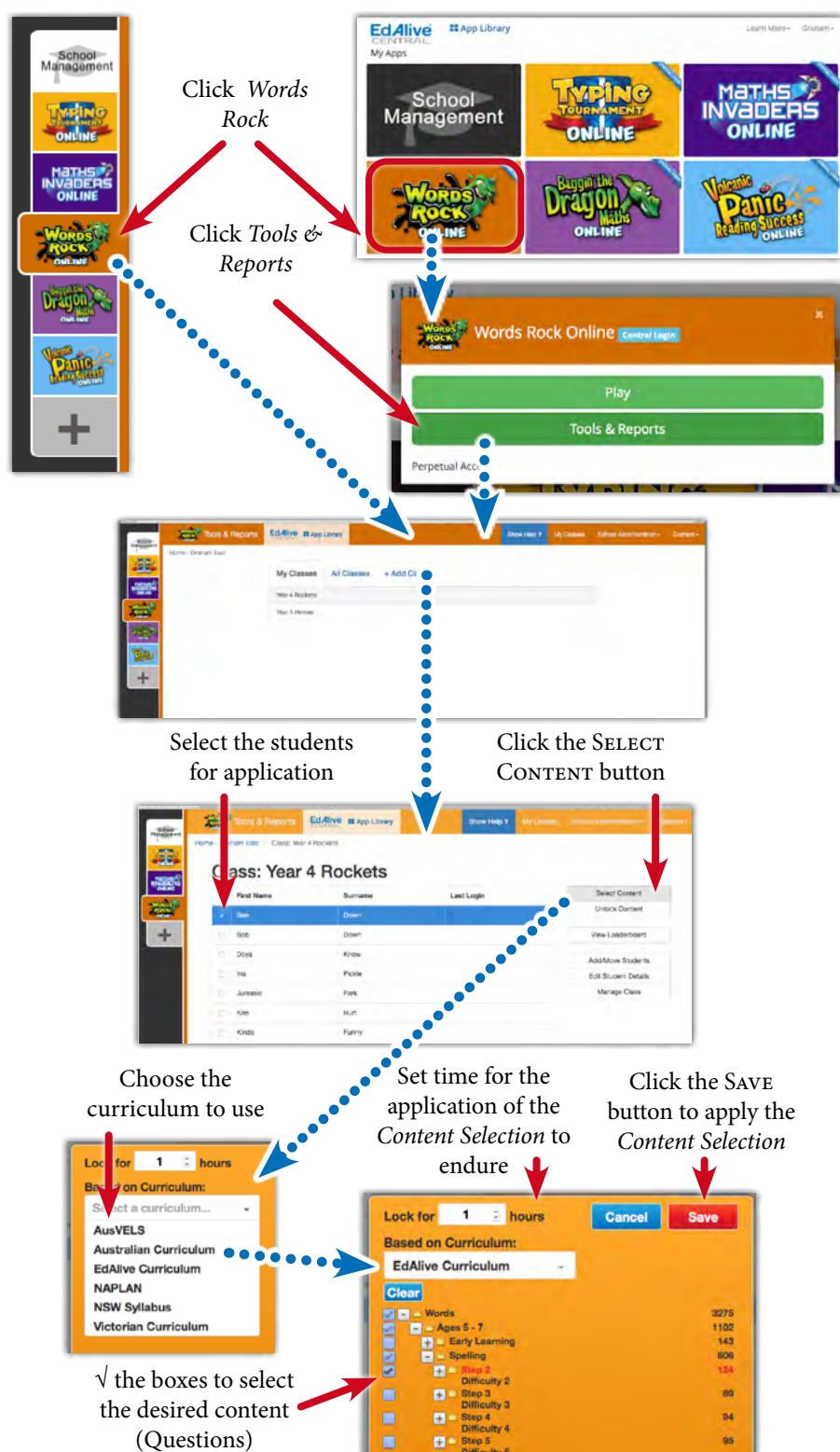
Unapplying a Content Selection

Content Selections can be unapplied by using the UNLOCK CONTENT button.

