

## **Getting Started**Joy School English

Clever Access

Welcome to Joy School English, a vibrant digital program that teaches English and character-building values through songs, videos, books, and interactive games. This guide will show you how easy it is to get your student onto the program and engaged with oral production, foundational literacy skills, and social and emotional learning right away!

## Ready, set, go!

### For mobile devices

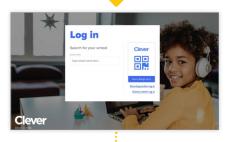
- 1 Download the app: Search for **Joy School English** in your app store.
- 2 On that same device, log in to Clever
- 3 Select the **Joy School English** icon inside the Clever portal.

### For Chromebook, PC, or Mac

- 1 No app download required. Just log in to Clever using the Chrome browser.
- 2 Select the **Joy School English** icon inside the Clever portal.

Now you're ready to begin!













## Playing Joy School English

#### **Activities**

Your child will play many different types of activities that teach English and support social and emotional learning. These range from short videos that demonstrate vocabulary, to practice games, to songs or other speaking practice, to storybooks that help synthesize the phrases and vocabulary taught. The activities typically last 1-2 minutes and integrate speaking, listening comprehension, early literacy, and values.

# Hello, Alligator. Hello, Ant.

### **Voice Recognition**

Joy School English has thousands of opportunities for your child to speak! Often your child will see a volume meter on the left side of the screen—this means the program is listening and waiting for your child to respond. They may need your help with timing or with holding their device in a way that doesn't block the microphone. The more cleanly that the device can capture your child talking, the better the results.



### Honeycomb and the Beehive

As your child answers questions in the activities, you'll often see them earn a honeycomb. This reward will fly into the child's Honeycomb Meter on the right side of the screen, filling it up with honey. When it reaches the top, your child has earned a trip to the *Beehive!* This is a reward space filled with games as well as past activities that the child can choose from. After three minutes the child will return to the regular learning path, although they can leave the *Beehive* at any time.



### Daily Usage

For kids this age, Joy School English recommends 10-15 minutes a day of usage. The default setting for daily usage is ten activities (this doesn't include time in the *Beehive*), although your teacher may choose a different limit. After your student has completed their daily usage, they will see a *Good Job!* screen. They can return to their normal learning path tomorrow, or in the meantime they are free to review by tapping the **Review Menu** button. Although students are free to review games without any limit, we strongly encourage parents to carefully consider electronic device usage. We believe a healthy relationship with electronic devices is very important.





### **Review Menu**

When students have reached their daily limit, they can continue playing on Joy School English by doing activities in the **Review Menu**. Any activities that students have already completed will be available for review. These are organized into categories for parents to get to know how the content fits into the overall curriculum. This is a great opportunity for children to demonstrate their new skills to parents.



