

## Script for student presentation of DoodleMath

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

We're going to be using a new program to help our learning.

### This is the program we will be using

- ✓ DoodleMath

### How do we practice?

- ✓ Use this slide as an opportunity to explain that the program is accessible on a computer via Chrome and Edge browsers. An app for mobile devices is coming soon.
- ✓ Explain your expectations of when you would like students to use the app: at school (when?), at home (homework?).

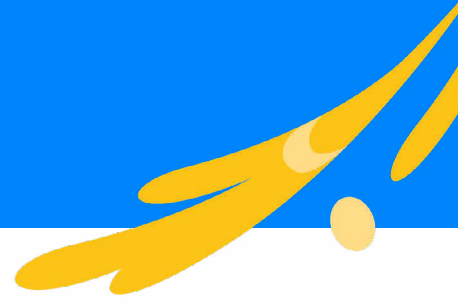
### How do you log in?

- ✓ If they haven't already received logins, explain that students will be given a login slip with a username and password. Tell them that they will use this login to log in into DoodleMath.
- ✓ Students can access DoodleMath via a PC or laptop using Google Chrome, Safari, or Microsoft Edge. Students can log in directly at [students.doodlelearning.com](https://students.doodlelearning.com). We recommend that they bookmark this link in their preferred browser.

You may also let them know that they can reach the student log-in page from [doodlelearning.com](https://doodlelearning.com) by clicking the Log in button in the upper right and then selecting "Student."

- ✓ A mobile app is coming soon for iOS and Android devices.
- ✓ Students will be able to download the app onto as many devices as they like. So, they can log in anytime, anywhere: at home, in school, or on their way to school, online, or offline!
- ✓ It is important to note that any work completed while offline will save locally to that device. DoodleMath will sync with the students' online account when the device is reconnected to the internet. Therefore, if they complete their work on an offline device, they must use the same device the next time they log in to ensure their work syncs correctly with DoodleMath and ensure their teachers can see their hard work.

Students can see that their work has been saved online if two green check marks show in the bottom right-hand corner of the screen.



## Little and often

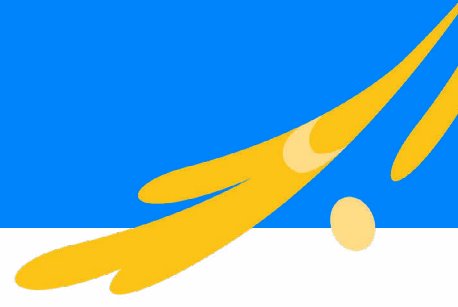
- ✓ The app is designed to be used little and often. We encourage 10 minutes of usage 4-5 times per week. We do NOT encourage students to use the app for hours at a time; a few minutes every day is much better!

## Practice in a few minutes a day

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

## My target

- ✓ Explain to students that everyone's DoodleMath work program will be different because it is tailored to their individual strengths and needs.
- ✓ 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 student 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, e.g., a certificate or 10 minutes of extra playtime. Additionally, every student who is in their target zone will get a reward, e.g., a Doodle Badge, access to games.



## Unlock rewards

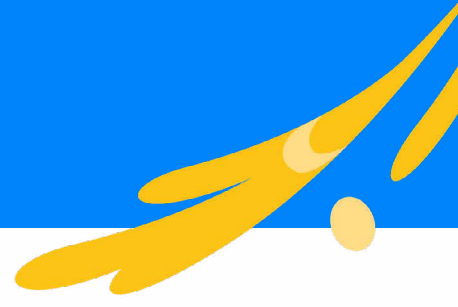
- ✓ Explain to students that once they have done their daily Doodling and are within the target zone, the Friends, Games, and Avatar sections will unlock.
- ✓ Explain that for every question they answer correctly, they earn a DoodleStar. They can use their hard-earned DoodleStars to build and accessorize 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 Partner Success Manager.
  - 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.
  - Secret Files - here you can view your classmates' effort-related records such as top scores in games, as well as their avatars.
  - Leaderboards - here you can see the star and streak leaderboards for your class, both for the last 7 days and for all time.

## Our top tips

- ✓ Tell students that as the work program 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 because 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 (highest percentage of students on target) each week and individual Top Doodlers who have shown determination, resilience, or great effort to improve. Make it clear what the reward will be (i.e., 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 ask an adult 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 or teacher and ask for some help to work through them.

## Top Doodlers!

- ✓ Use this as an opportunity to get students excited and create engagement with your students. Ask for volunteers to answer the questions. If students have already been using DoodleMath, 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!