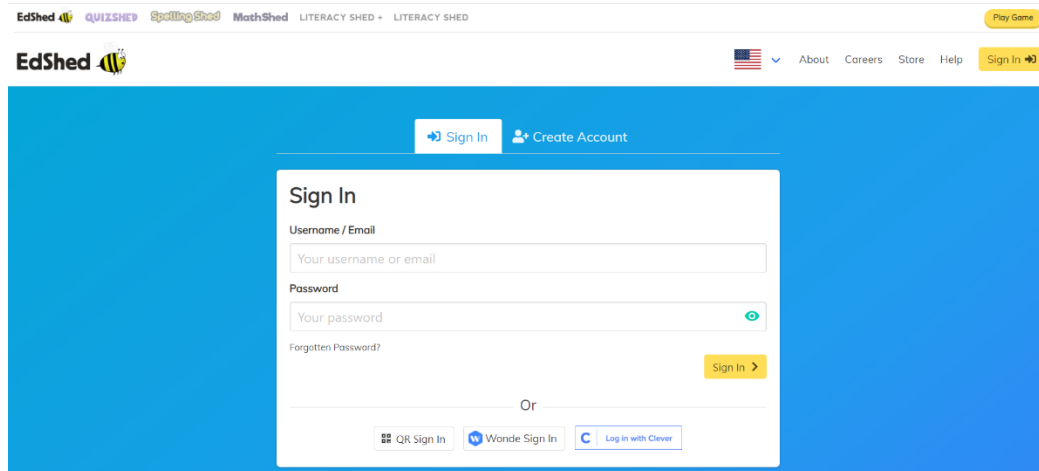
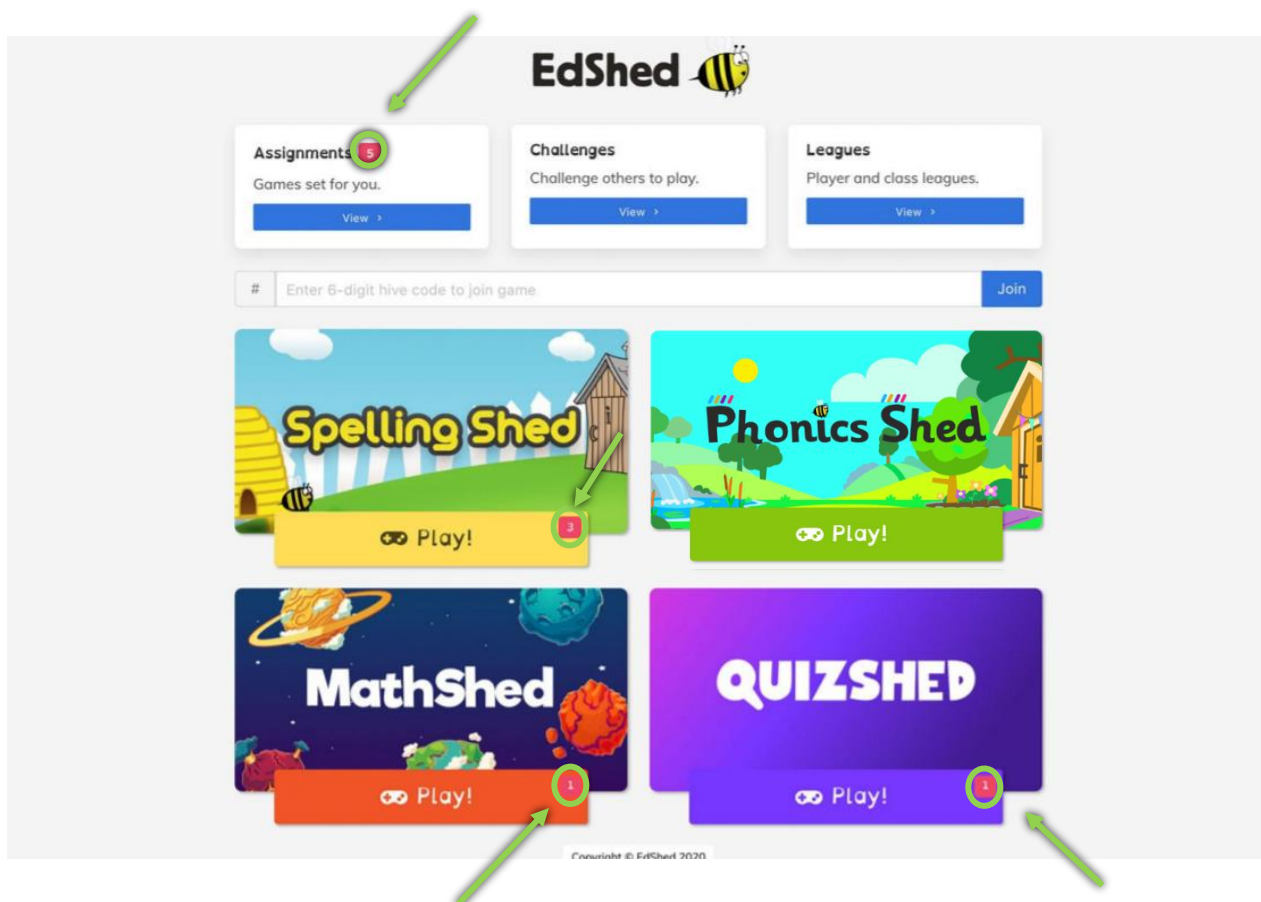