Select the students
for un-applying

Click the UNLOCK
CONTENT button

Operation of the
students' accounts
will now return to
normal
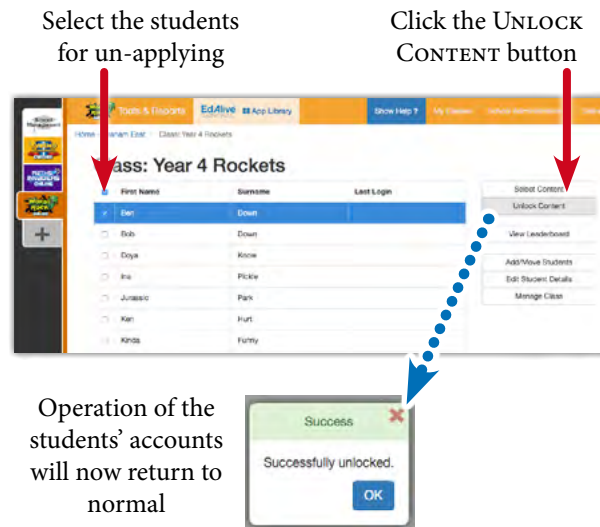
Students' use of Content Selections

Once a *Content Selection* has been applied to a student's account, they are locked from completing any other *Questions* until either the specified time has elapsed or the *Content Selection* has been removed.

When a *Content Selection* has been applied the student sees the following:
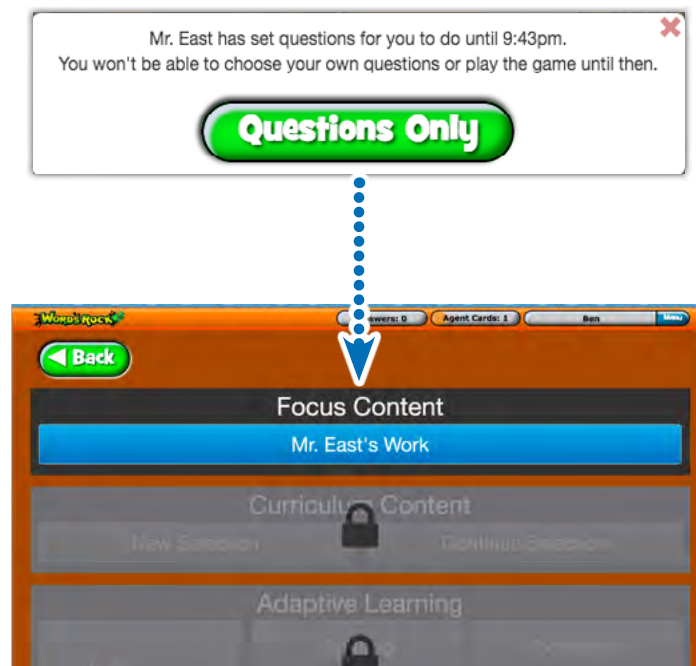
Words Rock Game

At the heart of *Words Rock Online* is the fast-paced Words Rock Interactive Real-Time, Multiplayer Game that is fully integrated into *Words Rock Online*.

Words Rock harnesses the appeal of online gaming and teams it with the EdAlive automated *Adaptive Learning System* to motivate students and engage them with literacy questions that are just right for them.

The Game Scenario

Players compete against each other or *Smart Computer Players* to capture slugs that are threatening your city. To capture the slugs they must answer *Questions* presented to them by the *EdAlive Adaptive Learning System*. The innovative turn-based design maximises the time doing educational content and minimises time waiting for other players.

"You're a street-smart Seeker on the trail of the devious, slippery Super Slugs. But there's one small problem … they can make themselves invisible! Complete word skills Questions to search the streets with your cool Seeking gear. With a bit of luck (and a few cool gadgets up your sleeve) you'll outsmart the other Seekers, track down the most Slugs, and become the number one Slug Buster!"

It all Happens in Real-Time:

- All interactions within the game happen instantly and each player is immediately aware of other players' moves.
- The answers to *Questions* are scored immediately and a *Question and Answer Summary* is displayed at the conclusion of each game.

Multiplayer Engagement

- Students play against the computer or up to 3 other students selected from their class, or anywhere the world.
- To play against students in their own class, students can initiate a game of *Words Rock* as the *Host* and then invite others to join them.
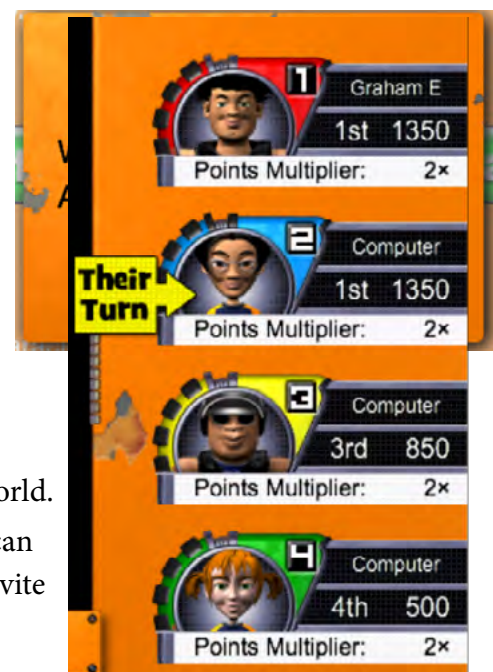
Smart Computer Players

