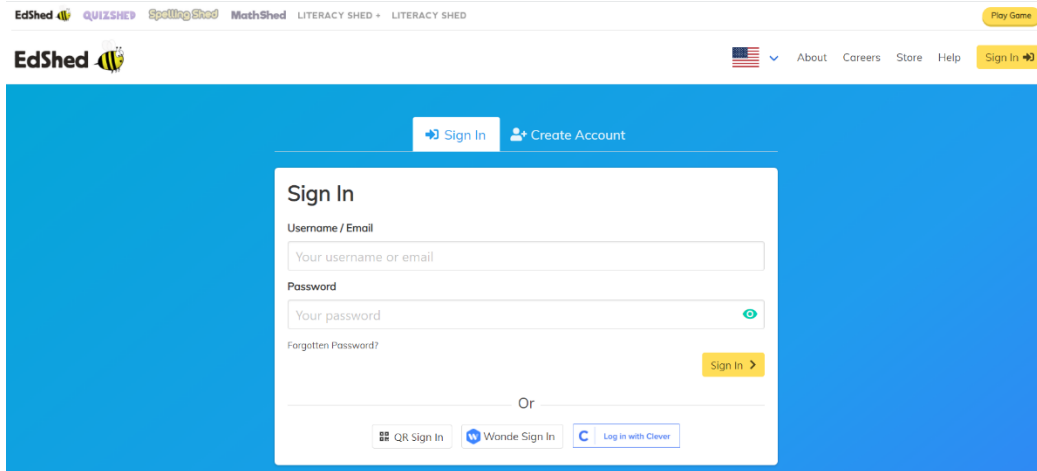
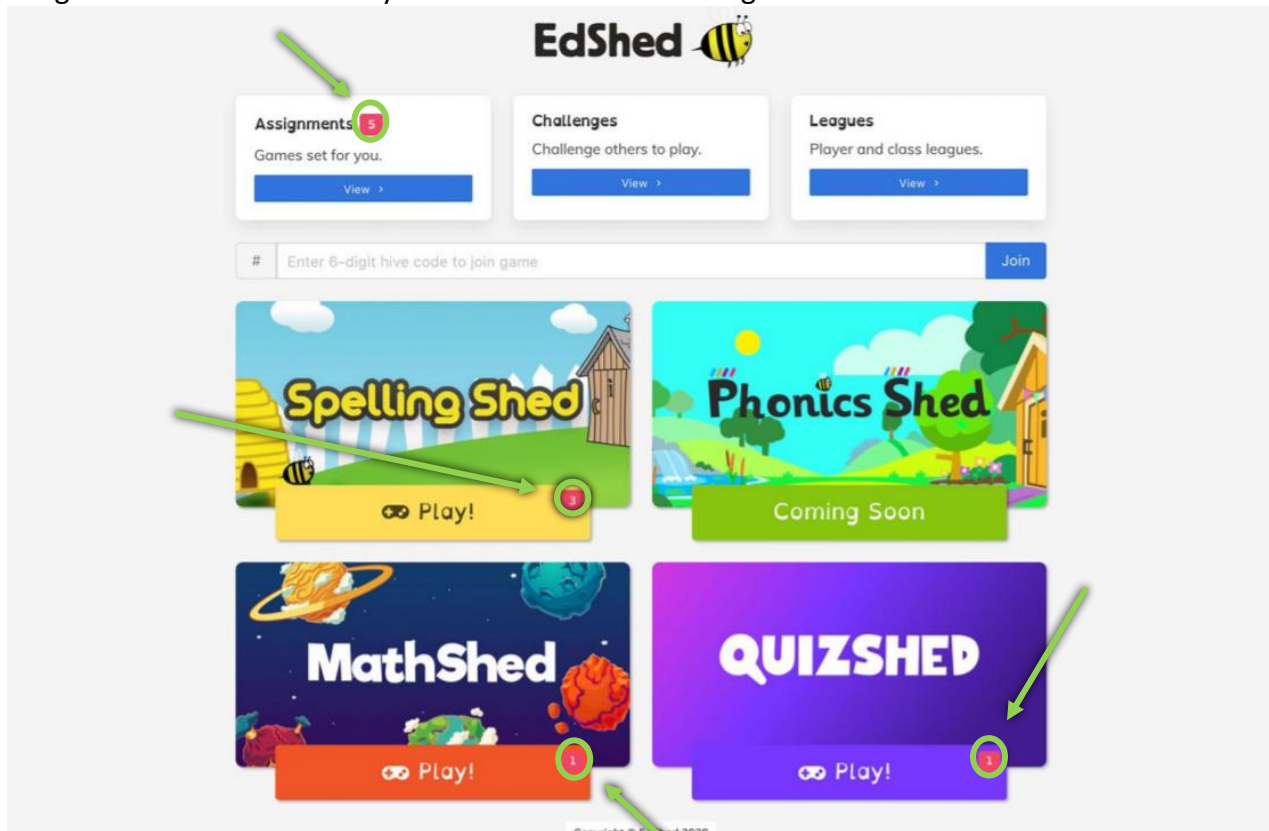


# Getting Started: Game Details & Student View

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



Once 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 show the student's scores for that specific set of Shed games. The number of Honey Pots stay the same throughout all Shed games.


