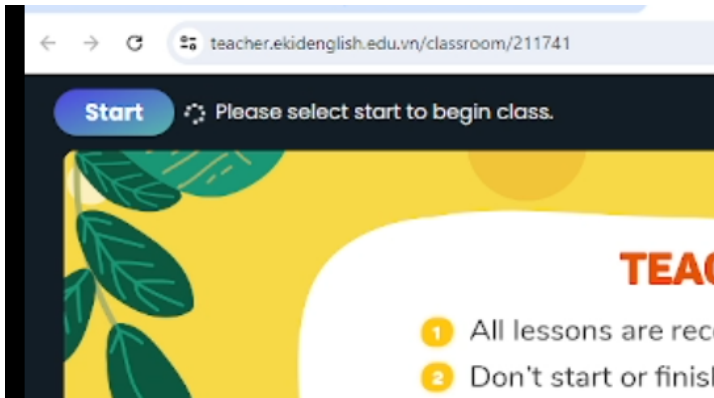


Class duration: 25mins (+5mins)

- allowance +5 mins if class started late or there are problems
- Teachers should not go beyond 30 minutes.

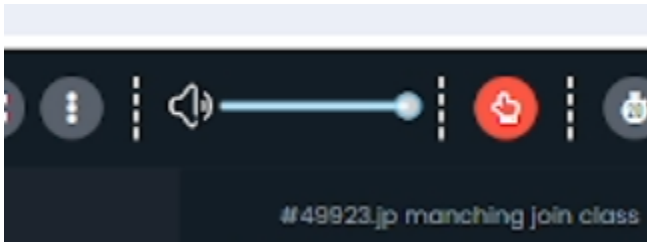


The START button will appear 5 minutes before the class time starts

- Teachers should only click the start button when it's already time to start. Do not click start early or late.
- Click only when student enters the classroom
- Do not click when the student has not entered the room yet

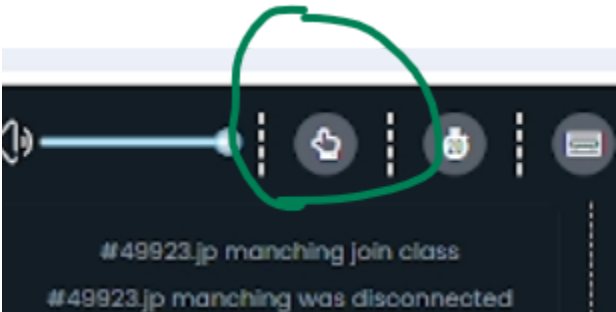
The slides will only appear if the teacher clicks the start button.

Volume Bar:



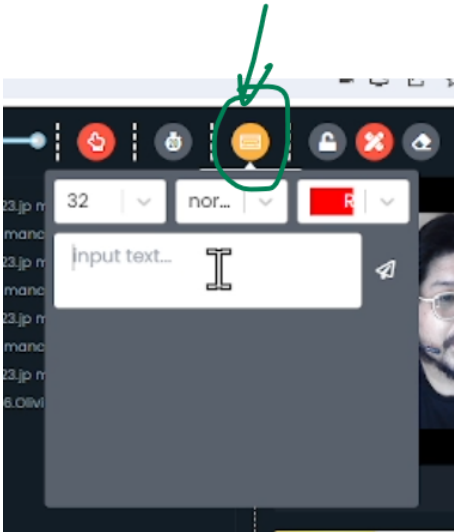
Pointer: White – On | Red - Off

- If on, the student will see your pointer on their screen.
- Must be on throughout the entire class.

