

Gaming Grammar Guide

This guide provides information and guidance on accessing and using Gaming Grammar.

If you are having difficulty accessing Gaming Grammar, please refer to this guide in the first instance. If you continue to experience problems, please contact the Gaming Grammar team via email at: gaminggrammar@digitalcreativity.ac.uk

Contents

| | |
|---|----------|
| Gaming Grammar Guide | 1 |
| Contents | 1 |
| General Questions | 4 |
| Q1. Where can I play Gaming Grammar? | 4 |
| Q2. Which devices are supported for playing Gaming Grammar? | 4 |
| Q3. Which web browsers are supported for playing Gaming Grammar via a web browser.? | 4 |
| Account and Login Questions | 5 |
| Q1. What do I need to create a Gaming Grammar account? | 5 |
| Q2. What is the difference between a teacher and a student account? | 5 |
| Q3. What can I do if I forget my Password? | 6 |
| In-game Questions | 6 |
| Q1. How can I check the progress of my students in Gaming Grammar? | 6 |
| Q2. What is a Lesson in Gaming Grammar? | 6 |
| Q3. How can I create a lesson in Gaming Grammar and assign it to my class(es)? | 6 |
| Q4. What is the difference between a Challenge Mode level and a Standard level? | 7 |
| Q5. What are the Leaderboards in Gaming Grammar? | 7 |
| In-game Issues | 7 |
| Q1. I am having trouble using Gaming Grammar or have found an issue with the game. | 7 |
| Technical Issues | 8 |
| Q1. When I try to access Gaming Grammar in my browser no webpage loads up. | 8 |
| Q2. When I try to access Gaming Grammar the page loads up but the game does not appear. | 8 |
| Q3. When I try to access Gaming Grammar the game loads up but I cannot log in. | 8 |
| Q4. I can access the game via my browser but it takes a very long time to load up. | 8 |

| | |
|---|----|
| | 2 |
| Appendices | 10 |
| 1. Creating a Student Account | 10 |
| 2. Creating a Teacher Account | 12 |
| 3. Resetting your Password | 14 |
| 4. Class Management Guide | 16 |
| Creating a Class (Teacher accounts only) | 16 |
| Joining a Class (Student accounts only) | 18 |
| Viewing Class Reports (Teacher accounts only) | 20 |
| Reports Overview | 20 |
| Detailed Reports | 22 |
| 5. Lesson Management Guide | 23 |
| Creating and Managing a Lesson | 24 |
| Viewing Lesson Data | 28 |
| Playing a Lesson | 31 |
| 6. Leaderboards Guide | 32 |
| Accessing the Leaderboards | 32 |
| Leaderboard Types | 32 |

General Questions

Q1. Where can I play Gaming Grammar?

PC/Mac: You can play Gaming Grammar at the following address:

<https://www.gaminggrammar.com>

Please ensure you use the full address for the game as listed above as some browsers will not reach Gaming Grammar if a shorter address is used (e.g. without <https://www>).

Android: You can find Gaming Grammar on the Google Play Store

(<https://play.google.com/store/apps/details?id=uk.ac.york.gaminggrammar>)

iPad: You can find Gaming Grammar on the Apple App Store.

(<https://apps.apple.com/gb/app/gaming-grammar/id1522258020>)

Q2. Which devices are supported for playing Gaming Grammar?

Gaming Grammar is currently available to be played via a web browser (see Q3) on **PC, Apple Mac** and **Chromebook** devices, on **Android phones and tablets** via the Google Play Store or on **iPads** via the Apple App Store.

An **Android device/iPad released on or after 2017** is recommended for playing Gaming Grammar.

Q3. Which web browsers are supported for playing Gaming Grammar via a web browser.?

Gaming Grammar can be played using the following web browsers:

PC: **Google Chrome, Firefox, Microsoft Edge**

Mac: **Google Chrome, Firefox**

Chromebook: **Google Chrome**

Please note that **Internet Explorer is not supported**. The browser is no longer updated by Microsoft and so it cannot run Gaming Grammar effectively.

Account and Login Questions

Q1. What do I need to create a Gaming Grammar account?

Students: To create a Gaming Grammar Student account you will only need to enter your name, your school email address and a password to create your account. This email address should be a school/educational email address. Students will also be asked to provide their month and year of birth, gender, and first language.

Teachers: To create a Teacher account you will also need to enter a 'School Code'. This is a code which is used to identify the School you are originating from. If you do not believe your school has a school code yet, please complete the [Google Form](#) on the NCELP GG webpage, providing your name, email, school name, town, and postcode: <https://ncelp.org/resources/gaming-grammar/>. The GG team will then be in touch via email with your school code.

Note: all teachers within a school can use the same school code to set up their accounts.

In order to retrieve your school's code (e.g. if it is lost or forgotten), please contact NCELP at the following address: GamingGrammar@digitalcreativity.ac.uk

For more assistance in creating your account please check:

- [Appendix 1 - Creating a Student Account](#)
- [Appendix 2 - Creating a Teacher Account](#)

Q2. What is the difference between a teacher and a student account?

Both a Teacher account and a Student account can play all of the games on offer in Gaming Grammar. They can also earn stars based on how well they perform in each game.

The differences between the accounts are found below:

Teacher Accounts can:

- Create classes and have student accounts join those classes.
- Create lessons and assign lessons to their class(es) in the game.
- View reports on game progress/usage for any student accounts who have joined their class.
- Access any level in any minigame at any time.

Teacher Accounts can not:

- Join other Teachers' classes.

Student Accounts can:

- Join/leave classes created by Teacher
- Play lessons assigned to their class(es) by their Teachers

Student Accounts can not:

- Create classes
- View data from other student accounts in their classes.
- Access later levels in a minigame until they have completed the previous levels.

Q3. What can I do if I forget my Password?

If you have forgotten your password you can click on the 'Forgot your password?' text on the login screen in the game. This will open up a new window where you can verify your account and then change your password.

For step by step instructions of this process please see: [Appendix 3 - Resetting your Password](#)

In-game Questions

Q1. How can I check the progress of my students in Gaming Grammar?

When using a Teacher account you can use the Teacher Interface section to create classes. Once your Students choose to join this class you will be able to look at a variety of information on their usage of the game.

For more information on this process please see: [Appendix 4 - Class Management Guide](#)

Q2. What is a Lesson in Gaming Grammar?

A Lesson in Gaming Grammar is a customisable collection of levels from the game which you can create and then assign to your classes. Once you have assigned a lesson to a class you can then view details on which of your students have completed the Lesson and the percentage of levels within the Lesson that they completed successfully.

For step by step instructions on how to set up, play, and manage a Lesson please see: [Appendix 5. Lesson Management Guide](#)

Q3. How can I create a lesson in Gaming Grammar and assign it to my class(es)?

When using a Teacher account you can navigate to the Lesson Management window via the Control Centre in order to create lessons.

In the process of creating a lesson you can select which Gaming Grammar mini-game levels you would like to see in the lesson, which order you would like them to be played and also which of your classes you would like to have access to these lessons.

Once you have assigned a lesson to your class(es) in the game, you will be able to view Lesson progress reports to see the percentage of levels within the lesson that each pupil has successfully completed and whether they have completed the overall lesson.

For more information on this process please see: [Appendix 5 - Lesson Management Guide](#)

Q4. What is the difference between a Challenge Mode level and a Standard level?

A Standard level in Gaming Grammar will always use the same set of questions in the same order and players will generally have more time available to think about their answers before answering a question. The goal on a Standard level is always to try to answer 12 questions correctly and to avoid getting 3 questions incorrect. In addition, in a Standard level the player will receive feedback if they answer a question incorrectly.

In a Challenge Mode level, the player will instead face a random set of questions which will be different each time they play. They will need to answer these questions as quickly as possible in order to score as many points as possible in the time available. The player does not receive any feedback (other than correct/incorrect) in Challenge Mode. Challenge Mode is intended to be a fast paced way for students to revise what they have learned during the Standard levels.

Note: In Challenge Mode, players will see a random set of questions, including Reading only, Listening only, and Reading+Listening questions. Therefore, make sure players have their sound switched on, before starting a Challenge Mode level.

Q5. What are the Leaderboards in Gaming Grammar?

Gaming Grammar contains a number of different leaderboards where players can track their overall ranking on a range of different categories. In each leaderboard players will be able to see the scores of the 10 best players/schools for that leaderboard, in addition to their own score and position.

While players can see the scores and leaderboard positions of other players and schools in our leaderboards, they cannot see any identifiable data (e.g. names) for those users.

For more information on the Leaderboards available in Gaming Grammar please see: [Appendix 6 - Leaderboards Guide](#)

In-game Issues

Q1. I am having trouble using Gaming Grammar or have found an issue with the game.

If you are having trouble using the mini-games and teacher interface within Gaming Grammar and wish to give us feedback on it or if you think you have encountered a bug or issue with the game, please don't hesitate to contact us at gaminggrammar@digitalcreativity.ac.uk

Technical Issues

Q1. When I try to access Gaming Grammar in my browser no webpage loads up.