### Scoring


There are several different ways of scoring on the games.

★ 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.

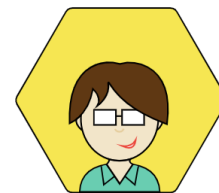
 **Honey Pots**  
This is the in game 'money' and can used to buy accessories for your avatar.

**! 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.



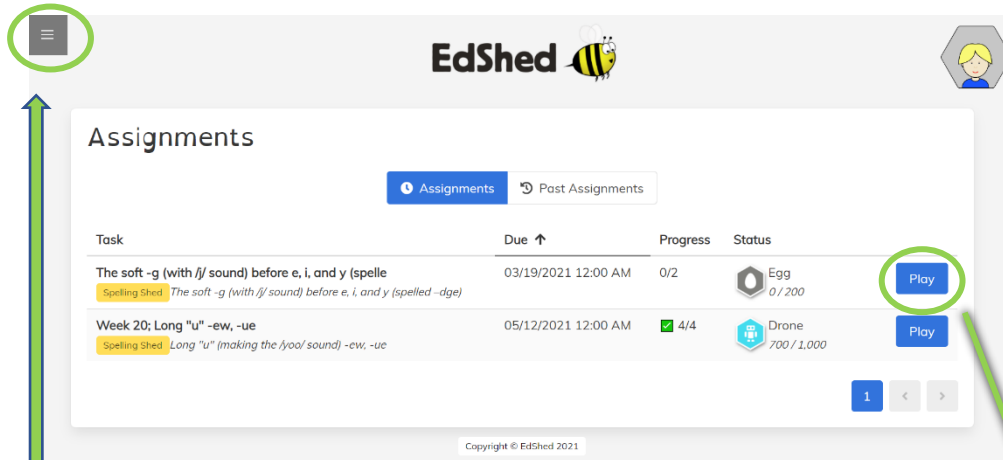
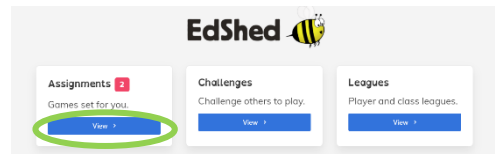
Face   Hair   Shirt   Background   Accessory   🪄 2240

Face

			500	500	500
500	500	500	500	500	500

## 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.



Clicking play here, on a Spelling Shed Assignment, will bring up a choice of available games to play with that list. Only 'Play' and 'Hive' 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

When students click 'Play' under the Spelling Shed icon on the Main Menu, they will be directed to the page below.



The page has a menu which 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 3-game menu above will pop up.



If students select 'Play', they will practice the words independently. If they select 'Hive', a code will be generated that they can share to play a live Hive game with friends. 'Bonus Games' are extra fun that give students a chance to earn points and rewards, but don't count towards an assignment.



## Assignment Ranking

Students have an Assignment Rank for each assignment that represent competence.

There are six available ranks, and they are worked out in slightly different ways 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.

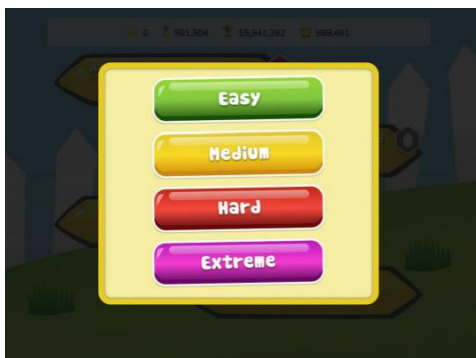
$$\frac{\text{\# of games (max of 5)}}{\text{\# of games (max of 5)}} \times \frac{\% \text{ correct average (average based on last 5 or less games played)}}{\% \text{ correct average (average based on last 5 or less games played)}} \times \frac{\text{difficulty average}}{\text{difficulty average}} =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

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 click 'Play', four difficulty options will appear.



**Easy (1pt)**- You will be shown the word as well as hearing it, and you will only see the letters you need to spell it.

