

Script for student presentation

We've created these guidelines to help you deliver an exciting and engaging launch assembly for your students. Please adapt accordingly to suit your school needs.

We're going to be using some new programmes to help our learning

These are the programmes we will be using

- ★ Tell students which programmes your school subscription gives access to
- ★ DoodleMaths comes with access to DoodleTables
- ★ DoodleEnglish comes with access to DoodleSpell

How do we practise?

- ★ Use this slide as an opportunity to explain that the programme is accessible on smartphones, tablets, and computers. Children can download the apps onto as many devices as they like.
- ★ Explain your expectations of when you would like children to use the app: at school (when?), at home (homework?)

How do you log in?

- ★ If they haven't already received logins, explain that they will be given a login slip (ensure that these are stuck into reading diaries) which will give them a username and password. Tell them that they will use this login to log in into DoodleMaths and DoodleTables and/or DoodleEnglish and DoodleSpell
- ★ They can download the app onto as many devices as they like so they can log in anywhere: at home, in school or whilst travelling to school!
- ★ It is really important to reiterate that the app can be used with or without an internet connection so they can log in whilst travelling. However, if they complete work on a device that is offline, the next time they log in they must use the same device, or their work won't be saved. If they log in on a device offline, and the next time they log in they use a different device online, the work will be lost. In order to be sure their work has been saved to the database so that teachers can see their hard work, they need to look out for the two green ticks in the bottom right hand corner of the screen.

Little and often

- ★ The app is designed to be used little and often. We encourage 10 mins of usage 4-5 times per week. We do NOT encourage students to use the app for hours at a time; a few minutes every day is much better!

For parents and carers

- ★ Tell students that parents can link their email address to their account and download a special parent app (DoodleConnect) to monitor their progress

Building in 10 minutes a day

- ★ Tell students that the best thing to do is make Doodle a part of their every day routine. If they build it into their day, they are more than likely to continue using it.
- ★ Share ideas of when they could spend 10 minutes doing their daily Doodling and ask them for other ideas

My Target

- ★ Explain to students that everyone's DoodleMaths (and/or DoodleEnglish) work programme will be different because it is tailored to their individual strengths and weaknesses
- ★ Explain that everyone will have a target number of stars that they need to earn per week. Reassure students that their target number of stars may be different from their peers.
- ★ Within the app, students will see the target gauge (as shown in picture). They are aiming to get into the green zone. When they are in the target zone the exciting motivational features will be unlocked. If they are not in the target zone, these sections are locked.
- ★ Set the expectation that every child will be in their green target zone every week. There will be a reward for the class with the highest percentage of students on target each week (explain what this will be, e.g. the Doodle trophy and 10 minutes extra play) that is given out in the celebration assembly each week. Additionally, in class, every child who is in their target zone will get a reward (explain what this will be, e.g. a Doodle sticker and 5 Dojos).

Unlock rewards

- ★ Explain to students that once they have done their daily Doodling and are within the target zone, the Friends, Games, and Avatar sections will unlock
- ★ Explain that for every question they answer correctly, they earn a DoodleStar. They can use their hard-earned Doodle stars to build and accessorise their avatar. Tell students that Team Doodle release exciting seasonal accessories throughout the year.
- ★ Friends - this is a good opportunity to share which Friends settings you have enabled (remember, these will be automatically enabled, but can be disabled depending on your school preferences - if in doubt, ask your School Success Advisor).
 - Leaderboards - here you can see the star and streak leaderboards for your class, both for the last 7 days and for all time

- Secret Files - here you can view your classmates' effort-related records such as top scores in games, as well as their avatars
- Newsfeed - here you can see your classmates recent achievements such as new high scores in games, new streaks, and getting into the green zone. Students can 'like' each others' achievements, and see their classmates' likes on their own achievements

Our top tips

- ★ Tell students that as the work programme is created especially for them it is really important that they complete the questions on their own and don't get help from peers or parents. If they do get help, things will get tricky too quickly.
- ★ Reassure students that it is OK to get things wrong! Getting things wrong is good as it means they are learning. It is really important that they don't get every question right.
- ★ This is a good opportunity to explain how you are going to reward your top Doodlers and reassure them that any class or student can be a Top Doodler each week as Doodle rewards effort, so any student who tries hard can be a Top Doodler. Explain that you are going to reward a Top Doodling class (with the highest percentage of students on target) each week in your celebration assembly (as well as individual Top Doodlers who have shown determination, resilience, or great effort to improve). Make it clear what the reward will be (maybe tie this in with your current rewards system in school).
- ★ Using Pele's quote, remind students that a little bit of hard work every day will help them get a little bit better every day!

What to do if you get stuck

- ★ Remind students that instead of asking for help from parents/peers, there is a red question mark button that they can press in the top left hand corner. Here they can see a hint or an explanation.
- ★ If they get really stuck and an explanation or hint doesn't help, they can choose to save the question to their 'Tricky Questions'. Once they've done this, they can then ask a parent/carer/teacher for help to work through the question.
- ★ When questions have been saved to Tricky Questions, they will appear in the 'Tricky' section in the Learning Zone. Try and encourage students not to have too many (maximum 10) Tricky Questions saved - if they have more, they should speak to their parent/teacher and ask for some help to work through them.



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Top Doodlers!

- ★ Use this as an opportunity to get students excited and create engagement with your students. Ask for hands up for the questions. If students have already been using you could ask if any of them have achieved a 7-day streak.
- ★ Use this as a final opportunity to remind students that ANY of them have a chance to be a Top Doodler!



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