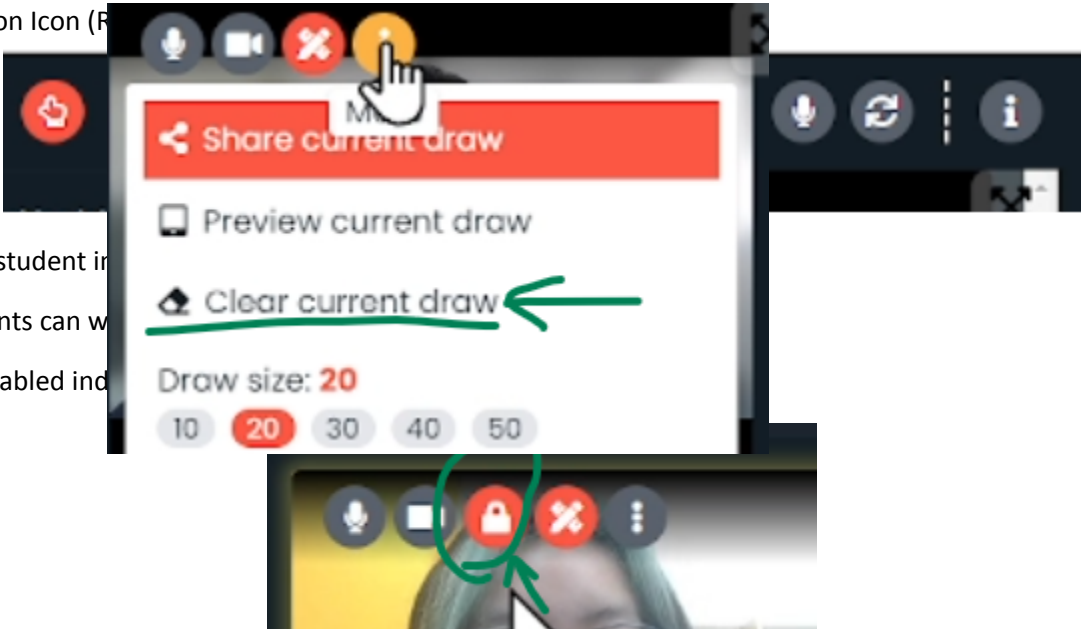


INPUT TEXT BUTTON/FUNCTION

- If teachers want to share text in the screen
- Here you can change the font size, color, edit
- And remove your text



Block Interaction Icon (R



If Off (red), all student in
-Students can w
Can also be disabled ind

DRAW FUNCTION / BUTTON (RED: DISABLED | WHITE: ENABLED)

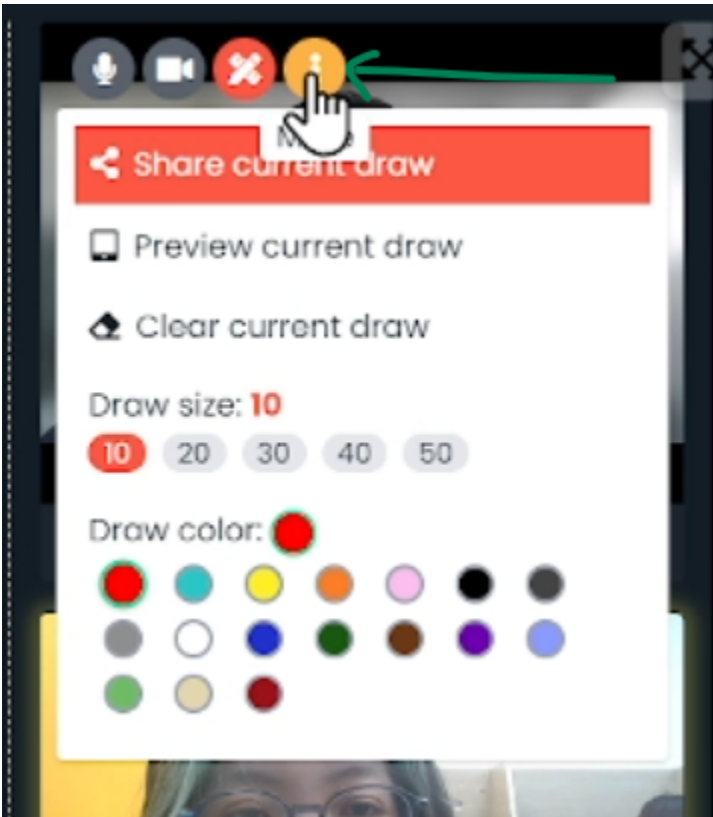


When on: Both student and teacher can draw or write in the screen

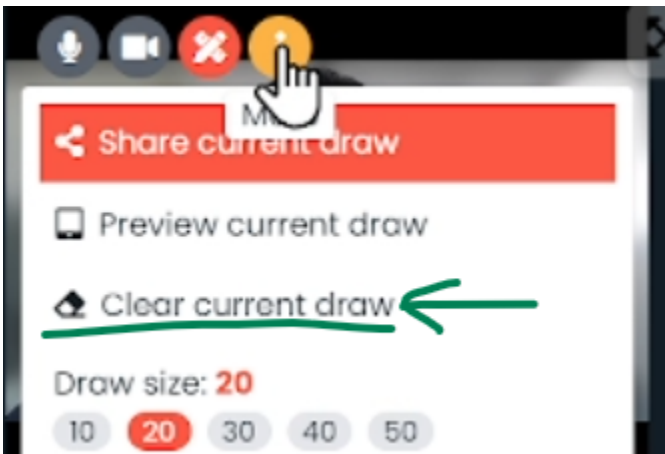
Customize your text (each for student and teacher)