The most common cause of this issue is when the full URL has not been entered in the web browser to access the game. Some web browsers will have issues reaching the website if a shortened version of the URL is used.

Please ensure you are using <https://www.gaminggrammar.com> to access the game and not gaminggrammar.com or www.gaminggrammar.com.

Q2. When I try to access Gaming Grammar the page loads up but the game does not appear.

Note: If you are seeing a loading bar for the game but it is moving very slowly please see [Q4](#) below. If you are finding that the web page loads correctly but no game appears then this may be resolved by reloading the web page. If this does not help, you can also try performing a 'hard refresh'.

Steps to do a hard refresh for each supported browser are below:

Google Chrome: Press Ctrl + Shift + F5 when on the web page you wish to refresh.

Mozilla Firefox: Press Ctrl + F5 when on the web page you wish to refresh.

Microsoft Edge: Press Ctrl + F5 when on the web page you wish to refresh.

If the issue continues to persist after this, then please contact us at gaminggrammar@digitalcreativity.ac.uk

Q3. When I try to access Gaming Grammar the game loads up but I cannot log in.

The most common cause of this issue is that the firewall for the network the game is being accessed from is blocking communications, which prevents the game from being able to communicate with our server to handle logins and other online functionality.

Please check with your IT department or Network provider that the following are unblocked and communication is being allowed:

- <https://www.gaminggrammar.com>
- 35.205.130.139 (Traffic will need to be allowed on port 443 for this address)

Q4. I can access the game via my browser but it takes a very long time to load up.

Gaming Grammar does commonly take some time to load up initially when played via a web browser but in most cases this initial loading time should still be within a minute. If you are experiencing drastically longer load times, this is likely to be due to either the speed of the network

you are currently connected to or the specifications of the device you are using to play Gaming Grammar.

It is worth noting that Gaming Grammar can be cached by your internet browser and so this potentially large initial loading time should only need to be done once. After this, your browser should 'remember' the game and be able to load much faster. This process will reset when we release an update to the game however, although we only plan to release new updates when we have exciting new content and features to add to the game.

If you feel as though you are experiencing much slower loading times than you would expect on your network/device please contact us at gaminggrammar@digitalcreativity.ac.uk

The following information will help us diagnose your issue:

- Any details you have on the specifications of the device you are using to access the game
- Information on the network you are using to access the game.
- A screenshot of a free network speed test result (E.g. www.speedtest.net)

Alternatively Gaming Grammar loads fastest when played on our app versions found on the Google Play store for Android and on the Apple App store for iPad. If you have a compatible device we would recommend trying the game via the app if you are experiencing loading issues on the web browser version of the game.

Appendices

1. Creating a Student Account

Gaming Grammar

LOGIN

EMAIL:

PASSWORD:

LOGIN

FORGOT YOUR PASSWORD?

RESET PASSWORD

NEW USER?

CREATE ACCOUNT

Click here to access the account creation window.

MESSAGES

June 2021 Update: Check out our new look menus and try our two new mini-games!

Privacy Policy Credits

CREATE AN ACCOUNT

To create your account please complete the fields below

ACCOUNT TYPE: ☒ STUDENT ☐ TEACHER

GENDER: FIRST LANGUAGE:

BIRTH MONTH & YEAR:

SCHOOL EMAIL:

FIRST NAME: LAST NAME:

PASSWORD: ? PASSWORD:

NEXT

Press next to proceed once all fields have been entered correctly.

Please ensure your password is valid using the rules below.

- Minimum 8 Characters.
- Must contain at least 3 of the following:
 - Lowercase Letter
 - Uppercase Letter
 - Special Character
 - Number

June 2021 Update: Check out our new look menus and try our two new mini-games!

Privacy Policy Credits

GG Password rules: Minimum 8 characters. Must contain at least 3 of the following: lowercase letter, uppercase letter, special character, number.

PRIVACY POLICY

This privacy notice is for any person who registers with Gaming Grammar for a teacher account where you play the game and are able to view and download the names and responses of students who have joined your classes within the game.

The information you provide on this registration form will be used for the purposes of creating and managing your Gaming Grammar game account and will be held securely on a password-protected Google server.

This information will be stored until you request to close your account. For the purposes of

I have read and understood the privacy policy ☐

CREATE ACCOUNT

Next you must read and agree to our privacy policy.

You can use the scrollbar here to scroll down the text. You must scroll to the bottom of the privacy policy before the checkbox can be checked.

Finally you can click create account here to finish your account creation.

You must agree to the privacy policy terms by checking the checkbox in order to proceed with your account creation.

Gaming Grammar

MESSAGES

June 2021 Update: Check out our new look menus and try our two new mini-games!

Your account has been created
Please log in below

LOGIN

EMAIL:

PASSWORD:

LOGIN

FORGOT YOUR PASSWORD?

RESET PASSWORD

NEW USER?

CREATE ACCOUNT

Privacy Policy Credits

You should now see this message which indicates that your account has been created successfully.

2. Creating a Teacher Account

Gaming Grammar

LOGIN

EMAIL:

PASSWORD:

LOGIN

FORGOT YOUR PASSWORD?

RESET PASSWORD

NEW USER?

CREATE ACCOUNT

Click here to access the account creation window.

MESSAGES

June 2021 Update: Check out our new look menus and try our two new mini-games!

Privacy Policy Credits

CREATE AN ACCOUNT

To create your account please complete the fields below

ACCOUNT TYPE: ☒ STUDENT ☐ **TEACHER**

EMAIL ADDRESS:

SCHOOL CODE:

FIRST NAME:

LAST NAME:

PASSWORD:

? PASSWORD:

NEXT

Please ensure your password is valid using the rules below.

- Minimum 8 Characters.
- Must contain at least 3 of the following:
 - Lowercase Letter
 - Uppercase Letter
 - Special Character
 - Number

All schools registered for Gaming Grammar should have an assigned school code which must be entered here in order to create a teacher account

If you don't know your school code or would like to register your school please contact us at: gaminggrammar@digitalcreativity.ac.uk

Press next to proceed once all fields have been entered correctly.

June 2021 Update: Check out our new look menus and try our two new mini-games!

Privacy Policy Credits

GG Password rules: Minimum 8 characters. Must contain at least 3 of the following: lowercase letter, uppercase letter, special character, number.

PRIVACY POLICY

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The information you provide on this registration form will be used for the purposes of creating and managing your Gaming Grammar game account and will be held securely on a password-protected Google server.

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Gaming Grammar

MESSAGES

June 2021 Update: Check out our new look menus and try our two new mini-games!

Your account has been created
Please log in below

LOGIN

EMAIL:

PASSWORD:

LOGIN

FORGOT YOUR PASSWORD?

RESET PASSWORD

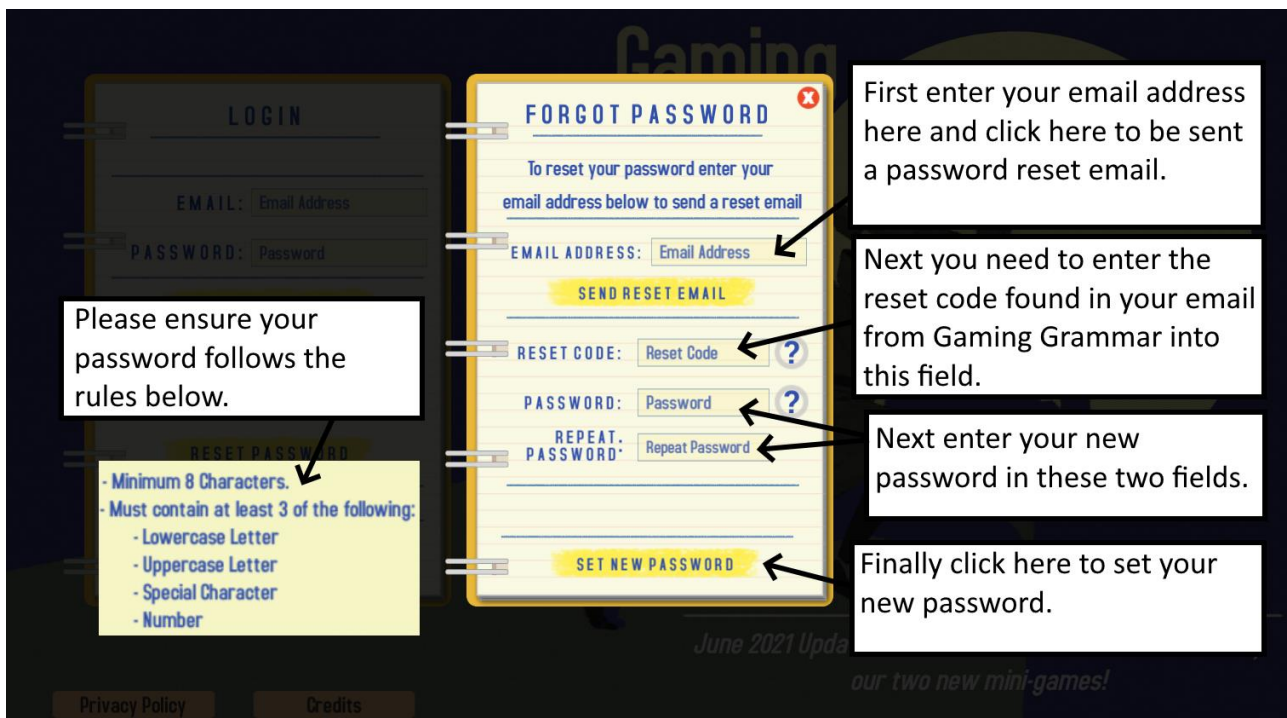
NEW USER?