# Getting Started: Student View & Game Details

Students will go to <https://www.edshed.com/> and can log in using Clever, or username and password, or a scannable QR code.







Once students are logged in, it will take them to this screen. The pink notification boxes indicate how many assignments have been set by the teacher and on which game.




## Rewards and Scores

Every game awards a score and/or Honey Pots, depending how well students have done. When students select 'Play!' under any of the different Shed games, there will be a scoreboard at the top of the page which shows the student's scores for that specific set of Shed games. The number of Honey Pots stays the same throughout all Shed games.


### Scoring

 77,716  501,304  17,455,702  989,744




#### Shed Score

This is the main score used for leagues to show current performance. It is the total score **from the past seven days**. This score may go down, as well as up. It is a rolling total which is calculated live, and the score is cached after each game play. *For example, if you earned 30 million points on Wednesday, the following Tuesday those points would still be included in the shed score, but on Wednesday, those points are now more than 7 days old, so they stop being included in the shed score.*




#### Highest Score

This is the highest score you have from a single game.



#### Total Score



This is the total score to date.





#### Honey Pots

This is the in game 'money' and can used to buy accessories for your avatar.

There are several different ways of scoring on the games.

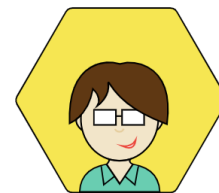
**VERY IMPORTANT!!**


Remember, the Shed Score can go DOWN as well as up because it is based on the past seven days only.






























### Honey Pots

Typically, one Honey Pot is rewarded for each correct answer, but some games will reward extra Honey Pots for streaks of correct answers. Honey Pots can be used by students to purchase customizations for their account avatar as seen in the image. Honey Pots can be used to buy clothes, accessories, and backgrounds for your avatar. Students can access customizations at any time by clicking on their avatar icon. Teachers can add or remove Honey Pots for each user. Some teachers use Honey Pots as rewards for good behavior in the classroom.