If drawing function is on

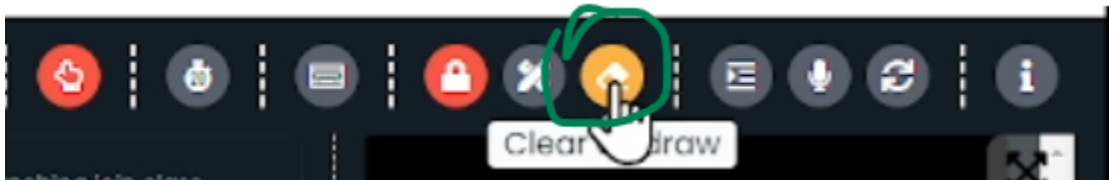
- the student cannot drag items
- cannot press buttons
- type in
- so make sure, after drawing, turn off the Drawing button



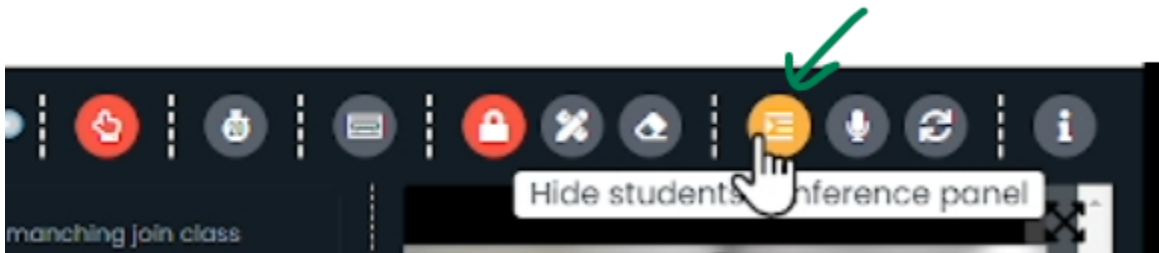
CLEAR THE DRAWINGS:



CLEAR ALL DRAWINGS IN THE SCREEN (both student and teacher)



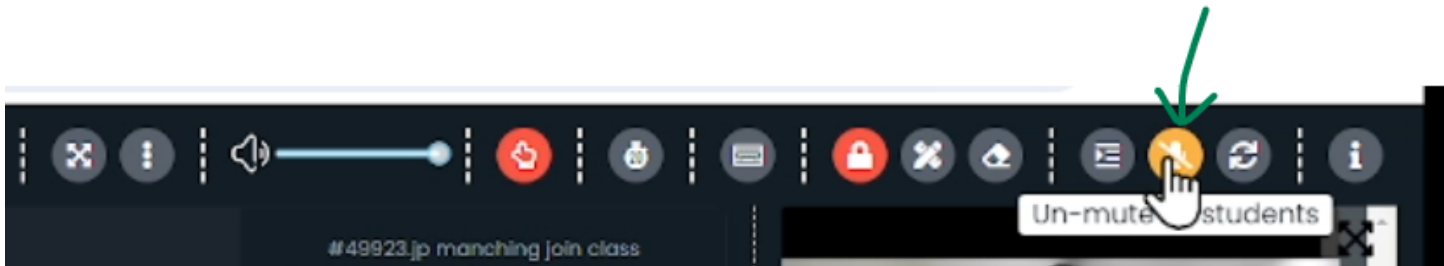
HIDE CONFERENCE BUTTON:



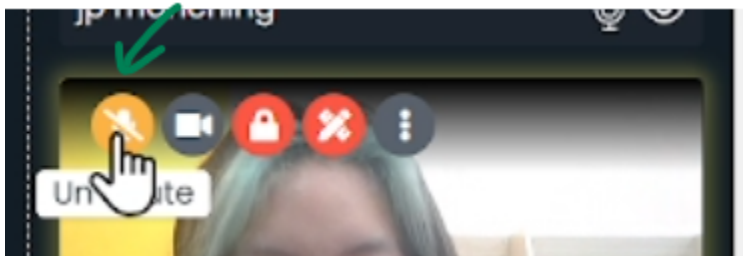
Do not use this button unless admin gives the order. This button will hide your video box. The student will not see you but you can see the student.