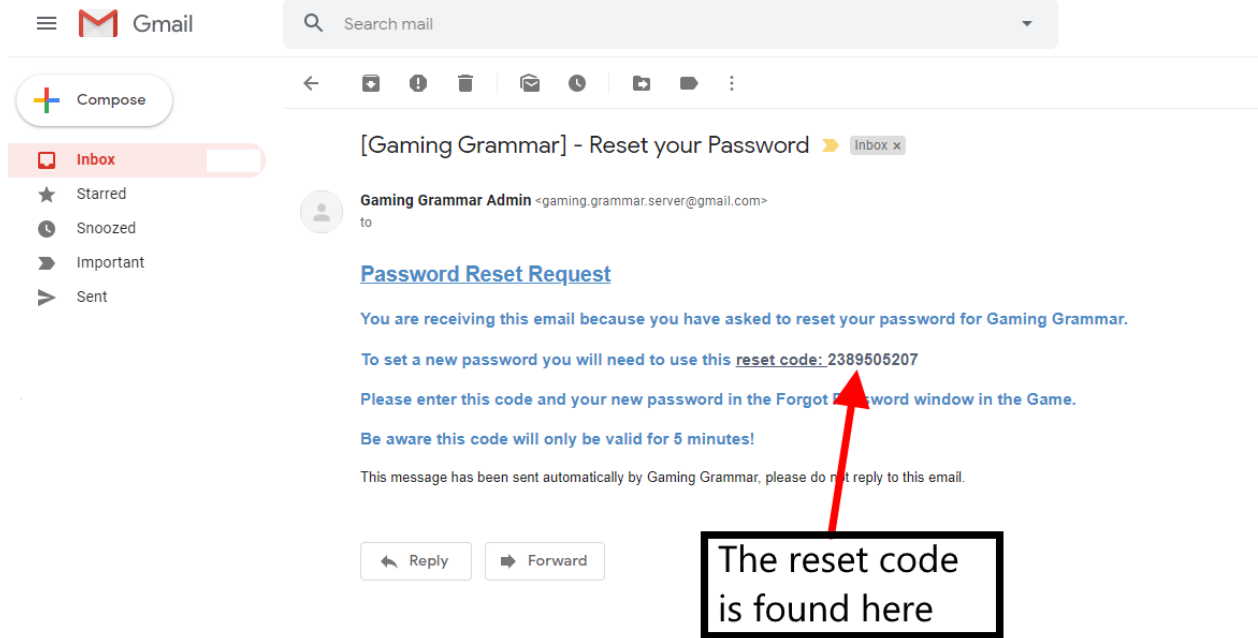
CREATE ACCOUNT

Privacy Policy Credits

You should now see this message which indicates that your account has been created successfully.

3. Resetting your Password





Compose

Inbox

Starred

Snoozed

Important

Sent

[Gaming Grammar] - Reset your Password

Gaming Grammar Admin <gaming.grammar.server@gmail.com> to

[Password Reset Request](#)

You are receiving this email because you have asked to reset your password for Gaming Grammar.

To set a new password you will need to use this [reset code: 2389505207](#)

Please enter this code and your new password in the [Forgot Password](#) window in the Game.

Be aware this code will only be valid for 5 minutes!

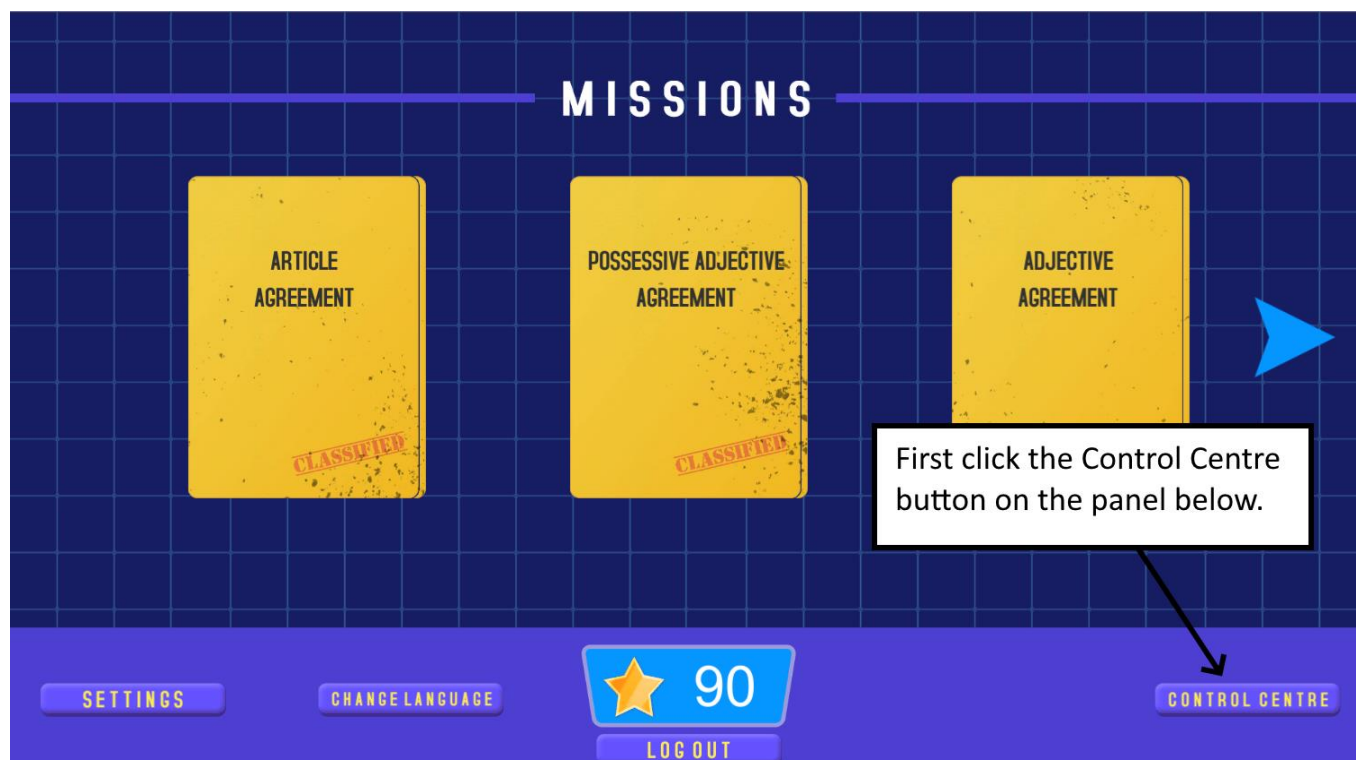
This message has been sent automatically by Gaming Grammar, please do not reply to this email.

Reply Forward

The reset code is found here

4. Class Management Guide

Creating a Class (Teacher accounts only)



The name of your school will be found in this dropdown.

Click the Create button to create a class which will be linked to the school shown above.

You can also edit and delete existing classes using the other buttons.

MY CLASSES

SELECT A SCHOOL:
 AW Test School
 JOIN LEAVE

SELECT A CLASS:
 TestFrench
 CREATE EDIT DELETE

CLASS DETAILS

CLASS REPORTS

LEVELS:
 All Games
 DOWNLOAD CLASS REPORT

SETTINGS CHANGE LANGUAGE 90 LOG OUT CONTROL CENTRE

Fill in all of the fields found in the create a class window.

Please note that each class must be tied to a specific language.

Finally click the button to create your class.

CREATE A CLASS

To create a new class please complete the fields below

CLASS NAME: Class Name

YEAR GROUP: Year Group

LANGUAGE: French

CREATE CLASS

SELECT A SCHOOL
 AW Test School
 JOIN

SELECT A CLASS
 TestFrench
 CLASS

LEVELS:
 All Games
 DOWNLOAD

SETTINGS CHANGE LANGUAGE 90 LOG OUT CONTROL CENTRE

MY CLASSES

SELECT A SCHOOL:
 AW Test School
 [JOIN] [LEAVE]

SELECT A CLASS:
 TestFrench
 [CREATE] [EDIT] [DELETE]

CLASS DETAILS
 SCHOOL: AW Test School
 CLASS NAME: TestFrench
 YEAR GROUP: 9
 LANGUAGE: French
 STUDENTS: 4
 CLASS CODE: bf9c2f79

The class code seen here is required by your students when they join your class.