- When there are insufficient human players to join a game, the computer generates players to compete against.
- The computer generated players use dynamic feedback from the game to auto-level their ability to match the capability of the students. This ensures that human players of various abilities are actually able to win the game (but not always).

Interactive Fun

- *Words Rock* is not just a first past the post race. It's a full-on, real-life tussle with the other competitors with incredible motivational appeal.
- The choices made by one player dynamically affect the game-play for all. As in games like Chess and Monopoly each move immediately affects the options for others. This dynamic interaction greatly boosts the engagement of the students.

Adaptive Learning

- The automated *EdAlive Adaptive Learning System* ensures that each student is presented with literacy content that has just the right level of challenge for them.
- Teachers can be confident that students are always working on content that is targeted just for them without having to monitor and adjust settings.

Playing Words Rock

Words Rock can be played by a student on their own or in a group. It is easy to start, join or host a game. The system automatically does all of the hard work for teachers and parents. It concurrently manages the gameplay, recalculates the options for each player and automatically delivers literacy optimised for each student and then reports on *Questions* completed.

Choose a game complexity

To get started students click on the Words Rock button on the *Home Screen* and select either the *Basic* or the *Advanced Game*.

- The *Basic* game is suitable for younger students and is quicker to play.
- The *Advanced Game* is more complexDEDUCTION. It features a range of gadgets that students can use to affect the gameplay of others. It takes a little longer to play.
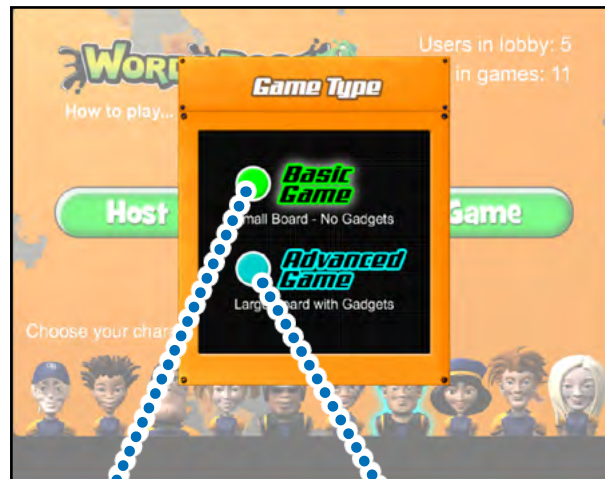
49 tiles to explore.
Approximately 12 minutes to complete

100 tiles to explore.
Approximately 20 minutes to complete

Choose to play alone or with others

Join a game with other players randomly selected from around the world

Join a game hosted by another player

Commence a game as a *Host*

Play against 3 *Smart Computer Players*

Share this code with others you know to host a game
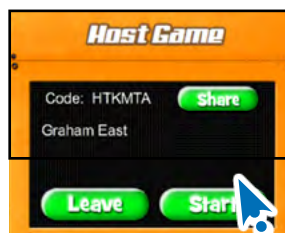
Waiting for players to join your game
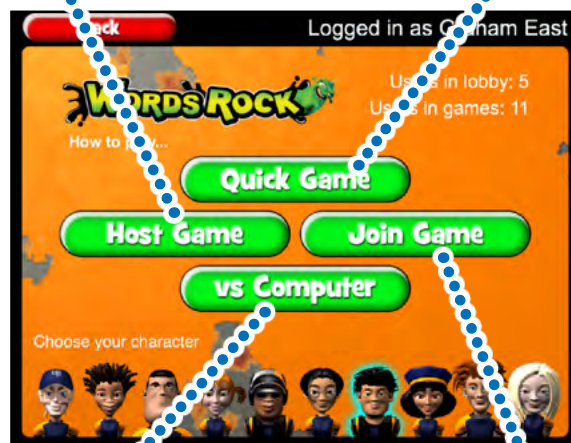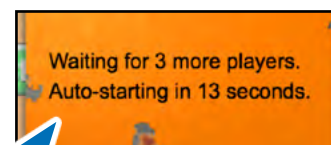
The *Smart Computer Players* appear immediately
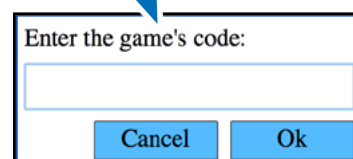
Enter a code that a *Host* has shared with you.