This button will be removed in the next platform update.

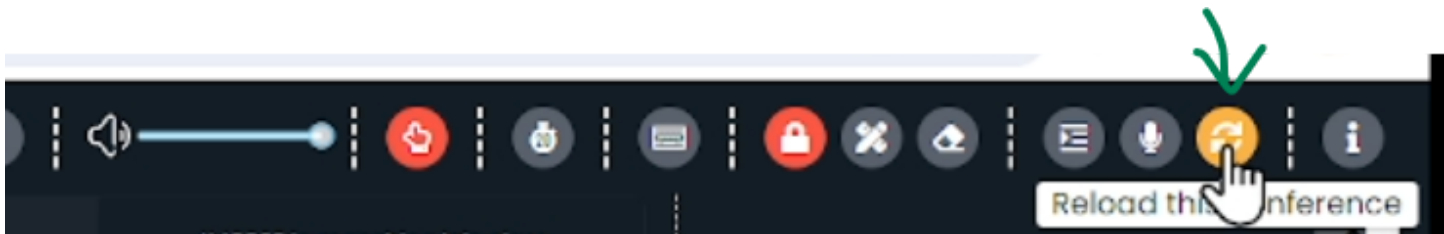
MUTE / UNMUTE BUTTON (for all students)



MUTE INDIVIDUALLY (for group classes)

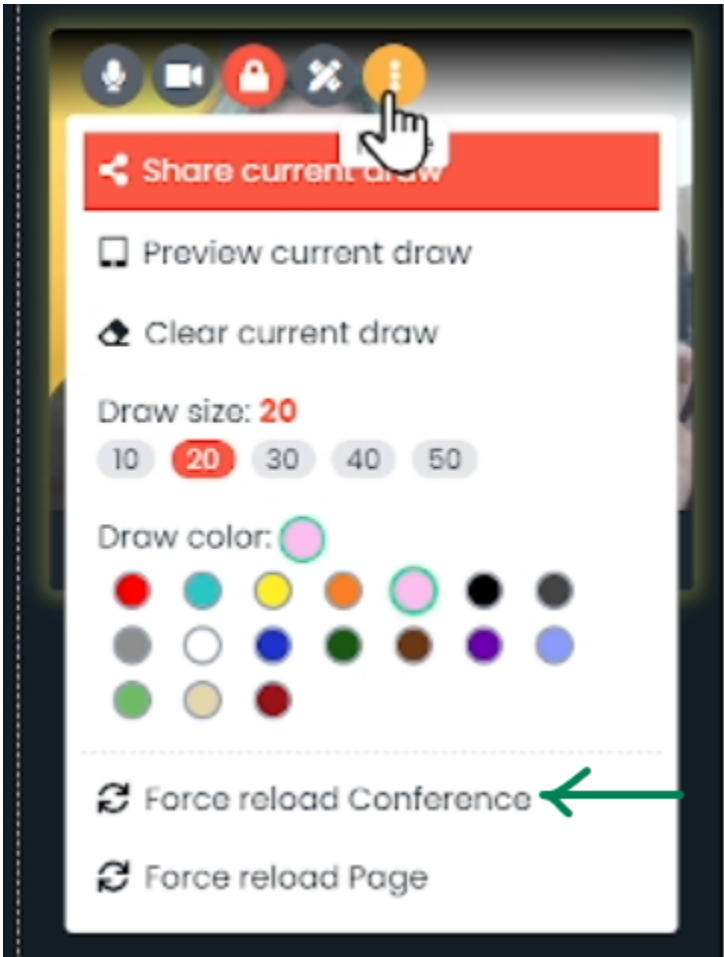


RELOAD CONFERENCE BUTTON:

