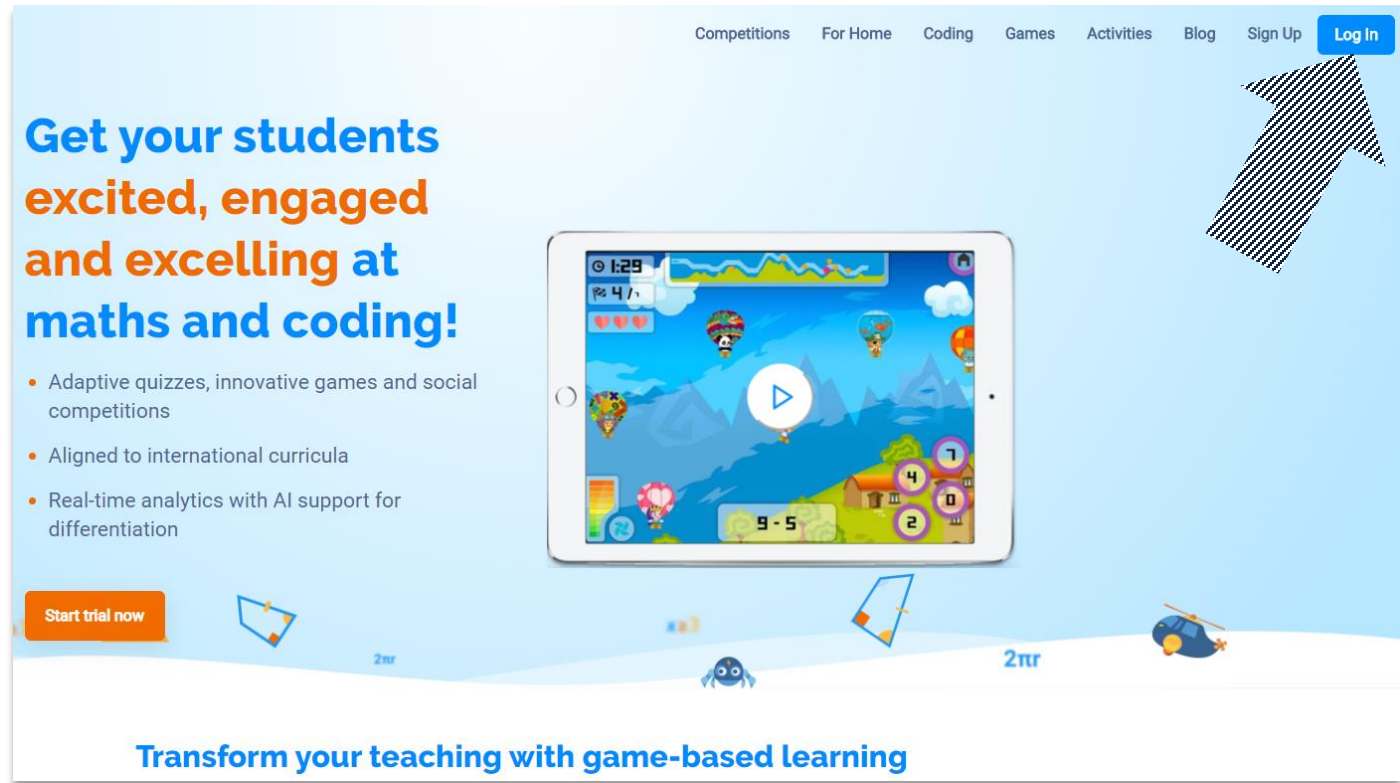
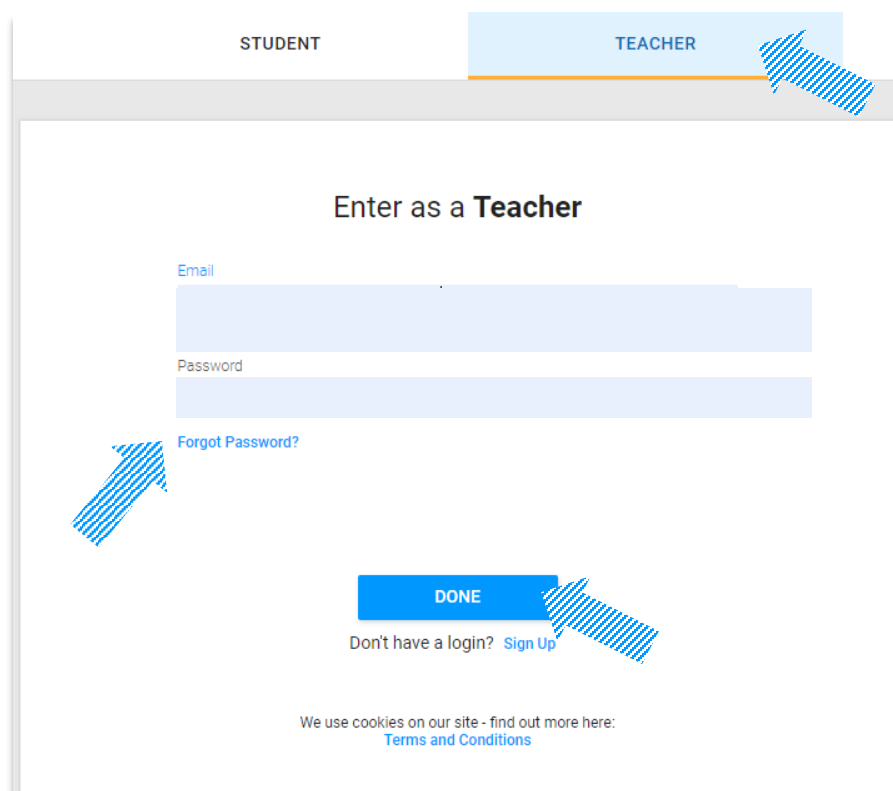