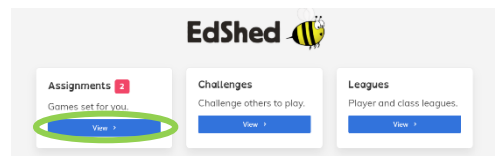
Face Hair Shirt Background Accessory  2240

Face

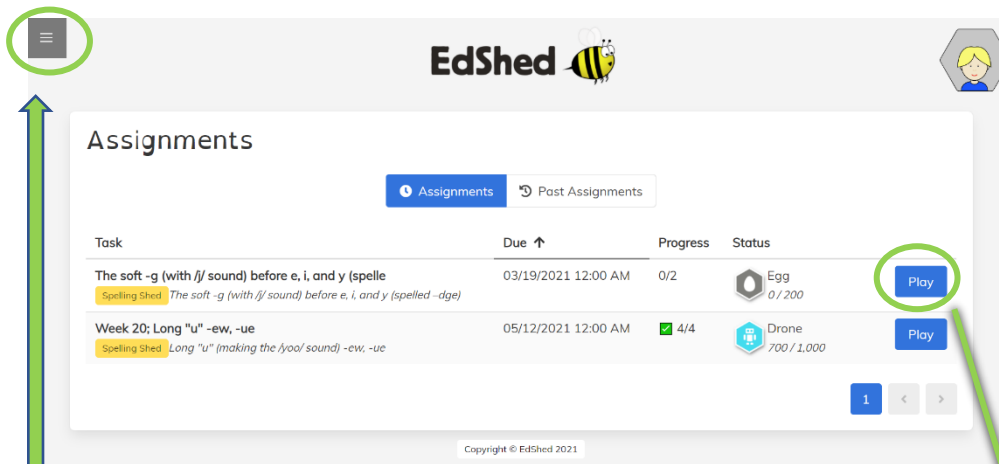
					
					
					
					
					

## Assignments

When students select view under the Assignments tab, they are directed to the page below. There are tabs to see a list of their current and past assignments. The Assignments page is global to all available games. Students can easily view their Assignments and jump right into them from this menu.



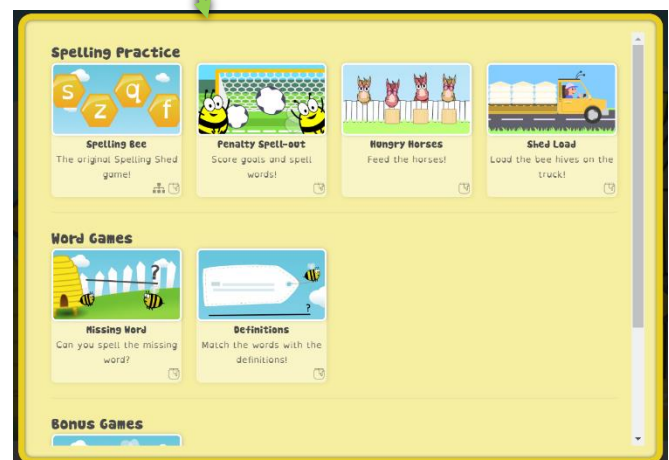
When students click 'Play', on a Spelling Shed Assignment, it will bring up a choice of available games to play with that list. *Only 'Spelling Practice' games will contribute to completing the assignment.*



The "hamburger" icon on the top left will pull up a menu that can take them back to the main page or to the other parts of EdShed.

## Spelling Shed Game Menu

The Spelling Shed Menu page is personalized to the individual student. Current assignments will populate here as well as any other lists available to that student. If they select a list from this menu, the same game menu will pop up.



'Bonus and Word Games' are extra fun and practice that help expand vocabulary acquisition and give students a chance to earn points and rewards, but they don't count towards completing an assignment.

## Assignment Ranking

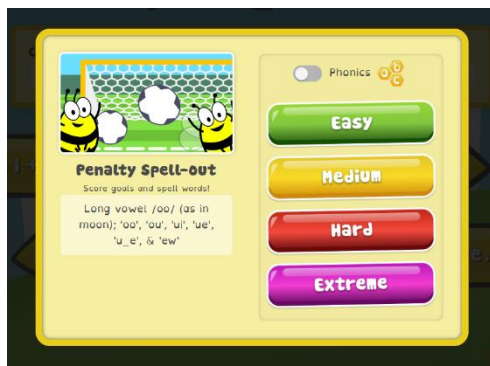
Students have an Assignment Rank for each assignment that represents competence. There are six available ranks, which are worked out slightly differently for Spelling Shed and MathShed.