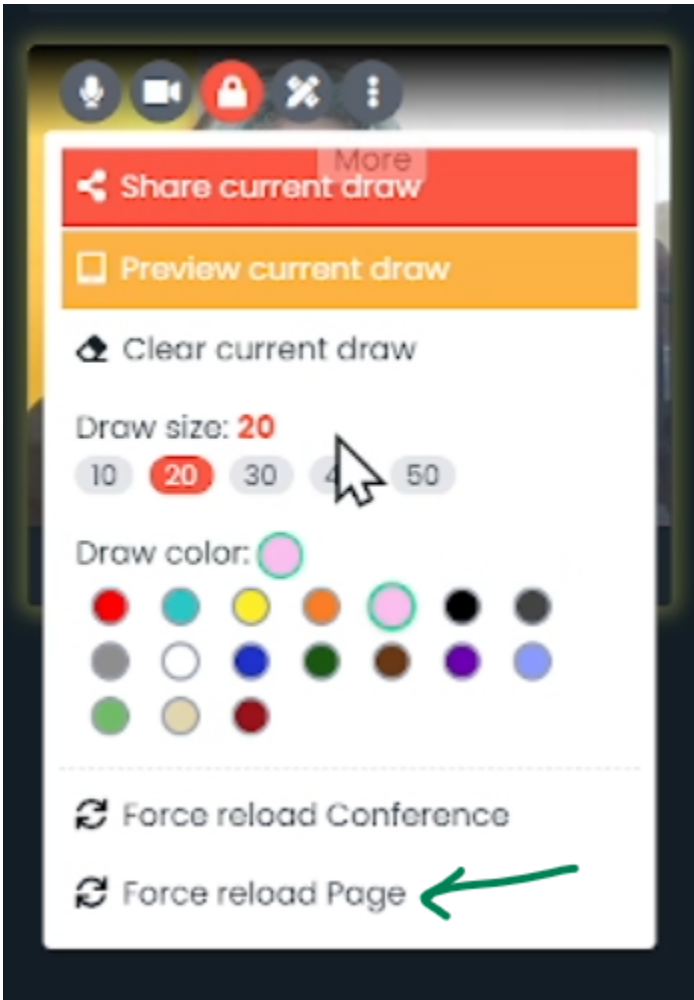


This will refresh the camera boxes. Use this if you have technical issues.

RELOAD CONFERENCE FOR STUDENTS: it will refresh students video



FORCE RELOAD PAGE: This will refresh the whole class/whole page from the students side



Scripts

Note

Question

Character

Objective: Introduce book's character (Paco)

>> Introducing Paco

1. Hello, it's nice to meet you. My name is @Paco . Can you say Paco?

2. @What is your name? - (S answers)

3. Hi {SN}. I am from @America. Do you know about America? - (S answers)

Yes: Wow, you're smart.

5 minutes.

(Id: 969)

Learning Objectives

The list of objectives of each class will be listed here. For example:
- Student can recognize and pronounce the letters "A, B, and C".

Learning Materials

N/A

Target Language

The target alphabet letters or expressions will be listed here. For example:
- A, B, C
- "I like ..."

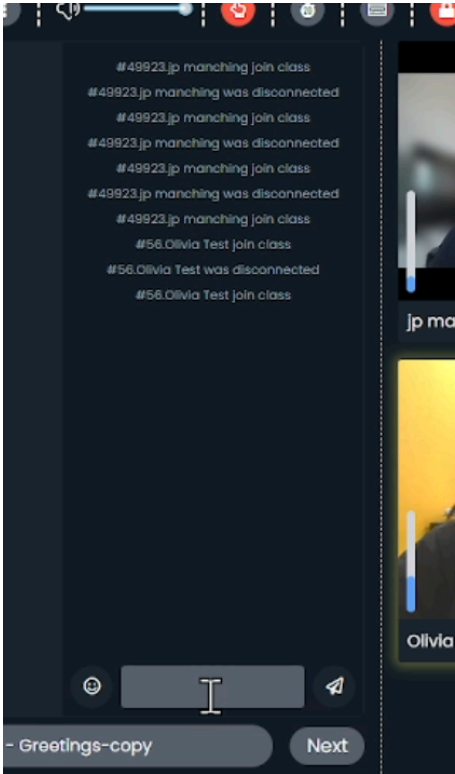
CUIL

- Maths
- Life Skills
- Science

Recent Languages

CHAT BOX: This is the chat box for the TEACHER and TECHNICAL team

- This chat box is meant for technical issues. If teacher use this, it will directly go to the operators.
- This is not for the students, the students cannot see this chatbox in their screen
- If teacher did not receive respond after 2 mins, there will be an SOS button in the side of the volume bar
- The SOS button can be clicked every 5mins to signal an alarm to the operators.