Your newly created class can now be selected from the select a class dropdown.

Class details can be seen here for your currently selected class.

SETTINGS CHANGE LANGUAGE 90 LOG OUT CONTROL CENTRE

Joining a Class (Student accounts only)

MISSIONS

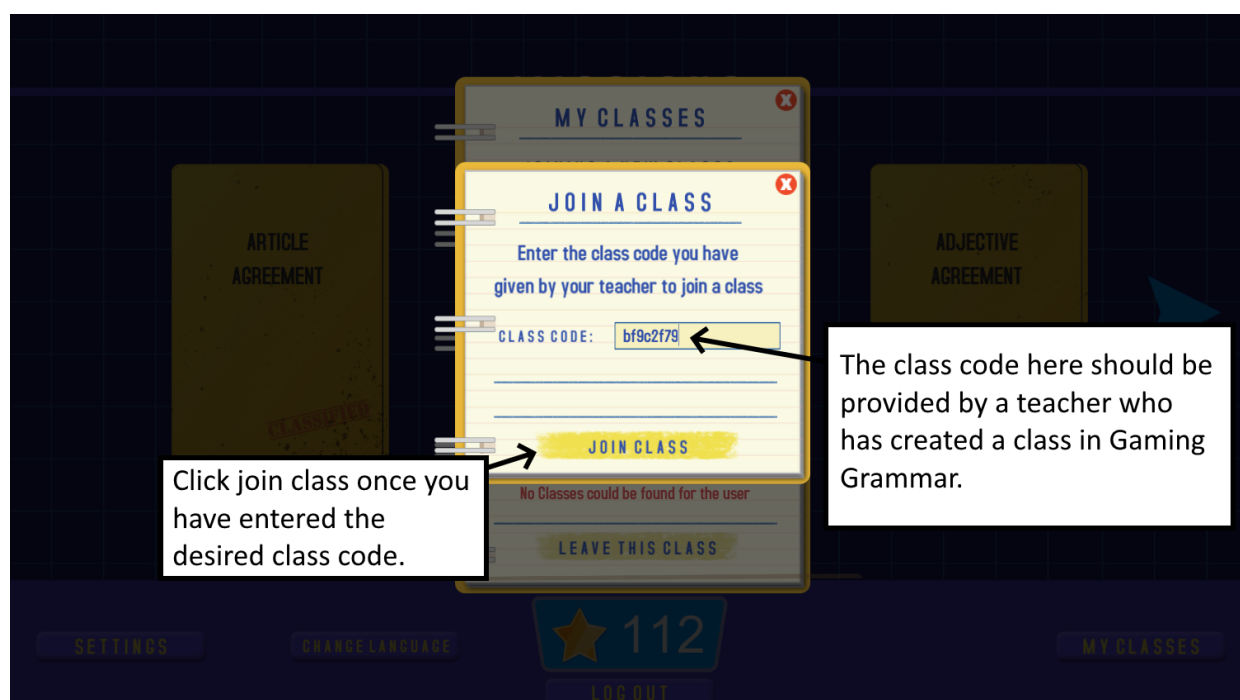
ARTICLE AGREEMENT
CLASSIFIED

POSSESSIVE ADJECTIVE AGREEMENT
CLASSIFIED

ADJECTIVE AGREEMENT

First click the my classes button found on the panel.

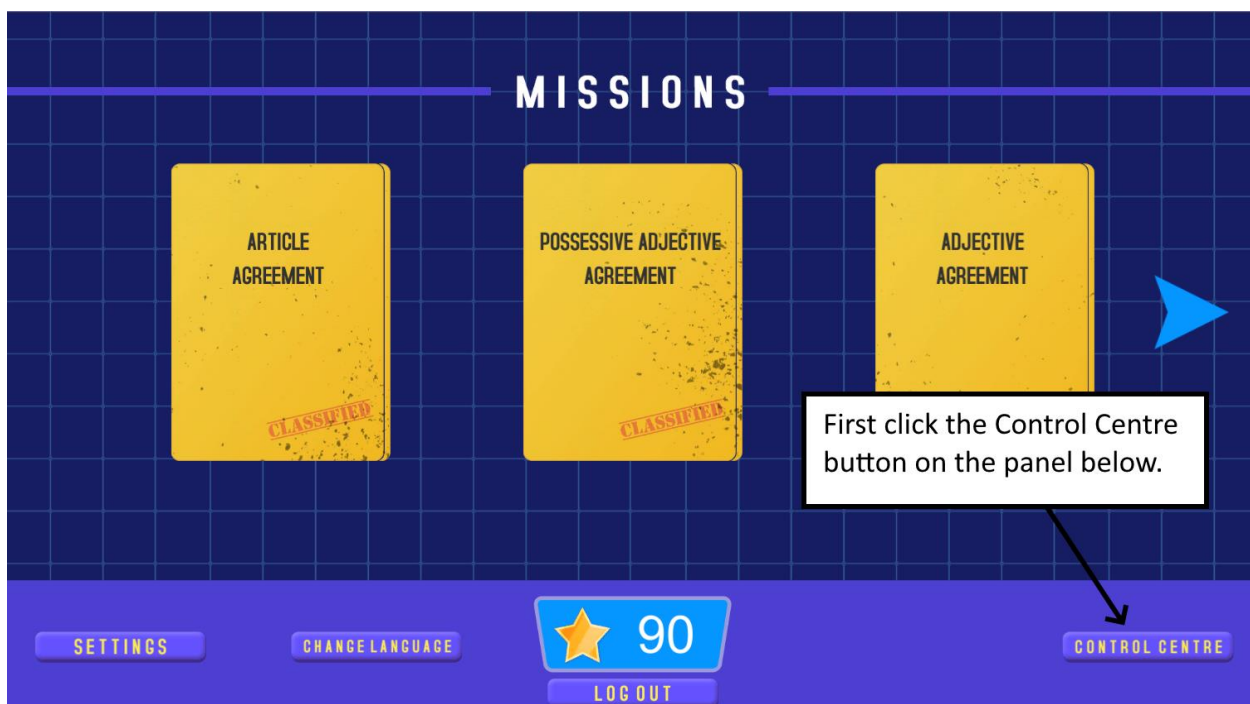
SETTINGS CHANGE LANGUAGE 112 LOG OUT MY CLASSES





Viewing Class Reports (Teacher accounts only)

Reports Overview



CONTROL CENTRE

Create and manage your Gaming Grammar Classes

CLASS MANAGEMENT

Create and manage your Gaming Grammar Lessons

LESSON PLANNER

Next click the class management button.

ARTICLE AGREEMENT

ADJECTIVE AGREEMENT

SETTINGS

CHANGE LANGUAGE

★ 90

LOG OUT

CONTROL CENTRE

Select a class here to view the progress of students found in your class.

MY CLASSES

SELECT A SCHOOL:

AW Test School

JOIN LEAVE

SELECT A CLASS:

TestFrench

CREATE EDIT DELETE

CLASS DETAILS

SCHOOL: AW Test School

CLASS NAME: TestFrench

YEAR GROUP: 9

LANGUAGE: French

STUDENTS: 4

CLASS CODE: 8f9c792f

CLASS REPORTS

LEVELS:

All Games

DOWNLOAD CLASS REPORT

NAME: Andrew Wood

PLAY TIME: 4 minutes (last 7 days)

GAMES PLAYED: 2 (last 7 days)

This section will contain an overview of your students progress in the game over the last 7 days.

The arrows here can be used to cycle through the students in your class.

SETTINGS

CHANGE LANGUAGE

★ 90

LOG OUT

CONTROL CENTRE

Detailed Reports

MY CLASSES

SELECT A SCHOOL:
AW Test School
[JOIN] [LEAVE]

SELECT A CLASS:
TestFrench
[CREATE] [EDIT] [DELETE]

CLASS DETAILS
SCHOOL: AW Test School
CLASS NAME: TestFrench
YEAR GROUP: 9
LANGUAGE: French
STUDENTS: 4
CLASS CODE: b19c792f

CLASS REPORTS
LEVELS:
All Games
[DOWNLOAD CLASS REPORT]

Click here to open the detailed reports window.

Please note that the detailed reports functionality is only available via the web browser version of Gaming Grammar.