# TEACHER NAVIGATION

Go to [www.mangahigh.com](http://www.mangahigh.com) to login



The screenshot shows the Mangahigh website homepage. At the top right, there is a navigation menu with links for 'Competitions', 'For Home', 'Coding', 'Games', 'Activities', 'Blog', 'Sign Up', and 'Log In'. The 'Log In' button is highlighted in blue. A large, stylized arrow points towards the 'Log In' button. On the left side, there is a main heading: 'Get your students excited, engaged and excelling at maths and coding!'. Below this heading, there are three bullet points: 'Adaptive quizzes, innovative games and social competitions', 'Aligned to international curricula', and 'Real-time analytics with AI support for differentiation'. In the center, there is a tablet displaying a colorful game interface with a play button in the middle. At the bottom left, there is a 'Start trial now' button. The bottom of the page features the text 'Transform your teaching with game-based learning'.






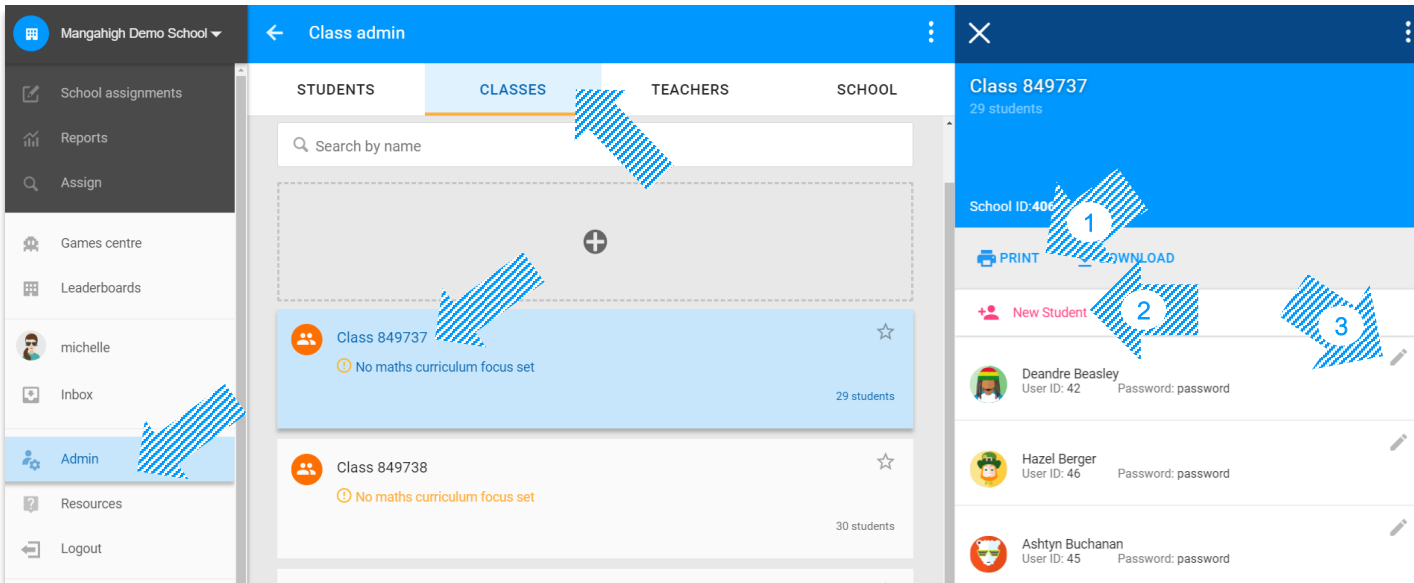