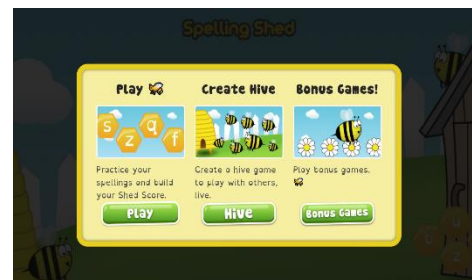
**Medium (2 pts)** - You can listen to the word and you will only have the letters you need.

**Hard (3 pts)** - You can listen to the word, but you will have a few extra letters added

**Extreme (4 pts)**- You will hear the word and you have a full keyboard of letters.

These levels of difficulty apply to solo play and hive games. Games completed on easier levels will give the player a lower score and lower ranking. The teacher will be able to see which levels have been chosen for each game.

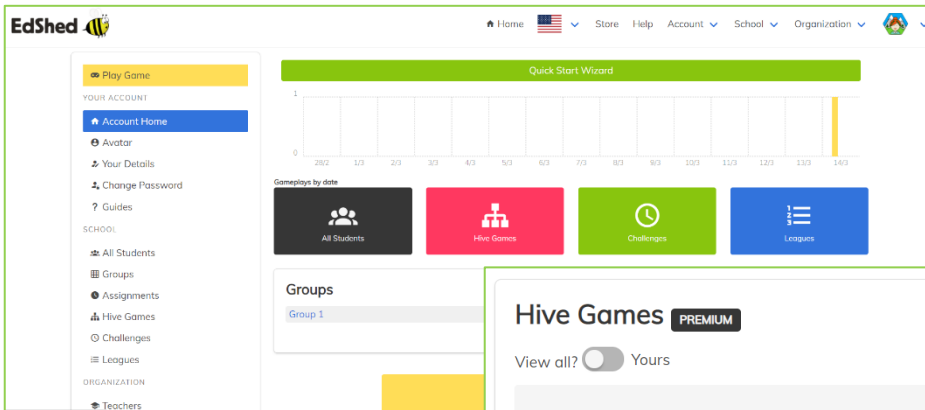
Rank	Name	Spelling Shed	Maths Shed
	Egg	0	0
	Larva	200pts	30s / answer
	Drone	500pts	10s / answer
	Worker Bee	1,000pts	6s / answer
	Soldier Bee	1,500pts	3s / answer
	Royal Bee	1,960pts	1s / answer



## Hive Games

Hive games are a live, multiplayer version of the spelling game above. 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 display 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.

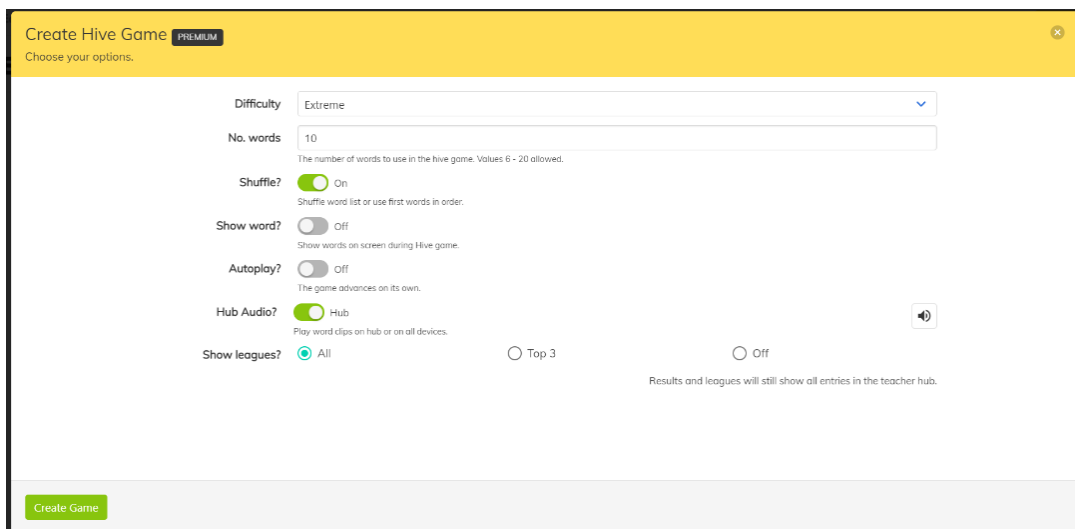
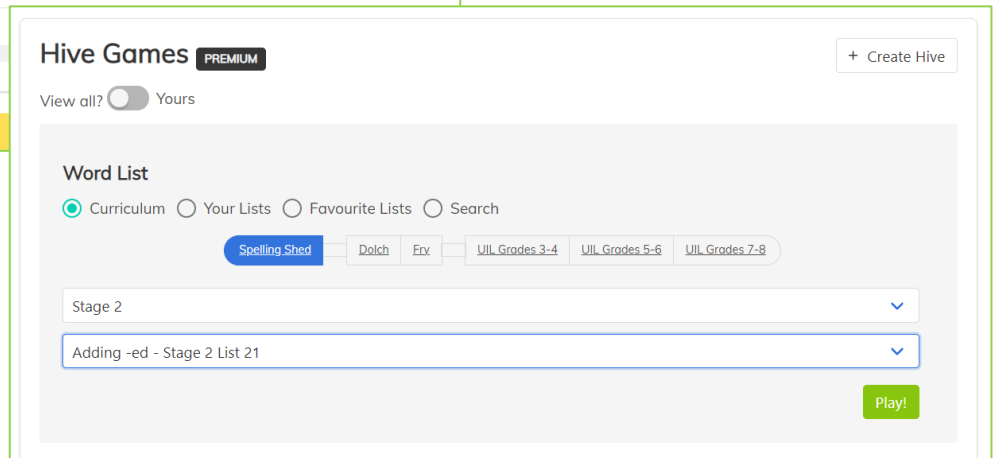
'Show word' will show on the teacher's screen only.