Use logic and develop strategies to play the game

To play *Words Rock* students must use logic and deduction to predict the location of the parts of the *Slugs*. The game strategy is ever changing as other players discover parts of the *Slugs*.
To succeed players must develop and constantly re-evaluate their strategy as other players make their moves.

The *Restricted Zone* gadget bars access to others

Gadgets enhance gameplay

Use logic to locate *Slugs*

Slugs remaining to be discovered

Scanner strength effects chance of a successful scan
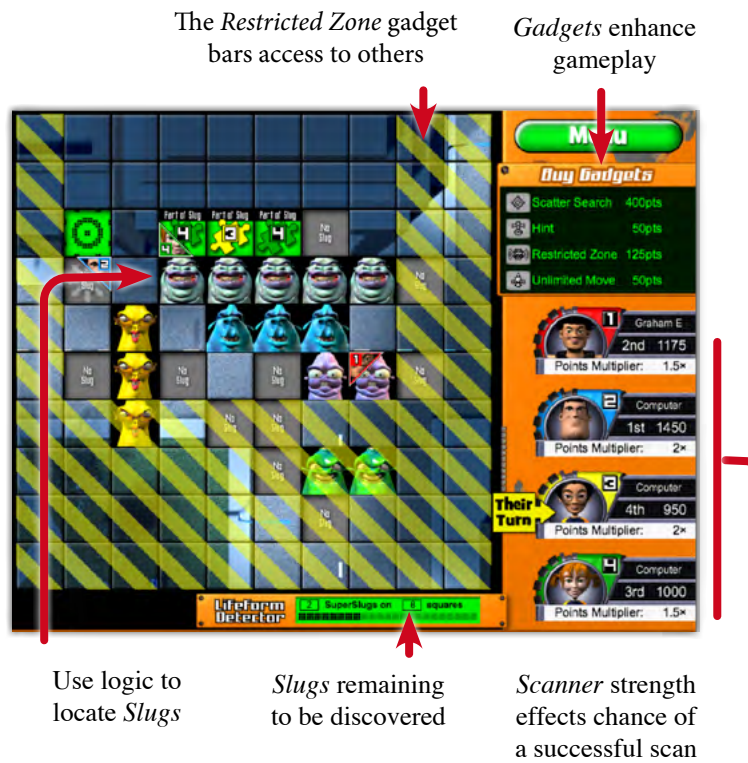
Questions from the EdAlive Adaptive Learning System

Between each round of gameplay students must answer a *Question* as determined by the *EdAlive Adaptive Learning System*.

For details of the operation of the *Adaptive Learning System* see the relevant section of this publication.

Average Step from which your *Question* will be chosen

Time to start

Double the points for correct answer on 1st attempt

1.5 times the points for correct answer on 2nd attempt
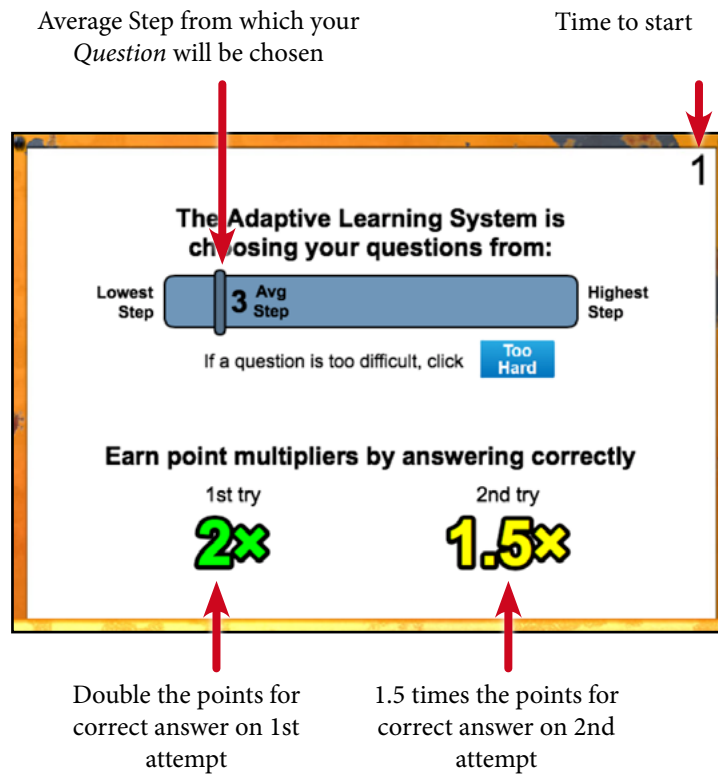
One Question is presented for each round of the game.