The screenshot shows the 'Enter as a Teacher' login form. At the top, there are two tabs: 'STUDENT' and 'TEACHER'. The 'TEACHER' tab is selected and highlighted in blue. Below the tabs, the form has the title 'Enter as a Teacher'. There are two input fields: 'Email' and 'Password'. Below the 'Email' field, there is a link for 'Forgot Password?'. At the bottom of the form, there is a blue 'DONE' button. Below the 'DONE' button, there is a link for 'Don't have a login? Sign Up'. At the very bottom of the page, there is a small text: 'We use cookies on our site - find out more here: Terms and Conditions'.

1. Click on **TEACHER** to enter as a teacher (not a student)
  2. Enter your email address (this is case sensitive)
  3. Enter your password (case sensitive)
  4. Click 'DONE' when you are ready
- NOTE: If you need to reset your password, click on FORGOT PASSWORD. You will be sent a link in your email.

# Print or Edit Student Logins



Start by selecting your class from **ADMIN**, then:

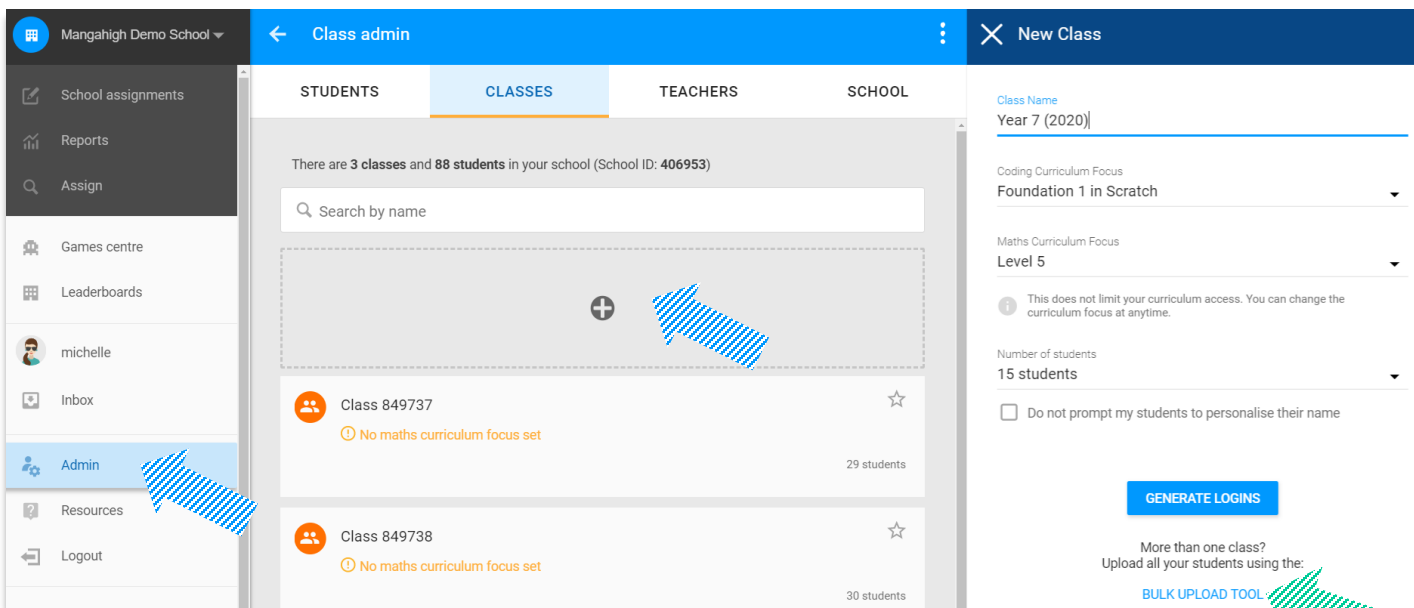
1. To **print student logins**, click on  **PRINT** . This generates a PDF of your student codes.
2. To **add additional students**, click  **New Student** . Enter details then click SAVE when complete.
3. To **edit your student's login details**, click on  Click SAVE when complete.