DETAILED REPORTS

FILTER BY
STUDENT: All Students
GAME: All Games
TIME: Last Day

SORT BY
OPTIONS: Name (ascending)

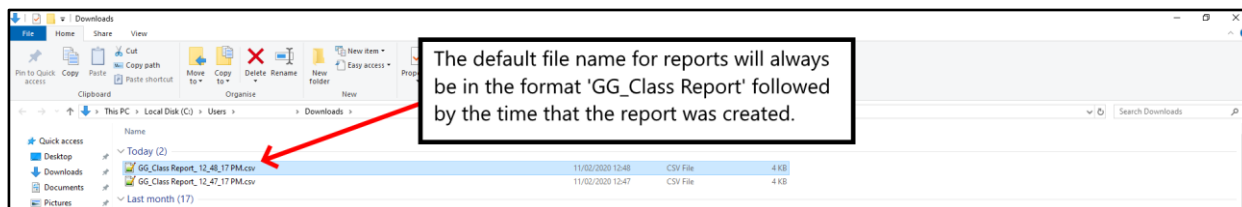
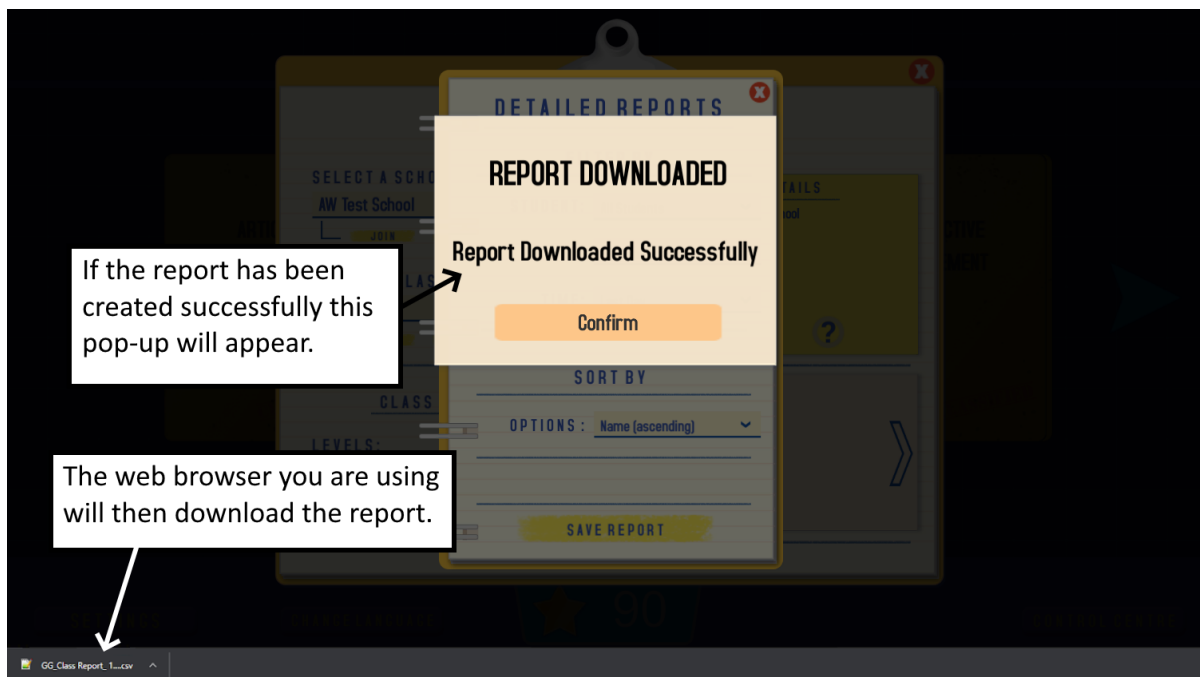
[SAVE REPORT]

Here you can choose to filter your reporting data to specific students, games or data from a certain time period.

Using the default options all data for your class will be shown in the report.

Here you can select to sort your report by Name or Score

Once you are happy with your selected sorting and filtering options, press Save Report to download the report.



The downloaded report can then be opened in a spreadsheet application such as Microsoft Excel or Google Sheets.

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |
|----|----------------|-----------|--|----------|----------------|----------|----------------|---|---|---|---|---|---|---|---|
| | Student Name | Game Name | Game Description | Language | Minutes Played | Attempts | Best Score (%) | | | | | | | | |
| 1 | Student Name | Game Name | Game Description | Language | Minutes Played | Attempts | Best Score (%) | | | | | | | | |
| 2 | Test Player 1 | Level 1 | Questions: subject-verb inversion | French | 12 | 1 | 100 | | | | | | | | |
| 3 | Test Player 1 | Level 1 | Definite articles: gender | French | 2 | 3 | 100 | | | | | | | | |
| 4 | Test Player 1 | Level 2 | Definite articles: gender | French | 1 | 7 | 0 | | | | | | | | |
| 5 | Test Player 1 | Level 1 | Verbs: 1st person singular & plural | French | 3 | 1 | 40 | | | | | | | | |
| 6 | Another Player | Level 1 | Definite articles: gender | French | 11 | 5 | 100 | | | | | | | | |
| 7 | Another Player | Level 2 | Definite articles: gender | French | 7 | 4 | 85 | | | | | | | | |
| 8 | Another Player | Level 1 | Adjectives: singular & plural | French | 17 | 4 | 85 | | | | | | | | |
| 9 | Another Player | Level 2 | Questions: subject-verb inversion | French | 30 | 5 | 85 | | | | | | | | |
| 10 | Another Player | Level 3 | Questions: subject-verb inversion | French | 17 | 5 | 85 | | | | | | | | |
| 11 | Another Player | Level 2 | Adjectives: singular & plural | French | 18 | 5 | 85 | | | | | | | | |
| 12 | Another Player | Level 3 | Adjectives: singular & plural | French | 15 | 4 | 85 | | | | | | | | |
| 13 | Another Player | Level 1 | Verbs: 1st person singular & plural | French | 23 | 6 | 85 | | | | | | | | |
| 14 | Another Player | Level 2 | Verbs: 1st person singular & plural | French | 12 | 4 | 85 | | | | | | | | |
| 15 | Another Player | Level 3 | Verbs: 1st person singular & plural | French | 14 | 4 | 85 | | | | | | | | |
| 16 | Another Player | Level 2 | Verbs: 1st person singular & plural | French | 13 | 4 | 85 | | | | | | | | |
| 17 | Another Player | Level 1 | Questions: subject-verb inversion | French | 24 | 4 | 85 | | | | | | | | |
| 18 | Another Player | Level 3 | Verbs: 1st person singular & plural | French | 18 | 6 | 85 | | | | | | | | |
| 19 | Another Player | Level 1 | Tense: 1st person present & past tense | French | 10 | 4 | 85 | | | | | | | | |
| 20 | Another Player | Level 2 | Tense: 1st person present & past tense | French | 10 | 4 | 85 | | | | | | | | |
| 21 | Another Player | Level 3 | Tense: 1st person present & past tense | French | 9 | 4 | 85 | | | | | | | | |
| 22 | Another Player | Level 1 | Tense: 1st person present & past tense | French | 15 | 4 | 85 | | | | | | | | |
| 23 | Another Player | Level 2 | Tense: 1st person present & past tense | French | 21 | 4 | 85 | | | | | | | | |
| 24 | Another Player | Level 3 | Tense: 1st person present & past tense | French | 9 | 4 | 85 | | | | | | | | |
| 25 | Another Player | Level 1 | Tense: 1st and 3rd person past tense | French | 12 | 4 | 85 | | | | | | | | |
| 26 | Another Player | Level 2 | Tense: 1st and 3rd person past tense | French | 12 | 5 | 85 | | | | | | | | |
| 27 | Another Player | Level 1 | Verbs: 1st person singular & plural | French | 15 | 4 | 85 | | | | | | | | |
| 28 | Another Player | Level 3 | Tense: 1st and 3rd person past tense | French | 14 | 4 | 85 | | | | | | | | |
| 29 | Another Player | Level 3 | Definite articles: gender | French | 8 | 4 | 85 | | | | | | | | |
| 30 | Third Player | Level 1 | Tense: 1st and 3rd person past tense | French | 19 | 7 | 92 | | | | | | | | |
| 31 | Third Player | Level 1 | Questions: subject-verb inversion | French | 81 | 20 | 100 | | | | | | | | |

5. Lesson Management Guide

Creating and Managing a Lesson

MISSIONS

ARTICLE AGREEMENT
CLASSIFIED

POSSESSIVE ADJECTIVE AGREEMENT
CLASSIFIED

ADJECTIVE AGREEMENT

First click the Control Centre button on the panel below.

SETTINGS CHANGE LANGUAGE 90 LOG OUT CONTROL CENTRE

LESSON PLANNER

MANAGE YOUR LESSONS

SELECT A LESSON:

PLAY EDIT DELETE

CREATE A NEW LESSON

CREATE LESSON

VIEW LESSON PROGRESS

LESSON PROGRESS

Next click the create lesson button to create a new lesson.

SETTINGS CHANGE LANGUAGE 90 LOG OUT CONTROL CENTRE

Lesson Planner

Once you have created a lesson you can select it from this dropdown in order to manage your lesson

To test your lesson press Play Lesson.

To edit the name, description, language, class access or level contents of your lesson press the Edit Lesson button.

To delete the Lesson, press Delete Lesson

Details on the selected lesson can be seen here.

To check your students progress in your lessons click the Lesson Progress button.

Manage your Lesson

My First Lesson

Lesson Details

Name: My First Lesson
Language: French
Number of Levels: 2
Description: The first lesson

Play Lesson Edit Lesson Delete Lesson

Creating a new lesson? See your lesson progress?