Finishing Sequence

After the last Slug is found, *Words Rock* allocates point credits for the winners of a range of criteria. All the points are then tallied and a winner declared.

A *Results Summary Screen* is then displayed.

For more information on the Results Summary Screen see the *Adaptive Learning Section*

Agent Cards (Achievements)

The *Agent Card* system is designed to reward students for effort independently from literacy achievement. It rewards tenacity and commitment to the task. Some students have to exert much effort to master literacy with the intrinsic reward from so doing not sufficient to keep them on task. With the *Agent Card* system every question answered correctly counts towards the next *Agent Card*.

- Rewards students for each question answered.
- 180 *Agents* with each one requiring extra questions to be answered over the previous one.
- The images and names are designed to fascinate and motivate students to answer more and more questions.

Click AGENT CARD button to display.

Progress towards next Agent Card

Agent poster.

Printable *Colouring in Poster.*

Reporting

The reports relating to each student's activity within *Words Rock Online* are accessed from the *Tools and Reports* screen.

(School) Access Tools & Reports

School-based reports are accessible to teachers.

To access the *Words Rock Online Tools and Reports* screen and thence the reports go to *central.edalive.com* and login as a *Teacher*. Click on the *Words Rock Online* tile.

Choose the *Words Rock Online* tile from the *EdAlive Central* screen

You must be logged in using your *Teacher Account* details.

Click the Tools & Reports button

Select the *Class* for which you wish to access the reports and click on the Vıew Class button. The following will appear:

√ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in

Last Login

The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

(Home) Access Tools & Reports

Reports are accessible to Parents.

To access the *Words Rock Online Tools and Reports* screen and thence the reports go to *central. edalive.com* and login as a *Parent*. Click on the *Words Rock Online* tile.

Choose the *Words Rock Online* tile from the *EdAlive Central* screen.

You must be logged in using your *Parent Account* details and not as a student or child.

Click the TOOLS & REPORTS Button
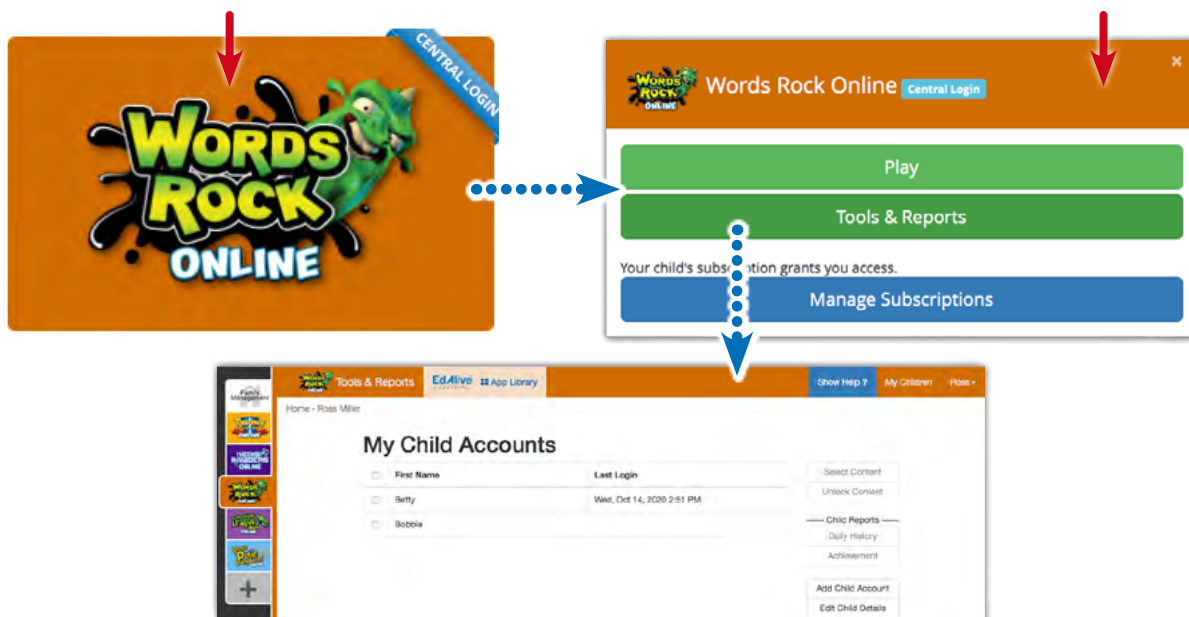
√ the box to select the student to enable the use of the buttons on the right