SCRIPT BOX:

Scripts

Note

Question

Character

Objective: Introduce book's character (Paco)

>> Introducing Paco

1. Hello, it's nice to meet you. My name is @Paco . Can you say Paco?

2. @What is your name? - (S answers)

3. Hi {SN}. I am from @America. Do you know about America? - (S answers)

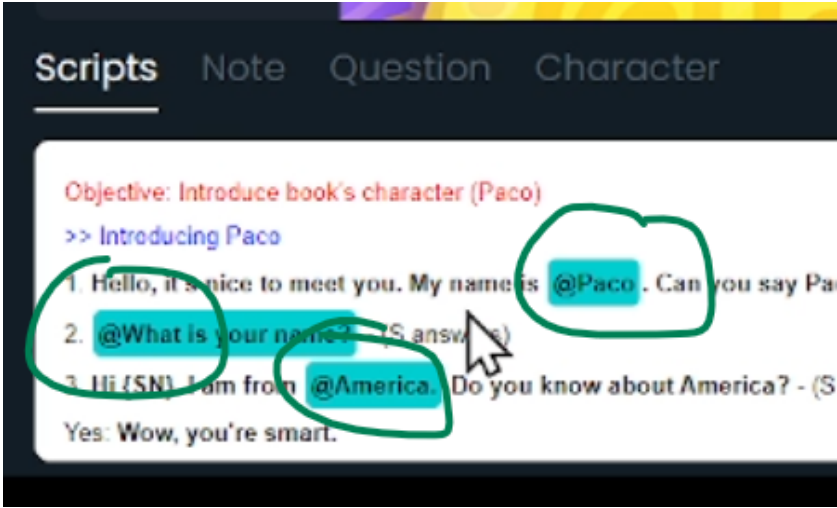
Yes: Wow, you're smart.

Lesson scripts, instructions, are here.

SCRIP BUTTONS:

If you click this, there is something that will appear in the screen.

Make sure you press these buttons in order because there is no UNDO button.



CHARACTER BOX: The chicken is called "PACO"