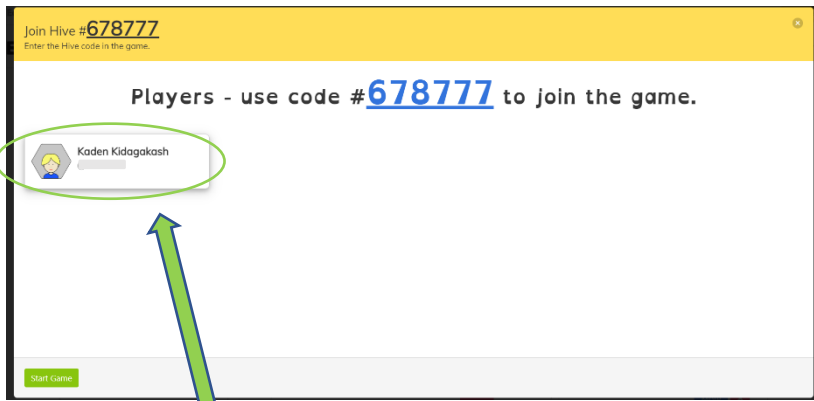
If 'Autoplay' is off, you

need to wait for all students to answer before the game moves to the next word. 'Autoplay' on allows for the game to progress for each student after they answer.

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.





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 3-game menu will pop up, and they will select 'Hive'. 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'.

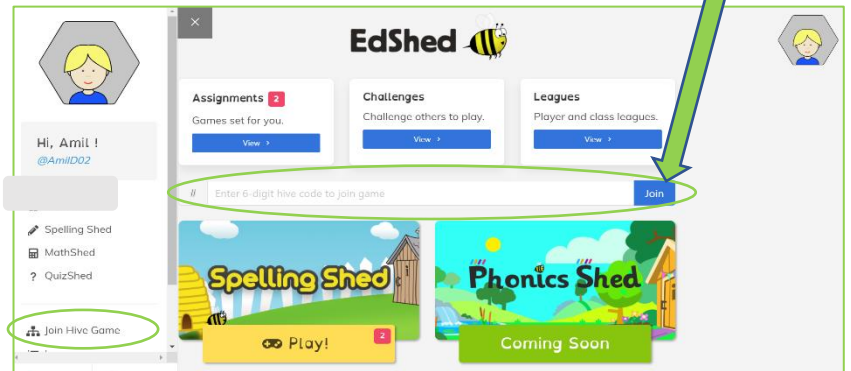
## Bonus Games



**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.

A code will be generated which 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/>.





The **Missing Word game** helps boost vocabulary acquisition. Students must select the correct word to fill in the gap in the sentence. The Easy level gives you two-word options, Medium gives you four-word options, Hard gives you letter options to spell the word, and Extreme gives you a full keyboard. In this game, students earn points only.



The **Buzz Words** 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 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.