The *Last Login* column shows the time the student last logged in
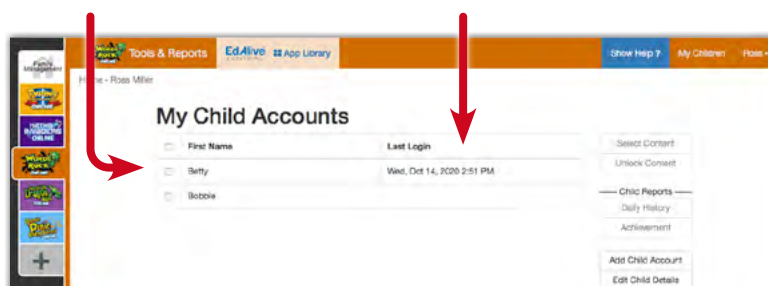
Last Login

The *Last Login* column shows the time and date of each student's last login.

(School) (Home) Specific reports

There is a series of incisive reports that facilitate the monitoring of individual and class progress.

Daily History report
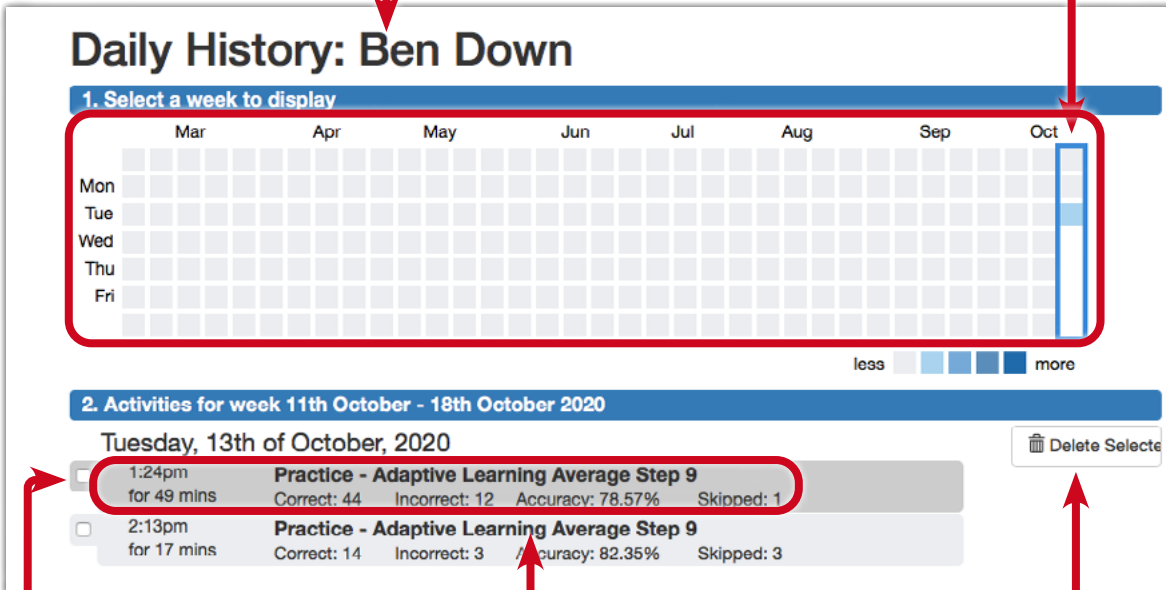
Shows the detailed day-by-day activity for each student.

To view the report select the student and click the DAILY HISTORY button.

The *Daily History* report enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data.

Graphically displays activity for up to 12 months

Click on a weekly column to display activity detail

Daily History: Ben Down

1. Select a week to display

	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct
Mon								
Tue								
Wed								
Thu								
Fri								

less ▢ ▢ ▢ ▢ more

2. Activities for week 11th October - 18th October 2020

Tuesday, 13th of October, 2020   🗑 Delete Selecte

☐ 1:24pm   **Practice - Adaptive Learning Average Step 9**
   for 49 mins   Correct: 44   Incorrect: 12   Accuracy: 78.57%   Skipped: 1

☐ 2:13pm   **Practice - Adaptive Learning Average Step 9**
   for 17 mins   Correct: 14   Incorrect: 3   Accuracy: 82.35%   Skipped: 3

Click to select

Event by event detail

Delete record of selected activities


Achievement report

Shows the activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report select the student and click the Achievements button.