Create New Lesson Lesson Progress

Close

v0.5.2.0

LESSON MANAGER

LESSON NAME: Lesson Name

LANGUAGE: French

DESCRIPTION: Lesson Description

ADD CLASSES TO LESSON

CLASSES: TestFrench

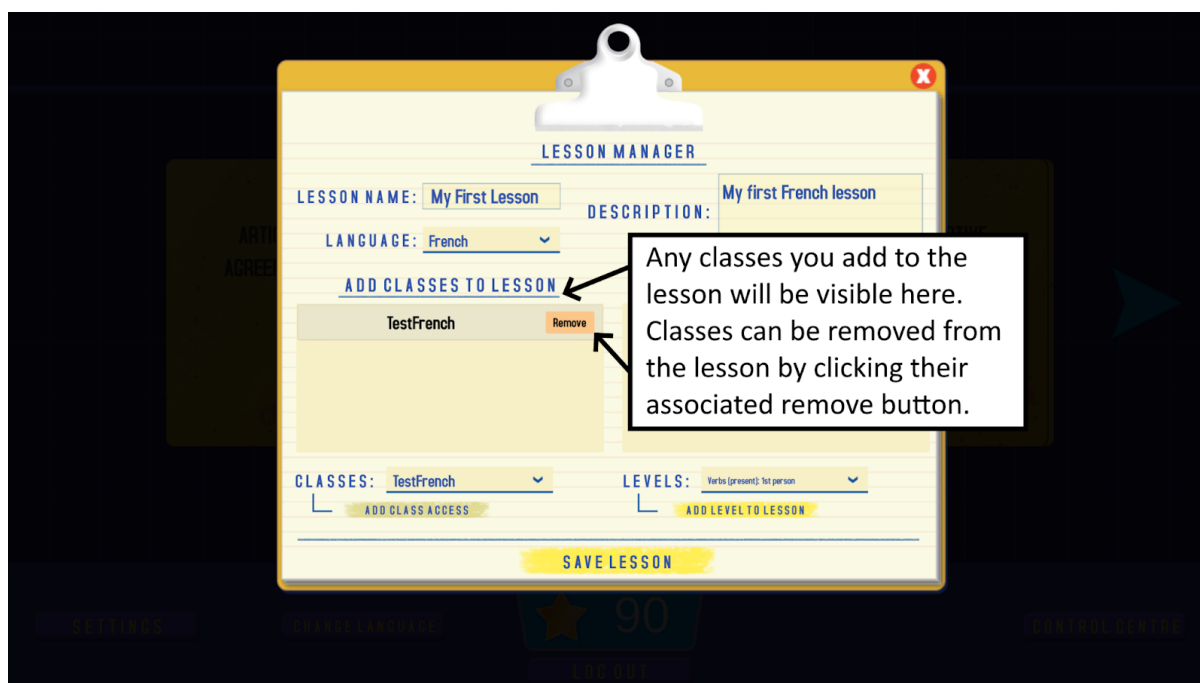
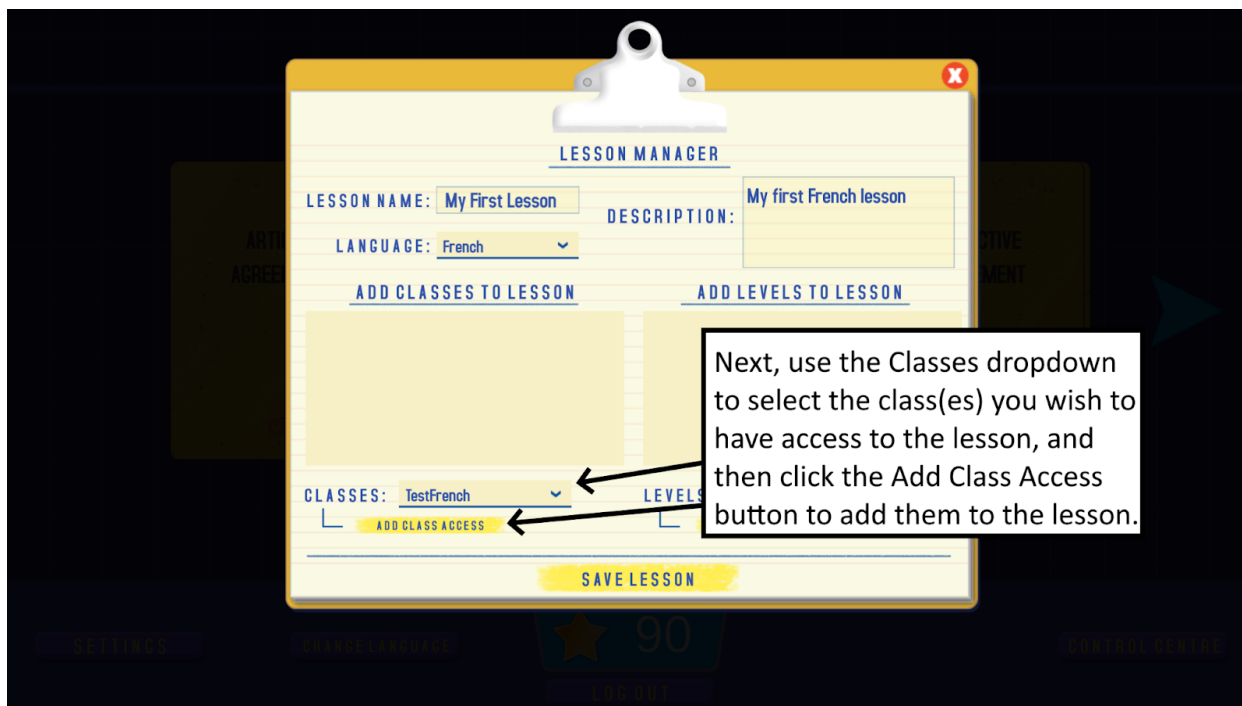
LEVELS: Verbs (present): test person

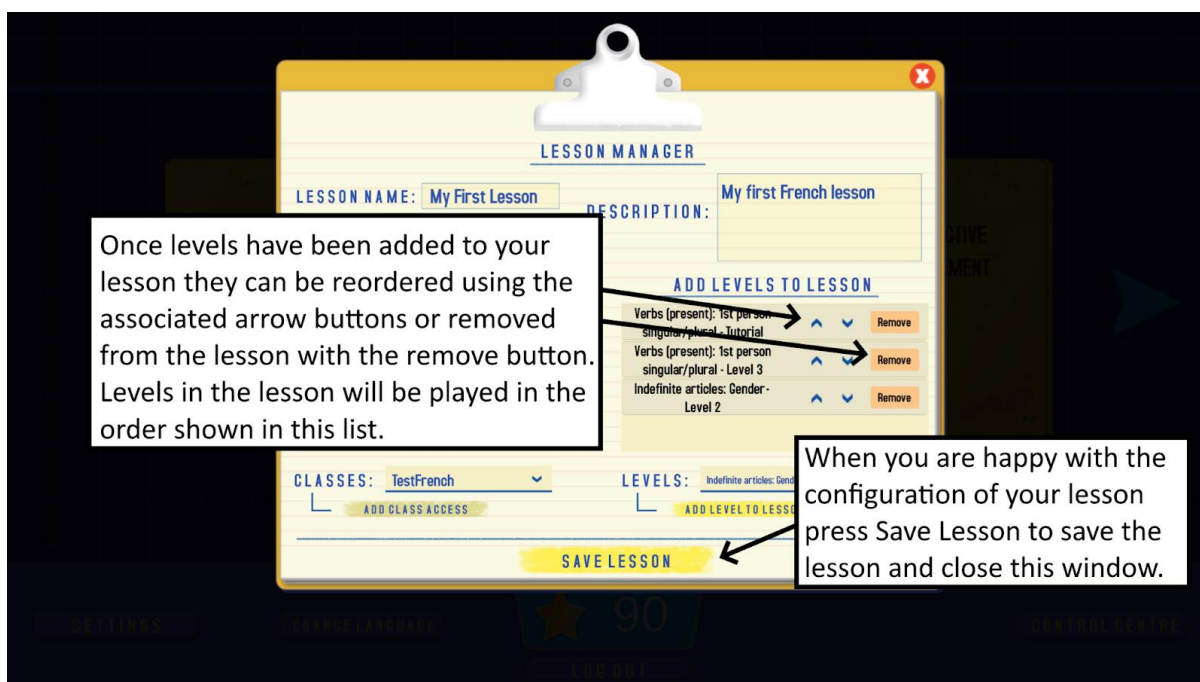
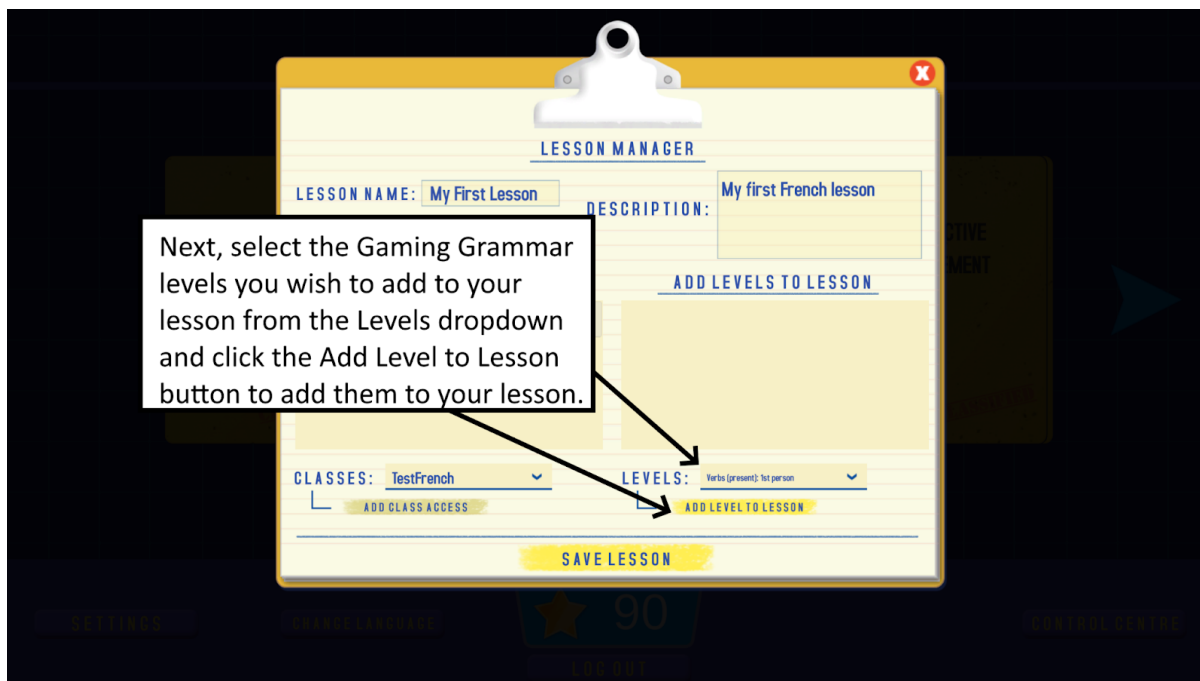
ADD CLASS ACCESS