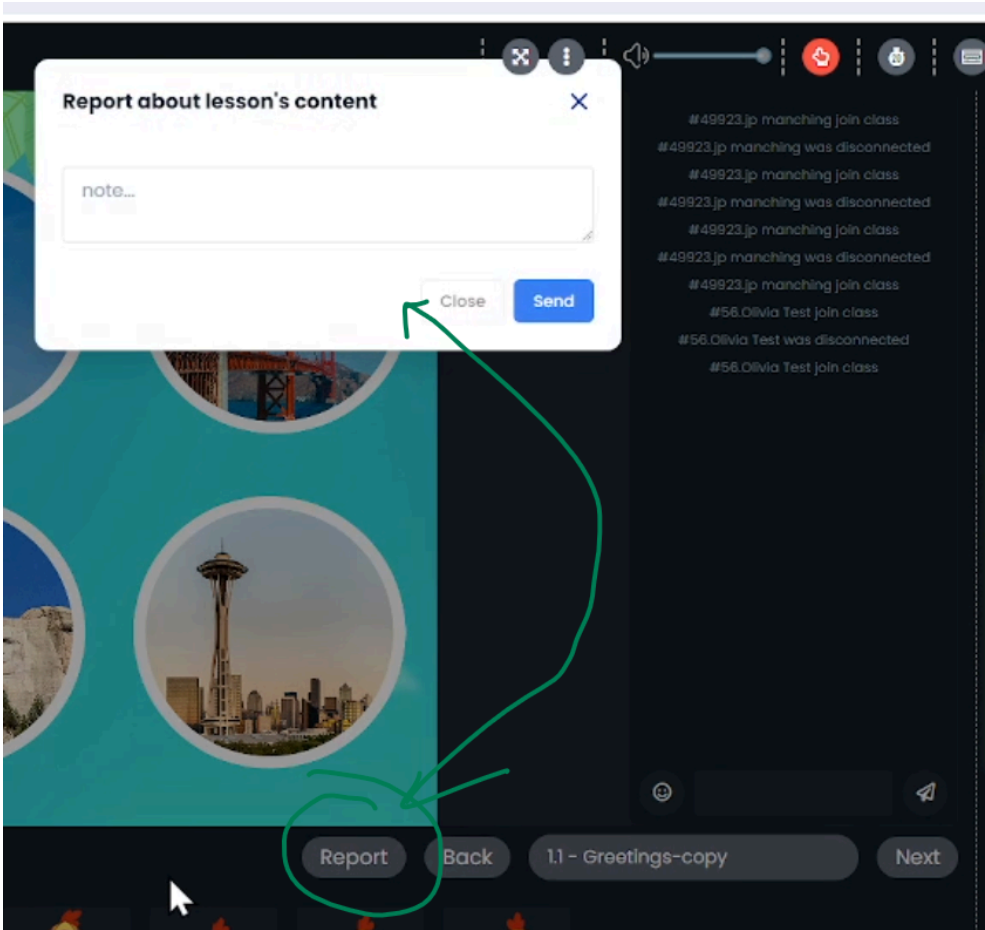


To let paco move, press the pictures in the character tab. Or you can also press the number keys in your keyboards.

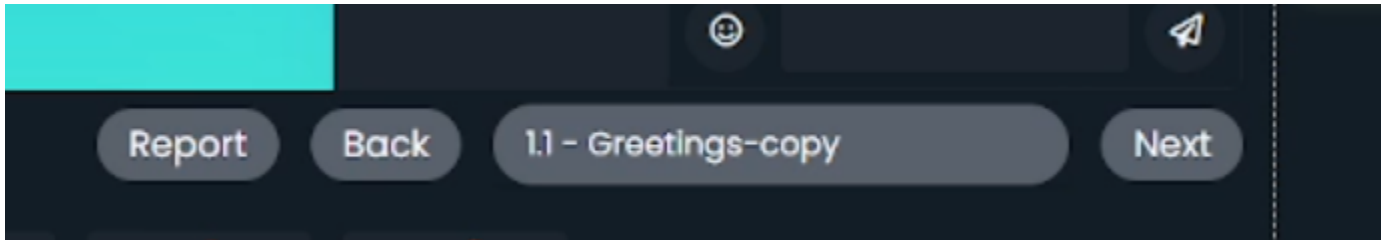
Teachers should memorize the paco actions 😊

REPORT BUTTON

If you see mistakes
in the lesson, you can report
them by clicking the report button.
The operators will then check
the material for corrections.



NAVIGATION BUTTONS



This is where you go next, back, or choose the slides.

NOTE: If you think you can't finish the class on time, you can skip to the WRAP UP slide so you can finish the lesson.

If the class has troubles, technical issues or the student is late for 5mins, the teacher has 2 choices:

- Finish the class and use the extra 5mins to extend the time if the teacher has no scheduled class right after.
- Or finish the class in the 25min mark, wrap up the class. So the teacher can prepare for the next class.

Even if the students can't understand the lesson, the teacher should still wrap up the lesson in 25min mark.

ACTIVITIES and CONDUCTING LESSONS

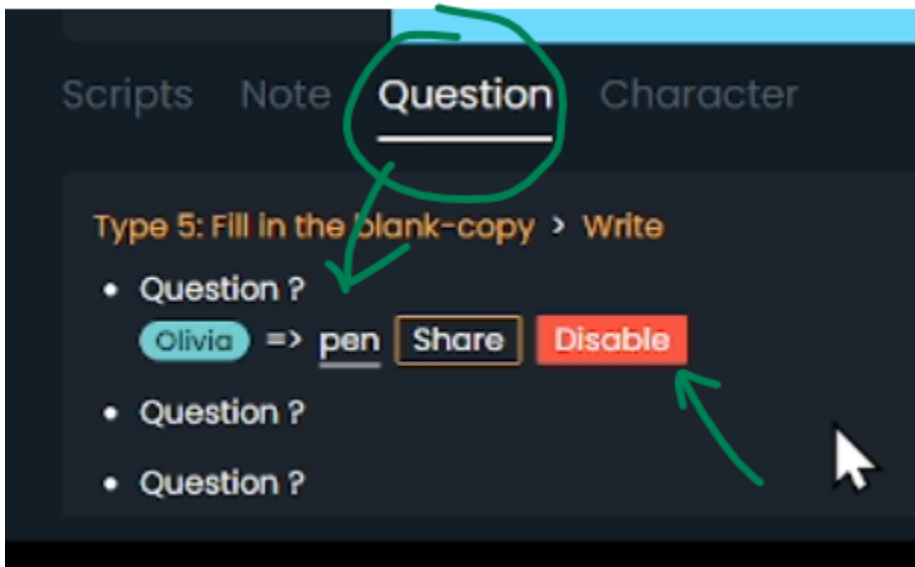
NOTE:

If the teacher is teaching new sounds and words, it should be repeating three (3) times.