The report displays:

- Difficulty and Topic – The level of difficulty increases progressing down the table. The Topic is shown at the top of each column.
- Quantity of questions answered – The size of the icon in each cell indicates the number of questions answered at each difficulty level for each topic.
- Accuracy of responses – The colour of the icon in each cell indicates the accuracy of the student's answers at each difficulty level for each topic.

The most recent answer to each question will be used to determine accuracy. So if a question was previously answered incorrectly and is subsequently answered correctly it will be counted as correct.
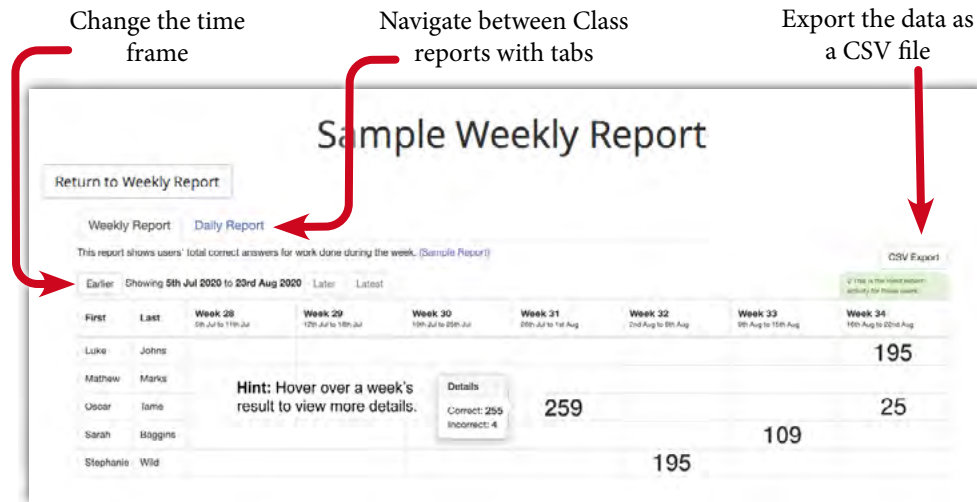
Weekly Report - Whole Class

Shows the weekly activity for work done by the student for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the WEEKLY REPORT button.

Change the time frame   Navigate between Class reports with tabs   Export the data as a CSV file

Daily Report - Whole Class

Shows the activity day-by-day for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the DAILY REPORT button.

Change the time frame   Navigate between Class reports with tabs   Export the data as a CSV file
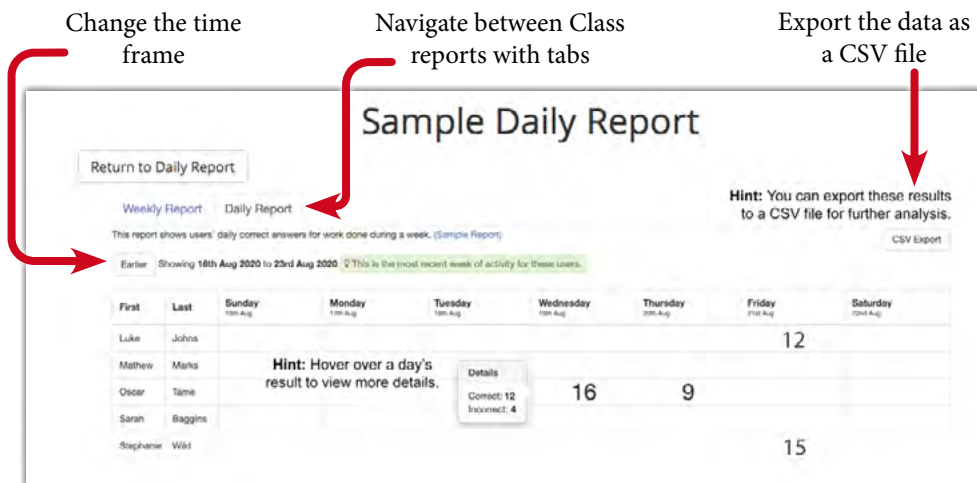
Coming Soon

We are currently working on a range of additional reports that will give even greater detail including penetrating insights into each student's adaptive learning progress, curriculum correlations and printable certificates.