ADD LEVEL TO LESSON

SAVE LESSON

All lessons require a lesson name, lesson description and a selected language for the lesson.



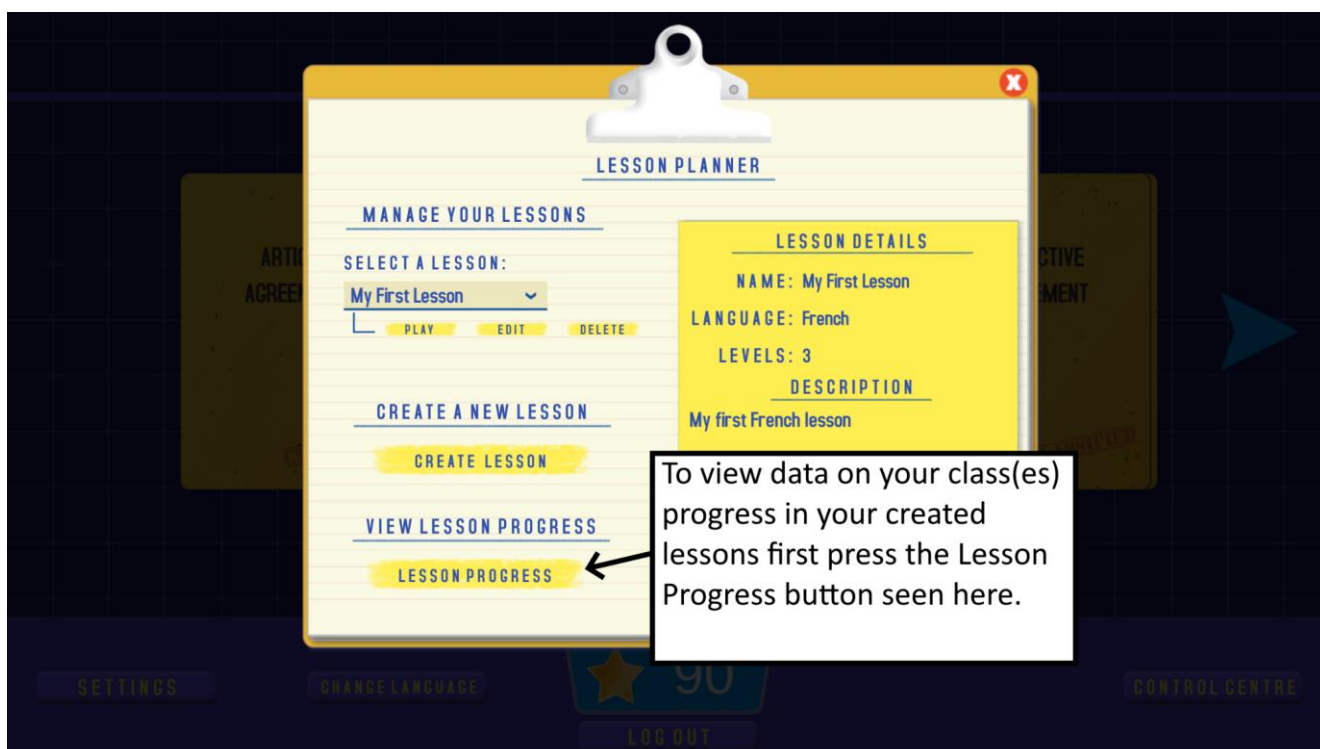


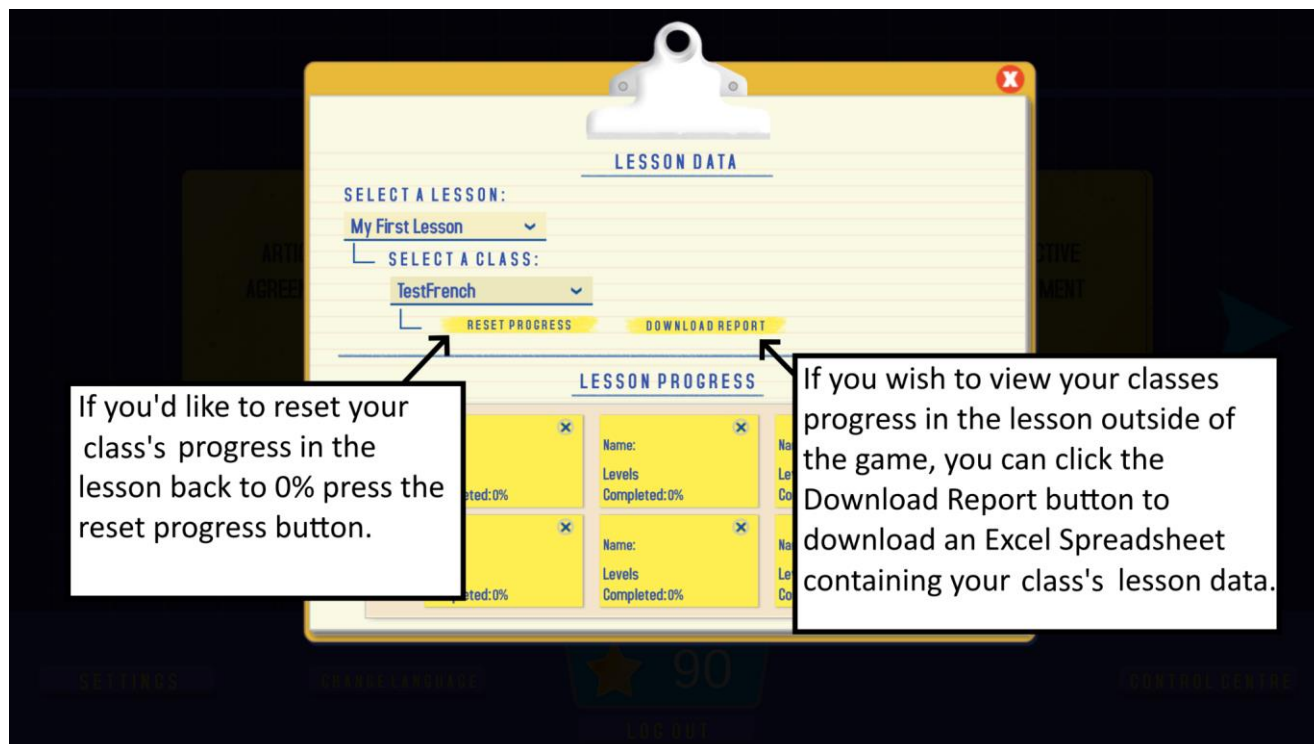
The screenshot shows a 'LESSON PLANNER' window. On the left, under 'MANAGE YOUR LESSONS', there is a 'SELECT A LESSON:' dropdown menu with 'My First Lesson' selected. Below the dropdown are three buttons: 'PLAY', 'EDIT', and 'DELETE'. On the right, the 'LESSON DETAILS' panel shows: NAME: My First Lesson, LANGUAGE: French, LEVELS: 3, and DESCRIPTION: My first French lesson. A text box with arrows pointing to the dropdown and buttons contains the following text:

Your selected lesson will now be available in the Select A Lesson dropdown. Once selected you can use the Play button to try the lesson, the Edit button to edit the content of your lesson, or the Delete button to delete it.