**Spelling Shed** calculates the score by multiplying the last 5 (or less) games by the average % correct and average difficulty of those games. This score reflects students' learning over time and help builds automaticity to make words really stick.

Rank	Name	Spelling Shed	Maths Shed
	Egg	0	0
	Larva	200pts	30s / answer
	Drone	500pts	10s / answer
	Worker Bee	1,000pts	6s / answer
	Soldier Bee	1,500pts	3s / answer
	Royal Bee	1,960pts	1s / answer

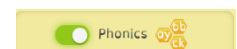
$$\frac{\text{\# of games (max of 5)}}{\text{\# of games (max of 5)}} \times \frac{\text{\% correct average (average based on last 5 or less games played)}}{\text{\% correct average (average based on last 5 or less games played)}} \times \frac{\text{difficulty average}}{\text{difficulty average}} = \text{Rank Score}$$

Ex:  $5 \times 100\% \times \text{Extreme (4)} = 2000$  (maximum score possible on assignment)  
**MathShed** uses the average time per correct answers.



## Play

On Spelling Shed, when students choose a game to play, they have the option to spell words letter by letter, or by graphemes. If it is an assignment, the mode can be set by teachers. If it is free play, students have the option to choose the mode. When the 'Phonics' filter is clicked to green, they will spell words by graphemes.



In addition, four difficulty options will appear. Students have the ability to choose the level of difficulty they are comfortable with to practice the words.

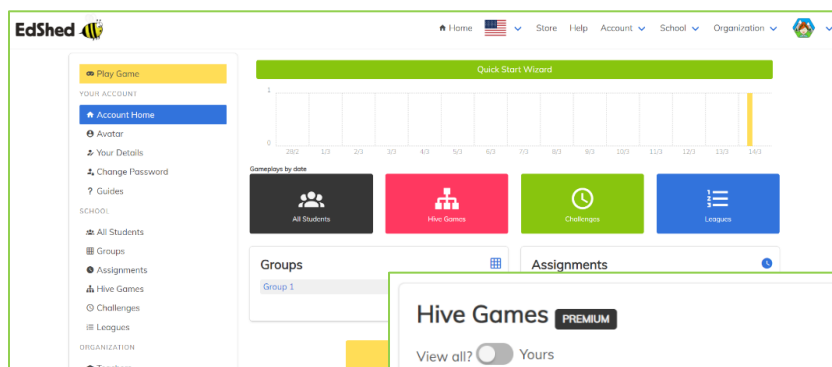
- **Easy (1pt)**- The word is read aloud, you are shown the word, and you will only see the letters you need to spell it.
- **Medium (2 pts)** – The word is read aloud, and you will only have the letters you need.
- **Hard (3 pts)** – The word is read aloud, but you will have a few extra letters added.
- **Extreme (4 pts)**- The word is read aloud, and you have a full keyboard of letters.

The teacher will be able to see which levels the student chose for each game.