ⓈchoolLeaderboards

About the Leaderboards

The *Words Rock Online Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the literacy performance of their classes.
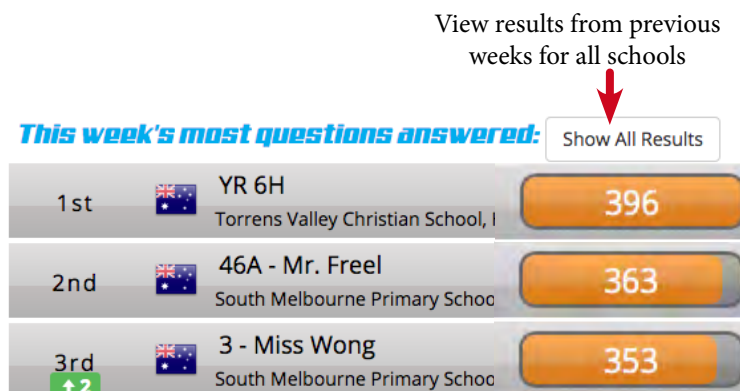
Each correct *Answer* counts towards the weekly class tally that powers the *Leaderboard* which facilitates intra-school and inter-school competition.

Any member of the public may view the *Leaderboards*.

Only literacy questions answered by students linked to a class at a school will contribute to the Leaderboards.

Accessing the Leaderboards

Go to the *Words Rock Online* Home Page and click on the Sʜᴏᴡ Aʟʟ Rᴇsᴜʟᴛs button.

View results from previous weeks for all schools

This week's most questions answered: Show All Results

1st	🇦🇺	YR 6H Torrens Valley Christian School,	396
2nd	🇦🇺	46A - Mr. Freel South Melbourne Primary Schoo	363
3rd ↑2	🇦🇺	3 - Miss Wong South Melbourne Primary Schoo	353

Using the Leaderboards

The Leaderboard system accrues the results from all classes using the system. Where class usage meets or exceeds some minimum requirements the result is added to the Leaderboard history for later retrieval and display. This system enables a range of options to engage and motivate students.

Moment by moment the *Leaderboard* tracks and analyses all the answers completed by each student in every class and displays the results for those classes that meet the participation criteria. The results refresh every 15 minutes. Using the tick boxes to isolate different criteria, students can view the performance of their class by:

1. Country or state.
2. Age brackets.
3. The results just for your school.

History is kept

The *Leaderboard* system archives the results week by week enabling students to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the Leaderboards click here *or* go to:

www.wordsrock.com.au/leaderboard/info

Leaderboard opt out

Some schools may prefer that their classes are not displayed on the Leaderboards. If this is the case, the *School Administrator* can simply uncheck the *Participate in Competition* option on the My School screen of the School Administration menu. Please note the results cannot be removed retrospectively.

The *Words Rock Online Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

(School) Leaderboard Certificates

Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.
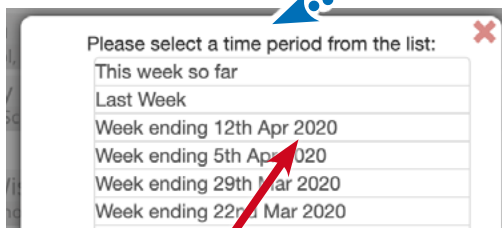
School Leaderboard Certificates and printing

Only teachers logged in to their accounts can access and print *Leaderboard* certificates.

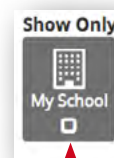
Access the full *Leaderboard* by clicking on the Show All Results button.

Un-tick *This Week So Far* to display the full list of *Leaderboard* weeks.

Choose the week to be printed (naturally you cannot print the current week as it is not completed).

To make it easy to find the class tick the Show Only My School button.

Select the age group that the class to be printed is in.

Click on the row of the class to be printed (there is a print icon, but you can click anywhere). A printable PDF will download. Locate the downloaded file and print the certificates.

Printing

PDF printing

In order to maximise printing compatibility *Words Rock Online* sends its printed output to PDF files. The PDFs are saved to the default export location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

Teachers

Teachers can retrospectively print certificates for work previously completed by their Students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*.

Child/Students/Personal users can print

- *Agent Card Awards.*

Mobile device input

Toggle between mobile and computer input

Words Rock Online works on any mobile device without the need for an external keyboard.

Tap into the field requiring text and the on-screen keyboard will appear.

Type in the required text.

Works on all devices

1. Swap easily between PCs and mobile devices.
2. Any device, anywhere, any time.