# Add/Create Student Logins

Create generic or personalised student accounts to give them access to Mangahigh.com.

1. Click on **Admin** then the  button
2. From here, there are two ways to create student accounts:
  - **GENERIC/MANUAL** – enter Class Name, set Curriculum Focus, Number of students, then 
  - **BULK UPLOAD TOOL** to upload your excel class list (first name, last name and class name)



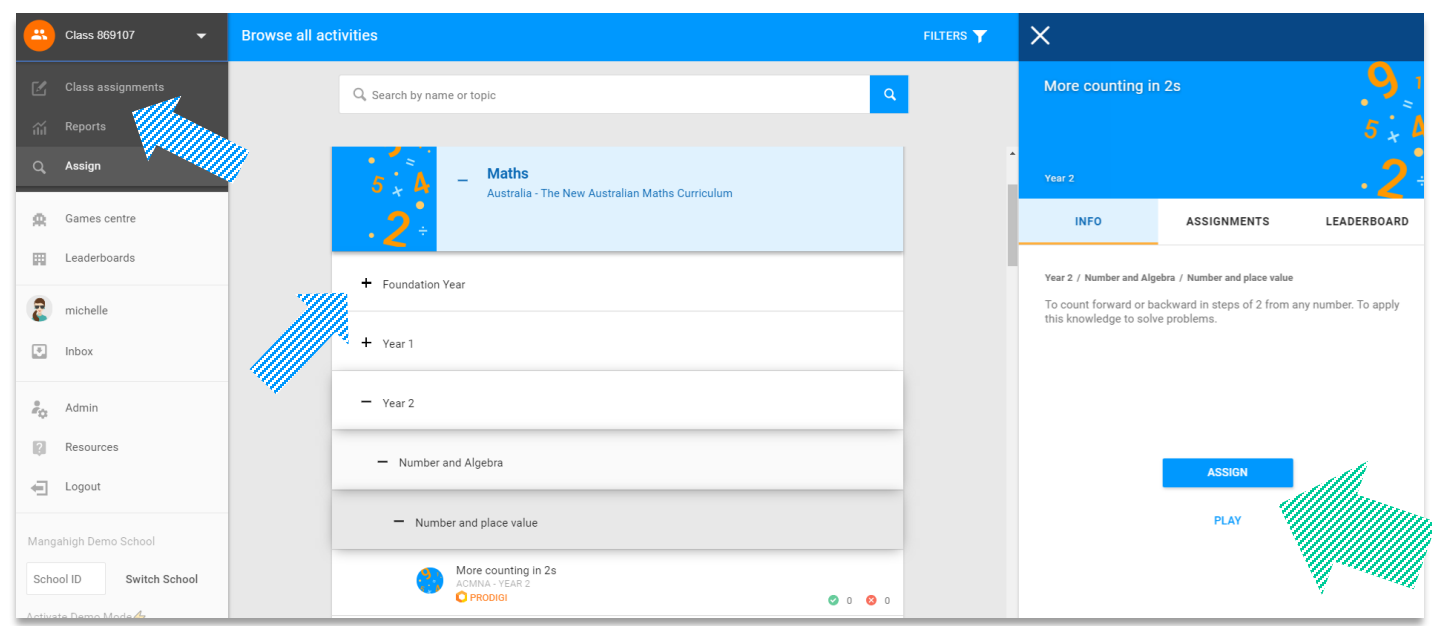
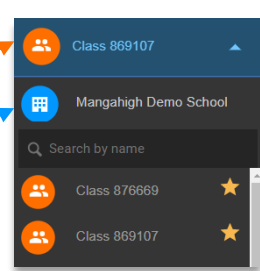
# Assigning activities