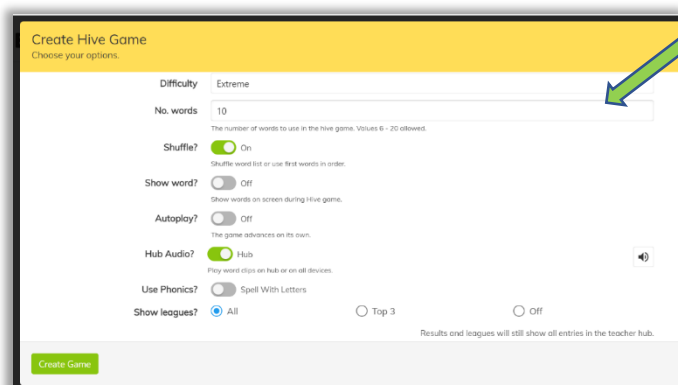
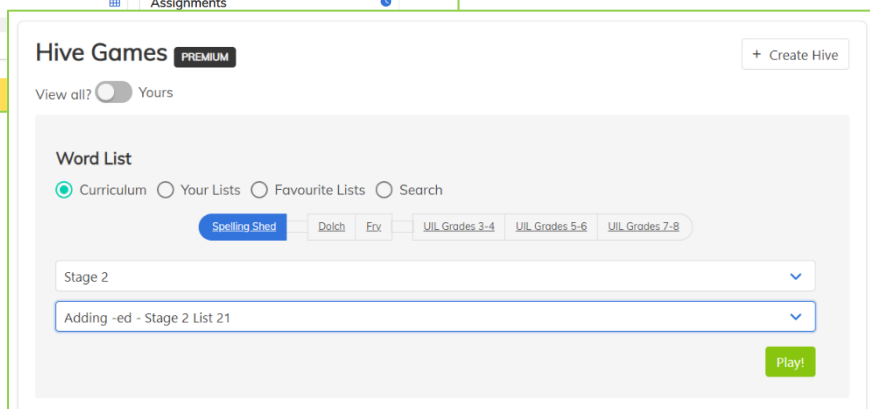
## Hive Games

Hive games are a live, multiplayer version of the 'Spelling Bee' game. Each time a Hive is created, a code will be generated that needs to be shared to play. Students play the game together in real time. Hive games can be created by the teacher or by students.

**For Teachers:** Hive games can be used as a "live" spelling test that displays real-time student data. The game can also be utilized as a pre-assessment to determine student levels, and trends can quickly be identified for spelling misconceptions. Hive games can be delivered as an in-class tool, or as a remote learning option.



From the EdShed Account Home, click Hive Games (in either the pink tile or from the menu on the left). Select 'Create Hive', choose a list, and 'Play!'



A menu of options for the Hive game will populate.

**'Difficulty'** levels are the same as explained above.

**'Show word'** will show the word on the teacher's screen only.

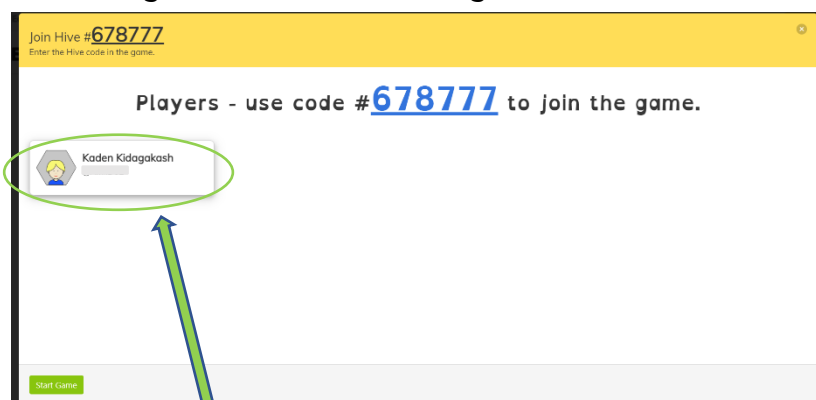
**'Autoplay'** on allows for the game to progress automatically after all students answer. When off, the teacher must advance the game.

When **'Hub Audio'** is on, it reads the word aloud on each device playing the game. When **'Hub Audio'** is off, it only reads the word aloud on the teacher's device.

