Mangahigh
Game Based Mathematics
Quick Start Guide

Windows   Chromebooks   iMac and iOS   Android

Program Features

Username_____ Password Hint_____

Check off Mangahigh program features that you understand how to use and draw a star next to features that you would like to learn more about.

Logging In

- [ ] Log into my teacher account
- [ ] Reset my password
- [ ] Send password reset to a colleague
- [ ] Print student login cards

Navigating the Dashboard

- [ ] Change the dashboard to work with one class
- [ ] Change the dashboard to work with more than one class
- [ ] Explain each menu link's functionality

Admin Link

- [ ] Search for a student in my school
- [ ] Create a class and student accounts. *Contact your school's success coach to request a bulk upload for account and roster set up.*
- [ ] Edit student account information
- [ ] Locate my school's ID and subscription period

school Assignments Link

- [ ] View Current and Future assignments
- [ ] Activate Classroom Mode for my class
- [ ] Locate performance data and number of attempts

Assign Link

- [ ] Locate challenges by expanding folders
- [ ] Search for challenges using the Search box
- [ ] Use filters to refine searches
- [ ] Play a challenge to preview it
- [ ] Set challenge options: Select students, modify dates, disable the timer, send a cover note
- [ ] Edit, reassign, and delete an assignment

Reports Link

- [ ] Change the date range for reports
- [ ] Mine data for one class assignment
- [ ] Mine data for all class assignments
- [ ] Mine data for one student
- [ ] Explain what data is found in each report
- [ ] Export data to a spreadsheet
- [ ] Print a Top 10 Certificate for my Class
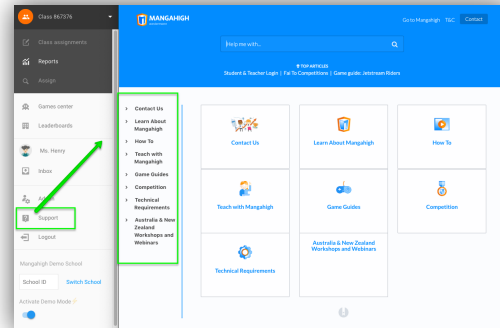- [ ] Print an Individual Student Achievement Certificate
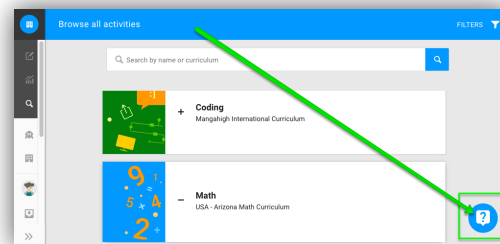
How to Get Help

Click the Support Link

How To Docs and Videos
Instructional Resources
Competition and Gamification
Game Guides

In App Chat

Chat with a Support Agent
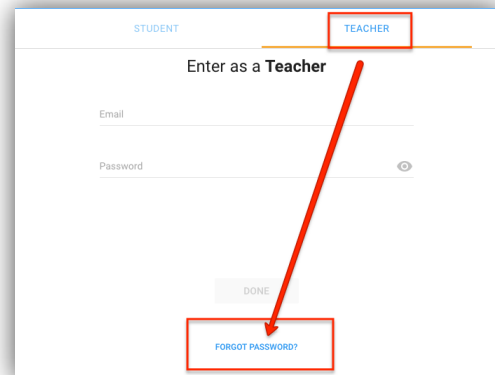Search the Knowledge Base

Reset Your Own Password

Mangahigh.com > Login > Teacher

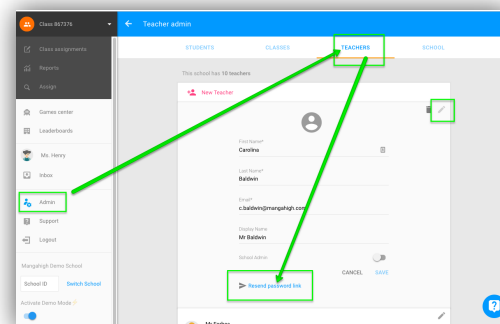*Login with Clever? Contact your school's tech support.*

Reset Fellow Teacher's Password

Admin > Teacher > Edit
> Resend Password Link

Login with Clever? Contact your school's tech support.