You can assign activities to **one class**, or **multiple classes** at a time. Use the class drop down menu to:

- Assign activities to **one class** only, by selecting the **class name**. *You will also be able to individualise your selection.*
- Assign activities to **multiple classes**, by selecting the **school name**. *You will be asked to select from the list of classes.*

Next, click **Assign** to start finding activities through the curriculum folders. Once you have found the appropriate activity:

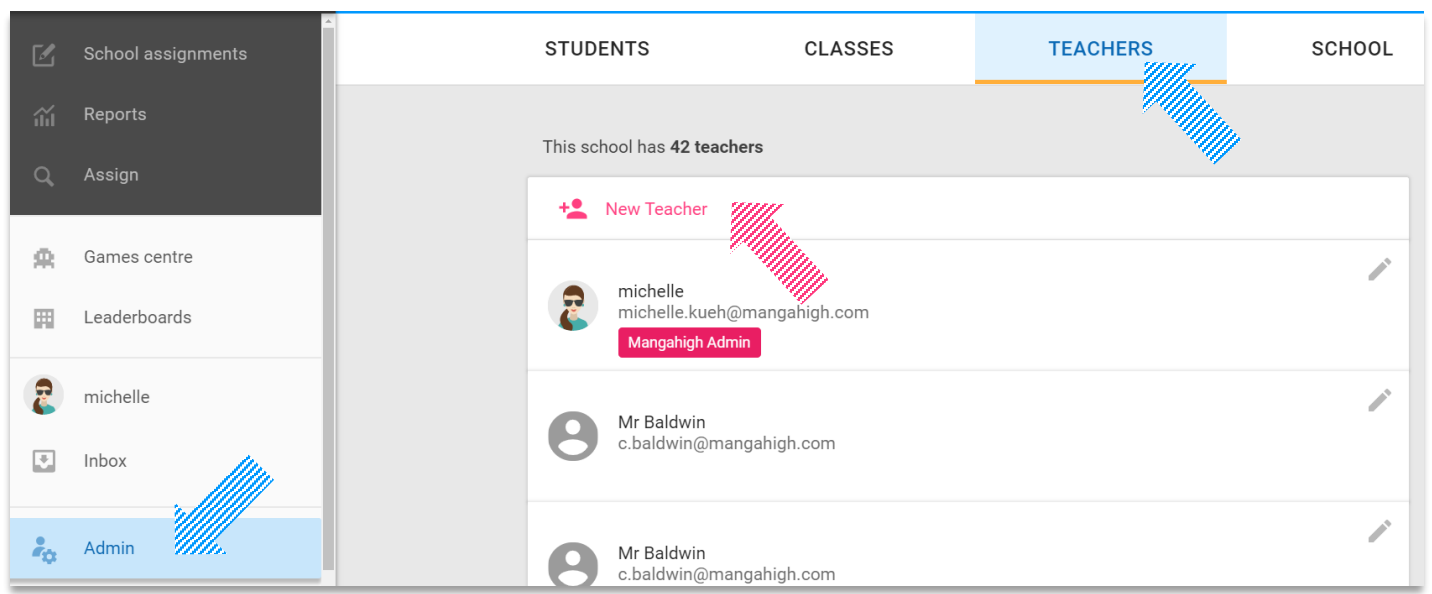
- **Assign** the activity by clicking on
- **Preview** the activity by clicking on