**'Show Leagues'** are real-time stats of the game that are displayed in between words.

**'Use Phonics'** allows teachers to choose whether students spell letter by letter or spell by graphemes.

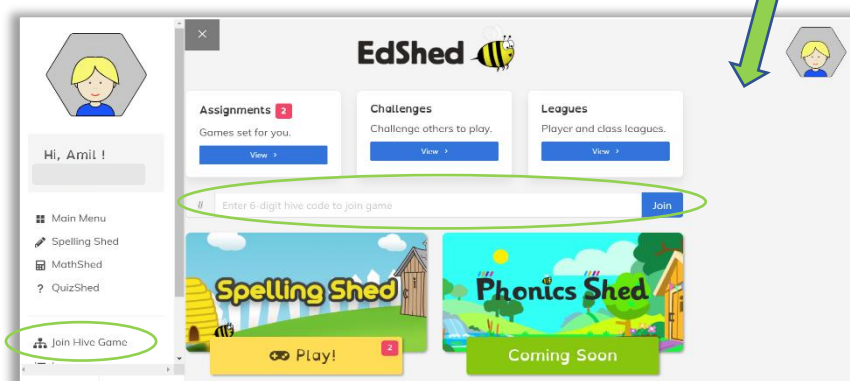
For Hive games, a code will be generated that students can use to join that game. If



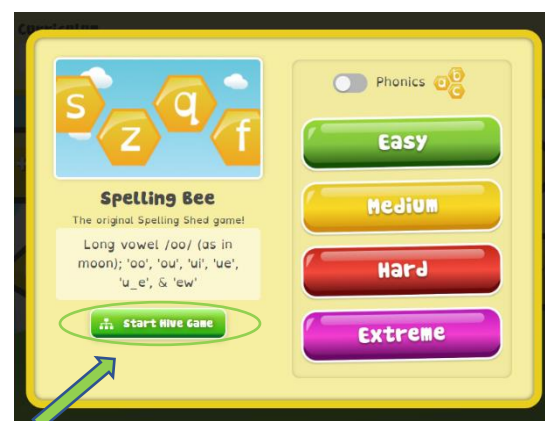
they are logged in, they can enter the code from the main menu, under assignments or from the "hamburger" icon on the top left.

They can also join via the web game page <https://play.edshed.com/>.

As students join, their names will pop up in the code window above. When you have all your players ready, select 'Start Game'. The teacher can begin the game in the classroom or in a remote setting.



**For Students:** They can invite friends to play against each other by generating a code. Students need to find the list they want to play, the game menu will pop up, they will select the 'Spelling Bee' game, and then the 'Start Hive Game' option. Hive creators will be directed to set the difficulty level (same levels described under 'Play') for the game and will be given a code to share. The game cannot begin until other players begin to join and there is no limit to how many people can join. Once all players have joined, the student can select 'Start Game' to begin.



All Hive Game codes, created by teacher or student, can be entered in the same places as described above. Enter the code and click done and they should automatically join. The game will begin when the creator selects 'Start Game'.

## Extra Games

**Beekeeper** is a Hangman-style game where you have to guess the letters of a word before you lose all the bees. The less wrong letters you choose, the more bees you save. In this game, students earn Honey Pots only.



The **Missing Word** and **Definitions** games help boost vocabulary acquisition. In Missing Words, students must spell the correct word to fill in the gap in the sentence. In Definitions, students must choose the correct word for the definition shown. In this game, students earn points only.

The **Buzz** game gives you a random selection of letters and/or graphemes and you have to spell as many different words as you can within the time limit.

This game is located on the Spelling Shed menu page on the bottom right. There are two different levels for this game. On the easy level, you can use any of the letters given to spell a word in any order, whereas the hard level only lets you create words using letters that are directly next to each other. Students earn both points and Honey Pots.

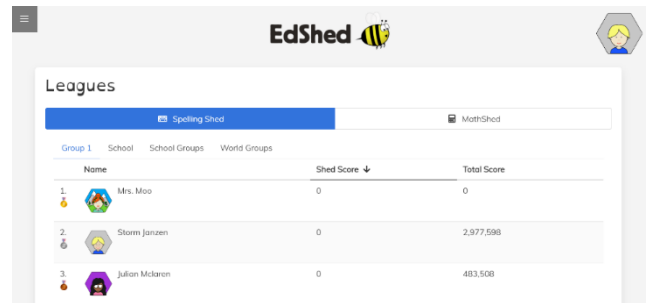


## Leagues

The scores students build automatically enter them into "league play" where each child can actively (or passively) compete in a class and/or school, different groups/classes can compete in a school, and/or each school competes against other schools in the world leagues. Leagues and Group Leagues use the Shed Score to show current performance. World Leagues show the top 100 groups by Shed Score. Students have 'display names' to keep them anonymous under the League rankings.