The background interface includes buttons for 'SETTINGS', 'CHANGE LANGUAGE', 'LOG OUT', and 'CONTROL CENTRE', along with a star icon and the number '90'.

Viewing Lesson Data

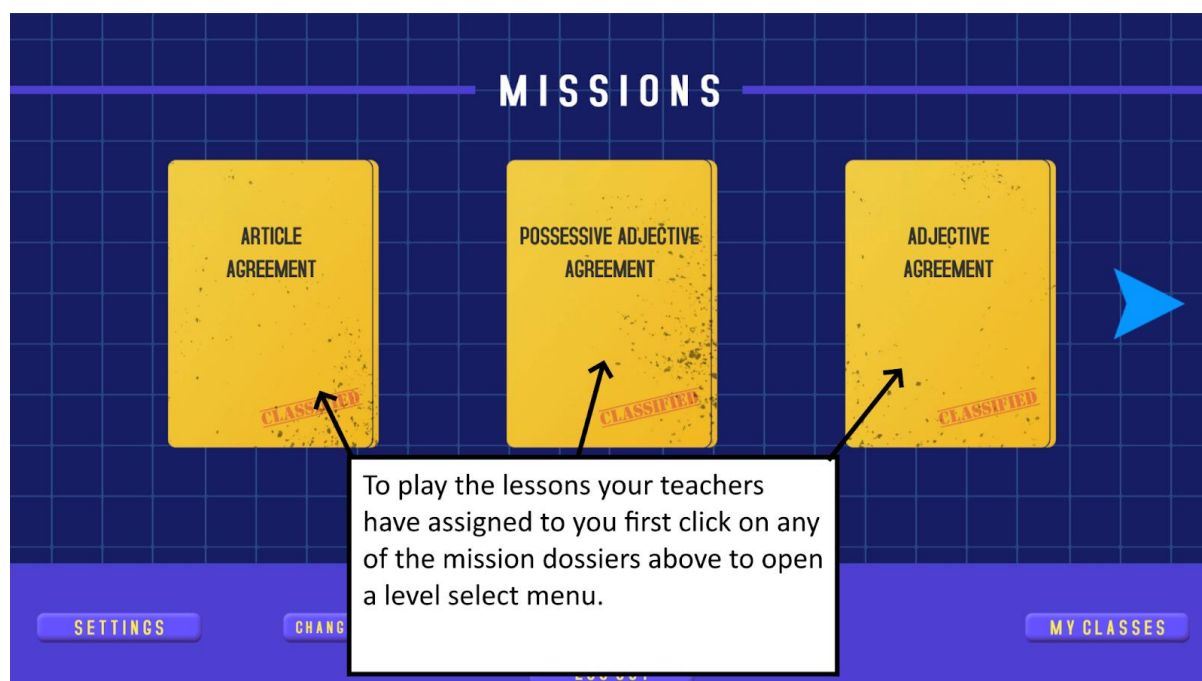




Note: When Lesson Progress data is reset all records of your students playing that Lesson will be permanently removed from the game (i.e. your students' Lesson progress will be reset to say that the Lesson has not been completed yet). This may be useful if you want to set a previously completed Lesson as a revision task/homework.

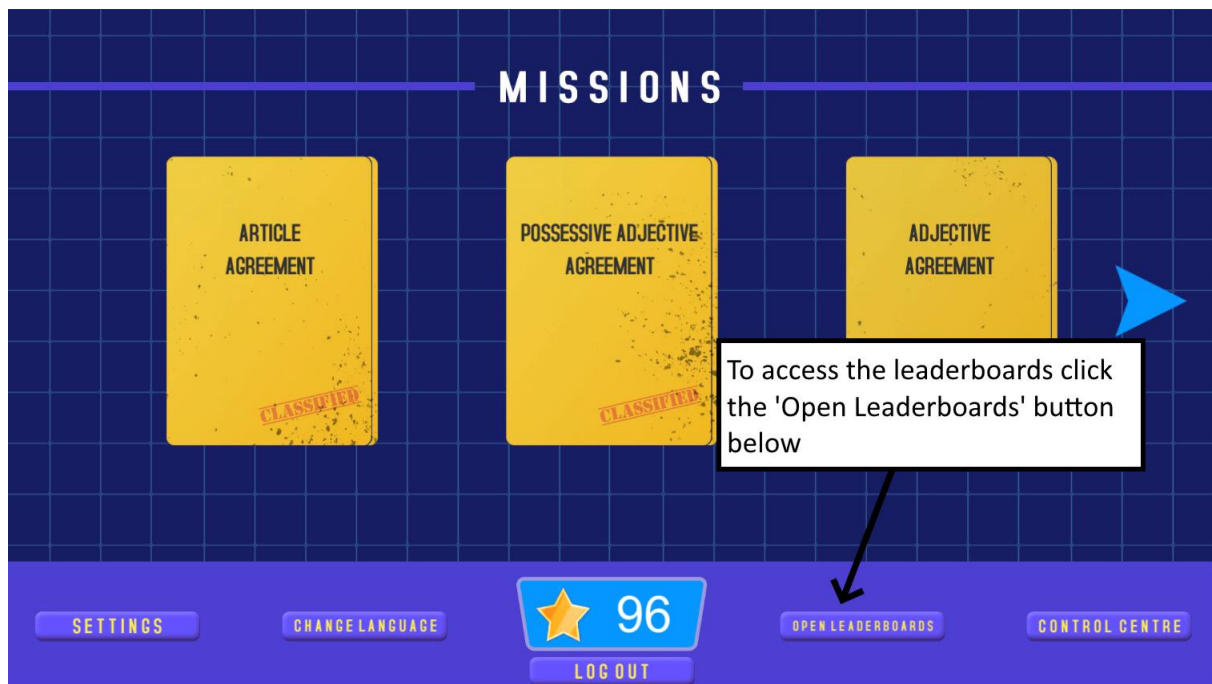
This does not affect any of the other progress made by your students in the game (i.e. the record of levels played, stars earned etc will not be deleted).

Playing a Lesson



6. Leaderboards Guide

Accessing the Leaderboards



Leaderboard Types

STUDENT LEADERBOARDS

SELECT A LEADERBOARD: CHALLENGE MODE PLAYER QUESTIONS SCHOOL QUESTIONS

MINIGAME: All Games

CHALLENGE MODE

| | | | | | |
|----|-------------|-------|-----|-------------|------|
| #1 | Player 9999 | 27000 | #6 | Player 7209 | 7700 |
| #2 | Player 8080 | 17600 | #7 | Player 7022 | 6600 |
| #3 | Player 5876 | 14500 | #8 | Player 4188 | 5500 |
| #4 | Player 3890 | 12200 | #9 | My Score | 5100 |
| #5 | Player 6565 | 9000 | #10 | Player 654 | 4600 |

MY SCORE

#9 My Score 5100

SETTINGS CHANGE LANGUAGE 96 OPEN LEADERBOARDS CONTROL CENTRE LOG OUT

Challenge Mode Leaderboard - All Games

This Challenge Mode Leaderboard combines the players best scores from each challenge mode level in the game into a total score.

STUDENT LEADERBOARDS

SELECT A LEADERBOARD: CHALLENGE MODE PLAYER QUESTIONS SCHOOL QUESTIONS

MINIGAME: Definite articles: Gender

CHALLENGE MODE

| | | | | | |
|----|-------------|------|-----|-------------|------|
| #1 | Player 7653 | 3100 | #6 | Player 8700 | 1900 |
| #2 | Player 244 | 2900 | #7 | Player 5776 | 1900 |
| #3 | Player 4252 | 2600 | #8 | Player 4776 | 1600 |
| #4 | Player 6473 | 2400 | #9 | Player 1009 | 1500 |
| #5 | Player 9999 | 2200 | #10 | Player 9786 | 1400 |

MY SCORE

#34 My Score 500

SETTINGS CHANGE LANGUAGE 96 OPEN LEADERBOARDS CONTROL CENTRE LOG OUT

Challenge Mode Leaderboard - Single Game

When a Game is selected from the drop down menu, the page will instead show a challenge mode leaderboard for scores on the selected level only.



Player Questions Leaderboard

This leaderboard shows the total number of questions in the game that the player has answered correctly, across every minigame and level available in the game.



School Questions Leaderboard

This leaderboard adds together the total number of questions that have been answered correctly by all users who have been linked to their School in Gaming Grammar to give an overall total of questions answered correctly for the School.

Note: A School is only eligible for this leaderboard once 5 Students have joined a class linked to the School and then went on to answer at least 1 question in the game.

For more information and details on adding users to a School please see: [4. Class Management Guide](#)