# Adding additional teacher accounts

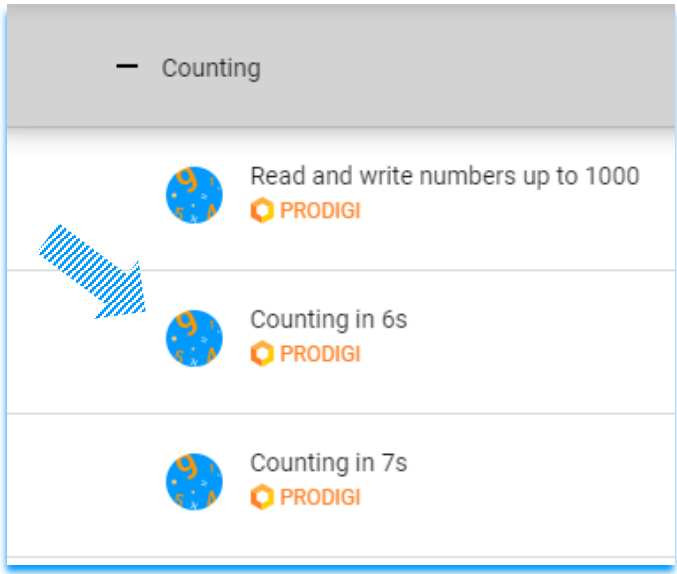
Teachers can create additional teacher accounts by adding their email address:

1. Go to **Admin**, select **TEACHERS** tab then
2. Enter name and email and click **SAVE**. The teacher will receive an email notification containing a link to set their password.

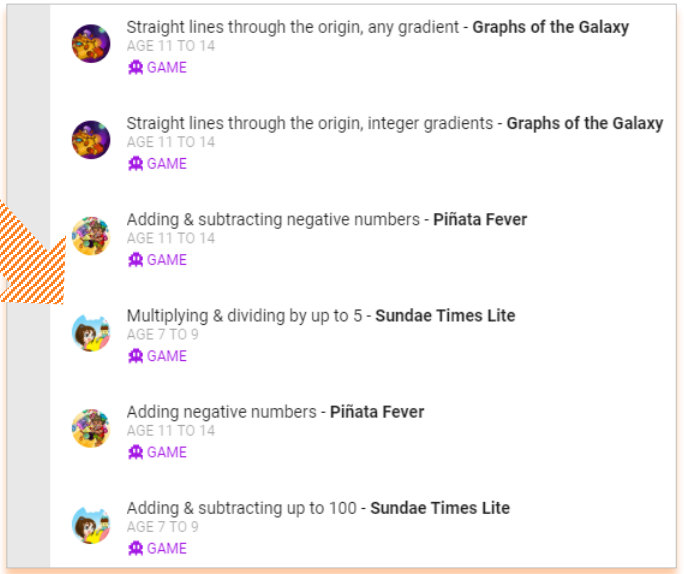


# Two Types of Activities on Mangahigh

**PRODIGI** activities are adaptive. Questions are carefully scaffolded from EASY > MEDIUM > HARD > EXTREME to allow students to construct their understanding and reasoning in the concept covered. Look for these circular blue logo to assign them.



**GAMES** help students consolidate their learning, and build automaticity and fluency. All games are mapped to the curriculum, and should be used in conjunction with Prodigy activities. Look for these *games-based* logo to assign games.



**RULES TO SUCCEED IN PRODIGI:**

- Each attempt consists of 10 questions. Answer 3 questions in a row correct to move up a level (Easy > Medium > Hard > Extreme).
- Questions are non-repetitive and adaptive. Attempt each quiz 3+ times!
- Answer 4+ Hard questions correctly, or earn 4200 points.
- Click to review any incorrect answers from the summary screen, before 'playing again'. Using mistakes to help you grow!

**RULES TO SUCCEED WITH GAMES:**

- Games require commitment and multiple attempts to pass. In general, students are encouraged to return to a game several times, sometimes over a couple of weeks, before passing.
- There are different games to cover different maths skills – all mapped and searchable based on the curriculum.
- There are primary and secondary based games