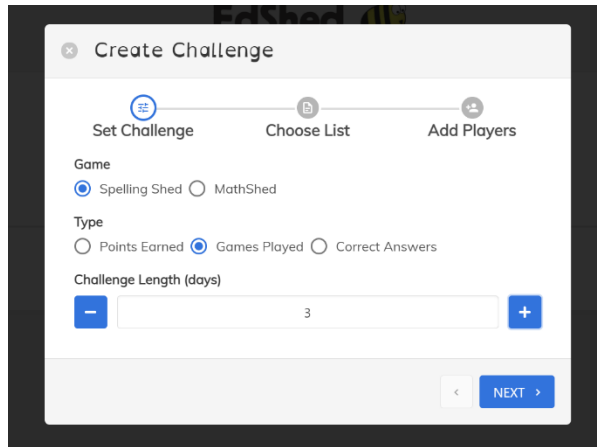
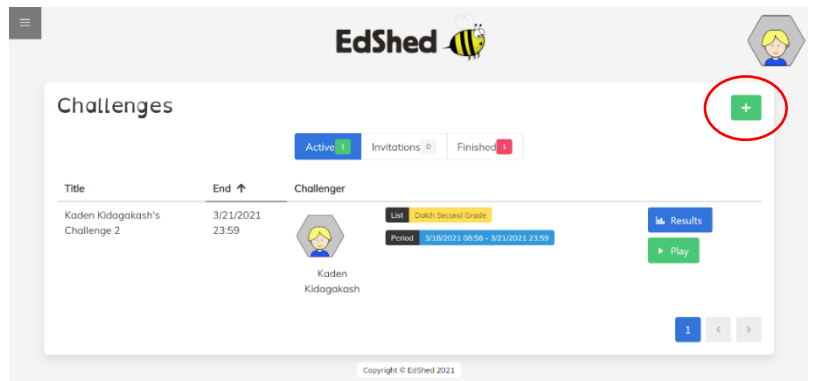
Teachers can create Custom Leagues and select individual students and/or groups to compete with one another.

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.

Group 1	School	School Groups	World Groups	Name	Shed Score ↓	Total Score
1				Mrs. Moo	0	0
2				Storm Janzen	0	2,977,598
3				Julian Melaren	0	483,508

## Challenges

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

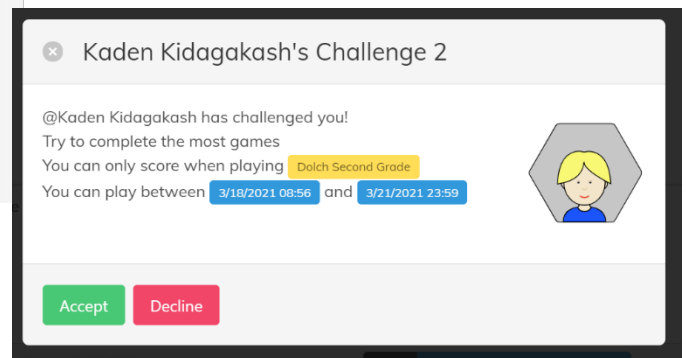
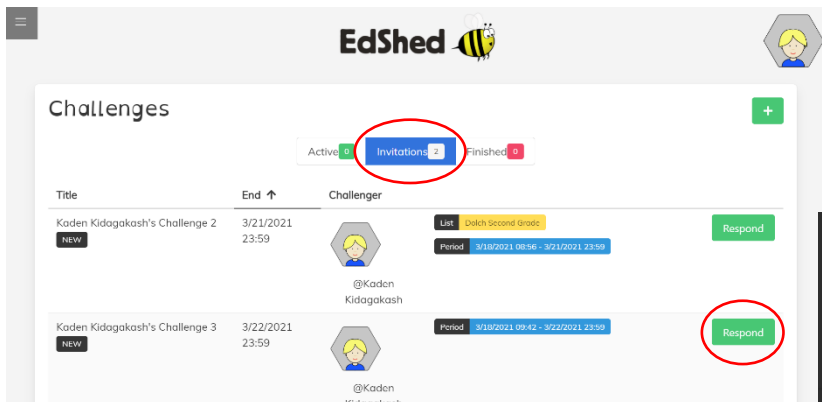
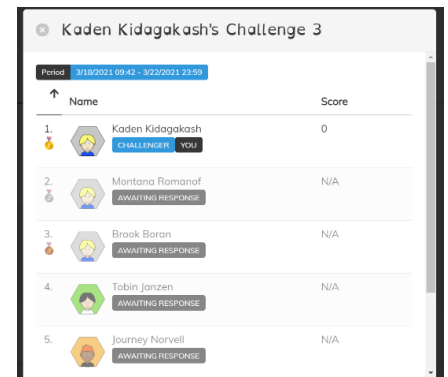


To create a challenge, students will click the green plus icon on the top right. They will select a Spelling or Math game, how the game will be scored, and length of the challenge.

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

- 1) **Points** - 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.**