Teachers can create Custom Leagues and select individual students and/or groups to compete with one another.

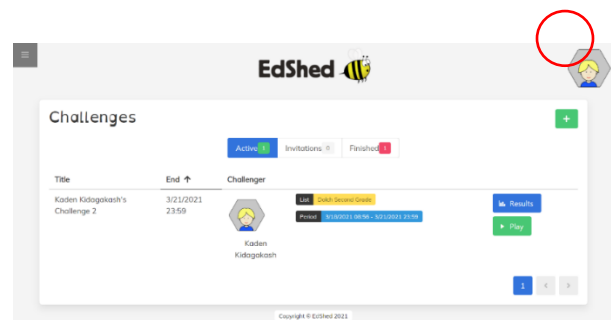
Students can see the league rankings by clicking the "hamburger" icon on the top left of the screen or by clicking the League tile from the main menu. The tabs show their rank in the group(s) and/or Custom Leagues they belong to, how individuals within the school rank, how the groups within the school rank, and World Groups shows how groups all across the world are ranking. EdShed is played internationally throughout the UK, Europe, Australia, New Zealand, and the United States.



## Challenges

Challenges are a hybrid combination of Spelling Shed's Hive (live) Game and Custom Leagues. Students can create challenges and invite their friends to play games with each other.

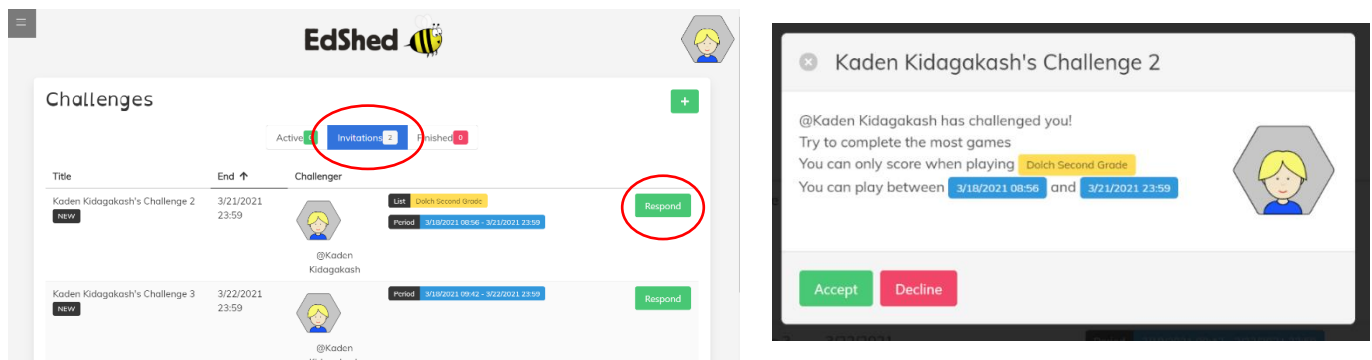
To create a challenge, students will click the green plus icon on the top right. They will select a Spelling or Math game, how the game will be scored, and length of the challenge.



There is a choice of three different types of scoring that can be used to win a challenge.

- 1) **Points Earned** - The sum of your score on every game that you play in the challenge.
- 2) **Games Played** - The number of games that you play in the challenge.
- 3) **Correct Answers** - The number of correct answers given.

Anyone from the school can be chosen by the challenge creator to take part, but students must accept the invitation in order to play. Alternatively, they can reject the challenge if they do not want to play.



Unlike Hive games, students can edit the length of time they have to play the games, students do not all have to play at the same time, and there is a separate league table showing the scores for all the students who are involved. The league table will be viewable for 7 days after the challenge ends.

The score is calculated from the time the challenge is created, not from the point when each child joins the challenge.

**\*Teachers can also create challenges but there are a few differences. Children are automatically opted in, and they do not have to accept an invitation.**