Two Types of Game Based Learning Challenges

Assign **2** Prodigi to **1** Game and monitor student completion rates to find the sweet spot for the number of assignments your students can complete on time.

Prodigi Challenges

- Great for Common Formative Assessment
- 10 Questions, 4 Adaptive Levels
- Easy and Medium Questions are Scaffolds
- Hard Questions Are Grade Level
- Extreme Questions are Extension
- Assignment is Approx. 5 Min Long

Game Challenges

- Builds Fluency
- Supports ELLs
- Students Free Play Start to Finish
- Teachers Assign Game Levels
- Assignment is Approx. 10 min Long

24/7 Access on Any Device with an Internet Connection

Teacher Assigned

Teachers assign game levels and Prodigi then track progress and effort.

AI Recommended

Mangahigh assigns challenges that will scaffold and stretch learning for all.

Free Play

Free play games from start to finish. Select any grade level Prodigi.

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Create Classes and Student Accounts

Create a Class and Student Accounts – Admin Menu Link

1. Click the **Admin** menu link
2. Click **CLASSES**
3. Click the **+ sign in the grey box** to create a class and generate student accounts
4. Enter class details
5. Click *Do not prompt my students to personalize their name* to disable students' ability to change their username.
6. If you **allow student personalization, you will need to validate** names before the changes appear
    a. You will see a notification on the class name tile and at the top of the CLASSES page that alerts you to validate names
7. Click **GENERATE LOGINS**
8. Click the **pencil icon** next to each student's name to edit their generic account information
9. To rename or delete a class, **select the class then click the 3 dot menu** on the upper right side of the page

Add, Move, or Remove a Student from a Class – Admin Menu Link

1. Click **CLASSES**
2. Click the **class tile** in which student is currently listed
3. Click the **pencil icon** next to the student's name
4. Click the **Change/Add Class** link
5. Click a **check box** to add, move, or remove the student
6. Click the **check mark** in the upper right corner
7. Click **SAVE**

Print Student Login Cards

1. Click the **Admin** menu link
2. Click **CLASSES**
3. Click the **class name** tile
4. Click **PRINT** to download printable login cards or
5. Click **DOWNLOAD** to download all account information on an Excel sheet

Maths Ninja 102

https://www.mangahigh.com/login

User ID: **102**
Password: **shark793**
School ID: **428324**

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Find and Set Assignments

First, Decide to Set to 1 Class or the Whole School

Every teacher with a login to the school's dashboard can access the other classes or the whole school. Selecting the school allows you to assign challenges to more than one class. Selecting the class allows you to assign challenges to one or more students.

1. Click the **school name** at the top left of the screen to see your school's name and list of classes

2. Click the **school name or class name** to select it
   Type the class name in the search box to locate it

3. Click the **star icon** to the right of the class name to make it appear at the top of the list

Search for Challenges

1. Click the **Assign** menu link

2. Click **FILTER** in the upper right corner to narrow your search

3. **Search by Topic**: Type a topic name in the search box then click the magnifying glass to search

4. **Search by Grade/Course**: Scroll down to the grade or course folder then click the + sign on each folder to expand it

Assign Challenges to One or More Students

1. Select your **class**

2. Search for a challenge to assign then click the tile to select it

3. Click **ASSIGN** (Click PLAY to view the challenge before you set it)

4. Edit the assignment start and due date or use the default dates

5. Toggle the switch to disable/enable the Prodigi timer

6. Decide who will receive the assignment

7. Click the black arrowhead above the checkboxes for bulk assignment options

8. Click the checkboxes to select/deselect individual students

9. Send a notification with the challenge if you want to deliver a message with a link to the challenge to your students' inboxes

10. Click **DONE**

Set Classroom Mode

Classroom Mode can be set for individual classes, not for the school.

Lock Students Out of Free Play

1. Click the school or class name in the upper left corner of the page then **select your class**
2. Click the **Class assignments** link on the navigation menu
3. Click the **3 dot menu on the upper right** side of the page
4. **Click the switch** to enable Classroom Mode
5. Click the switch at any time to disable Classroom Mode

Student Performance Reporting

Students earn medals that correspond to their level of understanding for a specific learning objective instead of a letter grade or numerical score. Medals earned contribute to leaderboard points.