If the teacher is teaching sentences, it should be repeated two (2) times.

Do not skip any words or slides as much as possible.

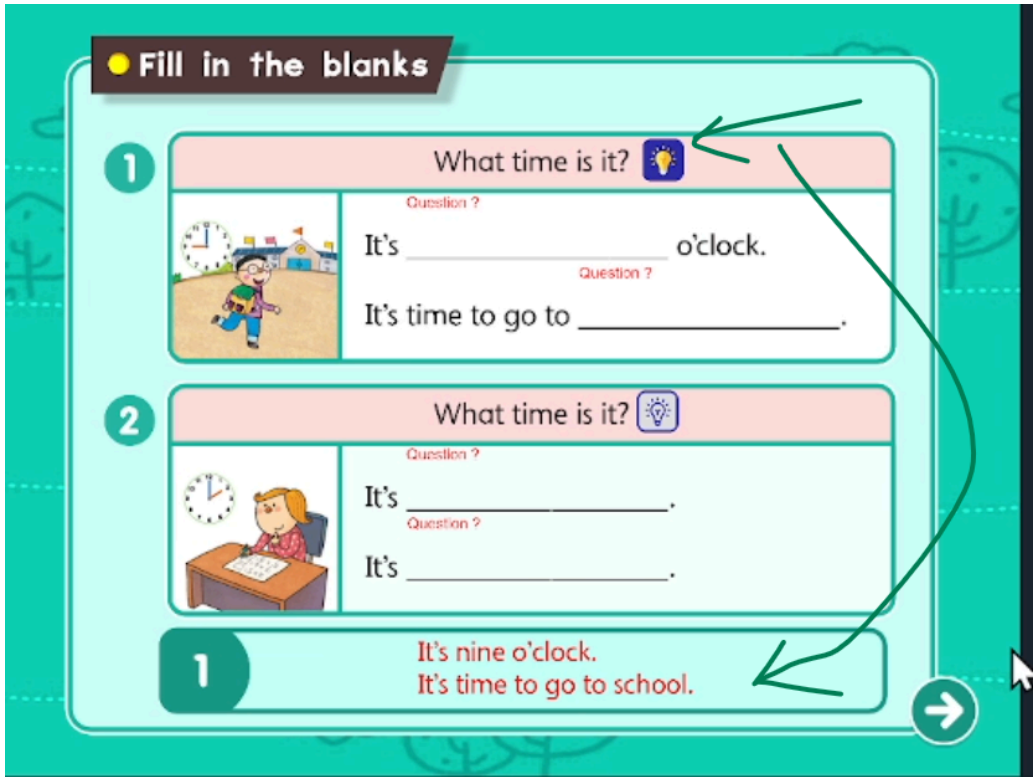
TYPING ACTIVITIES: This is where you use the question box



SHARE BUTTON: To share the students answer in the screen. If you don't click SHARE, it will not show in their screen.

ENABLE and DISABLE button for the edit function. Meaning, the student can rewrite or given another chance to answer.

LIGHTBULB BUTTON: to reveal answers in the screen



DRAW and DROP: In this activity, make sure the DRAWING FUNCTION is OFF, or else they cannot drag the words in the screen.

● Look and Drag

bring

sweep

plant

shine

fold

1



Let me give Timmy a **bath**.

2



Let me my bike.

And make sure that you have to let the students read the sentences.

LISTENING SKILL ACTIVITY: Drag and Drop in order. (refer in the video)

● Look and Order

Put the pictures in the correct order



1

2

3

4

WRITE AND DRAW:

Make sure DRAWING BUTTON is enabled if they have to draw in their screen.

And when it's time to write, disable the drawing function and share their answers in the QUESTION tab below.