No Medal Yet

- Most students earn a medal after 3 attempts – monitor attempts closely!
- Student receives scaffolding challenge in their Recommended list after 3rd unsuccessful attempt

Bronze Medal - Learning Objective Met (Proficient) – 1 Medal Point

- Most of the Hard level answered questions correctly in a Prodigi
- Most of the questions answered correctly in a game
- Encourage students to try to earn a high medal

Silver Medal - Learning Objective Exceeded (Advanced) – 2 Medal Points

- Most of the Extreme level questions answered correctly in a Prodigi
- Most of the hardest questions answered correctly in a game
- Encourage students to try to earn a gold medal

Gold Medal - Learning Objective Exceeded (Exceptional) – 3 Medal Points

- All of the Extreme level questions answered correctly in a Prodigi
- All of the hardest questions answered correctly in a game
- Student receives extension/stretch challenge in their Recommended list

Monitor Assignment Progress Before the Due Date

Most students earn a bronze medal after their 3rd attempt and you will need to provide intervention after the 3rd unsuccessful attempt.

To View and Print Class assignment data

1. Click **Class assignments** (menu link displays "School assignments" when the whole school is selected)
2. Click the **name of the assignment** to view data
3. **Scroll down the far-right panel** to see individual student performance and number of attempts
4. Click ↓**EXCEL** to download the assignment report for the assignment

Suggested Interventions

- Assign a scaffolding assignment
- Have students work on recommended challenges then return to the assignment
- Have the student work through the teach me section (Prodigi only)
- Make sure student uses scratch paper for calculations
- Provide manipulatives and mathematics tools
- Turn the timer off (Prodigi only)

Data and Reports

Go to Support > Data and Reports to see an explanation of each type of report.

View & Download Reports

1. Click the school name or class name in the upper left corner of the page then **select the class or whole school**
   To view/print student report, click the student name when in class view
2. Click **Reports**
3. Click the **date range** displayed above the report tiles to change it
4. Click on the **report** you'd like to view, and drill down further by **clicking on class and student names** in the panel on the right
5. Click the **3 dots at the top right** of the screen to download a printable report.

Check for Understanding

1. List the ways you can get help with Mangahigh.

2. What can you do to recover your password?

3. Where are printable student achievement certificates located?

4. Name the two types of challenges students can play.

5. Most students earn a Bronze medal after _____ rounds of play. Where do you monitor the number of attempts.

6. List 3 ways students access challenges.

7. True or False: Every challenge displays the grade level for students.

8. In a Prodigi challenge, the grade level learning objective is found in the _____ level questions.

9. In a Prodigi challenge, how do students earn a
   Bronze Medal
   Silver Medal
   Gold Medal

10. Circle the correct answer. Students CAN | CANNOT analyze errors and see a stepped out solution in Prodigi before replaying.

Check for Understanding Answer Key

1. **List the ways you can get help with Mangahigh.**
   Support link on the dashboard, In-app chat, eMail support@mangahigh.com

2. **What can you do to recover your password?**
   Click the reset link on the login screen, colleague can send reset message from the Admin > Teachers > Edit Teacher page, eMail support@mangahigh.com

3. **Where are printable student achievement certificates located?**
   School and Class Top Ten: Reports > Achievement > 3 Dot Menu in Upper Right
   Students: Select Class > Reports > Click Report > Click Student > 3 Dot Menu in Upper Right

4. **Name the two types of challenges students can play.** Prodigi and Games

5. **Most students earn a Bronze medal after** 3 **rounds of play. Monitor number of attempts on:** Class Assignments > Click Assignment Name > Attempts are Listed Under Students' Names

6. **List 3 ways students access challenges.**
   Teacher assigns, Artificial Intelligence recommendations, and Free Play

7. **True or False? If false, then rewrite as a true statement. Every challenge displays the grade level so students know which grade level they are working on.**
   False. Students only know which grade level they are working in during free play.

8. **In a Prodigi challenge, the grade level learning objective is found in the** HARD **level questions.**

9. **In a Prodigi challenge, how do students earn a**
   Bronze Medal: Answer most HARD questions correctly.
   Silver Medal: Answer most EXTREME questions correctly.
   Gold Medal: Answer all EXTREME questions correctly.

10. **Circle the correct answer. Students** CAN | CANNOT **analyze errors and see stepped out solutions in Prodigi before replaying.**

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